YSC4204: STATISTICAL COMPUTING
PROBLEM SET 2

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(1) The C code to implement meanC() is as follows:

```
#include <stdio.h>
#include <R.h>

/*
* Function that calculates the mean of vector x
* Inputs:
*     x   : vector of doubles
*     n   : length of vector
*     res : placeholder for result
*/
void meanC(double *x, int *n, double *res) {

  int i;
  double temp = 0.0;
  for (i = 0; i < *n; i++) {
    temp += x[i];
  }

  *res = temp / *n;
  return;
}
```

.

We call this function in R using the following R Code:

```
# Automatically sets working directory to source file location
this.dir <- dirname(parent.frame(2)$ofile)
setwd(this.dir)

# Problem 1 - Writing a mean function in C to be used in R
meanR <- function(x) {
  # Placeholder for result
  res = 0.0
  n = length(x)

  dyn.load("mean.so")
  m = .C("meanC", x=as.double(x), n=n, res=res)

  return(m$res)
}
```

.

(2) (a) With reference to Figure 2, let the red line (the "radius") be y_1 and let the blue line (the chord) be y_2.
We need to find the point (p_1, q_1). To do so, we will first find the lines y_1 and y_2, then "step" from (p_0, q_0) to (p_1, q_1) by adding the distance from (p_0, q_0) to the midpoint.

$$y_1 = \frac{q}{2p}x. \quad \text{(Since } y_1 \text{ bisects the perpendicular from } (p_0, q_0) \text{ to the } x\text{-axis)}$$

$$y_2 = \frac{-2p}{q}x + c. \quad \text{Substitute in } (p, q)$$

$$q = \frac{-2p}{q} \cdot p + c.$$

$$q^2 = -2p^2 + qc.$$

$$c = \frac{q^2 + 2p^2}{q}.$$

$$\Rightarrow y_2 = \frac{-2p}{q}x + \frac{q^2 + 2p^2}{q}.$$

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We need to find the intersection of y_1 and y_2, so we set $y_1 = y_2$.

$$\begin{aligned}
\frac{qx}{2p} &= \frac{-2px}{q} + \frac{q^2+2p^2}{q}, \\
q^2x + 4p^2x &= 2pq^2 + 4p^3, \\
x(q^2+4p^2) &= 2pq^2 + 4p^3, \\
x &= \frac{2pq^2+4p^3}{q^2+4p^2}.
\end{aligned}$$

To find y, we substitute x into the equation for y_1,

$$\begin{aligned}
y &= \frac{q}{2px}, \\
&= \frac{q}{2p} \cdot \left(\frac{2pq^2+4p^3}{q^2+4p^2} \right), \\
&= \frac{2pq^3+4p^3q}{2pq^2+8p^3}, \\
&= \frac{q^3+2p^2q}{q^2+4p^2}.
\end{aligned}$$

Now we need to find (p_1, q_1). We know that the distance from (p_0, q_0) to the midpoint is equal to the distance from the midpoint to (p_1, q_1). Breaking it into components:

$$\begin{aligned}
p_1 &= p_0 + 2(p_2 - p + 0), \qquad \text{where } p_2 \text{ is the } x\text{-coordinate of the mid point} \\
&= 2p_2 - p_0.
\end{aligned}$$

Similarly, $q_1 = 2q_2 - q_0$.

$$\begin{aligned}
p_1 &= 2p_2 - p, \\
&= 2\left(\frac{2pq^2+4p^3}{q^2+4p^2} \right) - p, \\
&= \frac{4pq^2+8p^3-pq^2-4p^2}{q^2+4p^2}, \\
&= \frac{3pq^2+4p^3}{q^2+4p^2}, \\
&= \frac{p(4p^2+q^2)+2pq^2}{4p^2+q^2}, \\
&= p + 2p\left(\frac{q^2}{4p^2+q^2} \right), \\
&= p(1+2\left(\frac{\frac{q^2}{p^2}}{4+\frac{q^2}{p^2}} \right)), \\
&= p(1+2\left(\frac{r}{4+r} \right), \\
&= p(1+2s).
\end{aligned}$$

$$\begin{aligned}
q_1 &= 2q_2 - q_0, \\
&= 2\left(\frac{q^3 + 2p^2q}{q^2 + 4p^2}\right) - q, \\
&= \frac{2q^3 + 4p^2q - q^3 - 4p^2q}{q^2 + 4p^2}, \\
&= \frac{q^3}{q^2 + 4p^2}, \\
&= q \cdot \frac{q^2}{q^2 + 4p^2}, \\
&= q \cdot \left(\frac{q^2}{p^2} \cdot \frac{p^2}{4p^2 + q^2}\right), \\
&= q \cdot \left(\frac{r}{\frac{4p^2+q^2}{p^2}}\right), \\
&= q \cdot \left(\frac{r}{4 + r}\right), \\
&= q \cdot s.
\end{aligned}$$

We've just shown that (p_1, q_1) are the same as the values of p and q after the $k = 1$ iteration of the loop. Since both points lie on the circle, $\sqrt{p_1^2 + q_1^2} = \sqrt{a^2, b^2}$. Hence we can consider this to be the loop invariant. For each iteration, the line from $(0, 0)$ to (p_k, q_k) remains on the circle while moving towards the x axis. This means

$$\lim_{k\to\infty} q_k = 0 \Rightarrow \lim_{k\to\infty} p_k = \sqrt{a^2, b^2}$$

. This becomes true when q_k becomes insignificant. In practice however, 3 iterations are necessary to approach decent accuracy, hence the limit of $k = 3$.

(b) There are two cases where **pythag2** fails and **pythag** works:

```
x = 3e200
y = 4e200
pythag2(x,y)
> [1] Inf
pythag(x,y)
> [1] 5e200
x = 3e-200
y = 4e-200
> pythag2(x,y)
[1] 0
> pythag(x,y)
[1] 5e-200
```

.

The reason **pythag2** fails while **pythag** runs is due to possible overflow and underflow generated in the intermediate result of $x^2 + y^2$. For extremely large and small numbers, this value will limit the possible inputs of x and y to a range smaller than that of allowed by the floating points being used. **pythag** prevents this by iteratively approximating the value, where p approaches the result.

(3) Question 3 here
(4) Suppose $x \sim \text{Rayleigh}(\sigma)$. The Rayleigh probability density function is

$$f(x) = \frac{x}{\sigma^2} e^{-x^2/(2\sigma^2)}, \qquad x \geq 0, \sigma > 0.$$

The cumulative distribution function is

$$F_X(x) = \int \frac{x}{\sigma^2} e^{-x^2/(2\sigma^2)} dx,$$

Let $u = -x^2/(2\sigma^2)$,

$$\begin{aligned}\frac{du}{dx} &= \frac{-x}{\sigma^2},\\ du &= \frac{-x}{\sigma^2}dx.\end{aligned}$$

By substitution,

$$\begin{aligned}F_X(x) &= \int -e^u du,\\ &= -e^u + c,\\ &= -e^{-x^2/(2\sigma^2)} + c.\end{aligned}$$

Observe that when $x = 1, F_X(x) = 0$. Therefore $c = 1$. Thus, we have the cumulative distribution for the Rayleigh distribution,

$$F_X(x) = 1 - e^{-x^2/(2\sigma^2)} \qquad \text{for } x \in [0, \infty).$$

We derive $F_X^{-1}(x)$ as follows:

$$\begin{aligned}y &= 1 - e^{-x^2/(2\sigma^2)},\\ e^{-x^2/(2\sigma^2)} &= 1 - y,\\ \frac{-x^2}{2\sigma^2} &= \ln(1-y),\\ x &= \sqrt{-2\sigma^2\ln(1-y)},\\ F_X^{-1}(x) &= \sqrt{-2\sigma^2\ln(1-y)}.\end{aligned}$$

For $u \sim \text{Uniform}(0, 1)$, and given that U and $1 - U$ have the same distribution, we can generate Rayleigh random variables by taking

$$F_X^{-1}(u) = \sqrt{-2\sigma^2\ln(u)}.$$

We implement this equation in R to generate n random samples from a Rayleigh(σ) distribution as shown below:

```
## Define function to generate Rayleigh random variables ##
rray <- function(n,sigma){
  u <- runif(n)
  output <- sqrt(-2*sigma^2*log(u))
  return(output)
}
```

.

The code used to generate histograms is as follows:

```
## Set seed to ensure consistency before generating numbers and plotting ##
set.seed(0)

########## simga = 0.5 ##########
x1 <- rray(10000,0.5)
hist(x1,prob=TRUE,
 main="Generated rayleigh random variables with sigma=0.5",
 xlab="x") # plot the histogram

## Superimpose a density line ##
xlines1 <- seq(0,round(max(x1)),0.01)
ylines1 <- (xlines1/0.5^2)*exp(-xlines1^2/(2*(0.5^2)))
lines(xlines1,ylines1)

########## sigma = 2 ##########
x2 <- rray(10000,2)
hist(x2,prob=TRUE,
 main="Generated rayleigh random variables with sigma=2",
 xlab="x") # plot the histogram

## Superimpose a density line ##
xlines2 <- seq(0,round(max(x2)),0.01)
ylines2 <- (xlines2/2^2)*exp(-xlines2^2/(2*(2^2)))
lines(xlines2,ylines2)
```

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The resulting histograms are show below: