

# Teaching demo: Intro to simulation

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# Context

- ▶ This lecture has been used as the first lecture in STA 279 Statistical Computing
- ▶ Students in Statistical Computing have taken STA 112 and are familiar with some R fundamentals; no other background is assumed
- ▶ First unit of Statistical Computing is on simulation studies
  - ▶ Allows review of some R basics
  - ▶ Provides context and motivation for fundamental computing concepts: data types, iteration, good coding practices

# Today's lesson

- ▶ **Learning goal:** by the end of this lesson, students will be able to implement a short simulation to answer a probability question
- ▶ Topics reviewed or introduced:
  - ▶ Planning simulations
  - ▶ Vectors in R
  - ▶ Iteration
- ▶ Student participation:
  - ▶ Short neighbor/group discussions
  - ▶ Dialogue and questions throughout
  - ▶ Your turn: activity at the end of the lesson

## Warm-up question

**Problem:** 10 people are at a party, and all of them are wearing hats. They each place their hat in a pile; when they leave, they choose a hat at random. What is the probability at least one person selected the correct hat?

**Question:** Work with your neighbor to discuss the following question:

- ▶ Without calculating probabilities, how could you design an experiment to estimate this probability?

# Designing an experiment

Step 1: need 10 hats!

Person 1      person 2      ... Person 10  
[1]              [2]              ... [10]

Code ideas

#s 1, 2, ..., 10  
(in a vector)

Step 2: randomly assign / shuffle hats

Person 1      Person 2      ... Person 10  
[3]              [2]              ... [7]

randomly  
sample  
(without  
replacement)

Step 3: check # of people who got their original hat

Step 4: repeat many times!

for loop

## Step 1: representing the hats

an object called "hats"



```
hats <- 1:10
```

```
hats
```

p.1 p.2 p.3 . . .

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
hats[3]
```

↑ 3<sup>rd</sup> entry

```
## [1] 3 ← hat 3
```

- ▶ hats is a **vector**, containing the numbers 1 to 10
- ▶ entries in a vector are accessed by their index

## Step 2: everyone draws a random hat

```
hats <- 1:10
```

```
randomized_hats <- sample(hats, size = 10,  
                           replace = FALSE)
```

```
hats
```

take a random sample from  
object to sample size

without replacement

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
randomized_hats
```

p.1 p.2

```
## [1] 10 3 7 4 2 6 5 9 8 1
```

- ▶ The sample function creates a random sample from a vector
- ▶ How many people selected their original hat? 2 people!

### Step 3: check who got their original hat

```
hats
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
randomized_hats
```

```
## [1] 10 3 7 4 2 6 5 9 8 1
```



## Step 3: check who got their original hat

```
hats
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
randomized_hats
```

```
## [1] 10 3 7 4 2 6 5 9 8 1
```

```
hats == randomized_hats
```

are the entries of hats  
equal to the entries of  
randomized-hats?

```
FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE
```

$\mathbf{==}$  test for equality

$\mathbf{=}$  assignment (similar to  $\leftarrow$ )

## Step 3: check who got their original hat

```
hats
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
randomized_hats
```

```
## [1] 10 3 7 4 2 6 5 9 8 1
```

```
hats == randomized_hats
```

```
0 0 0 1 0 1 0 0 0 0  
FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE
```

```
# TRUE is 1, FALSE is 0
```

```
sum(hats == randomized_hats)
```

```
## [1] 2
```

2 people got their hat back!

### Step 3: check who got their original hat

```
hats
```

```
## [1] 1 2 3 4 5 6 7 8 9 10
```

```
randomized_hats
```

```
## [1] 10 3 7 4 2 6 5 9 8 1
```

```
hats == randomized_hats
```

```
FALSE FALSE FALSE TRUE FALSE TRUE FALSE FALSE FALSE FALSE
```

```
# TRUE is 1, FALSE is 0
```

```
sum(hats == randomized_hats)
```

```
## [1] 2
```

```
# did at least one person get their hat?
```

```
sum(hats == randomized_hats) > 0
```

```
## [1] TRUE
```

at least one person  
got their  
hat back!

## Code so far

reproducibility : setting a seed

```
set.seed(3)
```

```
hats <- 1:10  
randomized_hats <- sample(hats, size = 10,  
                           replace = FALSE)
```

```
sum(hats == randomized_hats) > 0
```

```
## [1] TRUE
```

- ▶ In this case, at least one person received their original hat!
- ▶ Is this a good estimate of the *probability*?

## Step 4: iteration

A for loop repeats code many times:

```
nsim <- 10000 # number of simulations
```

```
for(i in 1:nsim){
```

```
  
```

repeat the following chunk of code  
for index  $i = 1, 2, 3, \dots, nSim$

```
}
```

## Loop example

↙ start at index  $i=1$   
↘ go to index  $i=5$

```
for(i in 1:5){  
  print(3)  
}
```

```
## [1] 3  
## [1] 3  
## [1] 3  
## [1] 3  
## [1] 3
```

} 5 times

$i=1$ :

print(3)

$i=2$ :

print(3)

⋮

$i=5$ :

print(3)

## Loop example

```
for(i in 1:5){  
  print(i)  
}
```

## Loop example

note: code chunk in a loop  
can depend on an index

```
for(i in 1:5){  
  print(i)  
}
```

```
## [1] 1  
## [1] 2  
## [1] 3  
## [1] 4  
## [1] 5
```

i=1:  
 print(1)  
i=2:  
 print(2)  
⋮



## Step 4: iteration

A for loop repeats code many times:

```
nsim <- 10000 # number of simulations
hats <- 1:10

for(i in 1:nsim){
  randomized_hats <- sample(hats, size = 10,
                           replace = FALSE)
  print(sum(hats == randomized_hats) > 0)
}
```

```
## [1] TRUE
```

```
## [1] TRUE
```

```
## [1] TRUE
```

```
## [1] TRUE
```

```
## [1] TRUE
```

```
## [1] TRUE
```

```
## [1] FALSE
```

```
## [1] FALSE
```

## Step 4: iteration

initial: results NA NA ... NA  
i=1:

results T NA ... NA

A for loop repeats code many times: i=2

results T T NA .. NA

```
nsim <- 10000 # number of simulations
```

```
hats <- 1:10
```

repeat NA nsim

```
results <- rep(NA, nsim) # vector to store results
```

create a vector called "results"

```
for(i in 1:nsim){
```

```
  randomized_hats <- sample(hats, size = 10,  
                             replace = FALSE)
```

```
  results[i] <- sum(hats == randomized_hats) > 0
```

```
}
```

storing i<sup>th</sup> repetition in i<sup>th</sup> entry of results vector

```
head(results)
```

```
## [1] TRUE TRUE FALSE FALSE FALSE TRUE
```

## Step 4: iteration

exact (analytical)

probability:

0.6321205

A for loop repeats code many times:

```
nsim <- 10000 # number of simulations
hats <- 1:10
results <- rep(NA, nsim) # vector to store results
```

```
for(i in 1:nsim){
  randomized_hats <- sample(hats, size = 10,
                           replace = FALSE)
  results[i] <- sum(hats == randomized_hats) > 0
}
```

fraction of times result was TRUE

✓  
mean(results)

recall T is 1

F is 0

```
## [1] 0.6307
```

## Class activity

For the remainder of class, work with a neighbor on the class activity (link below and on the course website):

[https://sta279-example.github.io/class\\_activities/ca\\_lecture\\_1.html](https://sta279-example.github.io/class_activities/ca_lecture_1.html)

# What comes next?

- ▶ Continuing probability simulations (gambler's ruin, airplane seating, Monty Hall problem, etc.)
  - ▶ setting seeds
  - ▶ good coding practices
  - ▶ `for` and `while` loops
  - ▶ nested loops
  - ▶ `if...else if...else` statements
- ▶ Statistical simulations
  - ▶ answering questions about linear regression models (e.g., does constant variance matter?)
  - ▶ ADEMP framework<sup>1</sup>
  - ▶ introduction to writing functions

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<sup>1</sup>“Using simulation studies to evaluate statistical methods” (Morris *et al.* 2019)

What is the exact probability?