Lab 1: Probability Theory

- 1. Sampling from uniform distribution
- 2. Sampling from Gaussian distribution
- 3. Sampling from categorical distribution through uniform distribution
- 4. Central limit theoram
- 5. Law of large number
- 6. Area and circumference of a circle using sampling
- 7. Fun Problem

There are missing fields in the code that you need to fill to get the results but note that you can write you own code to obtain the results

1. Sampling from uniform distribution

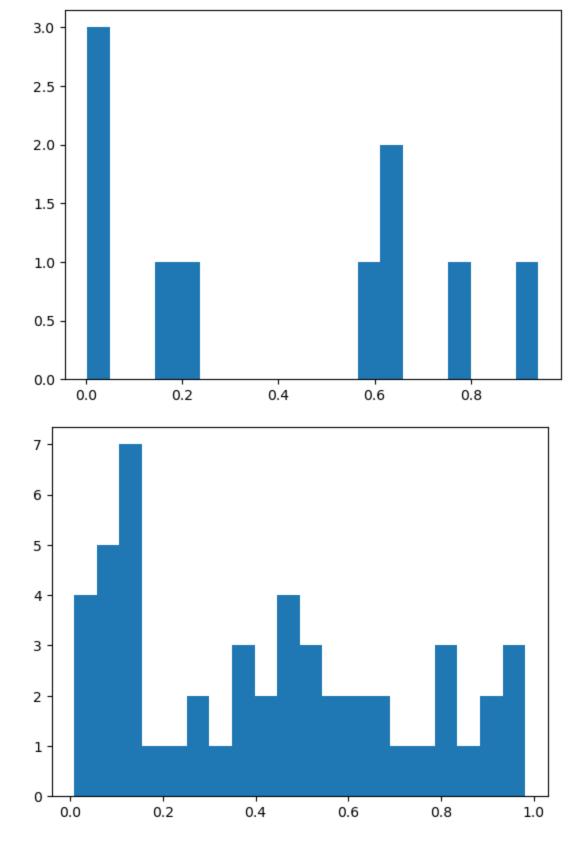
a) Generate N points from a uniform distribution range from [0 1]

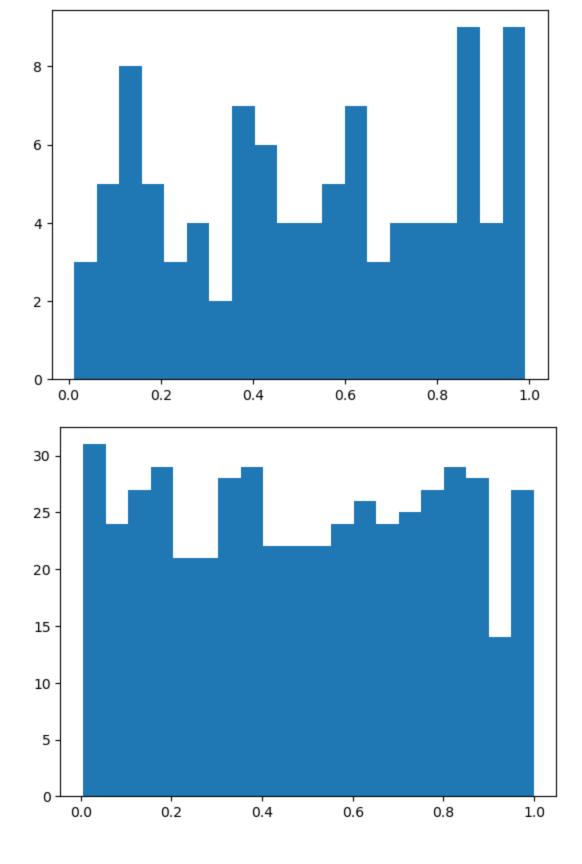
```
In [1]:
    import numpy as np
    import matplotlib.pyplot as plt

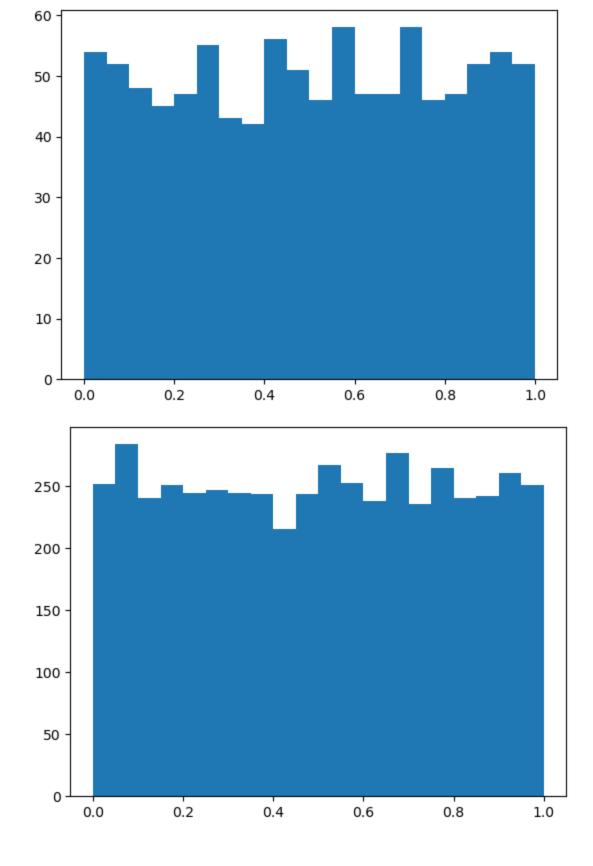
N = 10# Number of points (Example = 10)
X = np.random.uniform(0,1,N)# Generate N points from a uniform distribution range from
```

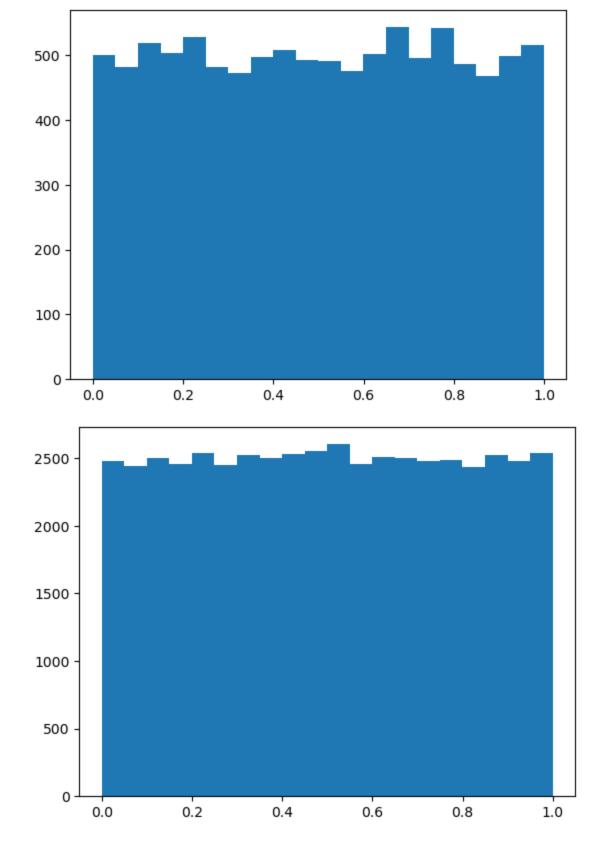
b) Show with respect to no. of sample, how the sampled distribution converges to parent distribution.

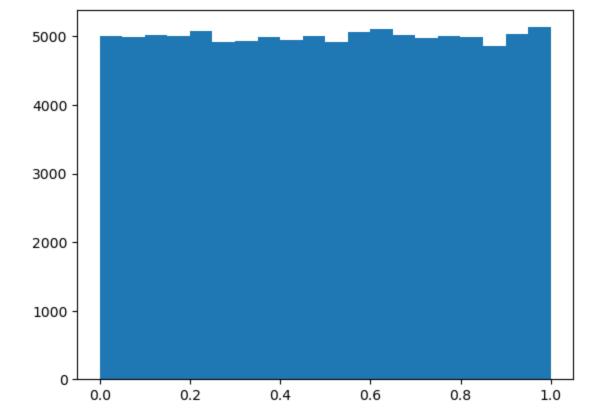
```
In [2]: arr = np.array([10,50,100,500,1000,5000,10000,50000,100000])# Create a numpy array of dist
for i in arr:
    x = np.random.uniform(0,1,i)# Generate i points from a uniform distribution range from plt.hist(x,bins=20)
    plt.show()
    # write the code to plot the histogram of the samples for all values in arr # Ref : http
```











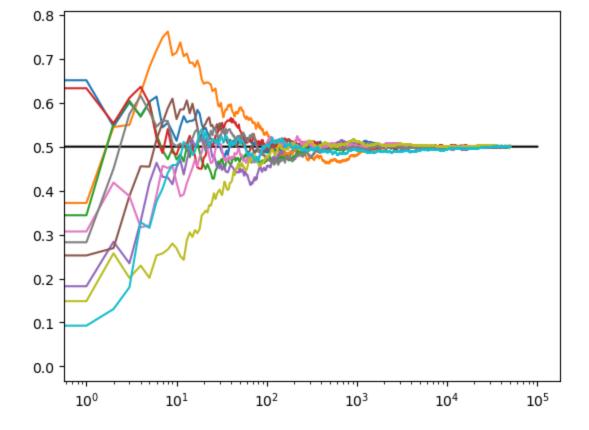
c) Law of large numbers: $average(x_{sampled}) = \bar{x}$, where x is a uniform random variable of range [0,1], thus $\bar{x} = \int_0^1 x f(x) dx = 0.5$

```
In [3]:
    N = 50000# Number of points (>10000)
    k = 10# set a value for number of runs

## Below code plots the semilog scaled on x-axis where all the samples are equal to the me m = 0.5 # mean of uniform distribution
    m = np.tile(m, x.shape)
    plt.semilogx(m, color='k') # Ref : https://matplotlib.org/stable/api/_as_gen/matplotlib.pyp

for j in range(k):

    i = np.arange(1,N+1) #Generate a list of numbers from (1,N) # Ref : https://numpy.org/
    x = np.random.uniform(0,1,N)# Generate N points from a uniform distribution range from mean_sampled = np.cumsum(x)/(i) # Ref : https://numpy.org/doc/stable/reference/generate plt.semilogx(mean_sampled)
    plt.show()
    ## Write code to plot semilog scaled on x-axis of mean_sampled, follow the above code or
```



2. Sampling from Gaussian Distribution

a) Draw univariate Gaussian distribution (mean 0 and unit variance)

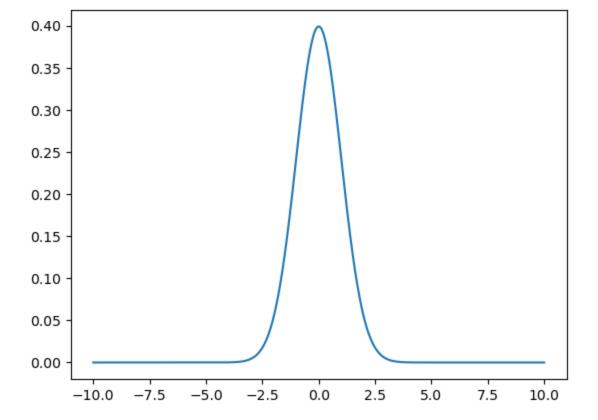
```
In [4]: import numpy as np
import matplotlib.pyplot as plt

X = np.linspace(-10,10,1000) # Generate 1000 points from -10 to 10 # Ref : https://numpy.c

# Define mean and variance
mean =0
variance=1

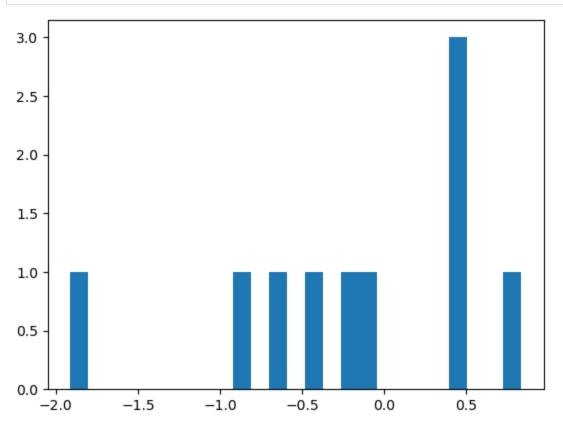
gauss_distribution = np.sqrt(1/(2*np.pi*variance))*np.exp(-0.5*((X-mean)**2)/variance)# 1

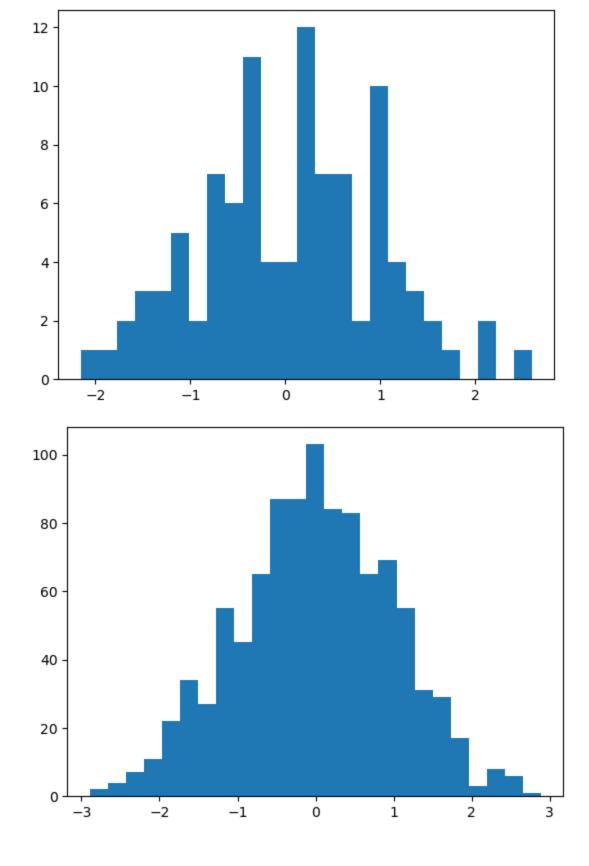
## Write code to plot the above distribution # Ref : https://matplotlib.org/stable/api/_asplt.plot(X,gauss_distribution)
plt.show()
```

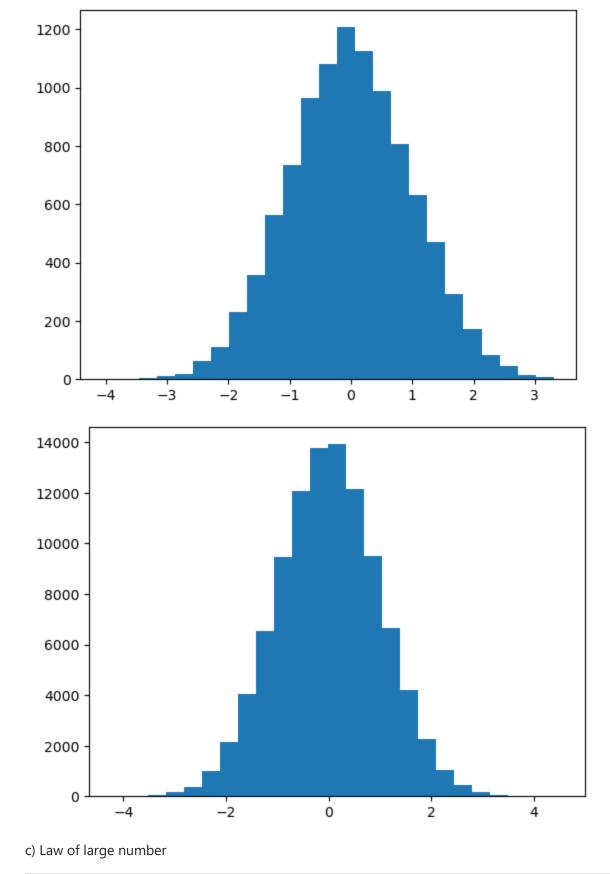


b) Sample from a univariate Gaussian distribution, observe the shape by changing the no. of sample drawn.

```
In [5]: arr = np.array([10,100,1000,10000,100000]) # Create a numpy array of differnt values of no
for i in arr:
    x_sampled = np.random.normal(0,1,i) # Generate i samples from univariate gaussian dist
    plt.hist(x_sampled,bins=25)
    plt.show()
    # write the code to plot the histogram of the samples for all values in arr
```



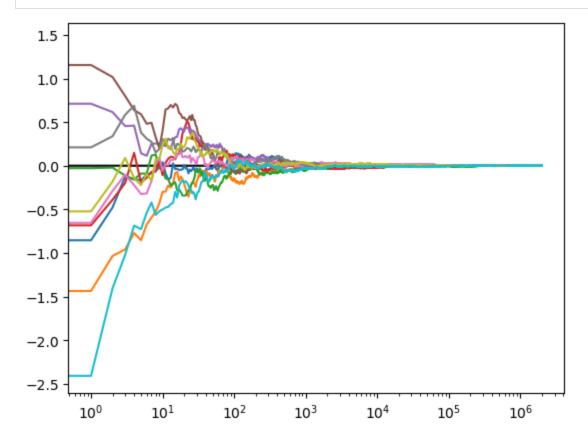




In [6]: N = 2000000# Number of points (>1000000) k = 10# set a value for number of distributions ## Below code plots the semilog when all the samples are equal to the mean of distribution m = np.tile(mean, x.shape) plt.semilogx(m, color='k')

for j in range(k):

```
i = np.arange(1,N+1) # Generate a list of numbers from (1,N)
x = np.random.normal(0,1,N) # Generate N samples from univariate gaussian distribution
mean_sampled = np.cumsum(x)/i# insert your code here (Hint : Repeat the same steps as
plt.semilogx(mean_sampled)
plt.show()
## Write code to plot semilog scaled on x axis of mean_sampled, follow the above code or
```



3. Sampling of categorical from uniform

i) Generate n points from uniforms distribution range from [0 1] (Take large n)

```
ii) Let prob_0=0.3, prob_1=0.6 and prob_2=0.1
```

iii) Count the number of occurences and divide by the number of total draws for 3 scenarios:

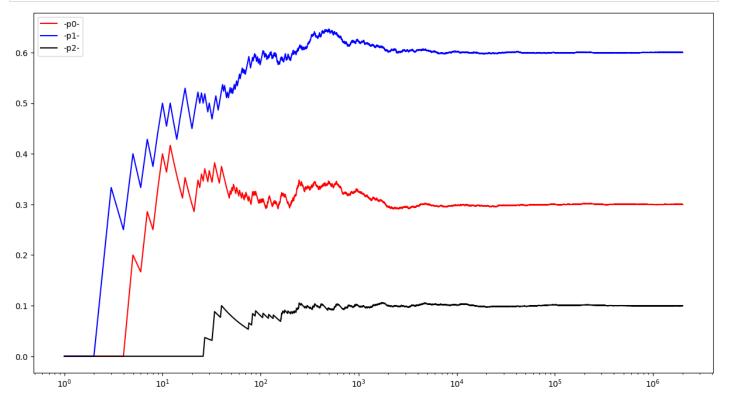
```
1. p_0 : < prob_0
2. p_1 : < prob_1
3. p_2 : < prob_2
```

```
In [7]: n = 2000000# Number of points (>1000000)
    y = np.random.uniform(0,1,n)# Generate n points from uniform distribution range from [0
    x = np.arange(1, n+1)
    prob0 = 0.3
    prob1 = 0.6
    prob2 = 0.1

# count number of occurrences and divide by the number of total draws

p0 = np.cumsum(y<prob0)/x# insert your code here
    p1 = np.cumsum(y<prob1)/x# insert your code here
    p2 = np.cumsum(y<prob2)/x# insert your code here
    p1.figure(figsize=(15, 8))
    plt.semilogx(x, p0,color='r')
    plt.semilogx(x, p1,color='b')</pre>
```

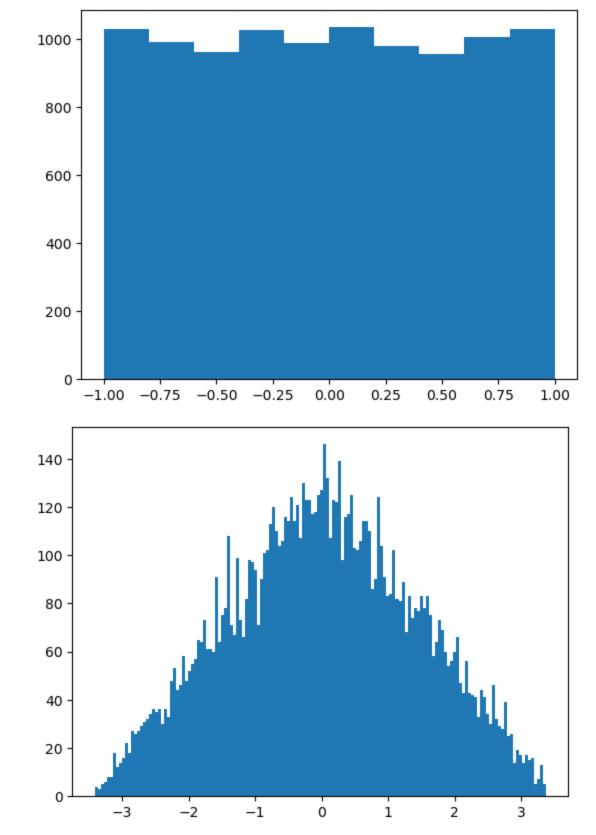
```
plt.semilogx(x,p2,color='k')
plt.legend(['-p0-','-p1-','-p2-'])
plt.show()
```

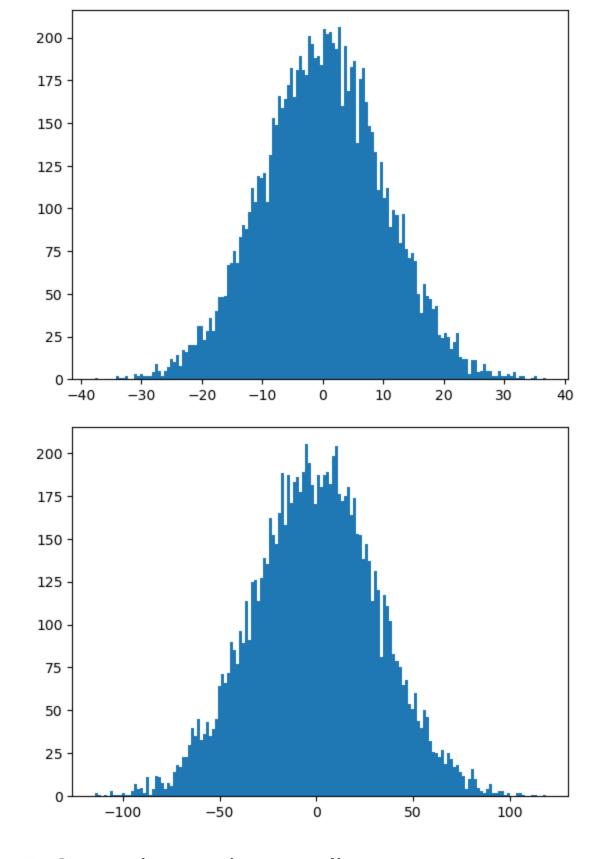


4. Central limit theorem

a) Sample from a uniform distribution (-1,1), some 10000 no. of samples 1000 times (u1,u2,....,u1000). show addition of iid rendom variables converges to a Gaussian distribution as number of variables tends to infinity.

```
In [8]:
             np.random.uniform(-1,1,[10000,1000]);# Generate 1000 diferent uniform distributions
        plt.figure()
        plt.hist(x[:,0])
         # addition of 2 random variables
        tmp2=np.sum(x[:,0:2],axis=1)/(np.std(x[:,0:2]));
        plt.figure()
        plt.hist(tmp2,150)
         # Repeat the same for 100 and 1000 random variables
         # addition of 100 random variables
         # start code here
        tmp100=np.sum(x[:,0:100],axis=1)/(np.std(x[:,0:100]));
        plt.figure()
        plt.hist(tmp100,150)
         # addition of 1000 random variables
         # start code here
        tmp10000=np.sum(x[:,:],axis=1)/(np.std(x[:,:]));
        plt.figure()
        plt.hist(tmp10000,150)
        plt.show()
```





5. Computing π using sampling

- a) Generate 2D data from uniform distribution of range -1 to 1 and compute the value of π .
- b) Equation of circle

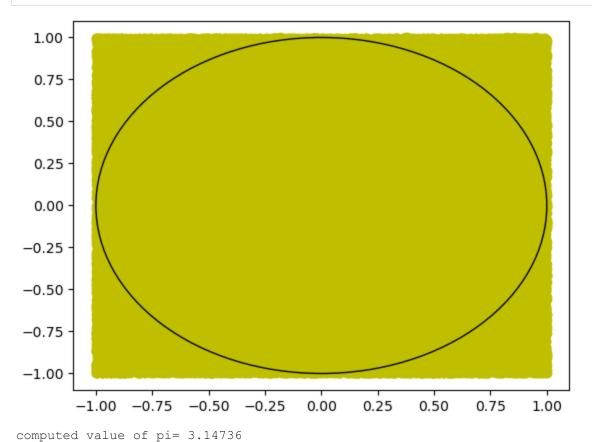
$$x^2+y^2=1$$

c) Area of a circle can be written as:

$$rac{No \ of \ points \ (x^2+y^2<=1)}{Total \ no. \ generated \ points} = rac{\pi r^2}{(2r)^2}$$

where r is the radius of the circle and 2r is the length of the vertices of square.

```
In [9]:
        import numpy as np
        import matplotlib.pyplot as plt
        fig = plt.gcf()
        ax = fig.gca()
        radius = 1
        n = 100000 # set the value of n (select large n for better results)
        x = np.random.uniform(-1,1,[n,2]) # Generate n samples of 2D data from uniform distribution
        ax.scatter(x[:,0],x[:,1],color='y') # Scatter plot of x
         # find the number points present inside the circle
        x cr = np.sum((x[:,0]*x[:,0]+x[:,1]*x[:,1]) <= 1) # insert your code here
        circle1 = plt.Circle((0, 0), 1,fc='None',ec='k')
        ax.add artist(circle1) # plotting circle of radius 1 with centre at (0,0)
        plt.show()
        pi = 4*x cr/n# calculate pi value using x cr and radius
        print('computed value of pi=',pi)
```



computed value of pi- 3.14/30

6. Monty Hall problem

Here's a fun and perhaps surprising statistical riddle, and a good way to get some practice writing python functions

In a gameshow, contestants try to guess which of 3 closed doors contain a cash prize (goats are behind the other two doors). Of course, the odds of choosing the correct door are 1 in 3. As a twist, the host of the show occasionally opens a door after a contestant makes his or her choice. This door is always one of the two the contestant did not pick, and is also always one of the goat doors (note that it is always possible to do this, since there are two goat doors). At this point, the contestant has the option of keeping his or her original choice, or swtiching to the other unopened door. The question is: is there any benefit to switching doors? The answer surprises many people who haven't heard the question before.

Follow the function descriptions given below and put all the functions together at the end to calculate the percentage of winning cash prize in both the cases (keeping the original door and switching doors)

Note: You can write your own functions, the below ones are given for reference, the goal is to calculate the win percentage

Try this fun problem and if you find it hard, you can refer to the solution here

```
In [10]:
         .....
         Function
         _____
         simulate prizedoor
         Generate a random array of 0s, 1s, and 2s, representing
         hiding a prize between door 0, door 1, and door 2
         Parameters
         nsim : int
             The number of simulations to run
         Returns
         sims : array
             Random array of Os, 1s, and 2s
         Example
         >>> print simulate prizedoor(3)
         array([0, 0, 2])
         def simulate prizedoor(nsim):
             answer = np.random.randint(0,3,nsim) # write your code here
             return answer
```

```
guesses : array
    An array of guesses. Each guess is a 0, 1, or 2

Example
-----
>>> print simulate_guess(5)
array([0, 0, 0, 0, 0])
"""

#your code here

def simulate_guess(nsim):
    answer = np.random.randint(0,3,nsim)# write your code here
    return answer
```

```
In [12]:
         .....
         Function
         _____
         goat door
         Simulate the opening of a "goat door" that doesn't contain the prize,
         and is different from the contestants guess
         Parameters
         _____
         prizedoors : array
             The door that the prize is behind in each simulation
         quesses : array
             THe door that the contestant guessed in each simulation
         Returns
         goats : array
             The goat door that is opened for each simulation. Each item is 0, 1, or 2, and is diff
             from both prizedoors and guesses
         Examples
         _____
         >>> print goat door(np.array([0, 1, 2]), np.array([1, 1, 1]))
         >>> array([2, 2, 0])
         # write your code here # Define a function and return the required array
         def goat door(prizedoors, guesses):
             goats=(prizedoors!=guesses)*(3-prizedoors-guesses)+(prizedoors==guesses)*(prizedoors=
             return goats
```

```
The new door after switching. Should be different from both guesses and goatdoors

Examples
-----
>>> print switch_guess(np.array([0, 1, 2]), np.array([1, 2, 1]))
>>> array([2, 0, 0])
"""

# write your code here # Define a function and return the required array

def switch_guess(guesses,goatdoors):
    return (3-guesses-goatdoors)
```

```
In [14]:
         .....
         Function
         win percentage
         Calculate the percent of times that a simulation of guesses is correct
         Parameters
         _____
         guesses : array
            Guesses for each simulation
         prizedoors : array
             Location of prize for each simulation
         Returns
         percentage: number between 0 and 100
             The win percentage
         Examples
         >>> print win percentage(np.array([0, 1, 2]), np.array([0, 0, 0]))
         33.333
         11 11 11
         def win percentage(guesses, prizedoors):
             answer = 100 * (guesses == prizedoors).mean()
             return answer
```

```
In [15]: ## Put all the functions together here

    nsim = 100000# Number of simulations
    prizes=simulate_guess(nsim)
    guesses=simulate_guess(nsim)
    goats=goat_door(prizes,guesses)
    switch=switch_guess(guesses,goats)
    ## case 1 : Keep guesses
    # write your code here (print the win percentage when keeping original door)
    print("Win percentage for sticking:",win_percentage(guesses,prizes))
    ## case 2 : switch
    # write your code here (print the win percentage when switching doors)
    print("Win percentage for switching:",win_percentage(switch,prizes))
```

Win percentage for sticking: 33.129
Win percentage for switching: 66.8710000000001