Bios 301: Assignment 3

Utsav Kumar

Due Tuesday, 11 November, 1:00 PM $5^{n=day}$ points taken off for each day late.

50 points total.

Submit a single knitr file (named homework3.rmd), along with a valid PDF output file. Inside the file, clearly indicate which parts of your responses go with which problems (you may use the original homework document as a template). Add your name as author to the file's metadata section. Raw R code/output or word processor files are not acceptable.

Question 1

15 points

20 points

The game of craps is played as follows. First, you roll two six-sided dice; let x be the sum of the dice on the first roll. If x = 7 or 11 you win, otherwise you keep rolling until either you get x again, in which case you also win, or until you get a 7 or 11, in which case you lose.

Write a program to simulate a game of craps. You can use the following snippet of code to simulate the roll of two (fair) dice:

```
x <- sum(ceiling(6*runif(2)))
```

1. The instructor should be able to easily import and run your program (function), and obtain output that clearly shows how the game progressed. Set the RNG seed with set.seed(100) and show the output of three games. (15 points)

```
set.seed(100)
game_craps <- function (print.out)</pre>
# set print.out as 0 if don't want to print values for each dice roll
{
  counter <- 1
  # If the player wins then games.won is changed to else kept 0
 games.won <- 0
 moves = c()
 x <-sum(ceiling(6*runif(2)))</pre>
 x0 <- x
 moves[counter] = x0
 if (print.out != 0)
  {cat ("For dice roll ",counter, " the value is ", moves[counter], "\n")}
 if (x0 == 7 \mid | x0 == 11)
    if (print.out != 0)
    {cat("you win in your first move \n \n" )}
    counter = counter + 1
    games.won <- games.won + 1
 }
  else
```

```
while (1)
   {
     x <- sum(ceiling(6*runif(2)))</pre>
      counter <- counter +1
     moves[counter] = x
     if (print.out != 0)
     {cat ("For dice roll ",counter, " the value is ", moves[counter], "\n")}
     if (x == x0)
     {
       if (print.out != 0)
       {cat ("you win \n \n")}
       games.won <- games.won + 1
       break
     }
     if (x == 7 || x == 11)
       if (print.out != 0)
       {cat ("you loose \n \n")}
       break
   }
 }
 return (games.won)
# Results for first 10 games for the set.seed = 100
play \leftarrow c()
no_games <- 3
for (i in 1:no_games)
 play[i] <- game_craps(1)</pre>
## For dice roll 1 the value is 4
## For dice roll 2 the value is
## For dice roll 3 the value is 6
## For dice roll 4 the value is 8
## For dice roll 5 the value is 6
## For dice roll 6 the value is 10
## For dice roll 7 the value is 5
## For dice roll 8 the value is 10
## For dice roll 9 the value is 5
## For dice roll 10 the value is 8
## For dice roll 11 the value is 9
## For dice roll 12 the value is 9
## For dice roll 13
                     the value is 5
## For dice roll 14 the value is 11
## you loose
##
## For dice roll 1 the value is
## For dice roll 2 the value is 9
## For dice roll 3 the value is 9
## For dice roll 4 the value is 11
```

```
## you loose
##
## For dice roll 1 the value is 6
## For dice roll 2 the value is 7
## you loose
##
```

2. Find a seed that will win ten straight games. Consider adding an argument to your function that disables output. Show the output of the ten games. (5 points)

```
# Using the same function as above mentioned and trying to find the seed value
# for which first ten plays results in win
seed.value <- 0
# stores the seed value for which total games won = 10
for (i in 1:1000)
# Loop to find the seed value running till 1000
 total.games.won <- 0
  # stroring total games won for the first 10 play
 set.seed(i)
 for (j in 1:10)
  # First ten games are played for selected seed value
   games.won <- game_craps (0)</pre>
   # returns 1 if game is won
   total.games.won = total.games.won + games.won
    # counting total games won out of 10
 }
  if (total.games.won == 10)
  # if all games for the first 10 games are won
    seed.value = i
    break
 }
}
cat ("Value of the seed for which first 10 straight games are won =", seed.value)
```

Value of the seed for which first 10 straight games are won = 880

```
set.seed (seed.value)
play.10straight.win.game <- c ()
# setting up the seed for which all first 10 games are won
for (i in 1:10)
{
    # printing the game proceedings so print.out is 1
    play.10straight.win.game[i] <- game_craps (1)
}</pre>
```

```
## For dice roll 1 the value is 7
## you win in your first move
##
## For dice roll 1 the value is 8
```

```
## For dice roll 2 the value is
## For dice roll 3 the value is
                                  3
## For dice roll 4 the value is
## For dice roll 5 the value is
## For dice roll 6
                    the value is
## you win
## For dice roll \, 1 \, the value is
## For dice roll 2
                    the value is
## you win
##
## For dice roll 1 the value is
## For dice roll 2 the value is
## you win
##
## For dice roll 1 the value is 11
## you win in your first move
##
## For dice roll 1 the value is
## For dice roll
                 2 the value is
## you win
##
## For dice roll 1 the value is
## For dice roll 2 the value is 5
## you win
## For dice roll 1 the value is
## you win in your first move
##
## For dice roll 1 the value is
## For dice roll 2 the value is
## you win
##
## For dice roll 1 the value is 7
## you win in your first move
##
```

Question 2

20 points

Code a function that does golden section search, and use this function to find all of the global maxima on the following function:

$$f(x) = \begin{cases} 0 & \text{if } x = 0\\ |x| \log\left(\frac{|x|}{2}\right) e^{-|x|} & \text{otherwise} \end{cases}$$

on the interval [-10, 10].

To get an idea of what the function looks like, it might be helpful to plot it.

```
# Defining function for which all maxima has to be found in the range [-10,10] fx <- function (x)
```

```
if (x == 0)
  {
   0
  }
  else
   abs(x)*log((abs(x)/2))*exp(-abs(x))
 }
}
# Golden section search method to find maxima
golden.section.search = function (f, minx, maxx, tolerance)
{
   golden.ratio = 2/(sqrt(5) + 1)
   minx0 <- minx
   maxx0 <- maxx
   # Initial points for iteration
   x1 = maxx - golden.ratio*(maxx - minx)
   x2 = minx + golden.ratio*(maxx - minx)
  f1 = f(x1)
  f2 = f(x2)
   iteration = 0
   while (abs(maxx - minx) > tolerance)
      iteration = iteration + 1
      if (f1 > f2)
      # If f1 > f2 it means maxima is between minx and x2
         # Set the new maxx
         maxx = x2
         # Getting the updated iteration points and respective function values
        x2 = x1
         x1 = maxx - golden.ratio*(maxx - minx)
        f1 = f(x1)
     }
     else
         # else maximum is between x1 and maxx
         # setting up the new minx and maxx
         minx = x1
         # Getting the updated iteration points and respective function values
         x1 = x2
         f1 = f2
         x2 = minx + golden.ratio*(maxx - minx)
         f2 = f(x2)
      }
   }
```

```
## total number of iterations = 40
## final minx = -3.17
## final maxx = -3.17
## point of maxima for function f for the range [ -10 , 0 ]
## exists at x = -3.17

golden.section.search (fx, 0, 10, 5e-8)
```

```
## total number of iterations = 40
## final minx = 3.17
## final maxx = 3.17
## point of maxima for function f for the range [ 0 , 10 ]
## exists at x = 3.17
```

Question 3

10 points

Obtain the code for using Newton's Method to estimate logistic regression parameters (logistic.r) and modify it to predict death from weight, hemoglobin and cd4baseline in the HAART dataset. Use complete cases only. Report the estimates for each parameter, including the intercept.

Note: The original script logistic_debug.r is in the exercises folder. It needs modification, specifically, the logistic function should be defined:

```
logistic <- function(x) 1 / (1 + exp(-x))</pre>
```

```
# Reading data
data <- read.table("~/Documents/BIOS301/Bios301/datasets/haart.csv", sep=",", head=T)

# Logistic function
logistic <- function(x) 1 / (1 + exp(-x))

# extracting the required columns
x1 <- data[,c("cd4baseline","weight","hemoglobin","death")]
x1 <- as.matrix(x1)

# removing those datasets which are not complete</pre>
```

```
x1 \leftarrow na.omit(x1)
  # defining x and y
  x <- x1[,c("cd4baseline","weight","hemoglobin")]</pre>
  y <- x1[,c("death")]</pre>
  estimate_logistic <- function(x, y, MAX_ITER=10)</pre>
    n \leftarrow dim(x)[1]
    k \leftarrow dim(x)[2]
    x <- as.matrix(cbind(rep(1, n), x))</pre>
    y <- as.matrix(y)</pre>
    # Initialize fitting parameters
    theta \leftarrow rep(0, k+1)
    J <- rep(0, MAX_ITER)</pre>
    for (i in 1:MAX_ITER)
      # Calculate linear predictor
      z <- x %*% theta
      # Apply logit function
      h <- logistic(z)
       # Calculate gradient
      grad \leftarrow t((1/n)*x) %*% as.matrix(h - y)
       # Calculate Hessian
      H \leftarrow t((1/n)*x) %*% diag(array(h)) %*% diag(array(1-h)) %*% x
       # Calculate log likelihood
       J[i] \leftarrow (1/n) %*% sum(-y * log(h) - (1-y) * log(1-h))
       # Newton's method
      theta <- theta - solve(H) %*% grad
    return(theta)
}
estimate_logistic(x, y)
```

```
## [,1]

## 3.576412

## cd4baseline 0.002093

## weight -0.046211

## hemoglobin -0.350643
```

Question 4

5 bonus points

Import the addr.txt file from the GitHub repository. This file contains a listing of names and addresses (thanks google). Parse each line to create a data.frame with the following columns: lastname, firstname, streetno, streetname, city, state, zip. Keep middle initials or abbreviated names in the firstname column. Print out the entire data.frame.