



## Methods of Monte Carlo Simulation Problem Sheet 3

Deadline: November 26, 2015 at 4 pm before the exercises

*Please email your code to [lisa.handl@uni-ulm.de](mailto:lisa.handl@uni-ulm.de) AND hand in a printed copy of the code!*

### Exercise 1 (programming) (3 + 2 + 1 points)

a) Write a Matlab program to sample from the binomial distribution with parameters  $n = 10$  and  $p = 0.2$  using acceptance rejection and the following proposal distributions.

(i) The uniform distribution on  $\{0, \dots, 10\}$ .

(ii) The geometric distribution with parameter  $q = 0.3$ , i.e.,  $P(X = k) = (1 - q)^k q$ .

*Hint:* You can sample from  $\text{Geo}(q)$  by drawing from an exponential distribution with parameter  $\lambda = -\log(1 - q)$  and rounding off.

b) Draw at least  $N = 10^4$  times from this distribution using (i) and (ii) and plot histograms of the sampled values (relative frequencies), as well as of the desired binomial distribution.

*Hint:* You might want to use `N = hist(Y,X)` and `bar` for the histograms.

c) Which of the two proposal distributions should be preferred and why?

### Exercise 2 (theory) (2 + 3 + 1 points)

Consider a random variable  $X$  with density

$$f(x) = \frac{\alpha x_m^\alpha}{x^{\alpha+1}} \mathbb{I}\{x \geq x_m\},$$

where  $x_m, \alpha > 0$ .

a) Calculate the cumulative distribution function of  $X$ .

b) Explain how you can sample from the distribution of  $X$  conditional on  $X \geq 2x_m$ , assuming your computer can only generate standard uniformly distributed random numbers. Use a combination of the inverse-transform method and acceptance-rejection.

c) Calculate the acceptance probability of your algorithm.

**Exercise 3 (programming)** (3 points)

Write a Matlab program to sample uniformly from the torus

$$\left\{ (x, y, z) \in \mathbb{R}^3 : \left( R - \sqrt{x^2 + y^2} \right)^2 + z^2 \leq r^2 \right\},$$

where  $R = 5$  and  $r = 2$ , using acceptance-rejection. Draw at least  $N = 10^4$  points, plot them in 3D and estimate the acceptance probability of your algorithm.

*Hint:* You can use the Matlab function `plot3` for plotting.

**Exercise 4 (theory)** (3 points)

Find the order of the following functions, i.e., for each  $i \in \{1, 2, 3\}$  find  $g_i: \mathbb{N} \rightarrow \mathbb{R}$ , such that  $f_i(n) = O(g_i(n))$ .

- a)  $f_1(n) = (35 + n) \log n$ .
- b)  $f_2(n) = e^n + n^2$ .
- c)  $f_3(n) = f_1(n) \times f_2(n)$ , where  $f_1(n)$  and  $f_2(n)$  are as above.

Make sure you perform the necessary calculations (show  $|f(x)| \leq Cg(x)$  for  $x \geq x_0$ ).

**Exercise 5 (theory)** (2 points)

Show that the family of Cauchy distributions with densities

$$f(x; x_0, \gamma) = \frac{1}{\pi\gamma} \left( \frac{\gamma^2}{(x - x_0)^2 + \gamma^2} \right),$$

where  $x_0 \in \mathbb{R}$  and  $\gamma > 0$ , is a location-scale family.

**Exercise 6 (programming)** (2 + 1 points)

- a) Implement the Box-Muller algorithm to sample from the standard normal distribution. Plot a histogram of  $N = 10^5$  values simulated with your algorithm and add the density of the standard normal distribution to your plot.
- b) Using a), draw  $N = 10^5$  times from  $N(20, 100)$ , i.e., from the normal distribution with mean  $\mu = 20$  and variance  $\sigma^2 = 100$ , and plot a histogram of the values you obtain.