

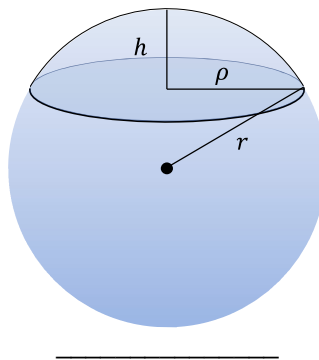
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|  | Ingeniería de Materiales | Numerical SIMULATION |
| | Calle Ponzano, 69, 28003 Madrid Teléfonos: 91 412 61 46 – 648 092 713 | Profesor Jorge Fernández |

PROBLEMS – BLOCK II – PART ONE

PART I - Monte Carlo. Integration.

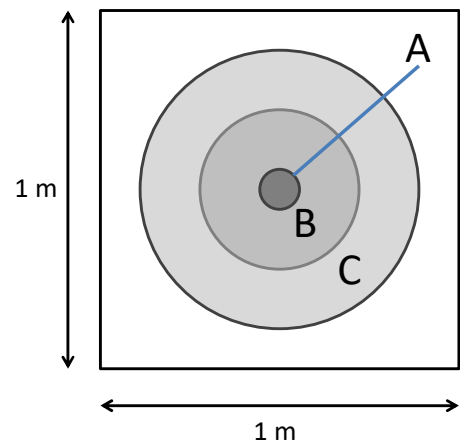
Exercise 1 [October 26, 2016] A spherical cup is obtained when a sphere is cut by a plane. Consider the cap in the figure: the sphere has a radius $r = 1$ and is centered in the origin $(0,0,0)$. The height h of the cap is $h = 0.6$ (ρ is not relevant).

1. Write a probabilistic code to calculate the volume of the spherical cap. This code has to store the volume for $M = 400$ runs. Each run must calculate the volume using $N = 1000$ points.
2. Obtain the following statistical variables from the list of M volumes: mean value, range, median and standard deviation. Which values would you use to provide the best approximation to the volume of the cap?
3. Plot a 9-bin histogram and find (approximately) the number of cases with a volume between 0.8 and 1.0. What is its associated probability $P(0.8 < \text{volume} < 1.0)$?



Exercise 2 [Final Exam: January 13, 2015] When playing darts in a certain bar, we know that all darts hit a square area with dimensions $1\text{m} \times 1\text{m}$. In the center of this square we have a simplified dartboard divided into three zones: A (radius $r = 5\text{ cm}$), B (radius $r = 20\text{ cm}$) and C (radius $r = 40\text{ cm}$). Each times a dart hits zone A, the player receives 100 points, while zone B and C are rewarded with 20 and 10 points, respectively. Shots outside the dartboard get 0 points. A one-player game consists of 10 throws. We want to simulate a large number of games, N . If all points inside the square have the same hit probability:

1. (No programming) Calculate the probability that a throw hits zone B.
2. Write a code for $N = 10000$ games.
3. Obtain a) the mean score of the game; b) a 20-bin histogram displaying the score of games and c) the most frequent score for a game.



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Exercise 3 [November 13, 2013] One of the purposes of Monte Carlo methods is to calculate multidimensional integrals. For the moment, we will restrict ourselves to \mathbb{R}^6 , the Euclidean 6-dimensional space.

- Use 1000 random numbers to estimate the volume of the closed unit ball in \mathbb{R}^6 .
- Explain how your approximation could be improved and provide a more accurate volume.
- If the relative error of the volume decreases with the number of trial as the inverse of the standard deviation of a random walk, find the number of trials needed to approximate the volume within a 1% of accuracy.
- Find a general formula for the volume of the closed unit ball in \mathbb{R}^6 . *Hint: as you can guess, an integer power of π is present in the formula.*

Do not forget to provide a copy of your code. Make sure that it is correctly indented.
