# Mathematical Modeling

#### Math 396 Fall 2008 ©2008 Ron Buckmire

Fowler 110 Thu 1:30- 2:55pm http://faculty.oxy.edu/ron/math/396/08/

## Week 7: Thursday October 9

**TITLE** Monte Carlo Simulation **CURRENT READING** Meerschaert, Chapter 9 and Giordano, Chapter 5

#### SUMMARY

This week we will continue our look at discrete stochastic modelling by being introduced to Monte Carlo Simulation.

### DEFINITION: Monte Carlo Simulation

Monte Carlo simulation chain is a general modelling technique for simulating random behavior. It is a stochastic (or probabilistic) modelling approach. Generally the simulation is done with the aid of a computer.

EXAMPLE 5.1 (Giordano)

Using a probabilistic technique to model deterministics behavior: area under a curve.

Consider the following pesudo-code algorithm for estimating the area  $\int_{a}^{b} f(x) dx$ 

INPUT: Total Number of random points to be gerated in the simulation = N

OUTPUT: AREA = approximate area under the specified curve y = f(x) over the interval  $a \le x \le b$  where  $0 \le f(x) \le M$ 

### BEGIN

```
STEP 1: Initialize COUNTER = 0
```

```
STEP 2: FOR i =1,2,...,n DO steps 3-5
```

- STEP 3: Calculate random coordinates x and y such that x lies in [a,b]
  and y lies in [0,M]
- STEP 4: Calculate f(x) for the random x coordinate
- STEP 5: IF y < f(x), THEN increment the COUNTER by 1. Otherwise, leave COUNTER as is.
- STEP 6: Calculate AREA = M\*(b-a)\*COUNTER/N

```
STEP 7: OUTPUT (AREA)
```

## Using Monte Carlo Simulation To Estimate Area

Let's try and use the algorithm to estimate the value of  $\int_0^2 x^3 dx$ . Record your estimates in the Table Below. Use the Excel Spreadsheet Area.xls in Start--> My Computer-->S ('stuserver')--> Math Courses--> Math 396



## Using Monte Carlo Simulation To Simulate Probabilistic Behavior

EXAMPLE 9.1 (Meerschaert)

Arriving on your vacation you are dismayed to learn that the local weath service forecats a 50% chance of rain every dayy this week. What are the chances of three consecutive rainy days?

```
We'll use the Matlab files rainy.m in Start--> My Computer-->S ('stuserver')--> Math Courses--> Math 396
```

We'll run the program numerous time (simulating the weather) and then record the number of rainy weeks occur out of a 100 simulated weeks. Each of you should run the program 10 times or so and record your results.

```
% ALGORITHM TO SIMILUATE RAINY WEEKS PROBLEM in Meerschaert
  % Ron Buckmire, October 2008
   %
   % rainy.m
   %
   % p = probability of 1 rainy day
   % n = number of weeks to simulate
   % S = number of Rainy weeks
  %
  p = input('Input Rainy Day Probability\n');
  n = input('Input Number of Times To Simulate\n');
  S = 0; % initialize number of Rainy weeks
   for nloops=1:n
     Y = rainyday(p); % Generate Random XY Point
      S = S+Y;
   end
   disp([' Number of Rainy Weeks = ' num2str(S)]);
% ALGORITHM TO SIMILUATE RAINY DAY PROBLEM in Meerschaert
function Y=rainyday(p)
  % Ron Buckmire, October 2008
   %
  % rainyday.m
   %
  % p = probability of 1 rainy day
   % X = 1 if RAINY on DAY t
   % X = 0 if RAINY on day t
  % Y = 1 if >= 3 rainy days consecutively
  % Y = 0 otherwise
   %
  %p = input('Input Rainy Day Probability\n');
   Counter = 0; % initialize counter
  Y = 0; % initialize Y
  for t=1:7
      Rrand=rand;
       if (Rrand < p)
           X=1;
       else
           X=0;
       end
       if (X==1)
            Counter= Counter +1;
       else
           Counter = 0;
       end
           if (Counter \geq 3)
           Y=1;
           end
   end
```

## Homework Question (Week #7) for Math 396

Using Monte Carlo simulation, write (and implement!) an algorithm to calculate an approximation to  $\pi$  by considering the number of random points selected inside the quarter-circle

$$Q = \{(x, y) | x^2 + y^2 = 1, x \ge 0, y \ge 0\}$$

where the quarter-circe is taken to be inside the square

$$S = \{(x, y) | 0 \le x \le 1 \text{ and } 0 \le y \le 1\}$$

HINT: Use the fact that  $\frac{\pi}{4} = \frac{\text{area of } Q}{\text{area of } S}$