

## Exercise 01

### Numerical Approximations

#### 1.1 Series limit

**(10 Points)**

In this exercise, you can practice the use of for-loops and do-while-loops. Consider the convergent series

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!} \quad (1)$$

- (a) Write a program that calculates the series using a for-loop and then vectorize the script. Pick a real number  $x$  and test the convergence of the series. (Hint: to implement the series, you have to replace infinity by a number  $N$ ).
- (b) Write a program which numerically estimates the limit of the series by evaluating the first  $N$  terms. Plot the estimate as a function of  $N$  up to  $N = 20$ .
- (c) Write a program which evaluates the series until the increment is less than a pre-defined threshold. How many terms are needed until the increment is less than  $10^{-2}$ ,  $10^{-4}$ ,  $10^{-6}$ ,  $10^{-8}$ ?
- (d) Often one does not know in advance how long it will take until a certain threshold is met. To prevent a program from running too long, one stops the calculation if either the threshold or a maximum number of iterations is reached. Modify the program from (c) such that it stops if one of the following conditions is met:
  - the increment is less than a predefined threshold,
  - a maximum number of terms have been evaluated.

#### 1.2 Monte Carlo 1

**(8 Points)**

- (a) Generate two sequences of 1000 random real numbers drawn from the interval  $[-5, 5]$ .
- (b) Interpret the two sequences as  $x$  and  $y$  coordinates. Produce a scatter plot.
- (c) Add a circle with radius  $r = 5$  and center  $(0, 0)$  to the scatter plot
- (d) Numerically estimate the area of the circle as

$$A_{circle} \approx \frac{N}{N_{tot}} \cdot A_{square}$$

where  $N$  is the number of data points within the square and  $N_{tot}$  is the total number of random data points.

- (e) Increase the number of random data points. Does the result improve?

#### 1.3 Monte Carlo 2

**(8 Points)**

Consider the function

$$f(x) = (x - 3)^3 + 2x$$

- (a) Evaluate the integral  $\int_2^6 f(x)dx$  using a Monte Carlo method. Consider a rectangle defined by the points  $\{[2, 0], [6, 0], [6, f(6)], [2, f(6)]\}$ , then generate  $N_{tot} = 100$  random points within the rectangle and count how many points  $N$  fall under the curve.  
(Hint: draw  $N_{tot}$  random numbers from the interval  $[2, 6]$  for the  $x$ -values, and  $N_{tot}$  random

numbers from the interval  $[0, f(6)]$  for the  $y$ -values).  
Finally, the value of the integral is

$$\int_2^6 f(x)dx \approx \frac{N}{N_{tot}} \cdot A_{rectangle}$$

- (b) Increase the number of points  $N_{tot}$  and plot the integral result as a function of  $N_{tot}$ . Compare the estimate with the exact value of the integral.
- (c) Consider now the interval  $[0, 6]$  and edit the program properly to evaluate the integral

$$\int_0^6 f(x)dx$$

## 1.4 Neighbor lists

(5 Points)

- (a) Generate two sequences of  $N = 1000$  random real numbers drawn from the interval  $[-5, 5]$ .
- (b) For each datapoint, write out the list of neighbors within a radius  $r = 0.5$ .
- (c) Write a matrix  $M$  of size  $N \times N$  where each element  $M_{ij}$  is 0 if the distance between the point  $i$  and  $j$  is larger than  $r$ , otherwise is 1.
- (d) What is the average number of neighbors for each datapoint?

For each exercise write a script and save it as ".m" file, then send them to [luca.donati@fu-berlin.de](mailto:luca.donati@fu-berlin.de)