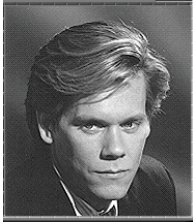


Stochastic Simulations



Six degrees of
Kevin Bacon

Outline

- Announcements:
 - Homework II: due Today. by 5, by e-mail
 - Discuss on Friday.
 - Homework III: on web
- Cookie Challenge
- Monte Carlo Simulations
- Random Numbers
- Example--Small Worlds

Homework III

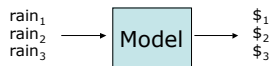
- For HW IV--you will create your own programming assignment.
 - Develop a solution (function or two) to a particular problem
 - Pick something relevant to you!
- For HW III
 - Define your problem
 - Will give me a chance to comment

Monte Carlo

- Monte Carlo methods refer to any procedure that uses random numbers
- Monte Carlo methods are inherently statistical (probabilistic)
- Used in every field
 - Galaxy formation
 - Population model
 - Economics
 - Computer algorithms

Monte Carlo Example

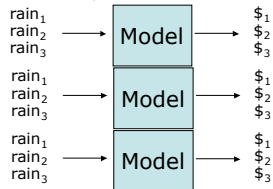
- Have a computer model which computes price of corn in Omaha using rainfall.
 - You have a forecast of rainfall for next few months from NWS
 - Forecast is rain +/- SE



- How can you incorporate uncertainty of rainfall into your forecast of prices?
 - Want \$ +/- SE

Monte Carlo Example

1. Create several random forecast rainfall series
 - mean of the series is the forecast
 - SE of series is the forecast SE
2. Compute prices
3. Calculate SE of prices.



Random Numbers

- Computers are deterministic
 - Therefore, computers generate "pseudo-random" numbers
- Matlab's random numbers are "good"
 - "The uniform random number generator in MATLAB 5 uses a lagged Fibonacci generator, with a cache of 32 floating point numbers, combined with a shift register random integer generator."
 - <http://www.mathworks.com/support/solutions/data/8542.shtml>

Random functions

- `rand(m,n)` produces m-by-n matrix of uniformly distributed random numbers [0,1]
- `randn(m,n)` produces random numbers normally distributed with mean=0 and std=1
- `randperm(n)` is a random permutation of integers [1:n]
 - `I=randperm(n); B=A(I,:)` scrambles the rows of A

Seeds

- Random number generators are usually recurrence equations:
 - $r(n) = F(r(n-1))$
- Must provide an initial value $r(0)$
 - Matlab's random functions are seeded at startup, but THE SEED IS THE SAME EVERY TIME!
 - Initialize seed with `rand('state', sum(100*clock))`
 - How would you ensure rand is always random?

Monte Carlo Example

- 1. Create several random forecast rainfall series
 - rain, rainerr--n-by-1 vectors of rain forecasts and SE
 - $P = \text{randn}(n,p)$
 - $\text{randrain} = P * (\text{rainerr} * \text{ones}(1,p)) + (\text{rain} * \text{ones}(1,p))$
- 2. Compute prices
 - for $j=1:p$; $\text{prices}(:,j) = \text{Model}(\text{randrain}(:,j)); \text{end}$
- 3. Calculate SE of prices.
 - $\text{priceerr} = \text{std}(\text{prices}, 2) / \text{sqrt}(p)$;
 - $\text{pricemn} = \text{mean}(\text{prices}, 2)$;

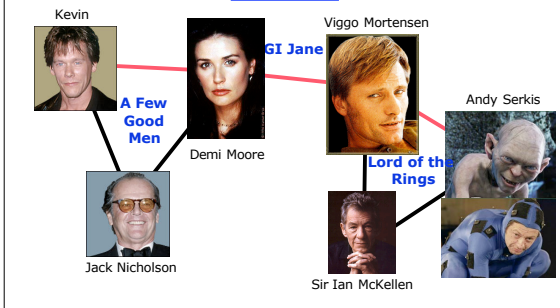
It's a Small, Small World

- Watts & Strogatz (1998) Nature, 393:440-442
- Complicated systems can be viewed as [graphs](#)
 - describe how components are connected

Example: Six Degrees of Kevin Bacon

- Components (vertices) are actors
- Connections (edges) are movies
- Hypothesis: 6 or fewer links separate Kevin Bacon from all other actors.
 - "Oracle of Bacon" at <http://www.cs.virginia.edu/oracle/>

Example: Kevin Bacon & Gollum



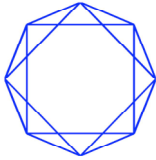
Other Systems

- Power Grid
- Food Webs
- Nervous system of *Caenorhabditis elegans*
- Goal is to learn about these systems by studying their graphs
- Many of these systems are "Small Worlds"--only a few links separate any two points

Watts & Strogatz

- Can organize graphs on a spectrum from ordered to random
- How do graph properties change across this spectrum?
 - L=mean path length (# links between points)
 - C=cluster coefficient ("lumpiness")
- Used a Monte-Carlo approach--created lots of graphs along spectrum and computed L and C

Watts & Strogatz



- Creating the graphs
- $n = \#$ of vertices, $k = \text{number of edges/vertex}$
- Start with a regular ring lattice and change edges at random with probability p
- For every p , compute stats for many graphs

Small Worlds in Matlab

- `G=createlattice(n,k,p)`
 - creates a lattice--represented as a sparse matrix
- `[L,C]=latticestats(G)`
 - computes the path length and clustering stats
- `[L,C]=SmallWorldsEx(n,k,P,N)`
 - Creates N graphs for every $P(j)$ and saves the mean stats in $L(j)$ and $C(j)$
- `plotlattice(G)`
 - Plots a lattice
