

### **Random Number Generation**

1. An old text book on computer simulation recommends the following sequence of pseudo-random numbers:

$$I_{j+1} = a I_j \bmod m, \text{ with } a = 20,403 \text{ and } m = 2^{15}.$$

What is the period of this random number generator, that is, how many numbers can be generated before the sequence repeats itself?

2. Consider the following formula for generating pseudo-random sequences:

$$I_{j+1} = (a I_j + c) \bmod m$$

When  $c = 1$  and  $m = 32$ , examine the resulting sequences when:

- a)  $a = 13$
- b)  $a = 17$
- c)  $a = 19$
- d)  $a = 10$

Which of the three sequences appear random? Do all sequences have a full period (32 is the maximum period in this case)?

### **Integration**

3. Implement code to calculate the integral of the function  $f(x) = (1 + x)/(1 + x^2)$  in the interval (2, 4) using each of the following numerical methods:
  - a) Standard Trapezoidal rule, with 2 function evaluations.
  - b) Trapezoidal rule with 3 function evaluations.
  - c) Simpson's rule with 3 function evaluations.
  - d) Two point Gaussian quadrature.

The exact integral is approximately 0.83. How do you explain the differences between the 4 results above?

4. Consider the function  $f(x) = \sqrt{x} * \log(x)$  for  $x > 0$ , and let  $f(0) = 0$ . Implement code to calculate the integral of this function in the interval  $(0,1)$  using each of the following numerical methods:
- Adaptive quadrature, using the trapezoidal rule, until a relative precision of  $10^{-5}$  is reached.
  - Adaptive quadrature, using Simpson's rule, until a relative precision of  $10^{-5}$  is reached.
  - Four point Gaussian quadrature.

How many function evaluations were required in each case?