



### 14. 模擬樣本資料的功能

X1	X2	X3	X4
-0.3743014714	-1.7848365435	-1.5647452274	9.6040839638
1.6366025440	-3.5759313405	0.0076077761	7.6024400676
0.1647907181	0.6698165912	-0.1388988160	9.7425259656
0.2258528205	-0.1563173293	0.1025490051	2.7543731233
1.4997948117	-0.4751898225	0.6706365050	5.4085975002
-0.5082698746	-2.1700080685	-2.0262556333	9.4323723611
0.6929711841	-1.3515945466	2.0235582943	9.9952661398
-0.8088170845	-1.2635193266	-1.6234284609	-10.7245995601
0.9768736721	-0.1743639516	0.8712907221	6.1146683711
0.4830021545	0.6323577154	1.0062037976	9.3361827739
	1.5636826637	1.0179114823	9.9415330267
	1.6119396169	0.4985196701	8.2910785377
	-1.2178261301	-1.0725295575	-1.7272338838
	-1.0182287899	-2.5267002376	7.8934010343
	-0.6166171367	-1.5091582761	
	-0.6159749857		
	0.5231937333		
	-2.0683739543		
	1.5540377264		
	1.1869682420		

X1 is Uniform(alpha=-1.000000,beta=2.000000),  
X2 is Normal(mu=H1,sigma^2=H2\*H2),  
H1(X1)= 1.000000+2.000000\*(X1-0.000000)^2.000000.  
H2(X1)= 1.000000+2.000000\*|X1+0.000000|.  
X3 is Arcsin(mu=H1,c=2.000000),  
H1(X1,X2)= 1.000000+1.000000\*X1+1.000000\*X2.  
X4 is U-quadratic(a=H1,b=10.000000),  
H1(X1,X2,X3)= 1.000000+2.000000\*X1+3.000000\*X2+4.000000\*X3.