

Specific p.d.f. generation

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Monte Carlo methods,
14 April, 2016

There will be no lectures and class on 19th of May

Exponential p.d.f.

⇒ The $X(\theta, \lambda)$:

$$\rho_{\theta, \lambda} = \frac{1}{\lambda} e^{-\frac{x-\theta}{\lambda}}$$

⇒ One can transform the variable:

$$x \rightarrow x' = \frac{x - \theta}{\lambda} \Rightarrow E(\theta, \lambda) \rightarrow E(0, 1) : \rho_{0,1} = e^{-x'}, x' \geq 0$$

Reverting the c.d.f.

$$X' = -\ln R, R \in \mathcal{U}(0, 1), \Rightarrow X = \lambda X' + \theta$$

Monolithic series method

1. Generate a sequence: $U_1, U_2, \dots \in \mathbb{U}(0, 1)$
2. We look at series: $U_1 \geq U_2 \geq U_3 \dots \geq U_n < U_{n+1}$, which we then order with numbers: $0, 1, 2, 3, \dots$
3. First series which length n is odd we take as integral part of a number. The decimal part is taken as R_1 .

⇒ E7.1 Write the two above generators of $E(0, 1)$. Compare c.d.f. and p.d.f.

Gaussian p.d.f.

⇒ The p.d.f.:

$$\phi_{\mu,\sigma}(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{(x-\mu)^2}{2\sigma^2}} \quad -\infty < x < \infty$$

⇒ Now we can always transform the variables:

$$x \rightarrow x' = (x - \mu)/\sigma \Rightarrow N(\mu, \sigma) \rightarrow N(0, 1)$$

⇒ First method of based on Central limit theorem. See Lecture 2.

Bad for the tails.

⇒ Reverting the c.d.f.

- In 1 dim the c.d.f. is not revertible :(One can use an approximation (Odeh, Evans 1974):

$$\Phi^{-1}(u) = \begin{cases} g(u), & 10^{-20} < u < 0.5 \\ -g(1-u) & 0.5 < u < 1 - 10^{-20} \end{cases}$$

$$g(u) = t - \frac{L(t)}{M(t)},$$

$$t = \sqrt{-2 \ln u}$$

$$L(t) = 0.322232431088 + t + 0.342242088547t^2 \\ + 0.0204231210245t^3 + 0.0000453642210148t^4$$

$$M(t) = 0.099348462606 + 0.588581570495t + 0.531103462366t^2 \\ + 0.10353775285t^3 + 0.0038560700634t^4$$

Gaussian p.d.f.

⇒ Reverting the c.d.f. in 2 dim:

$$\phi(x, y) = \frac{1}{\sqrt{2\pi}} e^{-\frac{x^2+y^2}{2}}, \quad -\infty < x, y < \infty$$

- We change the coordinates: $(x, y) = (r \cos \phi, r \sin \phi)$
- And we factorize: $\hat{\rho}(\phi, r) = f(\phi)g(r)$, where $f(\phi) = \frac{1}{2\pi}$, $g(r) = r e^{-\frac{r^2}{2}}$.
- The angles is generated flat: $\mathcal{U}(0, 2\pi)$ and the r with reverting the c.d.f..

⇒ If $U_1, U_2 \in \mathcal{U}(0, 1)$:

$$x = \sqrt{2 \ln U_1} \cos(2\pi U_2)$$

$$x = \sqrt{2 \ln U_1} \sin(2\pi U_2)$$

⇒ Accurate and simple to use.

⇒ Time consuming calculations of trigonometrical and logarithm function.

Gaussian p.d.f.

⇒ The Marsaglia & Bray method (1964):

- If $U_1, U_2 \in \mathcal{U}(-1, 1)$ are independent random variables, and $U_1^2 + U_2^2 \leq 1$ then:

$$X_1 = U_1 \sqrt{\frac{-2 \ln(U_1^2 + U_2^2)}{U_1^2 + U_2^2}}, \quad Y_1 = X_1 \frac{U_2}{U_1}$$

have the distribution of $N(0, 1)$.

⇒ The algorithm:

- Generate $R_1, R_2 \in \mathcal{U}(0, 1)$ and calculate the $U_1 = 2R_1 - 1$, $U_2 = 2R_2 - 1$
- Calculate $W = U_1^2 + U_2^2$.
- If $W > 0$ start over.
- Calculate the $X = U_1 Z$ and $Y = U_2 Z$, where $Z = \sqrt{\frac{-2 \ln W}{W}}$

⇒ E7.2 Generate $N(0, 1)$ using c.d.f. reverting and Marsaglia & Bray method.

Breit-Wigner p.d.f.

⇒ The p.d.f.:

$$f_{\theta,\lambda}(x) = \frac{\lambda}{\pi} \frac{1}{\lambda^2 + (x - \theta)^2}, \quad -\infty < x < \infty$$

⇒ The variable transformation:

$$x \rightarrow x' \Rightarrow C(\theta, \lambda) \rightarrow C(0, 1)$$

⇒ The reverting c.d.f.:

- The c.d.f.

$$F(x) = \frac{1}{\pi} \arctan x + \frac{1}{2}$$
$$\Rightarrow X = \tan \left(\pi \left[U - \frac{1}{2} \right] \right), \quad U \in \mathcal{U}(0, 1)$$

⇒ A statistical digression: There is no expected value of the Cauchy function. The variance is infinite.

Breit-Wigner p.d.f.

⇒ One can use a cut-off Cauchy method $C_u(0, 1)$:

$$f_u(x) = \begin{cases} \frac{2}{\pi} \frac{1}{1+x^2}, & |x| \leq 1, \\ 0, & |x| > 1, \end{cases}$$

Theorem:

If a random variable X has a cut-off Cauchy distribution $C_u(0, 1)$, then the new random variable Y , which is with 50 % equal X and with 50% equal $1/X$ has a "normal" Cauchy distribution.

⇒ Prove ($y \leq 1$):

$$\begin{aligned} \mathcal{P}\{Y \leq y\} &= \frac{1}{2} \mathcal{P}\{X \leq y\} + \frac{1}{2} \mathcal{P}\left\{\frac{1}{X} \leq y\right\} = 0 + \frac{1}{2} \mathcal{P}\left\{\frac{1}{y} \leq X < 0\right\} \\ &= \frac{1}{2} \frac{2}{\pi} \int_{1/y}^0 \frac{dr}{1+r^2} = \frac{1}{\pi} \arctan y + \frac{1}{2} \quad \text{c.d.f of } C(0, 1) \end{aligned}$$

⇒ The cut-off Breit-Wigner distribution we generate with elimination method using $\mathcal{U}(-1, 1)$

⇒ E7.3 Generate the Breit-Wigner distribution with all described methods.

⇒ The p.d.f.:

$$f_1(x) = nx^{n-1}$$

$$f_2(x) = n(1-x)^{n-1}$$

where $0 \leq x \leq 1$, $n \in \mathbb{N}$ ⇒ Revert the c.d.f.:

$$X = U^{1/n} \longrightarrow f_1, \quad U \in \mathcal{U}(0,1)$$

$$Y = 1 - U^{1/n} \longrightarrow f_2, \quad U \in \mathcal{U}(0,1)$$

⇒ Disadvantage: The operation $U^{1/n}$ is time consuming. ⇒ Second method:

- Generate $U_1, U_2, \dots, U_n \in \mathcal{U}(0,1)$.
- $X = \max\{U_1, U_2, \dots, U_n\}$ has p.d.f. of f_1 .
- $Y = \min\{U_1, U_2, \dots, U_n\}$ has p.d.f. of f_2 .

⇒ E7.4 Generate the f_1 and f_2 p.d.f. with two methods.

Bernoulli p.d.f.

⇒ The p.d.f. $b(n, p)$:

$$\mathcal{P}\{X = m\} = \binom{n}{m} p^m (1 - p)^{n-m}, \quad m = 0, 1, 2, \dots, n.$$

⇒ The interpretation: number of success with the probability p .

⇒ The algorithm (buffon needle):

```
m = 0;
for (i = 0; i < n; i++) {
    U = GenU(0, 1);
    if (U <= p) m++;
}
return m;
```

⇒ It requires many "trials"

Bernoulli p.d.f.

⇒ If n is large, we can use a discrete p.d.f.:

$$p_k = \sum_{i=0}^k \mathcal{P}\{X = i\}$$

and use the algorithm:

```
m = 0;  
U = GenU(0, 1);  
while (U > p[m]) m++;  
return m;
```

Theory hack:

If n is big one can write it in a form: $n = kl$, where l is NOT a big number. In this case one can generate k numbers from distribution $b(l, p)$ and calculate m as sum of the generated numbers.

Theory:

If $U \in \mathcal{U}(0, 1)$ then:

$$Y = \Theta(p - U) \quad V = \min\left\{\frac{U}{p}, \frac{1 - U}{1 - p}\right\}$$

are independent and $V \in \mathcal{U}(0, 1)$.

⇒ This is super nice! We can treat Y as the indicator of success in the Bernoulli trials. And have a new random variable :)

```
m = 0;
U = GenU(0,1);
for (i = 0; i < n; i++)
    if (U <= p) { m++; U /= p; }
    else U = (1 - U)/(1 - p);
return m;
```

⇒ E7.5 Please code the above mentioned Bernoulli p.d.f. generation.

Poisson p.d.f.

⇒ The p.d.f. $P(\lambda)$:

$$\mathcal{P}(X = n) = \frac{\lambda^n}{n!} e^{-\lambda}, \quad n = 0, 1, 2, \dots$$

Theory:

If $\epsilon_1, \epsilon_2, \epsilon_3, \dots$ are from $E(0, 1)$ then the random variable:

$$X = \min\{k : \sum_{i=0}^k \epsilon_i > \lambda\}$$

has the distribution of $P(\lambda)$.

⇒ The algorithm:

```
X = -1; S = 0;
while (S <= lambda) {
    Y = GenE(0,1);
    S += Y; X++;
}
return X;
```

Poisson p.d.f.

⇒ The p.d.f. $P(\lambda)$:

$$\mathcal{P}(X = n) = \frac{\lambda^n}{n!} e^{-\lambda}, \quad n = 0, 1, 2, \dots$$

Theory:

If $\epsilon_1, \epsilon_2, \epsilon_3, \dots$, are from $E(0, 1)$ then the random variable:

$$X = \min\{k : \sum_{i=0}^k \epsilon_i > \lambda\}$$

has the distribution of $P(\lambda)$.

⇒ The algorithm 2:

```
X = -1; S = 1; q = exp(-lambda);  
while (S > q) {  
    U = GenU(0,1);  
    S *= U; X++;  
}  
return X;
```

Poisson p.d.f.

⇒ Reverting the c.d.f.:

```
X = 0;
q = exp(-lambda);
S = P = q;
U = GenU(0,1);
while (U > S) {
    X++;
    P *= lambda/X;
    S += P;
}
return X;
```

⇒ It has problem with large values of λ , at you need many generations which causes numerical instabilities.

⇒ E7.6 Implement the abovementioned ways of generating $P(\lambda)$.

Geometric p.d.f.

⇒ The p.d.f. of $G(p)$:

$$\mathcal{P}(X = n) = (1 - p)p^n, \quad n = 0, 1, 2, 3, \dots$$

Theorem:

If a random variable has a p.d.f. of

$$f_\alpha(x) = \alpha e^{-\alpha x}$$

then $\lfloor x \rfloor$ has a geometric p.d.f.:

$$G(e^{-\alpha})$$

⇒ Algorithm:

1. Generate a number U from $\mathcal{U}(0, 1)$
 2. Calculate $X = \lfloor \ln U / \ln p \rfloor$
- ⇒ E7.7 Implement the above algorithm.

Equal division of interval

⇒ The method of equal division of an $(0, 1)$ interval (the p.d.f.):

$$\mathcal{P}(X = k) = p_k, \quad k = 1, 2, 3, \dots, K$$

⇒ Some times the inverting the c.d.f. might be slow. This happens for large values of K .

⇒ A more efficient method:

- The interval $(0, 1)$ we divide in $K + 1$ bins: $(\frac{i-1}{K+1}, \frac{i}{K+1})$, which are equal size and we number them: $1, 2, \dots, K + 1$.
- The random variable $U \in \mathcal{U}(0, 1)$ falls into bin $\lfloor (K + 1)U \rfloor$.
- We create a sequence: $q_j = \sum_{k=0}^j p_k, j = 0, 1, \dots, K$.
- And a companioning one: $g_j = \max\{j : q_j < \frac{i}{K+1}\}, i = 0, 1, 2, \dots$

```
U = GenU(0, 1);  
X = g[(int) (K + 1)U + 1] + 1;  
while (q[X-1] > U) X--;  
return X;
```

Multidimensional generation

- ⇒ Let \vec{X} be a m dimensional variable with a p.d.f. of $f(x_1, x_2, x_3, \dots, x_m)$.
- ⇒ To generate a p.d.f. like that we use the elimination method.
- ⇒ The problem with this is that for large dimensions we can have problems :(
- ⇒ Example:

- Generate a flat p.d.f. on the hyper circle $K_m(0, 1)$ with the accept reject method.
- The probability of accepting event:

$$p_m = \pi^{m/2} / [2^m \Gamma(m/2 + 1)]$$

| m | p_m | $N_m = 1/p_m$ |
|-----|------------------------|-----------------------|
| 2 | $7.854 \cdot 10^{-1}$ | 1.27 |
| 5 | $1.645 \cdot 10^{-1}$ | 6.08 |
| 10 | $2.490 \cdot 10^{-3}$ | $4.015 \cdot 10^2$ |
| 20 | $2.461 \cdot 10^{-8}$ | $4.063 \cdot 10^7$ |
| 50 | $1.537 \cdot 10^{-28}$ | $6.507 \cdot 10^{28}$ |

- ⇒ Good luck simulating 10^{28} points ;)

Multidimensional generation

⇒ Uniform distribution on a simplex:

Theorem:

If $U_1, U_2, \dots, U_m \in \mathcal{U}(0, 1)$ and $U_{1:m}, U_{2:m}, \dots, U_{m:m}$. The a random variable:

$$X_1 = U_{1:m}, X_2 = U_{2:m} - U_{1:m}, \dots, X_m = U_{m:m} - U_{m-1:m}$$

has a uniform distribution on a simplex:

$$W_m = \{(x_1, x_2, \dots, x_m) : \sum_{j=1}^m x_j \leq 1, x_j \geq 0, j = 1, 2, \dots, m\}$$

Multidimensional generation

⇒ Uniform distribution on a simplex surface:

Theorem:

If $U_1, U_2, \dots, U_{m-1} \in \mathcal{U}(0, 1)$ and $U_{1:m-1}, U_{2:m-1}, \dots, U_{m-1:m-1}$. The a random variable:

$$X_1 = U_{1:m-1}, X_{m-1} = U_{m-1:m-1} - U_{m-2:m-1}, X_m = 1 - U_{m-1:m-1}$$

has a uniform distribution on a simplex surface:

$$W_m = \{(x_1, x_2, \dots, x_m) : \sum_{j=1}^m x_j = 1, x_j \geq 0, j = 1, 2, \dots, m\}$$

Backup