Specific p.d.f. generation

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Monte Carlo methods,
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Announcement

There will be no lectures and class on 19^{th} 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:

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

Reverting the c.d.f.

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

Monolitic series method

1. Generate a sequence: $U_1, U_2, ... \in \mathbb{U}(0,1)$
2. We look at series: $U_1 \geqslant U_2 \geqslant U_3 ... \geqslant U_n < U_{n+1}$, which we then order with numbers: $0, 1, 2, 3, ...$
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:

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

⇛ 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):

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

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

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

$$L(t) = 0.322232431088 + t + 0.342242088547t^2$$
$$+0.020423121024 5t^3 + 0.0000453642210148t^4$$

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

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: $\widehat{\rho}(\phi, r) = f(\phi)g(r)$, where $f(\phi) = \frac{1}{2\pi}$, $g(r) = re^{\frac{-r^2}{2}}$.
- The angles is generated flat: $\mathcal{U}(0, 2\pi)$ and the r with reverting the c.d.f..

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

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

⇛ 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 $U_1^2 + U_2^2 \leqslant 1$ 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 $W > 1$ 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.:

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

⇛ The variable transformation:

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

⇛ The reverting c.d.f.:

- The c.d.f.

$$F(x) = \frac{1}{\pi}\operatorname{arc\,tg} x + \frac{1}{2}$$

$$\Rightarrow X = \operatorname{tg}\left(\pi\left[U - \frac{1}{2}\right]\right), \quad U \in \mathcal{U}(0,1)$$

⇛ 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 $C_u(0,1)$:

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

Theorem:

If a random variable X has a cuf-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 $(y \leqslant -1)$:

$$\mathcal{P}\{Y \leqslant y\} = \frac{1}{2}\mathcal{P}\{X \leqslant y\} + \frac{1}{2}\mathcal{P}\{\frac{1}{X} \leqslant\} = 0 + \frac{1}{2}\{\frac{1}{y} \leqslant X < 0\}$$

$$= \frac{1}{2}\frac{2}{\pi}\int_{1/y}^{0} \frac{dt}{1+t^2} = \frac{1}{\pi}\operatorname{arc\,tg} x + \frac{1}{2} \quad \text{c.d.f of } C(0,1)$$

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

⇛ E7.3 Generate the Brei-Wigner distribution with all described methods.

x^n p.d.f.

$\Rightarrow$ The p.d.f.:

$$f_1(x) = nx^{n-1}$$
$$f_2(x) = n(1-x)^{n-1}$$

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

$$X = U^{1/n} \quad \longrightarrow f_1, \qquad U \in \mathcal{U}(0,1)$$
$$Y = 1 - U^{1/n} \quad \longrightarrow f_2, \qquad U \in \mathcal{U}(0,1)$$

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

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

$\Rightarrow$ E7.4 Generate the f_1 and f_2 p.d.f. with two methods.

Bernoulli p.d.f.

⇛ The p.d.f. $b(n,p)$:

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

⇛ 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.

$\Rightarrow$ 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.

Bernoulli p.d.f.

Theory:

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

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

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

$\Rightarrow$ 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;
```

$\Rightarrow$ E7.5 Please code the above mention Bernaulli p.d.f. generation.

Poisson p.d.f.

⇛ The p.d.f. $P(\lambda)$:

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

Theory:

If ϵ_1, ϵ_2, ϵ_3,..., 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. $P(\lambda)$:

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

Theory:

If ϵ_1, ϵ_2, ϵ_3,..., 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 $G(p)$:

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

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

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

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

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

$\Rightarrow$ 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: $1, 2, ..., K + 1$. .
- The random variable $U \in \mathcal{U}(0, 1)$ falls into bin $\lfloor (K + 1)U \rfloor$.
- We create a sequence: $q_j = \sum_{k=0}^{j} p_k$, $j = 0, 1, ..., K$.
- And a companioning one: $g_j = \max\{j : q_j < \frac{i}{K+1}\}$, $i = 0, 1, 2, ...$

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

Multidimensional generation

⇛ Let $\overrightarrow{X}$ be a m dimensional variable with a p.d.f. of $f(x_1, x_2, x_3, ..., x_m)$.
⇛ 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:

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

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

$\Rightarrow$ Uniform distribution on a simplex:

Theorem:

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

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

has a uniform distribution on a simplex:

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

Multidimensional generation

$\Rightarrow$ Uniform distribution on a simplex surface:

Theorem:

If $U_1, U_2, ..., U_{m-1} \in \mathcal{U}(0,1)$ and $U_{1:m-1}, U_{2:m-1}, ..., Um-1 : m-1$. 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:

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

Backup