

Lecture 10

Random Number Sequences

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This PowerPoint Notes Is Based on the Textbook '*An Introduction to Computer Simulation Methods : Applications to Physical Systems*', 2nd Edition, Harvey Gould and Jan Tobochnik, Addison-Wesley(1996);

“A First Course in Computational Physics”; “Numerical Recipes”;

“Elementary Numerical Analysis”; “Computational Methods in Physics and Engineering”.

Random Number Sequence

- ⊕ Random numbers could be generated from any random physical process.
- ⊕ However, in practice we may use a digital computer, a deterministic machine, to generate sequences of random numbers.
- ⊕ So what we use is **pseudo-random number**.

Linear Congruential Generator

Most system-supplied random number generator are *linear congruential generator* (LCG), which generates a sequence of integers I_1, I_2, I_3, \dots each between 0 and $m - 1$ by the recurrence relation:

$$I_{j+1} = aI_j + c \pmod{m}.$$

- ⊕ m is called the *modulus*;
- ⊕ a is a positive integer, called the *multiplier*;
- ⊕ c is a positive integer, called the *increment*.

Linear Congruential Generator

- ✦ The maximum possible period is m .
- ✦ In general, the period depends on **all three** parameters m, a, c . They must be chosen carefully to achieve optimum results.
- ✦ Random number are usually referred to:
$$r = I_n / m, 0 \leq r < 1 \text{ or } r \in [0,1].$$
- ✦ To get random number distributed between $[a,b]$, simply by $x = a + (b - a)r$.

Important Features of RNG

- ✦ Its sequence satisfies the known statistical tests for randomness (see books on statistics for more).
- ✦ The probability distribution is uniform.
- ✦ The sequence has long period.
- ✦ The method is efficient.
- ✦ The sequence is reproducible.
- ✦ The algorithm is machine independent.

Choices of Parameters m, a, c

- $c = 0$: *multiplicative congruential method*. The number generation process is a little faster but it cuts down the length of the period of the sequences. Still, it is possible to make the period reasonably long.
- m : it should not be larger than the computer's word size w , namely, 2^e on an e -bit binary computer. We also want to pick a value so that the computation of $aI_j + c \pmod{m}$ is fast. Usually, $m = w$ leads to much less random sequences than $m = w - 1$. Another alternative is to let m be the largest prime number less than w .
- a : very critical.

Linear Congruential Generator

a	m	c	period
7^5	$2^{31} - 1$	0	$2^{31} - 2$
1664525	2^{32}	1013904223	2^{32}
69069	2^{32}	0	2^{30}
6364136223846793005	2^{64}	1	2^{64}

Test of Random Number Generator

- Function of time, any noticeable periodicity?
- Any noticeable pattern? (x,y) -plot, etc.
- Average $\langle x \rangle$ and variance $\langle x^2 \rangle$.
- Correlation? $\langle x_i x_{i+k} \rangle$, $k = 1, 2, \dots$, etc.
- Autocorrelation

$$C(k) = \frac{\langle x_{i+k} x_i \rangle - \langle x_i \rangle^2}{\langle x_i^2 \rangle - \langle x_i \rangle^2}.$$

Test of Random Number Generator

- Chi-square test.



- $y(i)$ is the number of data in the i th region

$$\chi^2 = \sum_{i=1}^M \frac{(y_i - E_i)^2}{E_i}$$

• ...

Test of Random Number Generator

- ⊕ There is **no** necessary and sufficient test for the randomness of a finite sequence of numbers.
- ⊕ The most that can be said is that it is “**apparently**” random.
- ⊕ Improvement:
use more than one generator, e.g., Shuffle.

Non-uniform *Discrete* Distribution

- ✦ A random integer i has value j with probability p_j , sum of them, p_1, p_2, \dots, p_n , $\sum p_j = 1$.
- ✦ ξ is the uniformly distributed random no. in the interval $(0,1)$.
The random variable i distributed according to probabilities p_1, p_2, \dots, p_n can be generated by taking a random number ξ and deciding a value for i :
 - if $\xi \leq p_1$, then $i = 1$;
 - if $p_1 \leq \xi \leq p_1 + p_2$, then $i = 2$;
 - ...
 - if $p_1 + \dots + p_{m-1} \leq \xi \leq p_1 + \dots + p_m$, then $i = m$.
- ✦ The most common case is $n = 2$.
A special case $p_1 = p_2 = \dots = p_n = 1/n$ can be obtained with a simple operation: $i = \lfloor n\xi \rfloor + 1$
where $\lfloor \rfloor$ means floor or truncation to integer.

Non-uniform *Continuous* Distribution

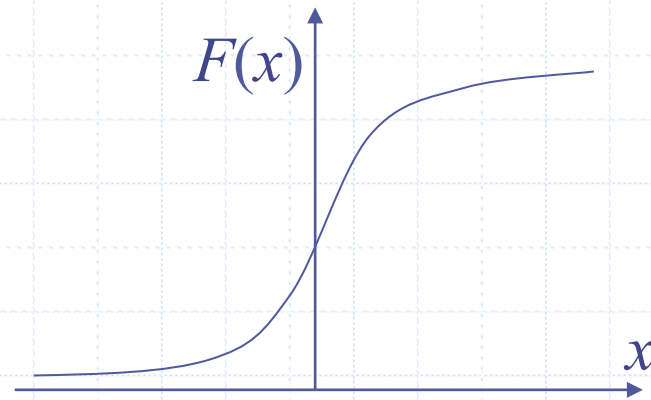
- A random variable x takes real values in some specified domain.
- The probability for x taking values between x and $x + dx$ is $p(x)dx$, where $p(x)$ is probability density.
- The distribution function $F(x)$ is defined by the probability that x is less than or equal to a given value x_0 ,

$$P(x \leq x_0) = F(x_0) = \int_{-\infty}^{x_0} p(x) dx$$

- Since $F(x)$ is a probability, $0 \leq F(x) \leq 1$

Non-uniform Continuous Distribution

- $F(x)$ is a non-decreasing function of its argument.



- x with probability density $p(x)$ can be generated with

$$x = F^{-1}(\xi),$$

where $F^{-1}(\xi)$ is the inverse function of $F(x)$,
and ξ is a uniformly distributed random number.

Example 1

Generate x according to exponential distribution

$$p(x) = \begin{cases} e^{-x}, & x \geq 0; \\ 0, & x < 0. \end{cases}$$

The distribution function is

$$F(x) = \int_{-\infty}^x p(x) dx = \int_0^x e^{-x} dx = 1 - e^{-x}, x \geq 0.$$

The inverse function is

$$x = -\ln(1 - \xi).$$

Example 2

Generate x according to Gaussian distribution

$$p(x) = \frac{1}{\sqrt{2\pi}} e^{-x^2/2}, \quad -\infty < x < \infty.$$

Since the inverse of the Gaussian distribution function cannot be found analytically, it is helpful to generate a *pair* of Gaussian random numbers, x and y .

The joint distribution of x and y is

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

Introduce polar coordinates $r^2 = x^2 + y^2$ and $\theta = \tan^{-1}(y/x)$, the probability is rewritten as

$$p(x, y) dx dy = \frac{1}{2\pi} e^{-r^2/2} r dr d\theta.$$

Example 2

Generate x according to Gaussian distribution

Thus θ is distributed uniformly between 0 and 2π , and r is distributed according to $r \exp(-r^2/2)$.

The distribution function for r is

$$F_r(r) = \int_0^r r e^{-r^2/2} dr = 1 - e^{-r^2/2} \xi_1, \quad r = \sqrt{-2 \ln(1 - \xi_1)}.$$

We can replace $1 - \xi_1$ by ξ_1 since it does not change the probability distribution. The random variable θ can be generated by $\theta = 2\pi\xi_2$. And finally, x and y can be generated by

$$x = r \cos \theta = \sqrt{-2 \ln \xi_1} \cos 2\pi\xi_2;$$

$$y = r \sin \theta = \sqrt{-2 \ln \xi_1} \sin 2\pi\xi_2.$$

Theorem A:

- ⊕ The linear congruential sequence defined by a , m , c , and I_0 has period length m if and only if
 - c is relatively prime to m ;
 - $b = a - 1$ is a multiple of p , for every prime p dividing m ;
 - b is a multiple of 4, if m is a multiple of 4.
- ⊕ This theorem shows that the maximum period length cannot be achieved when $c = 0$.

Theorem A:

- ✦ In general, if d is any divisor of m and if I_n is a multiple of d , all succeeding elements I_{n+1}, I_{n+2}, \dots of the multiplicative sequence will be multiples of d .
- ✦ So we will want I_n to be relatively prime to m for all n . However, it is still possible to achieve an acceptably long period.
- ✦ Let $\lambda(m)$ denote the order of a primitive element, i.e., the maximum possible order, modulo m
- ✦ We find $\lambda(2) = 1, \lambda(4) = 2, \lambda(2^e) = 2^{e-2}$ if $e \geq 3$.
 $\lambda(p^e) = p^{e-1}(p-1)$ if $p > 2$.

Theorem B:

- ✦ The maximum period possible when $c = 0$ is $\lambda(m)$. This period is achieved if
 - I_0 is relatively prime to m .
 - a is a primitive element modulo m .
- ✦ Note that we can obtain a period of length $m - 1$ when m is a prime number.

GFSR

- Generalised feedback shift register(GFSR) is another popular random number generator.
- $x_n = x_{n-p} \oplus x_{n-q}$ where
 \oplus is exclusive or operator, $p > q$ and x_n are integers.
- The first p random numbers must be supplied by another random number generator.
- NOT all values of p and q lead to good results.

Choice of a

- Most common one is 16807. Earlier choices were 65539 and 65549. You may mix them.
- Experiments showed that there seems to have some correlations between random numbers (say, 16807) separated by a power of two, e.g., $L=32$.
- Read more ...