

Performance Modeling of Computer Systems and Networks

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Generating Continuous Random Variates

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Prerequisite

We assume the knowledge of continuous random variables (sect.7.1). In particular:

- Uniform(a,b)
- Exponential(μ)
- Normal(μ, σ)
- Lognormal(n,b)
- Erlang(n,b)
- Student(n)

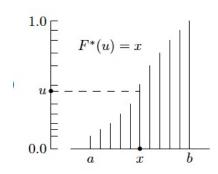
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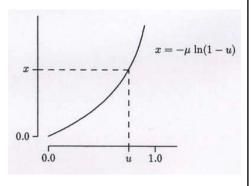
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Discrete Random Variates

Continuous Random Variates

$$F^*(u) = \min_{x} \{x : u < F(x)\}$$





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Discrete Simulation Generating Continuous Random Variates

Preliminary Definitions

The inverse distribution function (idf) of X is the function

$$F^{-1}:(0,1)\to \chi, \forall u\in(0,1)$$
 as

$$F^{-1}(u) = x$$

where $x \in \chi$ is the unique possible value for F(x) = u

There is a one-to-one correspondence between possible values $x \in \chi$ and cdf values $u = F(x) \in (0, 1)$

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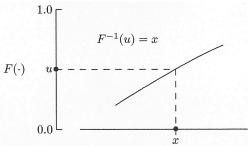
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Discrete Simulation Generating Continuous Random Variates

Continuous Random Variable idfs

• Unlike the a discrete random variable, the idf for a continuous random variable is a true inverse



• Can sometimes determine the idf in "closed form" by solving F(x) = u for x

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Examples

• if X is Uniform(a,b), F(x) = (x-a)/(b-a) for a < x < b

$$x = F^{-1}(u) = a + (b-a)u$$
 $0 < u < 1$

• if *X* is Exponential(μ), $F(x) = 1 - \exp(-x/\mu)$ for x > 0

$$x = F^{-1}(u) = -\mu \ln(1-u)$$
 $0 < u < 1$

• if *X* is a continuous variable with possible value 0 < x < b and pdf $f(x) = 2x/b^2$, cdf $F(x) = (x/b)^2$

$$x = F^{-1}(u) = b\sqrt{u}$$
 $0 < u < 1$

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Discrete Simulation Generating Continuous Random Variates

Random Variate Generation By Inversion

- X is a continuous random variable with idf $F^{-1}(\cdot)$
- Continuous random variable *U* is *Uniform*(0,1)
- Z is the continuous random variable defined by $Z = F^{-1}(U)$

Theorem

Z and X are identically distributed

Algorithm 1

u = Random(); return F⁻¹(u);

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Inversion examples

• *Uniform(a,b)* Random Variate

```
u = Random();
return a + (b - a) * u;
```

Exponential(μ) Random Variate

```
u = Random();
return - μ log(1-u);
```

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Discrete Simulation Generating Continuous Random Variates

Inversion algorithms

- Algorithms in the previous two examples are:
 - portable, exact, robust, efficient, clear, synchronized and monotone
- It is not always possible to solve for a continuous random variable idf explicitly by algebraic techniques
- Two other options may be available:
 - 1. Use a function that accurately approximates $F^{-1}(\cdot)$
 - 2. Determine the idf by solving u = F(x) numerically (see section 7.2.2)

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Testing for correcteness

- generate a sample of n random variates where n is large
- evaluate sample mean and standard deviation
- compare them with the theoretical values, they should be reasonably close!!

This is not enough!! Different distributions can have the same mean and standard deviation !!!

- generate a sample of n random variates and construct a k-bin continuous-data histogram with bin width δ
- f' is the histogram density and f(x) is the pdf

$$f' \rightarrow f(x)$$
 as $n \rightarrow \infty$ and $\delta \rightarrow 0$

 In practice, using a large but finite value of n and a small but non-zero value of δ, perfect agreement between f' and f will not be achieved

Discrete case: natural sampling variability!
Continuous case: variability+binning!!

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Discrete Simulation Generating Continuous Random Variates

Truncation

- Let X be a continuous random variable with possible values χ and cdf $F(x)=\Pr(X \le x)$
- Suppose we wish to restrict the possible values of X to $(a,b) \subset \chi$

It is similar to, but simpler than truncation in the discrete-variable context

- $X \text{ is } \le a \text{ with probability } \Pr(X \le a) = F(a)$
- $X \text{ is } \ge b \text{ with probability } \Pr(X \ge b) = 1 \Pr(X < b) = 1 \Pr(b)$
- X is between a and b with probability

$$\Pr(a < X < b) = \Pr(X < b) - \Pr(X \le a) = F(b) - F(a)$$

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Discrete Simulation Generating Continuous Random Variates

2 cases for truncation

Case 1

if a and b are specified, the cdf of X can be used to determine the left-tail α , right-tail β truncation probabilities

$$\alpha = \Pr(X \le a) = F(a)$$
 and $\beta = \Pr(X > b) = 1 - F(b)$

Case 2

if α and β are specified, the idf of X can be used to determine left and right truncation points

$$a = F^{-1}(\alpha)$$
 and $b = F^{-1}(1 - \beta)$

 $F(b) = 1-\beta$

Both transformations are exact!

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Discrete Simulation Generating Continuous Random Variates

Library rvgs

- Contains 7 continuous random variate generators
 - double Chisquare(long n)
 - double Erlang(long n, double b)
 - double Exponential(double μ)
 - double Lognormal(double a, double b)
 - double Normal(double μ, double σ)
 double Student(long n)

 - double Uniform(double a, double b)

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