Data Driven Sampling (Lecture 3): Sample random variable on computer

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Definition (Uniform distribution)

If $\theta_1 < \theta_2$, a random variable X is said to have <u>a continuous uniform probability distribution</u> on the interval (θ_1, θ_2) if and only if the density function of Y is

$$f(x) = \begin{cases} \frac{1}{\theta_2 - \theta_1}, & \theta_1 \le x \le \theta_2, \\ 0, & elsewhere. \end{cases}$$

We denote this distribution by $\mathcal{U}(\theta_1,\theta_2)$.

• In this lecture, we will often use the uniform distribution $\mathcal{U}(0,1)$.

Let X be a random variable, its <u>cumulative distribution function</u> (abbreviated as cdf) is

$$F(x) = \mathbb{P}(X \le x), \quad x \in \mathbb{R}.$$

Theorem

If cdf F is a strictly increasing and continuous function, then the random variable F(X) is a $\mathcal{U}(0,1)$ distributed random variable.

- By the definition $F(x) = \mathbb{P}(X \le x)$, we know that F is a nondecreasing function, i.e. for any $x_1 < x_2$, we have $F(x_1) \le F(x_2)$.
- In the above theorem, we assume that F is strictly increasing, i.e. for any $\underline{x_1} < \underline{x_2}$, we have $\underline{F}(\underline{x_1}) < F(\underline{x_2})$. Hence, we know \underline{F} has its inverse function F^{-1} .

Proof.

Since F is strictly increasing and continuous, it has its inverse function F^{-1} , for any $u \in (0,1)$, there exists a unique $x \in \mathbb{R}$ so that u = F(x). Thus,

$$\mathbb{P}(F(X) \le u) = \mathbb{P}(F(X) \le F(x)) = \mathbb{P}(F^{-1}(F(X)) \le F^{-1}(F(x)))$$

$$= \mathbb{P}(X \le x) = F(x) = u.$$

So we got
$$P(Y \le W = U \Rightarrow Y \sim U(0,1)$$

 $\Rightarrow F(X) \sim U(0,1)$

Theorem

If cdf F is strictly increasing and continuous, and U is a $\mathcal{U}(0,1)$ -distributed random variable, then the random variable $F^{-1}(U)$ has a cdf F.

Proof.

= F-(M) V=F(X)

For any $x \in \mathbb{R}$, we have

$$\mathbb{P}(X \le x) = \mathbb{P}(F^{-1}(U) \le x) = \mathbb{P}(U \le F(x)) = F(x).$$

This theorem is actually true for any cdf.

For an arbitrary cdf F, define its general inverse:

F-
$$(u)=\inf\{x:F(x)\geq u\}, \quad u\in[0,1].$$

Theorem

Given a cdf F, then the random variable X defined by $X=F^-(U)$ has a cdf F.

The proof is not required! F of Binomial dist.

Assignment: Verify that the theorem is true for the Binomial distribution Bin(4,1/2).

```
Assignment 3-1:
  \int_{C} \left| \frac{1}{2} \sin \left( 4, \frac{1}{2} \right) \right| = P(x=0) = {4 \choose 0} \left( \frac{1}{2} \right)^{\alpha} \left( 1 - \frac{1}{2} \right)^{\alpha} = \left( \frac{1}{2} \right)^{\alpha} = \frac{1}{16} \cdot F(0) = \frac{1}{16}
           P(X=1) = {\binom{4}{1}} {(\frac{1}{2})^{1}} {(1-\frac{1}{2})^{3}} = 4 \cdot \frac{1}{2} \cdot \frac{1}{2^{3}} = \frac{1}{4}, :F(1) = \frac{1}{16} + \frac{1}{4} = \frac{5}{16};
          P(X=2) = {4 \choose 2} {(\frac{1}{2})^2} (1-\frac{1}{2})^2 = \frac{4!}{4!} \cdot \frac{1}{4!} \cdot \frac{1}{4!} = \frac{3 \times 4}{1 \times 2} \times \frac{1}{16} = \frac{3}{8} \cdot F(2) = F(1) + P(X=2) = \frac{5}{16} + \frac{6}{16} = \frac{11}{16} \cdot P(X=4) = {4 \choose 4} {(\frac{1}{2})^2} (1-\frac{1}{2})^2 = \frac{4!}{16} \cdot F(4) = F(3) + P(X=4) = \frac{15}{16} + \frac{1}{16} = \frac{15}{16} \cdot F(4) = F(3) + P(X=4) = \frac{15}{16} + \frac{1}{16} = \frac{1}{16} \cdot F(4) = F(3) + P(X=4) = \frac{15}{16} + \frac{1}{16} = \frac{1}{16} \cdot F(4) = F(3) + P(X=4) = \frac{15}{16} + \frac{1}{16} = \frac{1}{16} \cdot F(4) = \frac{1}{
     Hence : when 0 < u < 16, F-1[u) = 0
  when \frac{1}{6} < u \le \frac{1}{6}, F^{-1}(u) = 1

when \frac{1}{6} < u \le \frac{1}{16}, F^{-1}(u) = 2

when \frac{1}{16} < u \le \frac{1}{16}, F^{-1}(u) = 2

when \frac{1}{16} < u \le \frac{1}{16}, F^{-1}(u) = 3

when \frac{1}{16} < u \le \frac{1}{16}, F^{-1}(u) = 4

So to beinfy X has a cdf F, we varify P(X \le k) = F(k)

P(X \le 0) = P(0 \le U \le \frac{1}{16}) = \frac{1}{16} - 0 = \frac{1}{16}

Some time F(0) = \frac{1}{16}

P(X \le 0) = F(0) wifted

Some time F(0) = \frac{1}{16}

Some time F(0) = \frac{1}{16}
3: p(X \le 2) = p(X = 0) + p(X = 1) + p(X = 2) = p(0 \le U \le \frac{11}{16}) (a) p(X \le 3) = \frac{1}{16} p(X = i) = p(0 \le U \le \frac{15}{16}) Show time p(X = 1) = \frac{15}{16} if p(X \le 3) = \frac{15}{16} if p(X \le 
   (3) P(x=4) = Zi=0 P(x=i) = P(0=1=1-0=1
               Same time Fl4) = 1
               : p(x=4) = f(4) verified.
                                                                                                                              Finally pix=k)=FIK) resilied
                                                                                                                                                              :. P(F^{-1}(u) \le k) = F(k) verified

:. F^{-1}(u) has distribution of F. for cdf.
```

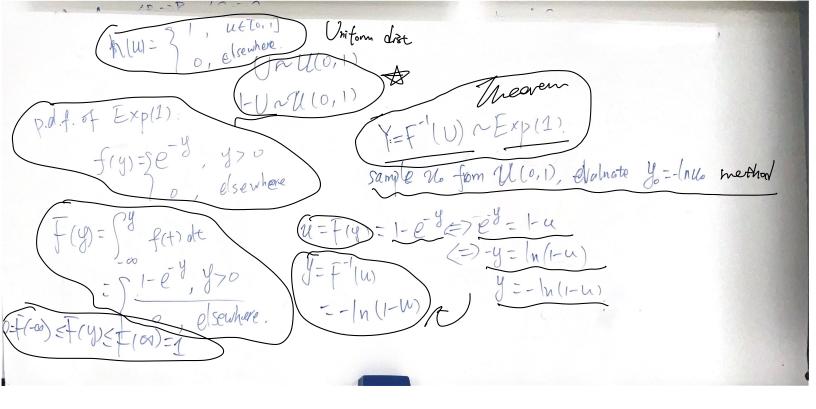
Example

Given Exp(1) distribution's cdf $F(x)=1-e^{-x}$. The inverse function of F is $F^{-1}(u)=-\log(1-u)$ for all $u\in[0,1]$. By Theorem 4, if $U\sim\mathcal{U}(0,1)$, then we know

$$F^{-1}(U) \sim Exp(1).$$

Since $1 - U \sim \mathcal{U}(0, 1)$, then

$$F^{-1}(1-U) = -\log(U) \sim Exp(1).$$



Sampling a random variable on computer

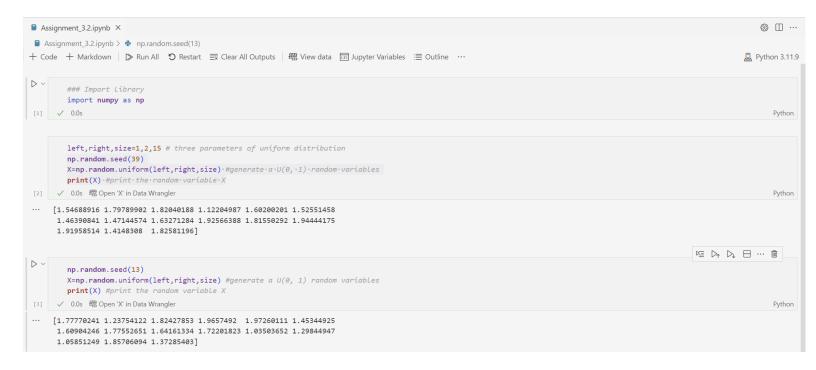
- From the python program, we see that a random variable on computer is actually a random number.
- In the practice, we often need to generate many random numbers (e.g. 1000 random numbers).
- Create a histogram of these random numbers to visualize these random variables.

Sampling a random variable on computer

The following is a Python program (red sentences) for generating one random variable $U \sim \mathcal{U}(0,1)$

- import numpy as np #import the python library 'numpy'
- left,right,size=0,1,1 # three parameters of uniform distribution
- X=np.random.uniform(left,right,size) #generate a $\mathcal{U}(0,1)$ random variables
- print(X) #print the random variable X

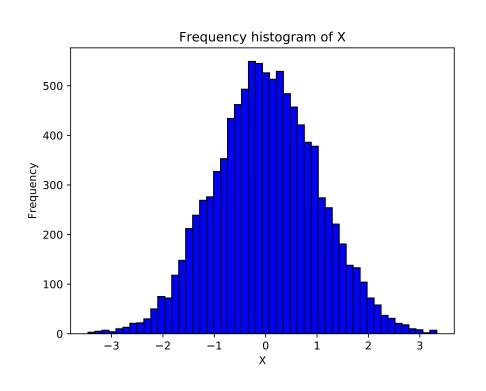
Assignment: Try this code by yourself and choose different parameters:left, right, size

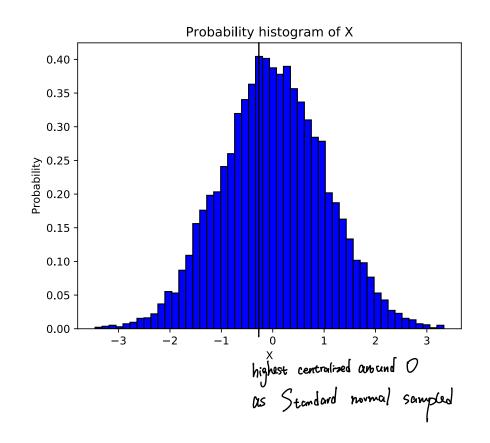


Frequency histogram and probability histogram of 10000 standard normal distribution ${\cal N}(0,1)$ random variables

```
import numpy as np 数多比数。
import pandas as pd 加姆
import matplotlib.pyplot as plt plat
# Generate 10000 standard normal random variables and store them in X
mu, sigma, size=0,1,10000
X = pd.Series(np.random.normal(mu,sigma,size))
# Create frequency histogram of these 10000 random variables.
n,bins,patches = plt.hist(X,bins, facecolor='blue', edgecolor='black')
nlt title('Frequency histogram of X')
plt.title('Frequency histogram of X')
plt.xlabel('X')
plt.ylabel('Frequency')
plt.show() => plt.show(Block=[ne) stay for a while.
# Create probability histogram of these 10000 random variables.
bins=50
n,bins,patches = plt.hist(X,bins, facecolor='blue', edgecolor='black',density='true')
plt.title('Probability histogram of X')
plt.xlabel('X')
plt.ylabel('Probability')
plt.show()
```

Frequency histogram and probability histogram of 10000 standard normal distribution N(0,1) random variables

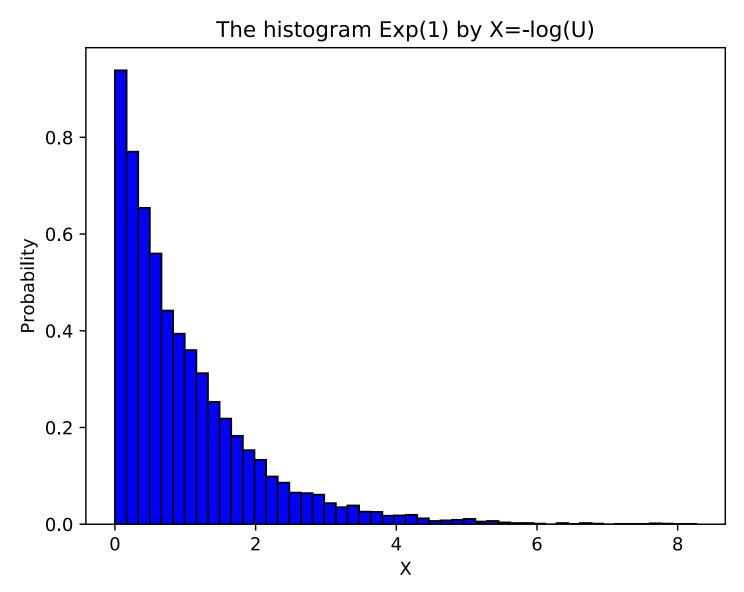




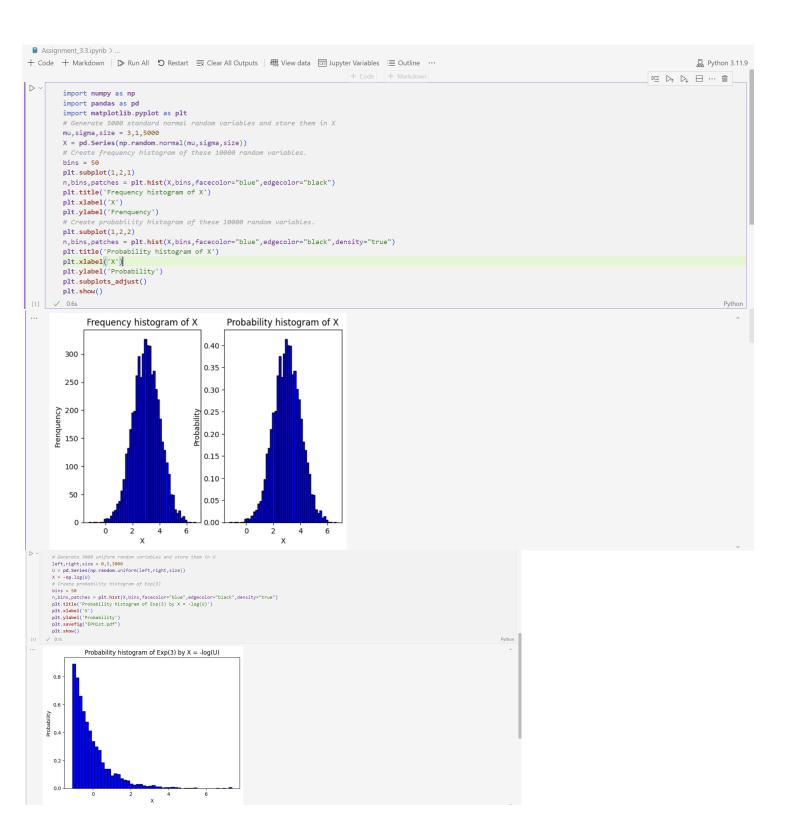
Python Program for Example 5

```
generate Exp(1) by generating uniform random variables
import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
# Generate 10000 standard normal random variables and store them in X
left, right, size=0,1,10000
U = pd.Series(np.random.uniform(left,right,size))
X=-np.log(U)
# Create probability histogram of Exp(1)
                                                                       JP= 7
bins=50
n,bins,patches = plt.hist(X,bins, facecolor='blue', edgecolor='black',density='true')
plt.title('The histogram Exp(1) by X=-log(U)')
plt.xlabel('X')
plt.ylabel('Probability')
                                          -log U ~ Exp (1)
plt.savefig("EPHist.pdf")
plt.show()
                                       where U~ U([0,1])
```

Probability histogram of Exp(1) in Example 5



Assignment: Run two codes on your own computer and change the parameters therein.



We have learned how to sample a **one** dimensional random variable for a given cdf F, in the following way:

$$X = F^-(U)$$

where $U \sim \mathcal{U}(0,1)$ and

$$F^{-}(u) = \inf\{x : F(x) \ge u\}, \quad u \in [0, 1].$$

Problem: This method only works for **one** dimensional random variable!

Question: How to sample a multi-dimensional random variable?

- We know a (possibly multi-dimensional) distribution whose probability density function (abbreviated as pdf) is known as \widehat{f} . We shall use accept-reject method to generate a random variable X (by computer) with this distribution.
- The basic idea of accept-reject method is as the following:
 - first generate a random variable Y which has a pdf g and can be easily sampled;
 - then compare U and f(Y)/g(Y).

Assumption: Let the pdfs f and g satisfy the following property: there

exists a constant M>0 such that

exists a constant
$$M>0$$
 such that
$$\frac{f(x)}{g(x)} \leq M, \quad \forall \ x.$$
Algorithm: Accept-reject method
$$\frac{f(x)}{Mg(x)} \leq \int_{\mathbb{R}^{2}} \int_{\mathbb{R}$$

- 3 If $U > \frac{f(Y)}{Ma(Y)}$, reject, i.e., do nothing but return to step 1.

Theorem

Let f and g satisfy the assumption in the previous slide, then the random variable produced by the algorithm in the previous slide has a distribution with the density f.

Proof.

We only show the theorem for one dimensional case. It suffices to show that

$$\mathbb{P}\left(Y \le x \middle| U \le \frac{f(Y)}{Mg(Y)}\right) = \mathbb{P}(X \le x), \quad \forall \ x \in \mathbb{R}.$$

Let us compute the conditional probability on the left hand.



$$\mathbb{P}\left(Y \leq x \middle| U \leq \frac{f(Y)}{Mg(Y)}\right) \stackrel{\text{Conditional}}{=} \frac{\mathbb{P}(Y \leq x, U \leq \frac{f(Y)}{Mg(Y)})}{\mathbb{P}(U \leq \frac{f(Y)}{Mg(Y)})}$$

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$$\stackrel{\text{Conditional}}{=} \frac{\mathbb{P}(Y \leq x, U \leq \frac{f(Y)}{Mg(Y)})}{\mathbb{P}(U \leq x, U \leq y)}$$

$$\stackrel{\text{Conditional}}{=} \frac{\mathbb{P}(Y \leq x, U \leq y)}{\mathbb{P}(Y \leq x, U \leq y)}$$

$$\stackrel{\text{Conditional}}$$

$$u = F(y) = \int_{-\infty}^{y} f(t) dt$$

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

- Gamma (α,β) distribution density: $f(x)=\frac{\beta^{\alpha}x^{\alpha-1}e^{-\beta x}}{\Gamma(\alpha)}$ for $x\geq 0$;
- When $\alpha = 1$, it is an $\operatorname{Exp}(1/\beta)$ distribution, whose random variable can be generated by $X = -\beta \log U$;
- When $\alpha \neq 1$, we cannot use the general inverse method because the inverse function often does not have an explicit form.
- When $\alpha \neq 1$, we can use an accept-reject method.

Let $\alpha = 2.5$ and $\beta = 2$, then

$$f(x) = \frac{2^{2.5}x^{1.5}e^{-2x}}{\Gamma(2.5)}.$$

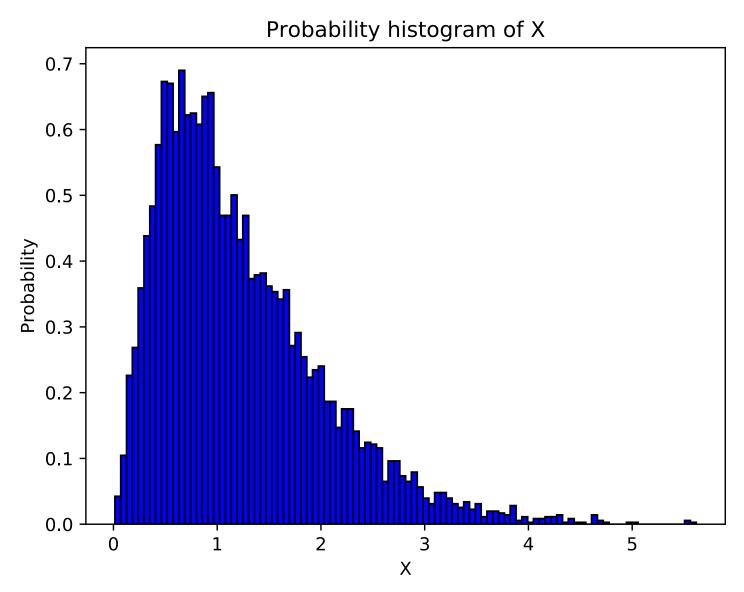
We use Exp(1) distribution as a reference, i.e.,

$$g(x) = e^{-x}.$$

It is easily see that

$$\frac{f(x)}{g(x)} = \frac{2^{2.5}x^{1.5}e^{-x}}{\Gamma(2.5)} \le 4$$

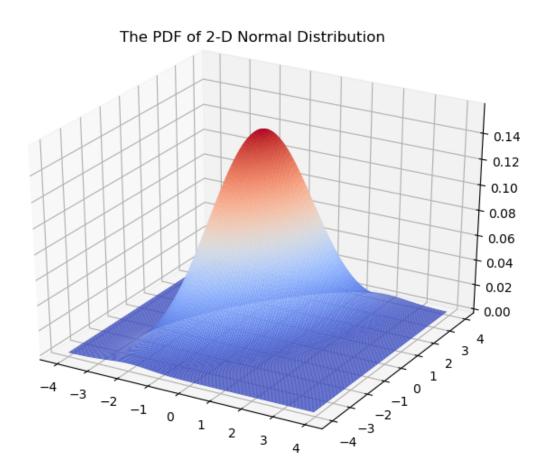
```
import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
import math
X = [ ]
size=10000
Y = np.random.exponential(1, size) Exp() ~ x
U = np.random.uniform(0,1,size)
a = 2**(2.5)/math.gamma(2.5)
f = a*(Y**1.5)*np.exp(-2*Y)
g = np.exp(-Y)
                                                : ووون | ي
M = 4
for i in range(size):
    if U[i]<=f[i]/(M*g[i]):
                                                                                           #(X)>Z
       X.append(Y[i])
# Create histogram of these 10000 random variables.
# Create probability histogram of these 10000 random variables.
bins=100
n,bins,patches = plt.hist(X,bins, facecolor='blue', edgecolor='black',density='true')
plt.title('Probability histogram of X')
plt.xlabel('X')
plt.ylabel('Probability')
plt.savefig("NPHist.pdf")
plt.show()
```



Example: 2D normal distribution

```
import matplotlib.pyplot as plt
import numpy
 from mpl toolkits.mplot3d import Axes3D
 from matplotlib import cm #### get color map
 import numpy as np
 from scipy.stats import multivariate normal as mynorm
 #### define the range of axises ####
 x, y = np.mgrid[-4:4:.05, -4:4:.05]
 pos = np.dstack((x, y))
 #### define 2-D normal rv ####
 mean = np.array([0,0])
 cov = np.array([[1,1],[1,2]])
 rv = mvnorm(mean,cov)
 Y = rv.pdf(pos)
 #### define 3D figure ####
 fig = plt.figure()
 ax = Axes3D(fig)
 ax.plot_surface(pos[:,:,0], pos[:,:,1], Y, rstride = 1, cstride = 1, cmap = cm.coolwarm)
 fig.suptitle("The PDF of 2-D Normal Distribution")
 plt.savefig('2D Norm')
 plt.show()
```

Example: 2D normal distribution



Assignment: Use the accept-reject method to make a python program which will draw a probability histogram of this 2D normal distribution.

```
vimport numpy as np
import matplotlib.pyplot as plt
  import methodists mploted import Axes3D from mpl toolkits mploted import Axes3D from matplotlib import cm
# Sample data: List of tuples (x, y)
# Target Bixariate Normal Distribution Parameters
mu_x, mu_y = 0, 0 # Means
  sigma_x, sigma_y = 1, 1 # Standard deviations
rho = 0.8 # Correlation coefficient
  # Proposal Distribution (Independent Normal)
       return np.random.normal(0, 1), np.random.normal(0, 1)
     # Accept-Reject Sampling M = 1.5 # Chosen upper bound for f(x, y) / g(x, y)
  n_samples = 10000
samples = []

∨while len(samples) < n_samples:</pre>
       x, y = proposal()
u = np.random.uniform(0, 1)
       if u < bivariate_normal(x, y) / (M * (1 / (2 * np.pi))):
    samples.append((x, y))</pre>
  samples = np.array(samples)
  x_vals, y_vals = samples[:, 0], samples[:, 1] # Unpack x and y values
  # Define histogram bins
  bins = 50 # Number of bins in each dimension
hist, x_edges, y_edges = np.histogram2d(x_vals, y_vals, bins=bins, density=True) # Normalize to probability
  x_pos, y_pos = np.meshgrid(x_edges[:-1], y_edges[:-1], indexing="ij")
x_pos = x_pos.ravel()
y_pos = y_pos.ravel()
   z_pos = np.zeros_like(x_pos)
  # Bar dimensions
dx = dy = (x_edges[1] - x_edges[0]) * np.ones_like(z_pos)
  dz = hist.ravel() # Heights (probability)
  fig = plt.figure(figsize=(8, 6))
  ax = fig.add_subplot(111, projection='3d')
  # Plot 3D probability histogram
  ax.bar3d(x_pos, y_pos, z_pos, dx, dy, dz, color='cyan', alpha=0.7, edgecolor='black')
  ax.set xlabel('X')
  ax.set_ylabel('Y')
ax.set_zlabel('Probability')
  ax.set_title('3D Probability Histogram by accept-reject method of 2D normal distribution.')
  # Adjusting view angle for better visualization
ax.view_init(elev=30, azim=45)
  plt.show()
✓ 0.9s
                                                                                                                                                                                                                     Python
 3D Probability Histogram by accept-reject method of 2D normal distribution.
```

