& Method of for generating r.v.'s God: $X \sim f(x)$. where f is known discrete r.v. "P.m.f." prob. mass function antinuous r.v. "P.d.f." prob. density function Method: 1° Zoverse transform 2° Aceptance - Rejection Algorithms 3° Transformation method > Inverse transform: we have $F(x) = P(X \in x)$ c.d.f. cummulative distribution function note that X: random . x: fixed Remark: 1° F is non-decreasing 2° F is right - continuous 1m F(x+2) = F(x) # x & R 3° lam F(x)=0 lam F(x)=1 r.v. X is continuous => F is cont. discrete \rightleftharpoons Fix a step func,

Fix)

also

right-continuous

Thm 3.1 If X is a continuous r.v. With colf F

then
$$(J = F(X)) \sim Unif(0,1)$$

(continua uniform dist. $f_{u}(u) = \int_{0}^{1} \frac{u \cdot u}{v \cdot u} =$

See the code now

eq.
$$X \sim Bern(p)$$
 $P(X=1) = P = (-P(X=0))$ $P=a4$
 $F(x) = \begin{cases} 1-P = a.b & x = 0 \\ 1 & x = 1 \end{cases}$
 $F(u) = \begin{cases} 0 & u \leq 0.b \\ 1 & u > 0.b \end{cases}$

Groal: generate from X~f(t)

Tool: We can generate easily from another r.v. $Y \sim g(t)$ and $\frac{f(t)}{g(t)} \leq c$ $\forall t$

Steps for AR:

- @ Grenerate of from Taget)
- Dienerate u from Unif (0,1)
- 3 If u < f(y) Acapt. x=y

otherwise, reject y and continue

Pf: Consider the discrete case contine is hw.

"Generate
$$\rightarrow$$
 Decide accept or not"

 $P(accept | Y) = P(u < \frac{f(Y)}{cg(Y)} | Y) = \frac{f(Y)}{cg(Y)}$

$$P(\text{accept}) = \frac{1}{2} P(\text{accept} | Y=y) \cdot P(Y=y)$$

$$= \frac{f(y)}{cg(y)} \cdot f(y) = \frac{1}{c} \frac{1}{2} f(y) = \frac{1}{c}$$

$$P(X=y) = P(Y=y | \text{accept})$$

$$= \frac{P(\text{accept} | Y=y) \cdot P(Y=y)}{P(\text{accept})}$$

$$= \frac{f(y)}{cg(y)} \cdot g(y) = f(y)$$

Remark: 10 depends on c only

- (2) small c is better
- 3 On average, accepting one sample needs c runs

eq. 3.7: Beta (3,2)
$$f(x) = 6x(1-x)$$
, $0 < x < 1$
 $g(x) = 1$, $0 < x < 1$

Note that: the Domain of g should include the Domain of f

$$\frac{f(x)}{g(x)} = 6 \times (1-x) \le \frac{3}{2}$$
, it is the optimal bound ≤ 6 a loose bound

then let's see the code