

The Box-Müller transform

The Box-Müller transform is a method to generate random standard normal variates from uniform realizations. If U_1 and U_2 are i.i.d from a Uniform distribution $U_{[0,1]}$, then the variables X_1 and X_2 defined by

$$X_1 = \sqrt{-2\log(U_1)} \cos(2\pi U_2)$$

$$X_2 = \sqrt{-2\log(U_1)} \sin(2\pi U_2)$$

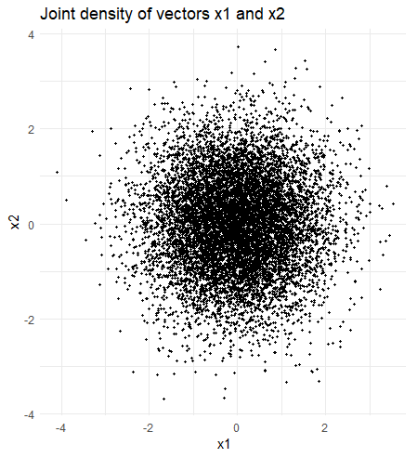
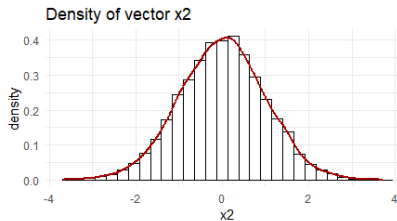
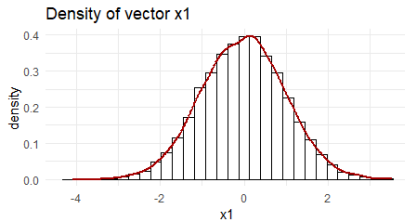
are i.i.d $N(0, 1)$.

Implementation in the R language

This R code implements the Box-Müller transform to generate 10,000 *i.i.d.* realizations of standard Normal random variables X_1 and X_2 .

```
1 # 1. generate uniform vectors
2 n = 10000
3 set.seed(2023)
4 u1 = runif(n)
5 u2 = runif(n)
6
7 # 2. define Box-Müller transform function
8 x1 = sqrt(-2*log(u1))*cos(2*pi*u2)
9 x2 = sqrt(-2*log(u1))*sin(2*pi*u2)
10 x = data.frame(x1, x2)
11
12
13 # 3. print first lines of dataset
14 data = x
15 data[1:6,]
16 #           x1           x2
17 # 1  1.139567 -0.4752820
18 # 2 -1.449969  0.2893102
19 # 3 -1.791041  0.6499395
20 # 4 -1.255448  0.5252876
21 # 5  2.625178 -0.3092095
22 # 6  1.735641 -1.1015367
```

Visualizing the standard Normals



Implementation in Python

This Python code below implements the Box-Müller transform to generate 10,000 *i.i.d.* realizations of standard Normal random variables X_1 and X_2 .

```
1 import numpy as np
2 import pandas as pd
3 import math
4
5 # 1. generate uniform vectors
6 n = 10000
7 np.random.seed(2023)
8 u1 = np.random.uniform(low=0.0, high=1.0, size=n)
9 u2 = np.random.uniform(low=0.0, high=1.0, size=n)
10
11 # 2. define Box-Müller transform
12 x1 = (np.sqrt(-2*np.log(u1))*np.cos(2*math.pi*u2))
13 x2 = (np.sqrt(-2*np.log(u1))*np.sin(2*math.pi*u2))
14 x = pd.DataFrame({'x1':x1, 'x2':x2})
15
16 # 3. print first lines of dataset
17 data = x
18 data[0:6]
19      x1      x2
20 # 0 -0.860024  1.235653
21 # 1 -0.341486 -0.339862
22 # 2 -0.577473  0.853466
23 # 3  1.963577 -0.527138
24 # 4 -1.889265  0.586374
25 # 5  1.231823 -0.040409
```

Visualizing the standard Normals

