

**Assignment 3: Generating Random Variables (Part I)***Due on Feb. 7*

1. A pair of dice are to be continually rolled until all the possible outcomes  $2, 3, \dots, 12$  have occurred at least once. Develop a Monte-Carlo simulation experiment to estimate the expected number of dice rolls that are needed.
2. Prove that the acceptance-rejection algorithm for discrete r.v.'s (given on p.32 of notes) is correct. (Mimic the proof for the acceptance-rejection method for continuous r.v.'s on p.25–27). *Hint: Try to prove that the PMF  $\mathbb{P}(X = x_i) = \dots = p(x_i)$  for the r.v.  $X$  which is the output of the algorithm on p.32.*
3. For I.I.D. uniform(0,1) r.v.'s  $U_1, U_2, \dots$ . Define the following two random variables

$$N \equiv \min \left\{ n : \sum_{i=1}^n U_i > 1 \right\} \quad \text{and} \quad M \equiv \left\{ n \geq 0 : \text{such that } \prod_{i=1}^n U_i \geq e^{-\lambda} > \prod_{i=1}^{n+1} U_i \right\}.$$

- (a) Compute  $\mathbb{E}[N]$  by generating  $n = 100, 1000, 10000$  values of  $N$ . What do you get for  $N$ ?
  - (b) Compute  $\mathbb{E}[M]$  by generating  $n = 100, 1000, 10000$  values of  $M$  with  $\lambda = 1$  and  $2$ . What do you think is  $N$ ?
4. Let  $X$  be a discrete r.v. with state space  $\{1, \dots, 6\}$  and PMFs

$$p(1) = 0.05, \quad p(2) = 0.05, \quad p(3) = 0.1, \quad p(4) = 0.1, \quad p(5) = 0.6, \quad p(6) = 0.1.$$

Define cumulative sum of the PMF:  $q(i) \equiv \sum_{k=1}^i p(k)$ ,  $i = 1, \dots, 6$ .

- (a) Explain why the algorithm below is exactly a *discrete inverse transform* method with a simple *left-to-right* search.
  - STEP 1: Generate  $U \sim \text{uniform}(0,1)$  and set  $i = 1$ .
  - STEP 2: If  $U \leq q(i)$ , stop and return  $X = i$ . Otherwise, continue to STEP 3.
  - STEP 3: Let  $i = i + 1$ , go to STEP 2.
- (b) Let  $N$  be the number of times STEP 2 is executed (e.g., number of comparisons until a final acceptance). Note that  $N$  measures the efficiency of your algorithm. What is the exact value of  $\mathbb{E}[N]$ ?
- (c) Implement the above algorithm to generate  $X$  for  $n = 10000$  times and use Monte-Carlo simulation to estimate  $\mathbb{E}[N]$  and compare to (b).
- (d) Alternatively, we first sort the  $p(i)$ 's in decreasing order and form a sorted version of  $q$ :

$$q'(1) = 0.6, \quad q'(2) = 0.7, \quad q'(3) = 0.8, \quad q'(4) = 0.9, \quad q'(5) = 0.95, \quad q'(6) = 1,$$

and an identity vector

$$id(1) = 5, \quad id(2) = 3, \quad id(3) = 4, \quad id(4) = 6, \quad id(5) = 1, \quad id(6) = 2.$$

Explain why the following algorithm is valid: (see the figure)

- STEP 1: Generate  $U \sim \text{uniform}(0,1)$  and set  $i = 1$ .
- STEP 2: If  $U \leq q'(i)$ , stop and return  $X = id(i)$ . Otherwise, continue to STEP 3.



(a) Discrete inverse transform with simple left-to-right search



(b) Discrete inverse transform with states sorted according their probability masses

STEP 3: Let  $i = i + 1$ , go to STEP 2.

- (e) Let  $N'$  be the number of comparisons in STEP 2 in (d). What is the exact value of  $\mathbb{E}[N']$ ? Use Monte-Carlo simulation to estimate  $\mathbb{E}[N']$  and compare to the exact value.

Remarks: You should observe that  $\mathbb{E}[N'] < \mathbb{E}[N]$ . Note that this saving in the marginal execution time depends on the particular distribution and must be weighed against the extra setup time and storage for the identity vector  $id(i)$ .

5. Consider the piecewise linear majorizing function  $g(x)$  (on p.31 of the notes) for the Beta distribution (p.28 of the notes), with  $x_1 = 0.36$  and  $x_2 = 0.84$ .
  - (a) Compute the constant  $c$  and the probability of acceptance.
  - (b) Give an algorithm to generate  $Y \sim h(x)$ .
  - (c) Give an acceptance-rejection method to generate the Beta distributed  $X \sim f(x)$  (p.26) using this new majorizing function  $g(x)$ .
6. Suppose we want to generate a random variable  $X$  which has a PDF

$$f(x) = \frac{1}{2}x^2e^{-x}, \quad x > 0.$$

We hope to use the acceptance-rejection method with an exponential density having rate  $\lambda$  (mean  $1/\lambda$ ). Find the value of  $\lambda$  that minimizes the expected number of iterations of the algorithm used to generate  $X$ .