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# Practical AI & Machine Learning Projects and Datasets



# Preface

This book is for participants in my AI and machine learning certification program. However, it is now free and available to everyone. With tutorials, enterprise-grade projects and solutions, it covers state-of-the-art material on topics such as generative adversarial networks (GAN), specialized LLM, data synthetization, as well as classical machine learning. It is a work in progress, as I regularly add new projects and new techniques.

The focus is on fast, simple, and better methods, by comparison to vendor solutions. For instance: NoGAN, better evaluation metrics, xLLM (specialized multi-LLM with taxonomies and self-tuning), variable-length embeddings, generating observations outside the training set range, fast probabilistic vector search, or automated SQL generation and execution. In classical ML, I discuss alternatives to traditional methods, for instance to synthesize geo-spatial data or music. Also, I show how to increase automation, speed, size and quality without neural networks.

**Step 1: Summary tables.** Besides [embeddings](#), what are the summary tables and underlying data structure, for each of them? How are they linked to the output returned to a user query? How to adapt the methodology if the input source is Wikipedia rather than Wolfram?

**Step 2: Issues with Python libraries.** By looking at my comments in the code or by experimenting yourself, identify bad side effects from standard Python libraries such as [NLTK](#). Examples include stop-words, auto-correct, and singularize. The problems arise due to the specialization of my xLLM, but is otherwise minor in generic applications targeted to non-experts. Suggest workarounds.

**Step 3: Improving xLLM.** I implemented several enhancements, for instance: ignoring [N-grams](#) (permutations of  $N$  tokens) [[Wiki](#)] not found in the crawled data, using normalized [PMI](#) in embeddings as the association metric or weight between two [tokens](#), working with [variable-length embeddings](#) (VLE) rather than vectors, managing accented characters, not combining tokens separated by punctuation signs, and minimizing stemming such as singular form. Find other potential enhancements and how to implement them. For instance, making sure that “analysis of variance” and “ANOVA” return the same results, or “San Francisco” is not split into two tokens. Hint: use mappings (synonyms) and double-tokens treated as a single token. Treat uppercase and lowercase differently.

Figure 1: The first three steps in the main xLLM project

This textbook is an invaluable resource to instructors and professors teaching AI, or for corporate training. Also, it is useful to prepare for job interviews or to build a robust portfolio. And for hiring managers, there are plenty of original interview questions. The amount of Python code accompanying the solutions is considerable, using a vast array of libraries as well as home-made implementations showing the inner workings and improving existing black-box algorithms. By itself, this book constitutes a solid introduction to Python and scientific programming. The code is also on my GitHub repository.

## About the author

Vincent Granville is a pioneering data scientist and machine learning expert, co-founder of Data Science Central (acquired by TechTarget), founder of [MLTechniques.com](#), former VC-funded executive, author and patent owner.



Vincent's past corporate experience includes Visa, Wells Fargo, eBay, NBC, Microsoft, and CNET. Vincent is also a former post-doc at Cambridge University, and the National Institute of Statistical Sciences (NISS). He published in *Journal of Number Theory*, *Journal of the Royal Statistical Society* (Series B), and *IEEE Transactions on Pattern Analysis and Machine Intelligence*. He is also the author of multiple books, available [here](#). He lives in Washington state, and enjoys doing research on stochastic processes, dynamical systems, experimental math and probabilistic number theory.

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# Chapter 1

## Getting Started

If you are familiar with Python, you can skip this chapter. It explains different ways to install and work with Python, start with Jupyter Notebook if you want to, and post your projects or notebooks on GitHub. Along the way, you will learn how to produce a video in Python with sample code based on Plotly – a more advanced version of Matplotlib for scientific programming. You will also learn what Google Colab is about: a virtual server where you can run Python remotely in a Jupyter notebook, and sync with GitHub.

### 1.1 Python, Jupyter Notebook, and Google Colab

In this section, I provide guidance to machine learning beginners. After finishing the reading and the accompanying classes (including successfully completing the student projects), you should have a strong exposure to the most important topics, many covered in detail in my books. At this point, you should be able to pursue the learning on your own – a never ending process even for top experts.

The first step is to install Python on your laptop. While it is possible to use [Jupyter Notebook](#) instead [[Wiki](#)], this option is limited and won't give you the full experience of writing and testing serious code as in a professional, business environment. Once Python is installed, you can install Notebook from within Python, on the [command prompt](#) [[Wiki](#)] with the instruction `python -m pip install jupyter`, see [here](#). Or you may want to have it installed on a [virtual machine](#) [[Wiki](#)] on your laptop: see VMware virtual machine installation [here](#). Or you can access Notebook remotely via [Google Colab](#), see [here](#) and [here](#). In my case, Jupyter automatically starts a virtual machine on my laptop: it does not interfere with or modify my standard Python environment, with few exceptions (when installing a third-party library that forces reinstallation of older versions of libraries already in my environment).

Installing Python depends on your system. See the official Python.org website [here](#) to get started and download Python. On my Windows laptop, I first installed the Cygwin environment (see [here](#) how to install it) to emulate a Unix environment. That way, I can use Cygwin windows instead of the Windows command prompt. The benefit is that it recognizes Unix commands. An alternative to Cygwin is [Ubuntu](#) [[Wiki](#)]. You could also use the [Anaconda](#) environment [[Wiki](#)].

Either way, you want to save your first Python program as a text file, say `test.py`. To run it, type in Python `test.py` in the command window. You need to be familiar with basic file management systems, to create folders and sub-folders as needed. Shortly, you will need to install Python libraries on your machine. Some of the most common ones are Pandas, Scipy, Seaborn, Numpy, Statsmodels, Scikit-learn, rRnDom and Matplotlib. You can create your own too: see my `GD_util` library on GitHub, [here](#) and the Python script `PB_NN.py` that uses some of its functions, [here](#). In your Python script, only use the needed libraries. Typically, they are listed at the beginning of your code, as in the following example:

---

```
import numpy as np
import matplotlib.pyplot as plt
import moviepy.video.io.ImageSequenceClip # to produce mp4 video
from PIL import Image # for some basic image processing
```

---

To install (say) the Numpy library, type in `pip install numpy` in the Windows command prompt. In a notebook, the command needs to be preceded by the exclamation point. You can also run Unix commands in a notebook cell: again, it needs to be preceded by the exclamation point, for instance `!pwd` or `!pip install tensorflow` or `!ls -l`. To include plots from Matplotlib to your notebook, add `%matplotlib inline` in

a cell before producing the images. See example [here](#). You can also add HTML and LaTeX formula to make your document look like a webpage, both with internal and external links. Use the [Markdown language \[Wiki\]](#) to create notebook cells that include HTML to document your code (as opposed to Python cells consisting of code). In Markdown, [LaTeX](#) (for math formulas) start and end with a dollar sign.

If running your notebook on [Google Colab](#), you can automatically save it on GitHub. Or upload it on Colab, from GitHub. Even if you don't use Notebook, I strongly encourage you to create a [GitHub](#) account. It will help you with [versioning \[Wiki\]](#) and sharing your code. To copy and paste a piece of you code stored locally, into notebook, use `Ctrl-V`.

You can directly run a Notebook found on GitHub, cell by cell, in your own Colab environment. Try [this one](#). Note that the original Notebook is in my GitHub repository, [here](#). To avoid problems with local files, the dataset used in this Python program is fetched directly from where it is located on the web, in this case, also on my GitHub repository. This is accomplished as follows, using the [Pandas](#) library.

---

```
import pandas as pd

url="https://raw.githubusercontent.com/VincentGranville/Main/main/insurance.csv"
data = pd.read_csv(url)
print(data.head(10))
```

---

Finally, over time, after installing more and more Python libraries, you are going to face incompatibilities. For instance, [TensorFlow](#) automatically installs a number of libraries or relies on existed ones in your environment. Depending on which library versions are installed or exist in your environment, installing TensorFlow may or may not succeed. In many cases, reinstalling specific versions of some other libraries, or an older version of the library that you try to install, may fix the issue. In case of failed installation, check out the error message to see which libraries are causing problems, detect the versions currently on your system with `pip show pandas` (for the Pandas library in this example, assuming it is the cause of the failure) and install a different, compatible version with the command `pip install -I pandas==1.5.3`. In this example, version 1.5.3 and Pandas were mentioned in the error message to help me detect and fix the issue. In my current system (before the fix), I had Pandas 2.0 which was not compatible. The `-I` option forces the new installation and overwrites any other version you have in your system.

In some cases, making the recommended change results in some other library – needed with a specific version for a particular application – not to work anymore. For instance it requires Pandas 2.0 but you had to change it to Pandas 1.5.3 due to another compatibility issue with a different application. It creates a circular error loop impossible to fix. In this case, having two Python implementations with one on a virtual machine, may help.

### 1.1.1 Online Resources and Discussion Forums

One of the easiest ways to learn more and solve new problems using Python or any programming language is to use the Internet. For instance, when I designed my sound generation algorithm in Python (see my article “The Sound that Data Makes”, [here](#)), I googled keywords such as “Python sound processing”. I quickly discovered a number of libraries and tutorials, ranging from simple to advanced. Over time, you discover websites that consistently offer solutions suited to your needs, and you tend to stick with them, until you “graduate” to the next level of expertise and use new resources.

It is important to look at the qualifications of people posting their code online, and how recent these posts are. You have to discriminate between multiple sources, and identify those that are not good or outdated. Usually, the best advice comes from little comments posted in discussion forums, as a response to solutions offered by some users. Of course, you can also post your own questions. Two valuable sources here to stay are GitHub and StackExchange. There are also numerous Python groups on LinkedIn and Reddit. In the end, after spending some time searching for sound libraries in Python, I've found solutions that do not require any special library: Numpy can process sound files. It took me a few hours to discover all I needed on the Internet.

Finally, the official documentation that comes with Python libraries can be useful, especially if you want to use special parameters and understand the inner workings (and limitations) rather than using them as black-boxes with the default settings. For instance, when looking at model-free parameter estimation for time series (using optimization techniques), I quickly discovered the `curve_fit` function from the Scipy library. It did not work well on my unusual datasets. I discovered, in the official online documentation, several settings to improve the performance. Still unsatisfied with the results (due to numerical instability in my case), I searched for alternatives and discovered that the swarm optimization technique (an alternative to `curve_fit`) is available

in the Pyswarms library. In the end, testing these libraries on rich synthetic data allows you to find what works best for your data.

See also how I solve a new problem step by step and find the relevant code, in section 1.3. Below is a list of resources that I regularly use. They have been around for many years. Each of them has its own search box, which is useful to identify specific topics in the vast amount of knowledge that they cover.

- [StackExchange forum discussions](#) about Python
- [Reddit Machine Learning forum](#)
- [AnalyticsVidhya](#) originally based in India
- [Towards Data Science](#) owned by Medium
- [Machine Learning Mastery](#) (popular blog, all in Python)
- [Google data sets](#)
- [Kaggle data sets](#)

### 1.1.2 Beyond Python

Python has become the standard language for machine learning. Getting familiar with the R programming language will make you more competitive on the job market. In the last chapter in my book on synthetic data, I show how to create videos and better-looking charts in R. Finally, machine learning professionals should know at least the basics of SQL, since many jobs still involve working with traditional databases.

In particular, in one of the companies I was working for, I wrote a script that would accept SQL code as input (in text file format) to run queries against the Oracle databases, and trained analysts on how to use it in place of the dashboard they were familiar with. They were still using the dashboard (Toad in this case) to generate the SQL code, but run the actual queries with my script. The queries were now running 10 times faster: the productivity gain was tremendous.

To summarize, Python is the language of choice for machine learning, R is the language of statisticians, and SQL is the language of business and data analysts.

## 1.2 Automated data cleaning and exploratory analysis

It is said that data scientists spend 80% of their time on data cleaning and [exploratory analysis](#) [Wiki]. This should not be the case. To the beginner, it looks like each new dataset comes with a new set of challenges. Over time, you realize that there are only so many potential issues. Automating the data cleaning step can save you a lot of time, and eliminate boring, repetitive tasks. A good Python script allows you to automatically take care of most problems. Here, I review the most common ones.

First, you need to create a summary table for all features taken separately: the type (numerical, categorical data, text, or mixed). For each feature, get the top 5 values, with their frequencies. It could reveal a wrong or unassigned zip-code such as 99999. Look for other special values such as NaN (not a number), N/A, an incorrect date format, missing values (blank) or special characters. For instance, accented characters, commas, dollar, percentage signs and so on can cause issues with text parsing and [regular expression](#) [Wiki]. Compute the minimum, maximum, median and other percentiles for numerical features. Check for values that are out-of-range: if possible, get the expected range from your client before starting your analysis. Use [checksums](#) [Wiki] if possible, with encrypted fields such as credit card numbers or ID fields. A few Python libraries can take care of this. In particular: Pandas-Profilng, Sweetviz and D-Tale. See [here](#) for details.

The next step is to look at interactions between features. Compute all cross-correlations, and check for redundant or duplicate features that can be ignored. Look for IDs or keys that are duplicate or almost identical. Also two different IDs might have the same individual attached to them. This could reveal typos in your data. Working with a table of common typos can help. Also, collect data using pre-populated fields in web forms whenever possible, as opposed to users manually typing in their information such as state, city, zip-code, or date. Finally, check for misaligned fields. This happens frequently in NLP problems, where data such as URLs are parsed and stored in CSV files before being uploaded in databases. Now you can standardize your data.

Sometimes, the data has issues beyond your control. When I was working at Wells Fargo, internet session IDs generated by the Tealeaf software were broken down into multiple small sessions, resulting in wrong userIDs and very short Internet sessions. Manually simulating such sessions and looking how they were tracked in the database, helped solve this mystery, leading to correct analyses. Sometimes, the largest population segment is entirely missing in the database. For instance, in Covid data, people never tested who recovered on their own (the vast majority of the population in the early days) did not show up in any database, giving a lethality rate

of 6% rather than the more correct 1%, with costly public policy implications. Use common sense and out-of-the-box thinking to detect such issues, and let stakeholders known about it. Alternate data sources should always be used whenever possible. In this case, sewage data – a proxy dataset – provides the answer.

Finally, in many cases, transforming or standardizing your data may be necessary to get meaningful, consistent results. For instance, a log transform for stock prices makes sense. Or you may want all the continuous features to have zero mean and unit variance, possibly even decorrelate them. Is your algorithm invariant under change of scale? If not, using different units (for instance, day instead of hour) may result in different clusters or predictions. Metrics such as **Mean Squared Error** may be measured in “squared days”, and you want to avoid that. As long as the transformation is reversible, you can apply your technique to the transformed data, than map back to the original using the inverse transform.

## 1.3 Tips to quickly solve new problems

The goal here is to describe the whole process of starting a Python project, facing roadblocks as always, and how to overcome them. It shows how to leverage external resources to quickly get satisfactory results. This is typically what professionals writing code do on a daily basis. You will learn how to create a video in Python, and get exposure to the **Plotly** library, a more advanced version of Matplotlib, typically used in the context of scientific programming.

### 1.3.1 Original solution to visualization problem

Assume you are asked to produce good quality, 3D contour plots in Python – not surface plots – and you have no idea how to start. Yet, you are familiar with Matplotlib, but rather new to Python. You have 48 hours to complete this project (two days of work at your office, minus the regular chores eating your time every day). How would you proceed? Here I explain how I did it, as I was in the same situation (self-imposed onto myself). I focus on the 3D contour plot only, as I knew beforehand how to quickly turn it into a video, as long as I was able to produce a decent single plot. My strategy is broken down into the following steps.

- I quickly realized it would be very easy to produce 2D contour or surface plots, but not 3D contour plots. I googled “contour map 3d matplotlib”. Not satisfied with the results, I searched images, rather than the web. This led me to a Stackoverflow forum question [here](#), which in turn led me to some page on the Matplotlib website, [here](#).
- After tweaking some parameters, I was able to produce Figure 1.1. Unsatisfied with the result and spending quite a bit of time trying to fix the glitch, I asked for a fix on Stackoverflow. You can see my question, and the answers that were posted, [here](#). One participant suggested to use color transparency, but this was useless, as I had tried it before without success. The second answer came with a piece of code, and the author suggested that I used Plotly instead of Matplotlib. I trusted his advice, and got his code to work after installing Plotly (I got an error message asking me to install Kaleido, but that was easy to fix). Quite exciting, but that was far from the end.
- I googled “Matplotlib vs Plotly”, to make sure it made sense using Plotly. I was convinced, especially given my interest in scientific computing. Quickly though, I realized my plots were arbitrarily truncated. I googled “plotly 3d contour map” and “plotly truncated 3d contour”, which led me to various websites including a detailed description of the `layout` and `scene` parameters. This [webpage](#) was particularly useful, as it offered a solution to my problem.
- I spent a bit of time to figure out how to remove the axes and labels, as I feared they could cause problems in the video, changing from one frame to the next one, based on past experience. It took me 30 minutes to find the solution by trial and error. But then I realized that there was one problem left: in the PNG output image, the plot occupied only a small portion, even though it looked fine within the Python environment. Googling “plotly write\_image” did not help. I tried to ask for a fix on Stackoverflow, but was not allowed to ask a question for another 24 hours. I asked my question in the Reddit Python forum instead.
- Eventually, shrinking the Z axis, modifying the orientation of the plot, the margins, and the dimensions of the images, I got a substantial improvement. By the time I checked for a potential answer to my Reddit question, my post had been deleted by an admin. But I had finally solved it. Well, almost.
- My concern at this point was using the correct DPI (dots per inch) and FPS (frames per second) for the video, and make sure the size of the video was manageable. Luckily, all the 300 frames (the PNG images, one per plot), now automatically generated, had the exact same physical dimension. Otherwise I would have had to resize them (which can be done automatically). Also, the rendering was good, not pixelized. So I did not have to apply anti-aliasing techniques. And here we are, I produced the video and was happy!

- So I thought. I realized, when producing the animated gif, that there was still a large portion of the images unused (blank). Not as bad as earlier, but still not good enough for me. Now I know how to crop hundreds of images automatically in Python, but instead I opted to load my video on Ezgif, and use the crop option. The final version posted in this chapter is this cropped version. I then produced another video, with 4 mountains, rising up, merging or shrinking according to various schedules. This might be the topic of a future article, as it is going into a new direction: video games.

The first version of my code, using Matplotlib, is available on GitHub [here](#). It is also included in this section, and was used to produce Figure 1.1.



Figure 1.1: Same as Figure 1.2, produced with Matplotlib

---

```

import numpy as np
import matplotlib.pyplot as plt

plt.rcParams['lines.linewidth'] = 0.5
plt.rcParams['axes.linewidth'] = 0.5
plt.rcParams['axes.linewidth'] = 0.5

SMALL_SIZE = 6
MEDIUM_SIZE = 8
BIGGER_SIZE = 10

plt.rc('font', size=SMALL_SIZE) # controls default text sizes
plt.rc('axes', titlesize=SMALL_SIZE) # fontsize of the axes title
plt.rc('axes', labelsize=MEDIUM_SIZE) # fontsize of the x and y labels
plt.rc('xtick', labelsize=SMALL_SIZE) # fontsize of the tick labels
plt.rc('ytick', labelsize=SMALL_SIZE) # fontsize of the tick labels
plt.rc('legend', fontsize=SMALL_SIZE) # legend fontsize
plt.rc('figure', titlesize=BIGGER_SIZE) # fontsize of the figure title

fig = plt.figure()
ax = fig.add_subplot(111, projection="3d")
X, Y = np.mgrid[-3:3:30j, -3:3:30j]
Z = np.exp(-abs(X)**2 + abs(Y)**2) + 0.8 * np.exp(-4 * ((abs(X-1.5))**4.2 +
    (abs(Y-1.4))**4.2))

ax.plot_surface(X, Y, Z, cmap="coolwarm", rstride=1, cstride=1, alpha=0.2)
# ax.contourf(X, Y, Z, levels=60, colors="k", linestyles="solid", alpha=0.9,
#             antialiased=True)
ax.contour(X, Y, Z, levels=60, linestyles="solid", alpha=0.9, antialiased=True)

plt.savefig('contour3D.png', dpi=300)
plt.show()

```

---

### 1.3.2 New solution, after doing some research

You can see the final result in Figure 1.2, and watch the corresponding video [here](#). The code in this section corresponds to the Plotly version, including the production of the video. The choice of the colors is determined by the parameter `colorscale`, set to “Peach” here. The list of available palettes is posted [here](#). You can easily add axes and labels, change font sizes and so on. The parameters to handle this are present in the source code, but turned off in the present version. The code is also available on GitHub, [here](#).



Figure 1.2: Contour plot, 3D mixture model, produced with Plotly

---

```

import numpy as np
import plotly.graph_objects as go

def create_3Dplot(frame):

    param1=-0.15 + 0.65*(1-np.exp(-3*frame/Nframes)) # height of small hill
    param2=-1+2*frame/(Nframes-1) # rotation, x
    param3=0.75+(1-frame/(Nframes-1)) # rotation, y
    param4=1-0.7*frame/(Nframes-1) # rotation z

    X, Y = np.mgrid[-3:2:100j, -3:3:100j]
    Z= 0.5*np.exp(-(abs(X)**2 + abs(Y)**2)) \
        + param1*np.exp(-4*((abs(X+1.5))**4.2 + (abs(Y-1.4))**4.2))

    fig = go.Figure(data=[
        go.Surface(
            x=X, y=Y, z=Z,
            opacity=1.0,
            contours={
                "z": {"show": True, "start": 0, "end": 1, "size": 1/60,
                      "width": 1, "color": 'black'} # add <"usecolormap": True>
            },
            showscale=False, # try <showscale=True>
            colorscale='Peach'),
    ])

    fig.update_layout(
        margin=dict(l=0, r=0, t=0, b=160),
        font=dict(color='blue'),
        scene = dict(xaxis_title='', yaxis_title='', zaxis_title='',
                     xaxis_visible=False, yaxis_visible=False, zaxis_visible=False,
                     aspectratio=dict(x=1, y=1, z=0.6)), # resize by shrinking z
        scene_camera = dict(eye=dict(x=param2, y=param3, z=param4))) # change vantage point

    return(fig)

#-- main

```

```
import moviepy.video.io.ImageSequenceClip # to produce mp4 video
from PIL import Image # for some basic image processing

Nframes=300 # must be > 50
flist=[] # list of image filenames for the video
w, h, dpi = 4, 3, 300 # width and height in inches
fps=10 # frames per second

for frame in range(0,Nframes):
    image='contour'+str(frame)+'.png' # filename of image in current frame
    print("Creating image",image) # show progress on the screen
    fig=create_3Dplot(frame)
    fig.write_image(file=image, width=w*dpi, height=h*dpi, scale=1)
    # fig.show()
    flist.append(image)

# output video / fps is number of frames per second
clip = moviepy.video.io.ImageSequenceClip.ImageSequenceClip(flist, fps=fps)
clip.write_videofile('contourvideo.mp4')
```

---

## Chapter 2

# Machine Learning Optimization

This chapter covers several fundamental techniques to solve various machine learning problems. The focus is on optimization, either for speed or quality of the results (ideally both simultaneously), featuring state-of-the-art methods that outperform many neural network blackbox systems. As far as possible, the methods in question lead to intuitive and explainable AI. Project 2.1 is actually about generative AI. However, I decided to include it in this chapter as it does not use neural networks.

## 2.1 Fast, high-quality NoGAN synthesizer for tabular data

This project features a very fast synthesizer for tabular data, consistently leading to better synthetizations than those produced by [generative adversarial networks](#) (GAN). It has similarities to [XGboost](#), and does not require fine-tuning. Also, it epitomizes intuitive and [explainable AI](#). For the full description of the technology, see [13]. The purpose of this project is to further optimize this new method. Evaluation of the generated data is based on the [multivariate empirical distribution](#) (ECDF), capturing all the patterns found in the real data, spanning across multiple features, categorical and numerical. The full joint ECDF has never been implemented in production mode due to computational complexity. Here it is, for the first time. To avoid [overfitting](#), the real data is split into two parts: the training set to build the synthesizer, and the [validation set](#) to check how it performs outside the training set. We test it on a well-known telecom dataset.

### 2.1.1 Project description

The project is based on the material [in this paper](#). The password to download the article is MLT12289058. I included the original source code in section 2.1.3. It is also on GitHub, [here](#). The goal here is to improve the methodology. The first two steps focus on the multivariate empirical distributions (ECDF), at the core of the [Kolmogorov-Smirnov distance](#) (KS) that evaluates the quality of the synthetization. See also the glossary in appendix C for additional help.

The project consists of the following steps:

**Step 1: ECDF scatterplot.** Create a Jupyter notebook for the code in section 2.1.3, and run it “as is”. The code automatically loads the telecom dataset. Section [4.3] in the code produces the scatterplot for the ECDF values (empirical distribution functions): the X-axis and Y-axis represent ECDF values respectively for the real (validation set) and synthetic component: each dot corresponds to a computation of the two ECDFs at a specific random argument, called “location” in the feature space. In particular (`ecdf_real1, ecdf_synth1`) is based on transformed locations, so that the scatterplot is better spread out along the diagonal: see left plot in Figure 2.1, compared to the middle plot without the transformation. Apply the same transformation to the ECDF values, instead of the arguments, and plot the result. You should obtain something similar to the right plot in the Figure 2.1.

**Step 2: Convergence of the KS distance.** The KS distance is equal to  $\max |F_v(z) - F_s(z)|$  over all locations  $z$  in the feature space, where  $F_v(z)$  and  $F_s(z)$  are the multivariate ECDFs, computed respectively on the validation set and the synthetic data. Here, the real data is split into two parts: the training set to produce the synthetic data, and the validation set to evaluate its quality. In practice, we sample `n_nodes` locations  $z$  to compute the ECDFs. Check out if `n_nodes=1000` (the value used in the code) is large enough: see if the KS distance stays roughly the same by increasing `n_nodes` from  $10^3$  to  $10^4$  and  $10^5$ . See also how the KS distance (denoted as `KS_max` in the code) depends on the number of observations, both in the validation set and the synthetic data.

**Step 3: From uniform to Gaussian sampling.** The core of the **NoGAN** architecture consists of fixed-size multivariate bins covering all the points in the training set, whether the features are categorical or numerical. For synthetization, a random number of points is generated in each bin: these numbers follow a very specific **multinomial distribution**. In each bin, synthetic observations are uniformly and independently generated. Bins are **hyperrectangles** in the feature space, with sides either parallel or perpendicular to the axes.

For any specific bin, the multivariate median computed on the training set is stored in the array `median`; the list of training set points lying in the bin is stored in `obs_list`, an array where each entry is a multidimensional observation from the training set. The upper and lower bounds of the bin (one per feature), are stored respectively in the arrays `L_bounds` and `U_bounds`, while `count` represents the number of points to generate, in the bin in question. All of this is located towards the bottom of section [2.3] in the code.

The generation of one synthetic observation vector uniformly distributed in the bin is performed separately for each component  $k$  (also called feature or dimension) by the instruction

```
new_obs[k] = np.random.uniform(L_bounds[k], U_bounds[k]).
```

In this step, you are asked to replace the uniform distribution by a Gaussian one, with the mean coinciding with the above `median`. The covariance matrix of the Gaussian may be diagonal for simplicity. About 95% of the generated Gaussian observations should lie within the bin. Those that don't are rejected (try later without **rejection sampling**). In order to produce the required `count` observations within the bin, you need to oversample to be able to meet that `count` after rejection. In addition, do it without as few loops as possible, using **vector operations** instead. You may also replace the nested loops to compute `new_obs[k]`, by vector operations.

**Step 4: Speeding up the computations.** To find the first value larger or equal to a pre-specified value `arr[idx]` in a sorted list `arr`, I use brute force, sequentially browsing the list until finding the value in question is found, with the following instruction:

```
while obs[k] >= arr[idx] and idx < bins_per_feature[k],
```

incrementing `idx` after each iteration. Replace the `while` loop by a dichotomic search. Measure the gain in computing time, after the change. In short, it improves **time complexity** from linear to logarithmic.

**Step 5: Fine-tuning the hyperparameter vector.** The main parameter in NoGAN is the vector  $[n_1, \dots, n_d]$  named `bins_per_feature` in the code. Here  $d$  is the number of features or dimension of the problem, and  $n_k$  the desired number of intervals when binning feature  $k$ . For each feature, intervals are chosen so that they contain about the same number of observed values: wherever the density is high, intervals are short, and conversely. In the code, the **hyperparameter** is set to  $[50, 40, 40, 4]$  in section [1.5]. The last value is attached to a binary feature called "Churn". If you change 4 to 3, there will be no observation with Churn equal to 1 in the synthetic data. Why, and how do you automatically determine the optimum value for this feature?

In the Python code, I only use 4 features, including the three numerical ones. But the telecom dataset contains many more. Add a few more features, and adjust the hyperparameter vector accordingly. For numerical features, small values in the hyperparameter result in artificial linear boundaries in the scatterplots in Figure 2.2 (produced in section [4.1] and [4.2] in the code). Illustrate this fact by reproducing Figure 2.2 but with a different hyperparameter. Can Gaussian sampling, discussed in **step 3**, fix this issue? Very large values in the hyperparameter fix this problem. But too large is not good. Why? Time permitting, you may want to optimize the hyperparameter vector using the smart grid search technique explained in [17].

Finally, for each feature, rather than using intervals based on constant **quantile** increments as in section [2.1] in the code, use arbitrary intervals. In order words, allow the user to provide his own `pc_table2`, rather than the default one based on the hyperparameter. Note that `pc_table2[k]` corresponds to feature  $k$ ; it is itself a sub-array with  $n_k + 1$  elements, specifying the bounds of the binning intervals for the feature in question.

**Step 6: Confidence intervals.** This step is optional, and consists of four separate sub-projects.

- Find great hyperparameter vectors using for instance the **smart grid search** technique described in [17]. How do you define and measure "great" in this context?
- Using subsets of the training set, assess the impact of training set size on the KS distance. Reducing the training set while preserving the quality of the output, is a technique frequently used to speed up AI algorithms, see [16]. A more sophisticated version is called **data distillation**.

- Try 100 different seeds (the parameter `seed` in section [1.4] in the code) to generate 100 different synthetizations. Use the generated data to compute confidence intervals of various levels for various statistics (for instance, correlation between tenure and residues), based on the size of the training set.
- Test NoGAN on different datasets, or with much more than four features.

Note that the ECDFs take values between 0 and 1, as it estimates probabilities. Thus the KS distance – the maximum distance between the two ECDFs, synthetic vs validation – also takes values between 0 (best possible synthetization) and 1 (worst case). The dots in the scatterplots in Figure 2.1 should always be close to the main diagonal. When the two ECDFs are identical, the dots lie exactly on the main diagonal.

### 2.1.2 Solution

The solution to step 1 consists of elevating the ECDFs `ecdf_real2` and `ecdf_synth2` (taking values between 0 and 1) at the power  $1/d$  in section [4.3] in the code. Here  $d$  is the number of features, also called dimension, and denoted as `n_features`. The updated version of section [4.3] is on GitHub, [here](#). It produces the 3 plots in Figure 2.1, with the new one on the right-hand side. In case of perfect synthetization, all the dots are on the main diagonal.



Figure 2.1: ECDF scatterplots (validation vs synthetic) computed three ways

The NoGAN tab in `telecom.xlsx` features sample synthetic data. This spreadsheet is in the same folder, [here](#). The other tabs in this spreadsheet feature synthetizations obtained via **generative adversarial networks** (GAN), for comparison purposes. For more details, see my article “How to Fix a Failing Generative Adversarial Network” [15].



Figure 2.2: Feature scatterplots, synthetic (left) and validation dataset (right)

As for **Step 3**, if you use Gaussian instead of uniform sampling within each multivariate bin, it will reduce edge effects in the synthesized data, especially if using non-truncated Gaussian deviates, with sampled points spilling into neighboring bins. To some extent, this is similar to using [diffusion](#) [Wiki] in neural network models. As an illustration of the edge effect, look at Figure 2.2: you can (barely) see some linear borders between different areas of the plot, in the left middle scatterplot. In particular, on the lower boundary of the cloud point. This happens when the values in the hyperparameter vector, for the features in question, are too low. Here the hyperparameter is `[50, 40, 40, 4]`, with 50 for “tenure”, and 40 for “residues” (the two features in the scatterplot in question). If you decrease these two values to (say) 15, the edge effect will be more pronounced. To the contrary, if you increase it to (say) 80, it won’t be noticeable. High values can lead to overfitting and should be avoided if possible. An implementation of Gaussian NoGAN can be found [here](#). Look at lines 142–150 and 192–200 in the code in question.

I now jump to one of the most important parts: **Step 5**. I provided answers to some of the questions in the previous paragraph. To choose the hyperparameter vector, the basic rule is this: higher values leads to better synthetizations up to some extent; too high leads to overfitting. If one feature has several categories, and the proportion of observations in the smallest category is  $p$ , then the corresponding hyperparameter value must be an integer larger than  $1/p$ . Otherwise, the smallest category may not be generated in the synthesized data. In practice, for important data segments with very few observations in the training set (such as fraud), you may want to run a separate NoGAN. This is illustrated in project 2.2.

Now answering **Step 6**. First, a great hyperparameter vector is one resulting in a small KS distance. The smaller KS, the more faithful your synthetic data is. Then, regarding [confidence intervals](#) (CI), the solution is as follows. To obtain a 90% CI for the correlation  $\rho$  between “tenure” and “residues” (the latter named `TotalChargeResidues` in the Python code), compute  $\rho$  on each of the 100 synthetizations (one per seed). The 5 and 95 percentiles computed on these  $\rho$ ’s, with the Numpy `quantile` function, are respectively the lower and upper bound of your CI. Finally, to test NoGAN on other datasets, try the circle, insurance, and diabetes datasets featured in my article comparing vendor products, available [here](#).

### 2.1.3 Python implementation

Explanations about the different steps, including a description of the main variables and tables, can be found in [13]. Compared to GAN, this implementation requires very few library functions and only three imports: Numpy, Statsmodels, and Pandas. This significantly reduces incompatibilities between library versions, and increases the chance that you can run it “as is” on any platform, without impacting your own environment. The code `NoGAN.py` is also available on GitHub, [here](#).

---

```

import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
from matplotlib import pyplot
from statsmodels.distributions.empirical_distribution import ECDF

#--- [1] read data and only keep features and observations we want

#- [1.1] utility functions

def string_to_numbers(string):

    string = string.replace("[", " ")
    string = string.replace("]", " ")
    string = string.replace(" ", " ")
    arr = string.split(',')
    arr = [eval(i) for i in arr]
    return(arr)

def category_to_integer(category):
    if category == 'Yes':
        integer = 1
    elif category == 'No':
        integer = 0
    else:
        integer = 2
    return(integer)

#- [1.2] read data

```

```

url = "https://raw.githubusercontent.com/VincentGranville/Main/main/Telecom.csv"
data = pd.read_csv(url)
features = ['tenure', 'MonthlyCharges', 'TotalCharges', 'Churn']
data['Churn'] = data['Churn'].map(category_to_integer)
data['TotalCharges'].replace(' ', np.nan, inplace=True)
data.dropna(subset=['TotalCharges'], inplace=True) # remove missing data
print(data.head())
print (data.shape)
print (data.columns)

#- [1.3] transforming TotalCharges to TotalChargeResidues, add to dataframe

arr1 = data['tenure'].to_numpy()
arr2 = data['TotalCharges'].to_numpy()
arr2 = arr2.astype(float)
residues = arr2 - arr1 * np.sum(arr2) / np.sum(arr1) # also try arr2/arr1
data['TotalChargeResidues'] = residues

#- [1.4] set seed for replicability

pd.core.common.random_state(None)
seed = 105
np.random.seed(seed)

#- [1.5] initialize hyperparameters (bins_per_feature), select features

features = ['tenure', 'MonthlyCharges', 'TotalChargeResidues', 'Churn']
bins_per_feature = [50, 40, 40, 4]

bins_per_feature = np.array(bins_per_feature).astype(int)
data = data[features]
print(data.head())
print (data.shape)
print (data.columns)

#- [1.6] split real dataset into training and validation sets

data_training = data.sample(frac = 0.5)
data_validation = data.drop(data_training.index)
data_training.to_csv('telecom_training_vg2.csv')
data_validation.to_csv('telecom_validation_vg2.csv')

nobs = len(data_training)
n_features = len(features)
eps = 0.0000000001

#--- [2] create synthetic data

#- [2.1] create quantile table pc_table2, one row for each feature

pc_table2 = []
for k in range(n_features):
    label = features[k]
    incr = 1 / bins_per_feature[k]
    pc = np.arange(0, 1 + eps, incr)
    arr = np.quantile(data_training[label], pc, axis=0)
    pc_table2.append(arr)

#- [2.2] create/update bin for each obs [layer 1]
#      Faster implementation: replace 'while' loop by dichotomic search

npdata = pd.DataFrame.to_numpy(data_training[features])
bin_count = {} # number of obs per bin
bin_obs = {} # list of obs in each bin, separated by "", stored as a string

```

```

for obs in npdata:
    key = []
    for k in range(n_features):
        idx = 0
        arr = pc_table2[k] # percentiles for feature k
        while obs[k] >= arr[idx] and idx < bins_per_feature[k]:
            idx = idx + 1
        idx = idx - 1 # lower bound for feature k in bin[key] attached to obs
        key.append(idx)
        skey = str(key)
    if skey in bin_count:
        bin_count[skey] += 1
        bin_obs[skey] += " ~ " + str(obs)
    else:
        bin_count[skey] = 1
        bin_obs[skey] = str(obs)

#- [2.3] generate nobs_synth observations (if mode = FixedCounts, nobs_synth = nobs)

def random_bin_counts(n, bin_count):
    # generate multinomial bin counts with same expectation as real counts
    pvals = []
    for skey in bin_count:
        pvals.append(bin_count[skey]/nobs)
    return(np.random.multinomial(n, pvals))

def get_obs_in_bin(bin_obs, skey):
    # get list of observations (real data) in bin skey, also return median
    arr_obs = []
    arr_obs_aux = (bin_obs[skey]).split(' ~ ')
    for obs in arr_obs_aux:
        obs = ' '.join(obs.split())
        obs = obs.replace("[ ", "")
        obs = obs.replace("[", "")
        obs = obs.replace(" ]", "")
        obs = obs.replace("]", "")
        obs = obs.split(' ')
        obs = (np.array(obs)).astype(float)
        arr_obs.append(obs)
    arr_obs = np.array(arr_obs)
    median = np.median(arr_obs, axis = 0)
    return(arr_obs, median)

mode = 'RandomCounts' # (options: 'FixedCounts' or 'RandomCounts')
if mode == 'RandomCounts':
    nobs_synth = nobs
    bin_count_random = random_bin_counts(nobs_synth, bin_count)
    ikey = 0

data_synth = []
bin_counter = 0

for skey in bin_count:

    if mode == 'FixedCounts':
        count = bin_count[skey]
    elif mode == 'RandomCounts':
        count = bin_count_random[ikey]
        ikey += 1
    key = string_to_numbers(skey)
    L_bounds = []
    U_bounds = []
    bin_counter += 1

    for k in range(n_features):

```

```

arr = pc_table2[k]
L_bounds.append(arr[key[k]])
U_bounds.append(arr[1 + key[k]])

# sample new synth obs (new_obs) in rectangular bin skey, uniformly
# try other distrib, like multivariate Gaussian around bin median
# the list of real observations in bin[skey] is stored in obs_list (numpy array)
# median is the vector of medians for all obs in bin skey

obs_list, median = get_obs_in_bin(bin_obs, skey) # not used in this version

for i in range(count):
    new_obs = np.empty(n_features) # synthesized obs
    for k in range(n_features):
        new_obs[k] = np.random.uniform(L_bounds[k], U_bounds[k])
    data_synth.append(new_obs)

str_median = str(["%8.2f" % number for number in median])
str_median = str_median.replace("'", "")
print("bin ID = %5d | count = %5d | median = %s | bin key = %s"
      %(bin_counter, bin_count[skey], str_median, skey))

data_synth = pd.DataFrame(data_synth, columns = features)

# apply floor function (not round) to categorical/ordinal features
data_synth['Churn'] = data_synth['Churn'].astype('int')
data_synth['tenure'] = data_synth['tenure'].astype('int')

print(data_synth)
data_synth.to_csv('telecom_synth_vg2.csv')

#--- [3] Evaluation synthetization using joint ECDF & Kolmogorov-Smirnov distance

# dataframes: df = synthetic; data = real data,
# compute multivariate ecdf on validation set, sort it by value (from 0 to 1)

#- [3.1] compute ecdf on validation set (to later compare with that on synth data)

def compute_ecdf(dataframe, n_nodes, adjusted):

    # Monte-Carlo: sampling n_nodes locations (combos) for ecdf
    #   - adjusted correct for sparsity in high ecdf, but is sparse in low ecdf
    #   - non-adjusted is the other way around
    # for faster computation: pre-compute percentiles for each feature
    # for faster computation: optimize the computation of n_nodes SQL-like queries

    ecdf = {}

    for point in range(n_nodes):

        if point % 100 == 0:
            print("sampling ecdf, location = %4d (adjusted = %s):" % (point, adjusted))
        combo = np.random.uniform(0, 1, n_features)
        if adjusted:
            combo = combo***(1/n_features)
        z = [] # multivariate quantile
        query_string = ""
        for k in range(n_features):
            label = features[k]
            dr = data_validation[label]
            percentile = combo[k]
            z.append(eps + np.quantile(dr, percentile))
            if k == 0:
                query_string += "{} <= {}".format(label, z[k])
            else:

```

```

        query_string += " and {} <= {}".format(label, z[k])

    countifs = len(data_validation.query(query_string))
    if countifs > 0:
        ecdf[str(z)] = countifs / len(data_validation)

ecdf = dict(sorted(ecdf.items(), key=lambda item: item[1]))

# extract table with locations (ecdf argument) and ecdf values:
#   - cosmetic change to return output easier to handle than ecdf

idx = 0
arr_location = []
arr_value = []
for location in ecdf:
    value = ecdf[location]
    location = string_to_numbers(location)
    arr_location.append(location)
    arr_value.append(value)
    idx += 1

print("\n")
return(arr_location, arr_value)

n_nodes = 1000 # number of random locations in feature space, where ecdf is computed
reseed = False
if reseed:
    seed = 555
    np.random.seed(seed)
arr_location1, arr_value1 = compute_ecdf(data_validation, n_nodes, adjusted = True)
arr_location2, arr_value2 = compute_ecdf(data_validation, n_nodes, adjusted = False)

# [3.2] comparison: synthetic (based on training set) vs real (validation set)

def ks_delta(SyntheticData, locations, ecdf_ValidationSet):

    # SyntheticData is a dataframe
    # locations are the points in the feature space where ecdf is computed
    # for the validation set, ecdf values are stored in ecdf_ValidationSet
    # here we compute ecdf for the synthetic data, at the specified locations
    # output ks_max in [0, 1] with 0 = best, 1 = worst

    ks_max = 0
    ecdf_real = []
    ecdf_synth = []
    for idx in range(len(locations)):
        location = locations[idx]
        value = ecdf_ValidationSet[idx]
        query_string = ""
        for k in range(n_features):
            label = features[k]
            if k == 0:
                query_string += "{} <= {}".format(label, location[k])
            else:
                query_string += " and {} <= {}".format(label, location[k])
        countifs = len(SyntheticData.query(query_string))
        synth_value = countifs / len(SyntheticData)
        ks = abs(value - synth_value)
        ecdf_real.append(value)
        ecdf_synth.append(synth_value)
        if ks > ks_max:
            ks_max = ks
    # print("location ID: %6d | ecdf_real: %6.4f | ecdf_synth: %6.4f"
    #       %(idx, value, synth_value))
    return(ks_max, ecdf_real, ecdf_synth)

```

```

df = pd.read_csv('telecom_synth_vg2.csv')
ks_max1, ecdf_real1, ecdf_synth1 = ks_delta(df, arr_location1, arr_value1)
ks_max2, ecdf_real2, ecdf_synth2 = ks_delta(df, arr_location2, arr_value2)
ks_max = max(ks_max1, ks_max2)
print("Test ECDF Kolmogorof-Smirnov dist. (synth. vs valid.): %6.4f" %(ks_max))

#- [3.3] comparison: training versus validation set

df = pd.read_csv('telecom_training_vg2.csv')
base_ks_max1, ecdf_real1, ecdf_synth1 = ks_delta(df, arr_location1, arr_value1)
base_ks_max2, ecdf_real2, ecdf_synth2 = ks_delta(df, arr_location2, arr_value2)
base_ks_max = max(base_ks_max1, base_ks_max2)
print("Base ECDF Kolmogorof-Smirnov dist. (train. vs valid.): %6.4f" %(base_ks_max))

#--- [4] visualizations

def vg_scatter(df, feature1, feature2, counter):

    # customized plots, subplot position based on counter

    label = feature1 + " vs " + feature2
    x = df[feature1].to_numpy()
    y = df[feature2].to_numpy()
    plt.subplot(3, 2, counter)
    plt.scatter(x, y, s = 0.1, c ="blue")
    plt.xlabel(label, fontsize = 7)
    plt.xticks([])
    plt.yticks([])
    #plt.ylim(0,70000)
    #plt.xlim(18,64)
    return()

def vg_histo(df, feature, counter):

    # customized plots, subplot position based on counter

    y = df[feature].to_numpy()
    plt.subplot(2, 3, counter)
    min = np.min(y)
    max = np.max(y)
    binBoundaries = np.linspace(min, max, 30)
    plt.hist(y, bins=binBoundaries, color='white', align='mid', edgecolor='red',
              linewidth = 0.3)
    plt.xlabel(feature, fontsize = 7)
    plt.xticks([])
    plt.yticks([])
    return()

import matplotlib.pyplot as plt
import matplotlib as mpl
mpl.rcParams['axes.linewidth'] = 0.3

#- [4.1] scatterplots for Churn = 'No'

dfs = pd.read_csv('telecom_synth_vg2.csv')
dfs.drop(dfs[dfs['Churn'] == 0].index, inplace = True)
dfv = pd.read_csv('telecom_validation_vg2.csv')
dfv.drop(dfv[dfv['Churn'] == 0].index, inplace = True)

vg_scatter(dfs, 'tenure', 'MonthlyCharges', 1)
vg_scatter(dfv, 'tenure', 'MonthlyCharges', 2)
vg_scatter(dfs, 'tenure', 'TotalChargeResidues', 3)
vg_scatter(dfv, 'tenure', 'TotalChargeResidues', 4)
vg_scatter(dfs, 'MonthlyCharges', 'TotalChargeResidues', 5)

```

```

vg_scatter(dfv, 'MonthlyCharges', 'TotalChargeResidues', 6)
plt.show()

#- [4.2] scatterplots for Churn = 'Yes'

dfs = pd.read_csv('telecom_synth_vg2.csv')
dfs.drop(dfs[dfv['Churn'] == 1].index, inplace = True)
dfv = pd.read_csv('telecom_validation_vg2.csv')
dfv.drop(dfv[dfv['Churn'] == 1].index, inplace = True)

vg_scatter(dfs, 'tenure', 'MonthlyCharges', 1)
vg_scatter(dfv, 'tenure', 'MonthlyCharges', 2)
vg_scatter(dfs, 'tenure', 'TotalChargeResidues', 3)
vg_scatter(dfv, 'tenure', 'TotalChargeResidues', 4)
vg_scatter(dfs, 'MonthlyCharges', 'TotalChargeResidues', 5)
vg_scatter(dfv, 'MonthlyCharges', 'TotalChargeResidues', 6)
plt.show()

#- [4.3] ECDF scatterplot: validation set vs. synth data

plt.xticks(fontsize=7)
plt.yticks(fontsize=7)
plt.scatter(ecdf_real1, ecdf_synth1, s = 0.1, c ="blue")
plt.scatter(ecdf_real2, ecdf_synth2, s = 0.1, c ="blue")
plt.show()

#- [4.4] histograms, Churn = 'No'

dfs = pd.read_csv('telecom_synth_vg2.csv')
dfs.drop(dfs[dfv['Churn'] == 0].index, inplace = True)
dfv = pd.read_csv('telecom_validation_vg2.csv')
dfv.drop(dfv[dfv['Churn'] == 0].index, inplace = True)
vg_histo(dfs, 'tenure', 1)
vg_histo(dfs, 'MonthlyCharges', 2)
vg_histo(dfs, 'TotalChargeResidues', 3)
vg_histo(dfv, 'tenure', 4)
vg_histo(dfv, 'MonthlyCharges', 5)
vg_histo(dfv, 'TotalChargeResidues', 6)
plt.show()

#- [4.5] histograms, Churn = 'Yes'

dfs = pd.read_csv('telecom_synth_vg2.csv')
dfs.drop(dfs[dfv['Churn'] == 1].index, inplace = True)
dfv = pd.read_csv('telecom_validation_vg2.csv')
dfv.drop(dfv[dfv['Churn'] == 1].index, inplace = True)
vg_histo(dfs, 'tenure', 1)
vg_histo(dfs, 'MonthlyCharges', 2)
vg_histo(dfs, 'TotalChargeResidues', 3)
vg_histo(dfv, 'tenure', 4)
vg_histo(dfv, 'MonthlyCharges', 5)
vg_histo(dfv, 'TotalChargeResidues', 6)
plt.show()

```

---

## 2.2 Cybersecurity: balancing data with automated SQL queries

While the end goal is to synthesize a very challenging dataset, highly imbalanced, the scope of this project is not data synthetization. Rather, it consists of splitting the dataset into a small number of rather homogeneous parts, each part having specific characteristics. By implementing an algorithm separately to each part, one can expect much better results, whether for data synthetization or any other purpose. At the end, the different outputs are recombined together.

What makes this dataset so special? It has about 117k observations, and 16 features There are two big clusters of duplicate observations, representing about 95% of the dataset: each contains a single observation

vector, repeated time and over. Then a smaller number of clusters, each consisting of 2 to 5 duplicate observations. Most features are categorical, and some are a mixture of categorical and numerical values. Then there are some obvious outliers. This is not an error, it is the way the data is. The case study is about cybersecurity, looking at server data to identify fraud. The amount of fraud is also very small. In this project, most of the heavy work consists of identifying and separating the different parts. It is done using SQL-like statements in **Pandas** (Python library). See code in section 2.2.3, after completing the project.

### 2.2.1 Project description

The dataset is located [here](#). First, you need to do some exploratory analysis to find the peculiarities. For each feature, find the distinct values, their type (category or continuous) and count the multiplicity of each value. Also count the multiplicity of each observation vector when all features are combined. We will split the dataset into three subsets named A, C1 and C2, and remove some outliers in C1 (or at least treat them separately). Simulating observations distributed as in A or C1 is straightforward. For C2, we will use the NoGAN synthesizer. In the remaining, by observation or observation vector, I mean a full row in the dataset.

The project consists of the following steps:

**Step 1:** Split the data into two subsets A and B. Here A consists of the two big clusters discussed earlier, each containing one observation vector duplicated thousands of times. Also add to A any observation duplicated at least 4 times. Keep one copy of each unique observation in A, and add one new feature: the observation count, named `size`. The set B contains all the unique observations except those that are now in A, with a count (`size`) for each observation.

**Step 2:** Create set C as follows. Remove the columns `scr_port` and `size` from set B. Then keep only one copy of each duplicated observation, and add an extra feature to count the multiplicity attached to each observation. Finally, split C into C1 and C2, with C1 consisting of observation vectors with multiplicity larger than one, and C2 for the other ones (observation vectors that do not have duplicates). Find outliers in C1 and remove them.

**Step 3:** The feature `scr_port` is absent in sets C1 and C2, after step 2. Reconstruct the list of values for `scr_port` with the correct count, separately for C1 and C2, as we will need it in step 4. These satellite tables are named `map_C1` and `map_C2` in the Python code. Double check that all the computations, splitting, mapping, counts, uniques, and aggregation, are correct.

**Step 4:** Generate synthetic observations for C2, using the NoGAN algorithm described in project 2.1. Use the following features only:

```
bidirectional_syn_packets
src2dst_syn_packets
application_category_name
application_confidence
src2dst_mean_ps
src2dst_psh_packets
bidirectional_mean_ps
label
```

The feature “label” indicates fraud when the value is not 0. Few observations are labeled as non-fraud in C2. How would you proceed to substantially increase the proportion of non-fraud in C2, in the generated data? How about generating values for the `src_port` feature, based on the `map_C2` distribution obtained in step 3? Is the distribution in question uniform within its range, between 40,000 and 60,000? If yes, you could generate uniform values for this feature, possibly different from those actually observed.

**Step 5:** Think of a general strategy to synthesize observations not just for C2, but for the full original data. Say you want  $N = 10^5$  synthetic observations. You need to generate  $n_1, n_2, n_3$  observations respectively for A, C1, C2, with  $N = n_1 + n_2 + n_3$ , using a **multinomial distribution** of parameter  $[N; p_1, p_2, p_3]$  where  $p_1, p_2, p_3$  are the proportions of observations falling respectively in A, C1, and C2.

What are the values of  $p_1, p_2, p_3$ ? Finally, describe how you would proceed to synthesize observations separately for A, C1, and C2, once the random observation counts  $n_1, n_2, n_3$  have been generated.

### 2.2.2 Solution

The code to produce A, C1, and C2 is in section 2.2.3. It also produces `C1_full` and `C2_full`, identical to C1 and C2 except that duplicate observations are now kept as duplicates, rather than aggregated. This completes

**Step 1** and **Step 2**. The same code produces `map_C1` and `map_C2`. All these tables are saved as separate tabs in a spreadsheet `iot_security.xls`, available on GitHub, [here](#).

To check that all the counts are correct, compute the full number of observations in each subset, and verify that the sum matches the number of observations in the original data. For instance, `C1` has 70 unique (distinct) observations or rows, with multiplicity stored in the column `size`. The sum of this column is 7158, representing the actual number of observations. Likewise, `C2` has 87 rows and 110 observations when counting the duplicates. And `A` has 23 rows and 110,467 observations. Finally,  $110 + 7158 + 110,467 = 117,735$ , matching the number of rows in the original dataset. This completes **Step 3**.

To synthesize `C2`, I used a minimalist version of the NoGAN code in project [2.1](#). This updated version is very generic, with all the selected features declared in section [1.2] in the code, along with the sublist of those that are categorical. The code is on GitHub, [here](#). The results – synthetic data, validation and training sets, along with some evaluation metrics – are in the `C2_Synth_NoGAN` tab in the `iot_security.xlsx` spreadsheet, [here](#). I used the **hyperparameter** `[80, 80, 80, 80, 80, 80, 80, 80]` where each component represents the number of bins used for the corresponding feature, whether continuous or categorical.

The NoGAN synthesizer works as follows. It splits the real data, in this case `C2_full`, into two subsets: the **training set** to generate new observations, and the **validation set** to check how good the generated observations are, by comparing the **joint empirical distribution function** (ECDF) of the synthetic data, with that of the validation set. This **cross-validation** technique is known as the **holdout method**: observations in the validation set are held out (that is, not used to train the model), to assess performance outside the training set. The distance between the two multivariate ECDFs, denoted as `KS`, is the **Kolmogorov-Smirnov distance**. In addition, the `KS` distance between the training and validation sets is also computed, and referred to as “Base `KS`”. All the `KS` distances range from 0 (very good) to 1 (very bad). A synthetization is good when both the `KS` and Base `KS` distances are very similar.

The `C2_full` dataset only has 110 observations, including duplicates and outliers. This makes it hard to synthesize, especially since only 50% of these observations are used for training. The Base `KS` distance between the training and validation sets is rather large: 0.1455. It means that the validation set is quite different from the training set. But the `KS` distance between the synthesized and validation sets is barely any larger: 0.1727. Thus, NoGAN did a pretty good job. The `KS` distance between the synthesized data and the training set is a lot smaller. To balance the dataset (increasing the proportion of observations with label equal to 0), create a large enough sample and discard generated observations with non-zero label. This completes the main part of **Step 4**.

To answer **Step 5**, based on earlier computations, the proportions  $p_1, p_2, p_3$  are respectively

$$p_1 = \frac{110,467}{117,735}, \quad p_2 = \frac{7158}{117,735}, \quad p_3 = \frac{110}{117,735}.$$

Since the set `A` only has 23 distinct observations repeated time and over (totaling 110,467 when not deduped), to synthesize `A` we can again use a multinomial distribution with the correct probabilities, this time to generate 23 random counts adding to  $n_1$ . Each count tells you how many times the corresponding unique observation must be repeated. The probability attached to a unique observation is its frequency measured in the training data. The synthetization of `C1` is left as an exercise.

### 2.2.3 Python code with SQL queries

The code, also available on GitHub [here](#), splits the original dataset into `A`, `C1`, and `C2`. It also produces `map_C1` and `map_C2`. I did not include the adapted NoGAN code, but you can find it on GitHub, [here](#). It also contains quite a bit of SQL to compute the `KS` distance. I want to thank [Willie Waters](#) for bringing this dataset to my attention.

---

```
import numpy as np
import pandas as pd

url = "https://raw.githubusercontent.com/VincentGranville/Main/main/iot_security.csv"
data = pd.read_csv(url)
# data = pd.read_csv('iot.csv')
features = list(data.columns)
print(features)
data_uniques = data.groupby(data.columns.tolist(), as_index=False).size()
data_B = data_uniques[data_uniques['size'] <= 3] #
data_A = data_uniques[data_uniques['size'] > 3]
data_A.to_csv('iot_A.csv')
```

```

print(data_A)

data_C = data_B.drop(['src_port', 'size'], axis=1)
data_C = data_C.groupby(data_C.columns.tolist(), as_index=False).size()
data_C1 = data_C[(data_C['bidirectional_mean_ps'] == 60) |
                 (data_C['bidirectional_mean_ps'] == 1078) |
                 (data_C['size'] > 1)]
data_C2 = data_C[(data_C['bidirectional_mean_ps'] != 60) &
                 (data_C['bidirectional_mean_ps'] != 1078) &
                 (data_C['size'] == 1)]
print(data_C)
data_C1.to_csv('iot_C1.csv')
data_C2.to_csv('iot_C2.csv')

data_B_full = data_B.join(data.set_index(features), on=features, how='inner')
features.remove('src_port')
data_C1_full = data_C1.merge(data_B_full, how='left', on=features)
data_C2_full = data_C2.merge(data_B_full, how='left', on=features)
data_C1_full.to_csv('iot_C1_full.csv')
data_C2_full.to_csv('iot_C2_full.csv')

map_C1 = data_C1_full.groupby('src_port')['src_port'].count()
map_C2 = data_C2_full.groupby('src_port')['src_port'].count()
map_C1.to_csv('iot_C1_map.csv')
map_C2.to_csv('iot_C2_map.csv')

data_C1 = data_C1_full.drop(['src_port', 'size_x', 'size_y'], axis=1)
data_C1 = data_C1.groupby(data_C1.columns.tolist(), as_index=False).size()
data_C2 = data_C2_full.drop(['src_port', 'size_x', 'size_y'], axis=1)
data_C2 = data_C2.groupby(data_C2.columns.tolist(), as_index=False).size()
data_C1.to_csv('iot_C1.csv')
data_C2.to_csv('iot_C2.csv')

```

---

## 2.3 Good GenAI evaluation, fast LLM search, and real randomness

In this section, I cover several topics in detail. First, I introduce one of the best [random number generators](#) (PRNG) with infinite period. Then, I show how to evaluate the synthesized numbers using the best metrics. Finally, I illustrate how it applies to other contexts, such as [large language models](#) (LLM). In particular, the system is based on words with letters from an arbitrary alphabet, and it can be adapted to any prespecified multivariate distribution, not just uniform: the joint ECDF ([empirical distribution](#)) attached to a training set in [GenAI](#) systems, for instance. At each step, the focus is both on quality and speed, revisiting old methods or inventing new ones, to get solutions performing significantly better and requiring much less computing time. The three components of this system are:

### New powerful random number system

In its simplest form, the random numbers are defined as the binary digits  $d_n = x_n \bmod 2$ , from the sequence  $x_{n+1} = 3 \cdot (x_n // 2)$ , where the double slash is the [integer division](#) [Wiki]. It is an improvement over binary digits of quadratic irrationals used previously (see section 4.4 in [14]) in the sense that  $x_n$  grows only by a factor  $3/2$  at each iteration, rather than 2. All sequences  $(x_n)$  that do not grow indefinitely necessarily result in periodic numbers. This is the case for all PRNGs on the market.

In addition, despite having very long periods, these random generators with finite periods exhibit subtle patterns in rather low dimensions: in short, lack of randomness. They can be quite sensitive to the [seed](#) and may require many warm-up iterations before reaching higher randomness. See [here](#) how you can crack the [Mersenne twister](#) used in the Numpy random function. The question is this: how slowly can  $x_n$  grow while preserving perfect randomness, fast implementation, and an infinite period? Read on to see how I managed to reduce the aforementioned exponential growth down to linear, while keeping an infinite period. Proving that the period is infinite is still an open question in number theory, and beyond the scope of this project.

### Ultrafast, robust evaluation metrics

The first step is to define what a strongly random sequence is, when it consists of deterministic digits. Details are again in chapter 4 in [14]. The takeaway: you need a metric that captures just that, when testing your system. This is true for all GenAI systems. Indeed, here I am re-using the full multivariate [Kolmogorov-Smirnov](#)

**distance** (KS) specifically implemented in the context of synthetic data generation: see section 6.4.2 in [9] for details. There, I showed how poorly implemented metrics used by vendors fail to capture subtle departures from the target distribution.

In this section, I present a very fast implementation of KS. I also include a few other tests. Very large test batteries exist, for instance **Diehard** [Wiki]. However, most rely on old statistical practice, offering a large number of disparate, weak tests, rather than a centralized approach to dealing with the problem. You can do a lot better with much fewer tests. This is one of the goals of this project, also with a focus on hard-to-detect patterns.

Also note that the KS distance relies on the CDF rather than the PDF (probability density function). The latter, used in many tests such as **Chi-squared**, does not work when you have billions of cross-feature buckets in high dimensions, each with very few observations. As in many GenAI systems, this is what we face. To give you an idea, think about counting occurrences of billions of “words” such as

321023201031022303412310332310300311023102

in a sequence of trillions of digits in base 4 (in this case, the alphabet has 4 letters). Most counts will be zero. Likewise, the base (that is, the size of the alphabet) may be a very large integer. The KS distance handles this problem transparently by looking at closest strings found in the digit sequences, themselves having only one occurrence most of the time. Also, it easily takes care of conditional probabilities when needed.

My previous KS implementation involved thousands of Pandas SQL queries spanning across many features. The new version discussed here is based on the **radix numeration system** [Wiki], turning long strings in big integers (called blocks), allowing for fast retrieval with simple **binary search** in a list of big numbers. In this context, a block can have many digits: the  $k$ -th feature is the  $k$ -th digit, although blocks may have a varying number of digits. I implicitly rely on the Python **Bignum library** [Wiki] to deal with the computations. Finally, the binary search is further improved and called **weighted binary search**, accelerating the computations by a factor 3 or 4 in the examples tested. So far, I did not compare with other methods such as **vector search** based on KNN and ANN (approximate nearest neighbors). But these methods are very relevant in this context.

### Connection to LLM

The above paragraphs establish the connection to large language models. The problem is strikingly similar to DNA sequence synthetization discussed in section 7.1, where the alphabet has four letters (A, C, G, T) and the words consist of DNA subsequences. The main difference is that DNA sequences are far from random. Yet, the methodology presented here can easily be adapted to arbitrary target distributions. In particular to empirical distributions like those associated to DNA sequencing, or keyword distributions in ordinary text.

Then, as illustrated in the DNA sequencing problem, predictive analytics for GenAI may rely on conditional probabilities such as  $P(B_1|B_2)$ , where  $B_1, B_2$  are consecutive blocks. Transitioning from KS and the multivariate CDF to conditional probabilities is straightforward with the formula  $P(B_1|B_2) = P(B_1, B_2)/P(B_2)$ .

#### 2.3.1 Project description

We are dealing with sequences of positive integers defined by a recursion  $x_{n+1} = f(x_n) \bmod \tau_n$ , where  $x_0$  is the initial condition, referred to as the main seed. The choice of  $f$  leads to  $x_n$  randomly going up and down as  $n$  increases. On average, the trend is up: eventually,  $x_n$  gets bigger and bigger on average, albeit rather slowly to allow for fast computations. The **digits** – what the generated random numbers are – are simply defined as  $d_n = x_n \bmod b$ , where  $b$  is called the **base**.

The big contrast with classic random generators is that  $\tau_n$  depends on  $n$  rather than being fixed. Here  $\tau_n$  strictly increases at each iteration, allowing  $x_n$  to grow on average. It leads to more random digits, and an infinite period. In the current implementation,  $\tau_{n+1} = s + \tau_n$  where  $s$  is a moderately large integer. Thus, we have two additional seeds: the step  $s$ , and  $\tau_0$ . The function  $f$  depends on two integer parameters  $p, q$ . More specifically,

$$x_{n+1} = p \cdot (x_n // q) \bmod \tau_n, \quad \text{with } p > q > 1, x_0, \tau_0 \geq 0, \text{ and } \tau_{n+1} = s + \tau_n. \quad (2.1)$$

Again, the double slash stands for the integer division:  $x_n // q = \lfloor x_n/q \rfloor$  where the brackets denote the floor function, or `int` in Python. I use the integer division in Python as it works when  $x_n$  becomes extremely large, unlike the standard division combined with `int`.

I implemented three tests of randomness. Before going into the details, let me introduce the concept of **block**. A block consists of a fixed number of digits, used for testing purposes. They are encoded as big integers. For now, let’s pretend that a block  $B$  has  $m$  digits, each with a variable base: the  $k$ -th digit is in base  $b_k$ , thus with  $0 \leq d_k < b_k$ . Then  $B$  can be uniquely encoded with the one-to-one mapping

$$B = d_1 + d_2 \times b_1 + d_3 \times b_1 b_2 + d_4 \times b_1 b_2 b_3 + \cdots + d_m \times b_1 b_2 \cdots b_{m-1} \quad (2.2)$$

In this case,  $B$  is represented by an integer strictly smaller than  $b_1 b_2 \cdots b_m$ . In the context of real data, each digit represents a feature; the  $k$ -th feature can take on  $b_k$  different values after approximation or truncation, and a block corresponds to a row in a tabular data set. Of course, the  $b_k$ 's can be quite large and different, depending on the feature, especially for numerical features. At the other extreme, for a 2-category feature,  $b_k = 2$ . The numeration system based on (2.2) is called the **radix system**. It is a generalization of the numeration system in fixed base  $b$ . When a new observation is generated, it is first encoded as a block, then the closest match to any row in the training set can be found with a binary search on all long integers  $B$  between 0 and  $(b_1 \cdots b_m) - 1$ , each one representing a potential row in the training set. Note that in general, the existing  $B$ 's cover a small subset of all potential values: we are dealing with sparsity. We will use the same search algorithm here, with a fixed base  $b$ . It makes sense to call it **radix search**.

Now I can provide a quick overview of the three tests of randomness. The most involved is the block test: it is based on the multivariate KS distance, which in turn relies on radix search. The tests are:

- **Run test.** The max run test is implemented in section 4.3 for binary digits of quadratic irrationals. The solution presented here is more comprehensive, looking at runs or arbitrary length for all possible digits. These run lengths have a **geometric distribution** if digits show up randomly. When the base  $b$  is very large, there are too many values to fit in a table, so I also compute the following statistics:

$$R(L) = \sum_{d=0}^{b-1} \left( \frac{\rho(L, d) - \rho_0(L, d)}{\sigma(L, d)} \right)^2, \quad L = 1, 2, \dots \quad (2.3)$$

where  $\rho_0(L, d)$  is the number of runs of length  $L$  found in the sequence for digit  $d$ , and  $\rho(L, d)$  is the expected count if the sequence is random; then, it does not depend on  $d$ . Finally,  $\sigma^2(L, d)$  is the theoretical variance, not depending on  $d$ , to normalize  $R(L)$  so that it has a **Chi-squared distribution** with  $b$  degrees of freedom. In short, an unexpectedly large  $R(L)$  indicates lack of randomness.

- **Spectral test.** This test looks at autocorrelations of lag 1, 2, and so on in the digit sequence, to check out whether their behavior is compatible or not with randomness. Because the sequences can be extremely long, the computations are done on the fly, updated one new digit at a time using a buffer, without having to store the whole sequence anywhere.
- **Block test.** Create a sample of blocks  $B$  of size  $m$ , for instance equally spaced, and independently of the blocks found in the digit sequence. Here  $m$  is the number of digits per block, with each digit in base  $b$ . Hence, each block should occur in the infinite digit sequence with frequency  $b^{-m}$ , assuming randomness. Compute the CDF value  $F(B)$  attached to the underlying theoretical (uniform) distribution, for each of these blocks. Then compute the ECDF or empirical CDF value  $F_0(B)$  based on block occurrences: mostly nearest neighbors to  $B$ , found in the digit sequence. Finally,  $\text{KS} = \sup |F(B) - F_0(B)|$ , and the supremum is over all blocks  $B$  in your sample. To magnify any subtle departure from randomness, plot the following:  $\delta(B) = F(B) - F_0(B)$  on the Y-axis, and  $B$  (in its integer representation) on the X-axis, for all  $B$  in your sample.

There is a considerable amount of new material to master, if you were to implement the whole system on your own. The goal is not to create your own code from scratch, but rather to understand and use mine. You are welcome to improve it and create Python objects for the various components. One of the easy tasks is to use the code to compare different random generators and assess the impact of parameters. Another goal is to generalize the code to other contexts such as synthesizing DNA sequences, where the target distribution is not uniform, but comes as an ECDF (empirical CDF) computed on the training set. This also involves conditional probabilities: predicting the next block given the previous ones, when blocks are auto-correlated.

The project consists of the following steps:

**Step 1:** Read and understand the code in section 2.3.3. Identify the different components: the three tests, the base, the digits, the generation of the digits, the blocks and block encoding, the seeds and parameters, and the binary search to locate nearby blocks in the sequence, given a specific block. Run the code (it is on GitHub), see and analyze the results. Understand the computations for the autocorrelation coefficients, as it is done on the fly, in a non-traditional way using a buffer.

**Step 2:** What are the values of  $\rho(L, d)$  and  $\sigma(L, d)$  in Formula 2.3? How would you optimize a binary search so that it requires fewer steps? To help answer this question, look at the variable `trials`, which counts the combined number of steps used in all the binary searches. Finally, save the generated digits in a file if the sequence is not too long.

**Step 3:** To improve block tests, work with blocks of various sizes. Also, compute the autocorrelations in the block sequence, in the same way it is done in the digit sequence. Given a small-size block  $B$  consisting

of two sub-blocks  $B_1, B_2$ , estimate  $P(B_2|B_1)$  on the data, and confirm the independence between  $B_1$  and  $B_2$ , that is,  $P(B_2|B_1) = P(B_2)$ .

- **Step 4:** Try different seeds  $x_0, \tau_0$  and  $s$  to check out how the random generators is sensitive to the seeds. Does it change the quality of the randomness? In particular, try to find the lowest possible seed values that still lead to good random numbers. Then, try different combinations of  $p, q$  and  $b$ . Some work, some don't. Can you identify necessary conditions on  $p, q, b$  to guarantee good random numbers? Finally, can you find a good combination that makes the sequence  $(x_n)$  grow as slowly as possible, while still generating great random numbers. Obviously, you need  $p > q$ , for instance  $p = q + 1$ , and  $s$  as small as possible. A large base  $b$  also helps to extract as much as possible from the sequence  $(x_n)$ , yet some combinations  $(p, q, b)$  don't work, and usually  $b > q$  causes problems, making  $b = q$  ideal.

### 2.3.2 Solution

Since much of the solution is my code in section 2.3.3, I cover only specific items in this section, with a focus on explaining and interpreting the output tables and visualizations. The main parameters are initialized in section [3] in the code, see lines 278 – 288. In particular, the current values of  $x_n, \tau_n$  are stored in `x` and `tau` respectively, while `s` in Formula (2.1) is denoted as `step` in the code.

Figure 2.3 shows the function  $\delta(B) = F(B) - F_0(B)$ , that is, the difference between a perfectly uniform CDF and the approximate ECDF computed on the generated digits, using 500 equally-spaced test blocks, each with 6 digits. The number of blocks (500 here) is specified by `n_nodes` in the code. The higher the number, the better the approximation. The total number of digits if 640,000. I tried four sets of parameters labeled HM<sub>1</sub> to HM<sub>4</sub>. The parameter sets are specific combinations of  $p, q, b$ . See lines 294, 316, 337 and 358 for the respective values in the code. I also added Numpy.random for comparison purposes. Note that HM stands for “Home-Made”, by contrast to Numpy.



Figure 2.3: Four versions of my generator (HM<sub>x</sub>) compared to numpy.random

Clearly, HM<sub>2</sub> and HM<sub>3</sub> generate non-random numbers. As for HM<sub>1</sub>, HM<sub>4</sub> and Numpy, they pass this test. It does not mean that they generate random digits. More tests are needed for verification, in particular with larger block sizes (the parameter `block_size`) and more nodes (the parameter `n_nodes`).

Table 2.1 focuses on HM<sub>1</sub> only. It shows the number of occurrences for runs of length  $L$ , for each of the 4 digits ( $b = 4$ ) and various values of  $L$ . The sequence has 640,000 digits. The 4 rightmost columns are summary statistics: Exp and Avg are respectively the expected and observed counts, while Norm indicates whether or not all the counts, for a specific  $L$ , are compatible with perfect randomness. If the digits are truly random,

then `Norm` approximately follows a standard normal distribution. In particular,  $\text{Norm} = (R(L) - b)/(2b)$  where  $R(L)$  is defined by (2.3). Clearly,  $\text{HM}_1$  passes this test.

$L$	$d = 0$	$d = 1$	$d = 2$	$d = 3$	Exp	Avg	Chi2	Norm
1	8968	8932	9074	8999	9000	8993	1.44	-0.3202
2	2296	2227	2294	2149	2250	2242	6.81	0.3511
3	548	532	620	587	563	572	9.05	0.6315
4	146	132	143	131	141	138	1.44	-0.3204
5	36	39	38	36	35	37	0.69	-0.4136
6	3	11	8	10	9	8	4.61	0.0759
7	2	3	3	2	2	3	0.62	-0.4223
8	0	2	0	0	1	1	3.83	-0.0211

Table 2.1: Runs of length  $L$  per digit for  $\text{HM}_1$ , with summary stats

Table 2.2 shows summary statistics for the 4 home-made generators (HM) and Numpy. One of them ( $\text{HM}_3$ ) has  $b = 256$ . The normal approximation to `Norm` is especially good when  $b > 10$ , and bad when the counts are small, that is, when  $L$  is large. All the values not compatible with the randomness assumption are highlighted in red. Thus,  $\text{HM}_2$  and  $\text{HM}_3$  do not produce random digits, confirming the findings from Figure 2.3. Here, AC stands for autocorrelations within digit sequences

Metric	Level	HM <sub>1</sub>	HM <sub>2</sub>	HM <sub>3</sub>	HM <sub>4</sub>	Numpy
Norm	$L = 1$	-0.3202	1530.7	136.38	0.0885	-0.0471
	$L = 2$	0.3511	249.3	95.80	-0.1944	0.3141
	$L = 3$	0.6315	80.1	41.37	0.5242	0.8902
AC	Lag 1	0.0010	-0.0046	-0.0731	-0.0002	-0.0007
	Lag 2	-0.0011	0.0022	0.0048	0.0022	-0.0014
KS		0.00676	0.06136	0.01932	0.00929	0.00859

Table 2.2: High-level comparison of HM and Numpy generators, with red flags

Besides listing the parameters used in the simulation, Table 2.3 features two interesting metrics: last  $x_n$ , and `Trials`. The former indicates how fast the sequence  $x_n$  grows. Numpy is not based on growing sequences, resulting in digits that keep repeating themselves past the finite period. And for random binary digits based on quadratic irrationals, the last  $x_n$  would be of the order  $2^N \approx 10^{193,000}$ , where  $N = 640,000$  is the number of digits in the sequence. By contrast, for the HM generators explored here, it is around  $10^{10}$ .

Feature	HM <sub>1</sub>	HM <sub>2</sub>	HM <sub>3</sub>	HM <sub>4</sub>	Numpy
Last $x_n$	$10^{10}$	$10^9$	$10^{10}$	$10^9$	n/a
Trials	178	2197	3497	2293	150
Base	4	4	8	256	4
Block size	6	6	6	6	6
$p$	7	6	7	401	n/a
$q$	4	4	4	256	n/a

Table 2.3: Top parameters and special metrics

Finally, `Trials` represents the total number of steps needed in the binary search, combined over the 500 test blocks ( $500 = \text{n\_nodes}$ ). For each test block, the goal is to find the closest neighbor block in the digit sequence (640,000 digits). The `Trials` value depends on the base, the block size, the number of digits in the sequence, and the number of test blocks. A very small value means that most of the test blocks are already present in the digit sequence: for these test blocks, the binary search is not needed. In the table, a value of 2197 means that on average, each test block requires  $2197/500 = 4.39$  trials before finding the closest neighbor

block. The lower Trials, the faster the computations. Because I use an optimized binary search, it is already 3–4 times faster than the standard method. The generation of random digits is also just as fast as Numpy.

Regarding the project steps, I now provide answers to selected questions. Let  $N$  be the number of digits in base  $b$  in the sequence, and  $\pi$  be the probability for a run to be of length  $L > 0$ , for any digit  $d < b$ . We are dealing with a [binomial distribution](#) of parameter  $(N, \pi)$ . Thus,

$$\rho(L, d) = N\pi, \quad \sigma^2(L, d) = N\pi(1 - \pi), \quad \text{with } \pi = \left(\frac{b-1}{b}\right)^2 \cdot \left(\frac{1}{b}\right)^L,$$

Note that are  $\rho(L, d)$  and  $\sigma^2(L, d)$  are respectively the expectation and variance of the binomial distribution. This answers the first question in [Step 2](#). For the second question about the binary search, see lines 184 – 197 in the code. If you set A=1 and B=1 respectively in lines 187 and 188, it becomes a standard binary search, with [computational complexity](#)  $O(\log_2 n)$  in all cases. With my choice of A and B, it is similar to [interpolation search](#) [Wiki], which is  $O(\log_2 \log_2 n)$  for the average case when the underlying distribution is uniform. See also the recent article on [interpolated binary search](#) [26].

### 2.3.3 Python implementation

The code is also on GitHub, [here](#).

---

```

1 import numpy as np
2 from collections import OrderedDict
3
4 #--- [1] Functions to generate random digits
5
6 def get_next_digit(x, p, q, tau, step, base, option = "Home-Made"):
7
8     if option == "Numpy":
9         digit = np.random.randint(0, base)
10    elif option == "Home-Made":
11        x = ((p * x) // q) % tau # integer division for big int
12        tau += step
13        digit = x % base
14    return(digit, x, tau)
15
16
17 def update_runs(digit, old_digit, run, max_run, hash_runs):
18
19    if digit == old_digit:
20        run += 1
21    else:
22        if (old_digit, run) in hash_runs:
23            hash_runs[(old_digit, run)] += 1
24        else:
25            hash_runs[(old_digit, run)] = 1
26        if run > max_run:
27            max_run = run
28        run = 1
29    return(run, max_run, hash_runs)
30
31
32 def update_blocks(digit, m, block, base, block_size, hash_blocks):
33
34    if m < block_size:
35        block = base * block + digit
36        m += 1
37    else:
38        if block in hash_blocks:
39            hash_blocks[block] += 1
40        else:
41            hash_blocks[block] = 1
42        block = 0
43        m = 0
44    return(m, block, hash_blocks)
45

```

```

46
47 def update_cp(digit, k, buffer, max_lag, N, cp_data):
48
49     # processing k-th digit starting at k=2
50     # buffer stores the last max_lag digits
51     # cp stands for the cross-product part (in autocorrelation)
52
53     mu = cp_data[0]
54     cnt = cp_data[1]
55     cp_vals = cp_data[2]
56     cp_cnt = cp_data[3]
57
58     buffer[(k-2) % max_lag] = digit
59     mu += digit
60     cnt += 1
61
62     for lag in range(max_lag):
63         if k-2 >= lag:
64             cp_vals[lag] += digit * buffer[(k-2-lag) % max_lag]
65             cp_cnt[lag] += 1
66
67     cp_data = (mu, cnt, cp_vals, cp_cnt)
68     return(cp_data, buffer)
69
70
71 def generate_digits(N, x0, p, q, tau, step, base, block_size, max_lag, option =
72     "Home-Made"):
73
74     # Main function. Also produces output to test randomness:
75     #   - hash_runs and max_run: input for the run_test function
76     #   - hash_blocks: input for the block_test function
77     #   - cp_data input for the correl_test function
78
79     # for run and block test
80     hash_runs = {}
81     hash_blocks = {}
82     block = 0
83     m = 0
84     run = 0
85     max_run = 0
86     digit = -1
87
88     # for correl_test
89     mu = 0
90     cnt = 0
91     buffer = np.zeros(max_lag)
92     cp_vals = np.zeros(max_lag) # cross-products for autocorrel
93     cp_cnt = np.zeros(max_lag)
94     cp_data = (mu, cnt, cp_vals, cp_cnt)
95
96     x = x0
97
98     for k in range(2, N):
99
100         old_digit = digit
101         (digit, x, tau) = get_next_digit(x, p, q, tau, step, base, option)
102         (run, max_run, hash_runs) = update_runs(digit, old_digit, run, max_run, hash_runs)
103         (m, block, hash_blocks) = update_blocks(digit, m, block, base, block_size,
104             hash_blocks)
105         (cp_data, buffer) = update_cp(digit, k, buffer, max_lag, N, cp_data)
106
107         print("-----")
108         print("PRNG = ", option)
109         print("block_size (digits per block), digit base: %d, %d", block_size, base)
110         if option == "Home-Made":
111             print("p, q: %d, %d" %(p, q))

```

```

110     print(len(str(x)), "decimal digits in last x")
111     return(hash_runs, hash_blocks, max_run, cp_data)
112
113
114 #--- [2] Functions to perform tests of randomness
115
116 def run_test(base, max_run, hash_runs):
117
118     # For each run, chi2 has approx. chi2 distrib. with base degrees of freedom
119     # This is true assuming the digits are random
120
121     print()
122     print("Digit ", end = " ")
123     if base <= 8:
124         for digit in range(base):
125             print("%8d" %(digit), end =" ")
126     print(" Exp", end = " ")
127     print(" Avg", end = " ") # count average over all digits
128     print(" Chi2", end = " ") # degrees of freedom = base
129     print(" norm", end = " ")
130     print("\n")
131
132     for run in range(1, max_run+1):
133
134         print("Run %3d" % (run), end = " ")
135         prob = ((base-1)/base)**2 * (1/base)**run
136         exp = N*prob
137         var = N*prob*(1-prob)
138         avg = 0
139         chi2 = 0
140
141         for digit in range(0, base):
142             key = (digit, run)
143             count = 0
144             if key in hash_runs:
145                 count = hash_runs[key]
146                 avg += count
147                 chi2 += (count - exp)**2 / var
148             if base <= 8:
149                 print("%8d" %(count), end =" ")
150
151             avg /= base
152             norm = (chi2 - base) / (2*base)
153             print("%8d" %(int(0.5 + exp)), end =" ")
154             print("%8d" %(int(0.5 + avg)), end =" ")
155             print("%8.2f" %chi2, end =" ")
156             print("%8.4f" %norm, end =" ")
157             print()
158
159     return()
160
161
162 def get_closest_blocks(block, list, trials):
163
164     # Used in block_test
165     # Return (left_block, right_block) with left_block <= block <= right_block,
166     # - If block is in list, left_block = block = right_block
167     # - Otherwise, left_block = list(left), right_block = list(right);
168     #       they are the closest neighbors to block, found in list
169     # - left_block, right_block are found in list with weighted binary search
170     # - list must be ordered
171     # trials: to compare speed of binary search with weighted binary search
172
173     found = False
174     left = 0
175     right = len(list) - 1

```

```

176     delta = 1
177     old_delta = 0
178
179     if block in list:
180         left_block = block
181         right_block = block
182
183     else:
184         while delta != old_delta:
185             trials += 1
186             old_delta = delta
187             A = max(list[right] - block, 0) # in standard binary search: A = 1
188             B = max(block - list[left], 0) # in standard binary search: B = 1
189             middle = (A*left + B*right) // (A + B)
190             if list[middle] > block:
191                 right = middle
192             elif list[middle] < block:
193                 left = middle
194             delta = right - left
195
196             left_block = list[middle]
197             right_block = list[min(middle+1, len(list)-1)]
198
199     return(left_block, right_block, trials)
200
201
202 def true_cdf(block, max_block):
203     # Used in block_test
204     # blocks uniformly distributed on {0, 1, ..., max_block}
205     return((block + 1)/(max_block + 1))
206
207
208 def block_test(hash_blocks, n_nodes, base, block_size):
209
210     # Approximated KS (Kolmogorov-Smirnov distance) between true random and PRNG
211     # Computed only for blocks with block_size digits (each digit in base system)
212     # More nodes means better approximation to KS
213
214     hash_cdf = {}
215     hash_blocks = OrderedDict(sorted(hash_blocks.items()))
216     n_blocks = sum(hash_blocks.values())
217     count = 0
218     trials = 0 # total number of iterations in binary search
219
220
221     for block in hash_blocks:
222         hash_cdf[block] = count + hash_blocks[block]/n_blocks
223         count = hash_cdf[block]
224
225     cdf_list = list(hash_cdf.keys())
226     max_block = base**block_size - 1
227     KS = 0
228     trials = 0 # total number of iterations in binary search
229     arr_cdf = [] # theoretical cdf, values
230     arr_ecdf = [] # empirical cdf (PRMG), values
231     arr_arg = [] # arguments (block number) associated to cdf or ecdf
232
233     for k in range(0, n_nodes):
234
235         block = int(0.5 + k * max_block / n_nodes)
236         (left_block, right_block, trials) = get_closest_blocks(block, cdf_list, trials)
237         cdf_val = true_cdf(block, max_block)
238         ecdf_lval = hash_cdf[left_block] # empirical cdf
239         ecdf_rval = hash_cdf[right_block] # empirical cdf
240         ecdf_val = (ecdf_lval + ecdf_rval) / 2 # empirical cdf
241         arr_cdf.append(cdf_val)

```

```

242     arr_ecdf.append(ecdf_val)
243     arr_arg.append(block)
244     dist = abs(cdf_val - ecdf_val)
245     if dist > KS:
246         KS = dist
247
248     return(KS, arr_cdf, arr_ecdf, arr_arg, trials)
249
250
251 def autocorrel_test(cp_data, max_lag, base):
252
253     mu = cp_data[0]
254     cnt = cp_data[1]
255     cp_vals = cp_data[2]
256     cp_cnt = cp_data[3]
257
258     mu /= cnt
259     t_mu = (base-1) / 2
260     var = cp_vals[0]/cp_cnt[0] - mu*mu
261     t_var = (base*base -1) / 12
262     print()
263     print("Digit mean: %6.2f (expected: %6.2f)" % (mu, t_mu))
264     print("Digit var : %6.2f (expected: %6.2f)" % (var, t_var))
265     print()
266     print("Digit autocorrelations: ")
267     for k in range(max_lag):
268         autocorrel = (cp_vals[k]/cp_cnt[k] - mu*mu) / var
269         print("Lag %4d: %7.4f" %(k, autocorrel))
270
271     return()
272
273
274 #--- [3] Main section
275
276 # I tested (p, q) in {(3, 2), (7, 4), (13, 8), (401, 256)}
277
278 N = 64000      # number of digits to generate
279 p = 7           # p/q must > 1, preferably >= 1.5
280 q = 4           # I tried q = 2, 4, 8, 16 and so on only
281 base = q        # digit base, base <= q (base = 2 and base = q work)
282 x0 = 50001     # seed to start the bigint sequence in PRNG
283 tau = 41197    # co-seed of home-made PRNG
284 step = 37643   # co-seed of home-made PRNG
285 digit = -1     # fictitious digit before creating real ones
286 block_size = 6  # digits per block for the block test; must be integer > 0
287 n_nodes = 500   # number of nodes for the block test
288 max_lag = 3    # for autocorrel test
289 seed = 104     # needed only with option = "Numpy"
290 np.random.seed(seed)
291
292 #- [3.1] Home-made PRNG with parameters that work
293
294 p, q, base, block_size = 7, 4, 4, 6
295
296 # generate random digits, home-made PRNG
297 (hash_runs, hash_blocks, max_run, cp_data) = generate_digits(N, x0, p, q, tau, step,
298                                         base, block_size, max_lag,
299                                         option="Home-Made")
300
301 # run_test
302 run_test(base, max_run, hash_runs)
303
304 # block test
305 (KS, arr_cdf, arr_ecdf1, arr_arg1, trials) = block_test(hash_blocks, n_nodes,
306                                         base ,block_size)
307 # autocorrel_test
308 autocorrel_test(cp_data, max_lag, base)

```

```

308
309 print()
310 print("Trials = ", trials)
311 print("KS = %8.5f\n\n" %(KS))
312
313
314 #- [3.2] Home-made, with parameters that don't work
315
316 p, q, base, block_size = 6, 4, 4, 6
317
318 # generate random digits, home-made PRNG
319 (hash_runs, hash_blocks, max_run, cp_data) = generate_digits(N, x0, p, q, tau, step,
320                                         base, block_size, max_lag,
321                                         option="Home-Made")
322
323 # run_test
324 run_test(base,max_run,hash_runs)
325
326 # block test
327 (KS, arr_cdf, arr_ecdf2, arr_arg2, trials) = block_test(hash_blocks, n_nodes,
328                                         base ,block_size)
329
330 # autocorrel_test
331 autocorrel_test(cp_data, max_lag, base)
332
333 print()
334 print("Trials = ", trials)
335 print("KS = %8.5f\n\n" %(KS))
336
337 #- [3.3] Home-made, another example of failure
338
339 p, q, base, block_size = 7, 4, 8, 6
340
341 # generate random digits, home-made PRNG
342 (hash_runs, hash_blocks, max_run, cp_data) = generate_digits(N, x0, p, q, tau, step,
343                                         base, block_size, max_lag,
344                                         option="Home-Made")
345
346 # run_test
347 run_test(base,max_run,hash_runs)
348
349 # block test
350 (KS, arr_cdf, arr_ecdf3, arr_arg3, trials) = block_test(hash_blocks, n_nodes,
351                                         base ,block_size)
352
353 # autocorrel_test
354 autocorrel_test(cp_data, max_lag, base)
355
356 print()
357 print("Trials = ", trials)
358 print("KS = %8.5f\n\n" %(KS))
359
360 #- [3.4] Home-made, using a large base
361
362 p, q, base, block_size = 401, 256, 256, 6
363
364 # generate random digits, home-made PRNG
365 (hash_runs, hash_blocks, max_run, cp_data) = generate_digits(N, x0, p, q, tau, step,
366                                         base, block_size, max_lag,
367                                         option="Home-Made")
368
369 # run_test
370 run_test(base,max_run,hash_runs)
371
372 # block test
373 (KS, arr_cdf, arr_ecdf4, arr_arg4, trials) = block_test(hash_blocks, n_nodes,
374                                         base ,block_size)
375
376 # autocorrel_test
377 autocorrel_test(cp_data, max_lag, base)
378
379 print()

```

```

374 print("Trials = ", trials)
375 print("KS = %8.5f\n\n" %(KS))
376
377
378 #- [3.5] Numpy PRNG (Mersenne twister)
379
380 # here p, q are irrelevant
381 base, block_size = 4, 6
382
383 # generate random digits, home-made PRNG
384 (hash_runs, hash_blocks, max_run, cp_data) = generate_digits(N, x0, p, q, tau, step,
385                                         base, block_size, max_lag,
386                                         option="Numpy")
387
388 # run_test
389 run_test(base,max_run,hash_runs)
390
391 # block test
392 (KS, arr_cdf, arr_ecdf5, arr_arg5, trials) = block_test(hash_blocks, n_nodes,
393                                         base ,block_size)
394
395 # autocorrel_test
396 autocorrel_test(cp_data, max_lag, base)
397
398 print()
399 print("Trials = ", trials)
400 print("KS = %8.5f\n\n" %(KS))
401
402
403 import matplotlib.pyplot as plt
404 import matplotlib as mpl
405
406 mpl.rcParams['axes.linewidth'] = 0.5
407 plt.rcParams['xtick.labelsize'] = 7
408 plt.rcParams['ytick.labelsize'] = 7
409
410 arr_cdf = np.array(arr_cdf)
411 delta_ecdf1 = (np.array(arr_ecdf1) - arr_cdf)
412 delta_ecdf2 = (np.array(arr_ecdf2) - arr_cdf)
413 delta_ecdf3 = (np.array(arr_ecdf3) - arr_cdf)
414 delta_ecdf4 = (np.array(arr_ecdf4) - arr_cdf)
415 delta_ecdf5 = (np.array(arr_ecdf5) - arr_cdf)
416
417 # print()
418 # print("blocks (arguments) used to compute ecdf1:\n")
419 # print(arr_arg1)
420
421 plt.plot(delta_ecdf1, linewidth = 0.4, color = 'red', alpha = 1)
422 plt.plot(delta_ecdf2, linewidth = 0.3, color = 'blue', alpha = 0.5)
423 plt.plot(delta_ecdf3, linewidth = 0.3, color = 'darkorange', alpha = 1)
424 plt.plot(delta_ecdf4, linewidth = 0.4, color = 'purple', alpha = 1)
425 plt.plot(delta_ecdf5, linewidth = 0.4, color = 'darkgreen', alpha = 1)
426 plt.axhline(y = 0.0, linewidth = 0.5, color = 'black', linestyle = 'dashed')
427 plt.legend(['HM1: good', 'HM2: bad', 'HM3: bad', 'HM4: good', 'Numpy'],
428             loc='lower right', prop={'size': 7}, )
429 plt.show()

```

---

# Chapter 3

## Time Series and Spatial Processes

The first project covers non-periodic times series – more specifically time series with multiple periods – including modeling, simulation and goodness of fit via the autocorrelation structure. The case study is about ocean tides and distances between planets to detect alignments. I then move to random walks and Brownian motions, including integrated Brownian motions, the Hurst exponent to measure smoothness, and ad-hoc smoothing techniques. The last project involves 2D interpolation compared to kriging, applied to the Chicago temperature dataset.

### 3.1 Time series interpolation: ocean tides

The purpose is to reconstruct daily measurements in a non-periodic time series with monthly observations, and measure the quality of the results. In this project, the daily values can be computed exactly. Let's pretend that we don't know them when we generate them. In the end we will use the hidden exact values to see how good we were at reconstructing (interpolating) them.

The problem is similar to the illustration in Figure 3.1: you are dealing with a time series where the observations are the orange dots, in this case equally spaced by 80-min increments. You don't know what the smooth curves look like; you can't tell from the data. Here, I produced 16 modified copies of the observed data (the 80-min measurements). I used [interpolation](#) – one of several techniques to synthetize data – to produce them. Combined together, these 16 sets provide 5-min granularity resulting in the blue curve in Figure 3.1. In fact here, the 5-min data was actually available and represented by the red curve. I pretended it did not exist, but in the end I used it to assess the quality of the results.



Figure 3.1: Tides at Dublin (5-min data), with 80 mins between interpolating nodes

The project in this section deals with similar time series. You need to get monthly distances between the planets and the Sun, to see how frequently Earth, Venus (or Jupiter) are aligned on the same side of the Sun. For instance, in case of almost perfect alignment, the apparent locations of Jupiter and Mars are identical to the naked eye in the night sky. Is there a chance you might see that event in your lifetime? You'll get an answer to this curious question, but most importantly, the goal is to get you familiar with one aspect of data reconstruction, sometimes called [disaggregation](#). Rather than 80-min observations, we will use monthly or

quarterly observations. And we will reconstruct the more granular data via interpolation. Then, we assessing the quality of the interpolated data, and how more general modeling techniques could be used instead.

We first create a dataset with daily measurements of the distance between Earth and Venus, and interpolate the distances to test how little data is needed for good enough performance: Can you reconstruct daily data from monthly observations of the distances between planets? What about quarterly or yearly observations? Then, the purpose is to assess how a specific class of models is good at interpolating not only this type of data, but at the same time other types of datasets like the ocean tides in Figure 3.1 or the Riemann zeta function in Figure 3.2.



Figure 3.2: Interpolating the real part of  $\zeta(\frac{1}{2} + it)$  based on orange points

The planetary fact sheet published by the NASA contains all the information needed to get started. It is available [here](#). I picked up Venus and Earth because they are among the planets with the lowest eccentricities in the solar system. For simplicity, assume that the two orbits are circular. Also assume that at a time denoted as  $t = 0$ , the Sun, Venus and Earth were aligned and on the same side (with Venus between Earth and the Sun).

Note that all the major planets revolve around the sun in the same direction. Let  $\theta_V, \theta_E, R_V, R_E$  be respectively the orbital periods of Venus and Earth, and the distances from Sun for Venus and Earth. From the NASA table, these quantities are respectively 224.7 days, 365.2 days,  $108.2 \times 10^6$  km, and  $149.6 \times 10^6$  km. Let  $d_V(t)$  be the distance at time  $t$ , between Earth and Venus. You first need to convert the orbital periods into angular velocities  $\omega_V = 2\pi/\theta_V$  and  $\omega_E = 2\pi/\theta_E$  per day. Then elementary trigonometry leads to the formula

$$d_V^2(t) = R_E^2 \left[ 1 + \left( \frac{R_V}{R_E} \right)^2 - 2 \frac{R_V}{R_E} \cos((\omega_V - \omega_E)t) \right]. \quad (3.1)$$

The distance is thus periodic, and minimum and equal to  $R_E - R_V$  when  $(\omega_V - \omega_E)t$  is a multiple of  $2\pi$ . This happens roughly every 584 days.

### 3.1.1 Project description

Before starting the project, read section 2.1 about ocean tides in my article “New Interpolation Methods for Synthetization and Prediction” available [here](#), and the Python program `interp_fourier.py`. The password to open the PDF document is `MLT12289058`. You can use a different interpolation technique, but one of the goals here is to learn how to use code written by a third party, and modify it for your own needs if necessary.

The project consists of the following steps:

**Step 1:** Use formula (3.1) to generate daily values of  $d_V(t)$ , for 10 consecutive years, starting at  $t = 0$ .

**Step 2:** Use the Python code `interp_fourier.py` on my GitHub repository [here](#). Interpolate daily data using one out of every 32 observations: using a power of 2 such as  $32 = 2^5$  will let the code do everything nicely including producing the chart with the red dots, in the same way that I use one observation out of 16 for the ocean tides (80 minutes =  $16 \times 5$  minutes). Conclude whether or not using one measurement every 32 days is good enough to reconstruct the daily observations. See how many nodes (the variable `n` in the code) you need to get a decent interpolation.

**Step 3:** Add planet Mars. The three planets (Venus, Earth, Mars) are aligned with the sun and on the same side when both  $(\omega_V - \omega_E)t$  and  $(\omega_M - \omega_E)t$  are almost exact multiples of  $2\pi$ , that is, when both the distance  $d_M(t)$  between Earth and Mars, and  $d_V(t)$  between Earth and Venus, are minimum. In short, it happens when  $g(t) = d_V(t) + d_M(t)$  is minimum. Assume it happened at  $t = 0$ . Plot the function  $g(t)$ , for a period of time long enough to see a global minimum (thus, corresponding to an alignment). Here  $\omega_M$  is the orbital velocity of Mars, and its orbit is approximated by a circle.

**Step 4:** Repeat steps 1 and 2 but this time for  $g(t)$ . Unlike  $d_V(t)$ , the function  $g(t)$  is not periodic. Alternatively, use Jupiter instead of Venus, as this leads to alignments visible to the naked eye in the night sky: the apparent locations of the two planets coincide.

**Step 5:** A possible general model for this type of time series is

$$f(t) = \sum_{k=1}^m A_k \sin(\omega_k t + \varphi_k) + \sum_{k=1}^m A'_k \cos(\omega'_k t + \varphi'_k) \quad (3.2)$$

where the  $A_k, A'_k, \omega_k, \omega'_k, \varphi_k, \varphi'_k$  are the parameters, representing amplitudes, frequencies and phases. Show that this parameter configuration is redundant: you can simplify while keeping the full modeling capability, by setting  $\varphi_k = \varphi'_k = 0$  and re-parameterize. Hint: use the angle sum formula (Google it).

**Step 6:** Try  $10^6$  parameter configurations of the simplified model based on formula (3.2) with  $m = 2$  and  $\varphi_k = \varphi'_k = 0$ , to simulate time series via [Monte-Carlo simulations](#). For each simulated time series, measure how close it is to the ocean tide data (obtained by setting mode='Data' in the Python code), the functions  $g(t)$  or  $d_V(t)$  in this exercise, or the Riemann zeta function pictured in Figure 3.2 (obtained by setting mode='Math.Zeta' in the Python code). Use a basic proximity metric of your choice to asses the quality of the fit, and use it on the transformed time series obtained after normalization (to get zero mean and unit variance). A possible comparison metric is a combination of lag-1, lag-2 and lag-3 [autocorrelations](#) applied to the 32-day data (planets) or 16-min data (ocean tides), comparing simulated (synthetic) versus observed data. Also, autocorrelations don't require normalizing the data as they are already scale- and location-invariant.

**Step 7:** Because of the [curse of dimensionality](#) [Wiki], Monte-Carlo is a very poor technique here as we are dealing with 8 parameters. On the other hand, you can get very good approximations with just 4 parameters, with a lower risk of overfitting. Read section 1.3.3 in my book "Synthetic Data and Generative AI" [19] about a better inference procedure, applied to ocean tides. Also read chapter 15 on synthetic universes featuring non-standard gravitation laws to generate different types of synthetic time series. Finally, read chapter 6 on shape generation and comparison: it features a different type of metric to measure the distance between two objects, in this case the time series (their shape: real versus synthetic version).

### 3.1.2 Note on time series comparison

Regarding the oscillations of the  $g(t)$  function in Steps 3 and 4, a 10-year time period is not enough – by a long shot – to find when the next minimum (alignment) will occur. Looking at a 10-year time period is misleading.

One way to check if two time series (after [normalization](#)) are similar enough is typically done by comparing their estimated parameters (the  $\omega_k, A_k$  and so on) to see how “close” they are. This is also how you would measure the similarity between a synthetic time series (or any kind of data for that matter), and the observed data that it is supposed to mimic. You don't compare the shapes: they might be quite different yet represent the same mechanical effect at play. To the contrary, two extracts from different time series may look very similar visually, but may come from very different models: it just happens by coincidence that they look quite similar on some short intervals.

In some sense, what you want to measure is the *stochastic* proximity. Another example is comparing the numbers  $\pi$  and  $3/7$ . If you search long enough, you will find two sequences of 5000 digits that are identical in both numbers. Yet these two numbers are very different in nature. Now if you compare  $5/11$  and  $3/7$ , you will never find such identical sequences, not even 2-digit long, and you may conclude that the two numbers are very different, while in fact they are of the same kind. Same if you compare  $\pi$  with a rational number very close to  $\pi$ .

There is caveat with comparing datasets based on their estimated parameters: if the parameter set is redundant as in Step 5, you can have two perfectly identical datasets that have very different parameters attached to them. This is known as [model identifiability](#) in statistics.

Finally, I encourage you to upgrade my Python code `interp-fourier.py` to include a sub-function that computes  $g(t)$  defined in Step 3. And of course, you can test this program on your own data, not just the

ocean tides or planet-related data. You should try 'mode=Math.Zeta' and see if you find anything special about the time series generated. There is something very special about it! Don't forget to install the MPmath Python library to make it work.

### 3.1.3 Solution

I split the solution into two parts. First the computation of daily distances  $d_V(t)$ ,  $d_M(t)$ ,  $g(t)$  in million of km, and how they can be recovered via interpolation. Then, the simulations discussed in steps 5–7.

Let's start with Steps 1–4. The distances for  $d_V(t)$ ,  $d_M(t)$ ,  $g(t)$  are respectively in blue, orange and green. They are represented by the vertical axis. The time is represented by the horizontal axis. In Figure 3.3, the time unit is a day (daily observations). In Figure 3.4, we are dealing with yearly observations instead. The blue curve shows a minimum about every 584 days, confirming that Venus is closest to Earth every 584 days. As for  $g(t)$ , there is no periodic minimum. Yet after 2400 days, you get another strong minimum, then minima get higher and higher and you have to wait over 400 years to reach a new low as low as the first one at  $t = 0$ , when perfect alignment occurred by construction.

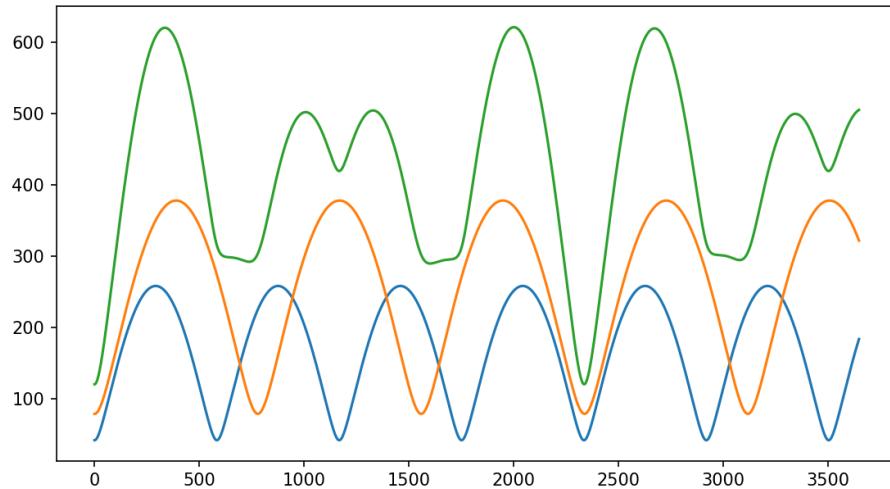


Figure 3.3:  $d_V(t)$ ,  $d_M(t)$ ,  $g(t)$  in  $10^6$  km, first  $10 \times 365$  days after alignment at  $t = 0$

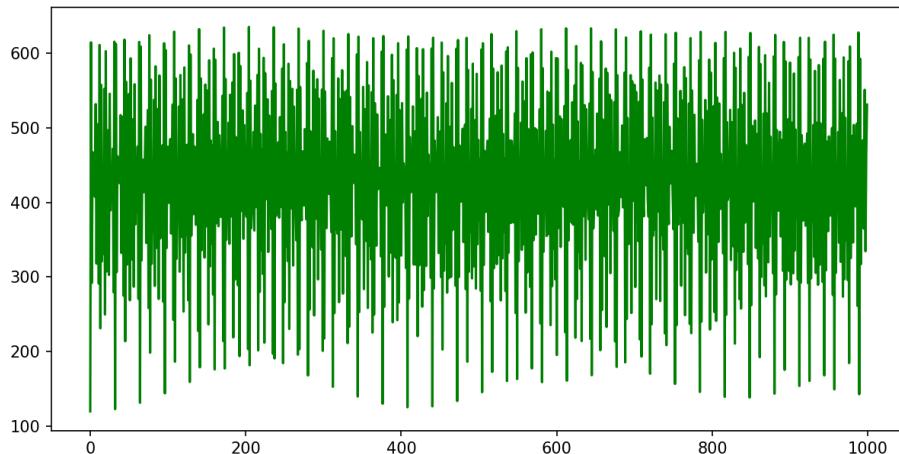


Figure 3.4:  $g(t)$  over 1000 years, yearly measurements this time

Clearly, monthly data is well suited for interpolation, to recover daily data. But yearly data is not granular enough, and you can not expect to use (say) 50-year observations to recover or synthetize yearly observations. See below my code to compute the distances. It also produces an output file `gt_distances.txt` of daily observations for  $g(t)$ , used as input file for the interpolation program.

---

```
import numpy as np
import matplotlib.pyplot as plt
```

```

R_V = 108.2 # million km
R_E = 149.6 # million km
R_M = 228.0 # million km
ratio_V = R_V / R_E
ratio_M = R_M / R_E

pi2 = 2*np.pi
t_unit = 1 # (in number of days)

# time unit = 32 days, to interpolate daily values (1 obs every 32 day)
omega_V = t_unit * pi2 / 224.7 # angular velocity per 32 days
omega_E = t_unit * pi2 / 365.2 # angular velocity per 32 days
omega_M = t_unit * pi2 / 687.0 # angular velocity per 32 days

time = []
d_V = []
d_M = []
d_sum = []
t_incr = 1 # (in number of days)
T = 365 * 10 # time period (in number of days)
OUT = open("gt_distances.txt", "w")
for t in np.arange(0, T, t_incr):
    time.append(t)
    dist_V = R_E * np.sqrt(1 + ratio_V**2 - 2*ratio_V * np.cos((omega_V - omega_E)*t))
    dist_M = R_E * np.sqrt(1 + ratio_M**2 - 2*ratio_M * np.cos((omega_M - omega_E)*t))
    d_V.append(dist_V)
    d_M.append(dist_M)
    d_sum.append(dist_V + dist_M) # near absolute minimum every ~ 400 years
    OUT.write(str(dist_V + dist_M)+"\n")
OUT.close()
plt.plot(time,d_V)
plt.plot(time,d_M)
plt.plot(time,d_sum,c='green')
plt.show()

```

---

### 3.1.3.1 Interpolation

I use `interp_fourier.py` to interpolate the distances for  $g(t)$ , using mode='Data' and n=8 (the number of interpolation nodes) as for the ocean tide dataset. Here the input file was `gt_distances.txt` created by the Python code in the previous section.



Figure 3.5: Daily interpolated values for  $g(t)$ , based on exact 32-day data in orange

Reducing the number of interpolation nodes from  $n = 8$  to  $n = 4$  starts showing a small error visible to the naked eye. With  $n = 8$ , you can't see the error as illustrated in Figure 3.5. I have no doubt that using one out every 64 days to reconstruct daily data (instead of one every 32) would still do a good job. In the process I created 32 synthetic copies of the orange data to fill the gaps: not identical copies but instead different copies with the right distribution compatible with the orange data. Also keep in mind that  $g(t)$  does not have

any period, so any shifted version of it will be different. This is in contrast with the function  $d_V(t)$ . To run `interpol_fourier.py`, you need to change the input filename to `gt_distances.txt`, and set `t_unit=32`. The resulting plot in Figure 3.3 is truncated on the time (horizontal) axis, compared to Figure 3.5. Also the time unit on the horizontal axis is 32 days instead of one day as in Figure 3.3.

### 3.1.3.2 Simulations and comparison with real data

The answer to Step 5 is as follows. We have

$$A \cos(\omega t + \varphi) + A' \sin(\omega t + \varphi') = \alpha \sin \omega t + \beta \sin \omega' t + \alpha' \cos \omega t + \beta' \cos \omega' t,$$

with  $\alpha = A \cos \varphi$ ,  $\beta = -A' \sin \varphi'$ ,  $\alpha' = A \sin \varphi$ ,  $\beta' = A' \cos \varphi'$ . Thus the phase parameters  $\varphi, \varphi'$  are not necessary. However, removing them requires increasing  $m$  in Formula (3.2). Now, ignoring them, let's do the simulations with  $m = 2$ . The Python code below deals with simulating  $g(t)$  for the planet dataset. My conclusions follow after the code.

---

```

import numpy as np
import statsmodels.api as sm
import matplotlib as mpl
from matplotlib import pyplot as plt

# use statsmodel to compute autocorrel lag 1, 2, ..., nlags

#--- read data

IN = open("gt_distances.txt", "r")
# IN = open("tides_Dublin.txt", "r")
table = IN.readlines()
IN.close()

exact = []
t = 0
for string in table:
    string = string.replace('\n', '')
    fields = string.split('\t')
    value = float(fields[0])
    # value = np.cos(0.15*t) + np.sin(0.73*t)
    if t % 32 == 0: # 16 for ocean tides or Riemann zeta, 32 for planets (also try 64)
        exact.append(value)
    t = t + 1
nobs = len(exact)
time = np.arange(nobs)
exact = np.array(exact) # convert to numpy array

nlags = 8
acf_exact = sm.tsa.acf(exact, nlags=nlags)

#--- generate random params, one set per simulation

np.random.seed(104)
Nsimul = 10000

lim = 20
A1 = np.random.uniform(-lim, lim, Nsimul)
A2 = np.random.uniform(-lim, lim, Nsimul)
B1 = np.random.uniform(-lim, lim, Nsimul)
B2 = np.random.uniform(-lim, lim, Nsimul)
norm = np.sqrt(A1*A1 + A2*A2 + B1*B1 + B2*B2)
A1 = A1 / norm
A2 = A2 / norm
B1 = B1 / norm
B2 = B2 / norm
w1 = np.random.uniform(0, lim, Nsimul)
w2 = np.random.uniform(0, lim, Nsimul)
v1 = np.random.uniform(0, lim, Nsimul)

```

```

v2 = np.random.uniform(0, lim, Nsimul)

---- generate Nsimul time series each with nobs according to model
# measure fit between each realization and the real data
# identify synthetized series with best fit

best_fit = 9999999.9
best_series_idx = 0
for i in range(Nsimul):
    if i % 5000 == 0:
        print("generating time series #",i)
    asimul = A1[i] * np.cos(w1[i]*time) + A2[i] * np.cos(w2[i]*time) + B1[i] *
        np.sin(v1[i]*time) + B2[i] * np.sin(v2[i]*time)
    acf = sm.tsa.acf(asimul, nlags=nlags)
    delta = acf - acf_exact
    metric1 = 0.5 * np.mean(np.abs(delta))
    corrm = np.corrcoef(exact,asimul)
    metric2 = 1 - abs(corrn[0,1])
    fit = metric1 # options: metric1 or metric2
    if fit < best_fit:
        best_fit = fit
        best_series_idx = i
        best_series = asimul
        acf_best = acf

print("best fit with series #",best_series_idx)
print("best fit:",best_fit)
print()

print("autocorrel lags, observed:")
print(acf_exact)
print()

print("autocorrel lags, best fit:")
print(acf_best)
print()

---- plotting best fit

mu_exact = np.mean(exact)
stdev_exact = np.std(exact)
mu_best_series = np.mean(best_series)
stdev_best_series = np.std(best_series)
best_series = mu_exact + stdev_exact * (best_series - mu_best_series)/stdev_best_series
    # un-normalize

print("min: exact vs best series: %.3f %.3f" % (np.min(exact),np.min(best_series)))
print("max: exact vs best series: %.3f %.3f" % (np.max(exact),np.max(best_series)))
corrn = np.corrcoef(exact,best_series)
print("|correlation| between both %.5f" % (abs(corrn[0,1])))

plt.scatter(exact, best_series, c='orange')
plt.show()

```

---

Monte-Carlo simulations are not a good solution with more than 3 or 4 parameters. Using 4 parameters sometimes lead to better results than the full model with 8 parameters in this case. Likewise using fewer simulations – say  $10^4$  instead of  $10^6$  – can lead to better results, especially in a case like this with multiple local minima. Also, using lag-1, lag-2, and lag-3 autororrelations is not enough to measure the “distance” (called fit in the Python code), between the real and simulated data, to identify among  $10^4$  simulated time series which one is the best representative of the type of data we are dealing with. Below is some other highlights and recommendations:

- All the discussion applies to *stationary* time series. It assumes that any **non-stationary** components (such as trends) have been removed, to apply the methods discussed here. The datasets in this project meet this requirement.

- To measure the quality of fit, it is tempting to use the correlation between simulated and real data. However this approach favors simulated data that is a replicate of the original data. To the contrary, comparing the two autocorrelation structures favors simulated data of the same type as the real data, but not identical. It leads to a richer class of synthetic time series, putting emphasis on structural and stochastic similarity, rather than being “the same”. It also minimizes **overfitting**.
- Try different seeds for the random generator, and see how the solution changes based on the seed. Also, rather than using the sum of absolute value of differences between various **autocorrelation lags**, try the max, median, or assign a different weight to each lag (such as decaying weights). Or use transformed auto-correlations using a logarithm transform.
- A classic metric to assess the quality of synthetic data is the **Hellinger distance**, popular because it yields a value between 0 and 1. It measures the proximity between the two marginal distributions – here, that of the simulated and real time series. It is not useful for time series though, because you can have the same marginals and very different auto-correlation structures. Note that the metric I use also yields values between 0 and 1, with zero being best, and 1 being worst.
- The simulation was able to generate values outside the range of observed (real) values. Many synthetic data algorithms fail at that, because they use percentile-based methods (for instance, copulas) for data generation or to measure the quality (Hellinger is in that category). Empirical percentile distributions used for that purpose, including the Python version in the **Statsmodels** library, have this limitation.

## 3.2 Temperature data: geospatial smoothness and interpolation

The purpose here is twofold. First, using the **pykrige** Python library to performs ordinary **kriging**, to estimate temperatures outside the sensor locations for the Chicago temperature dataset `sensors.csv` available on GitHub, [here](#). The details are in my book [19], in chapter 9. In addition, we will use the **osmnx** library (Open Street Map) to superimpose a map of the Chicago area on the final output, as seen in Figure 3.10.



Figure 3.6: Interpolation of the entire grid; dots are training set locations

Then, we will use a generated dataset, with temperatures replaced by an arbitrary math function, in this case a mixture of bivariate Gaussian densities, or **Gaussian mixture model**. This allows us to simulate hundreds

or thousands of values at arbitrary locations, by contrast with the temperature dataset based on 31 observations only. The math function in question is pictured in Figure 3.7. In this case, rather than kriging, we explore an exact bivariate interpolation method, also featured in chapter 9 in my book. The goal is to compare with kriging, using cross-validation, as shown in Figure 3.8. The solution offered here is a lot faster than the code in my book, thanks to replacing loops with vector and matrix operations. Eventually, we interpolate the entire grid: see Figure 3.6. Picking up random locations on the grid, together with the corresponding interpolated values, produces synthetic geospatial data. It can be used to generate artificial elevation maps, with potential applications in video games.

Last but not least, we define the concept of spatial smoothness for geospatial data, using functions of second-order discrete derivatives. While it is easy to play with parameters of any given algorithm to produce various degrees of smoothness, it is a lot harder to define smoothness in absolute terms, allowing you to compare results produced by two different algorithms. Another important point is overfitting. Despite using exact interpolation for hundreds of locations – akin to using a regression model with hundreds of regression coefficients – we are able to avoid overfitting.



Figure 3.7: Math function used to sample training set locations and values

### 3.2.1 Project description

The Chicago temperature dataset `sensors.csv` is available [here](#). It contains latitudes, longitudes and temperatures measured at 31 locations, at one point in time. We will use it to illustrate kriging. The algorithm for exact geospatial interpolation is in chapter 9 in my book [19]. The original study of the temperature data set is in the same chapter. A Jupyter notebook, published by the University of Illinois, can be found [here](#). A shorter version of the interpolation code, applied to temperatures in India, can be found on GitHub, [here](#).

The project consists of the following steps:

**Step 1:** Using the Pykrige library, write Python code to perform ordinary kriging on the temperature data set and interpolate values in the entire area. You may look at the Jupyter notebook aforementioned, to eventually produce a picture similar to Figure 3.10. Try different types of kriging and parameters. Does it always lead to smooth interpolation, similar to time series smoothing? What happens when extrapolating, that is, sampling far outside the training set?

**Step 2:** Let us consider the following mathematical function, a mixture of  $m$  bivariate Gaussian densities defined on  $D = [0, 2] \times [0, 1]$  with weights  $w_k$ , centers  $(c_{xk}, c_{yk})$ , variances  $\sigma_{xk}, \sigma_{yk}$ , and correlations  $\rho_k$ :

$$f(x, y) \propto \sum_{k=1}^m \frac{w_k}{\sigma_{xk}\sigma_{yk}\sqrt{1-\rho_k^2}} \exp \left[ - \left\{ \frac{(x - c_{xk})^2}{\sigma_{xk}^2} - \frac{2\rho_k(x - c_{xk})(y - c_{yk})}{\sigma_{xk}\sigma_{yk}} + \frac{(y - c_{yk})^2}{\sigma_{yk}^2} \right\} \right]. \quad (3.3)$$

Here the symbol  $\propto$  means “proportional to”; the proportionality constant does not matter.

Choose specific values for the parameters, and sample two sets of locations on  $D$ : the training set to define the interpolation formula based on the values of the above function at these locations, and the validation set to check how good the interpolated values are, outside the training set.

**Step 3:** Use the interpolation formula implemented in section 9.3.2 in my book [19] and also available [here](#) on GitHub, but this time on the training and validation sets obtained in step 2, rather than on the Chicago temperature dataset. Also interpolate the entire grid, using 10,000 locations evenly spread on  $D$ . Plot the results using scatterplots and contour maps. Compute the interpolation error on the validation set. Show how the error is sensitive to the choice of sampled locations and parameters. Also show that the contour maps for interpolated values are considerably less smooth than for the underlying math function, due to using exact interpolation. Would this be also true if using kriging instead? What are your conclusions?

**Step 4:** The original code in my book runs very slowly. Detect the bottlenecks. How can you improve the speed by several orders of magnitude? Hint: replace some of the loops by array operations, in Numpy.

**Step 5:** The goal is to define the concept of smoothness, to compare interpolations and contour maps associated to different algorithms, for instance kriging versus my exact interpolation technique. Unlike 1D time series, there is no perfect answer in 2D: many definitions are possible, depending on the type of data. For instance, it could be based on the amount of chaos or entropy. Here we will use a generalization of the 1D metric

$$S(f, D) = \int_D |f''(w)|^2 dw.$$

Explain why definitions based on first-order derivatives are not good. Search the Internet for a potential solution. I did not find any, but you can check out the answer to the question I posted on Mathoverflow, [here](#). You may create a definition based on transformed gradients and [Hessians](#), such as a matrix norm of the Hessian. These objects are respectively the first and second derivatives (a vector for the gradient, a matrix for the Hessian) attached to multivariate functions. Compute the smoothness on different interpolated grids, to see if your definition matches intuition. You will need a discrete version of the gradient or Hessian, as we are dealing with data (they don't have derivatives!) rather than mathematical functions. Numpy has functions such as `gradient` that do the computations in one line of code, when the input is a grid.

**Step 6:** Optional. How would you handle correlated bivariate values, such as temperature and pressure measured simultaneously at various locations? How about spatio-temporal data: temperatures evolving over time across multiple locations? Finally, turn Figure 3.6 into a video, by continuously modifying the parameters in the function defined by (3.3), over time, with each video frame corresponding to updated parameters. This is how [agent-based modeling](#) works.

### 3.2.2 Solution

The code to solve **step 1** is in section 3.2.2.1. In addition, I used the Osmnx library to superimpose the Chicago street map on the temperature 2D grid. For **step 2**, see the `gm` function in the code featured in section 3.2.2.2. The function `interpolate` in the same program, is the implementation of the interpolation formula discussed in **step 3**. More about **step 3** and **step 4** can be found in the same section. As for **step 5**, I implemented a discrete version of the following formula, to define and compute the smoothness  $S$  on  $[0, 2] \times [0, 1]$ :

$$S = \int_0^1 \int_0^2 |\nabla(|\nabla z(x, y)|)| dx dy$$

where  $z$  is the value at location  $(x, y)$  on the grid,  $\nabla$  is the gradient operator, and  $|\cdot|$  is the Euclidean norm. The discrete gradient on the grid is computed in one line of code, with the `gradient` function available in Numpy.



Figure 3.8: Interpolation: dots for training locations, + for validation points

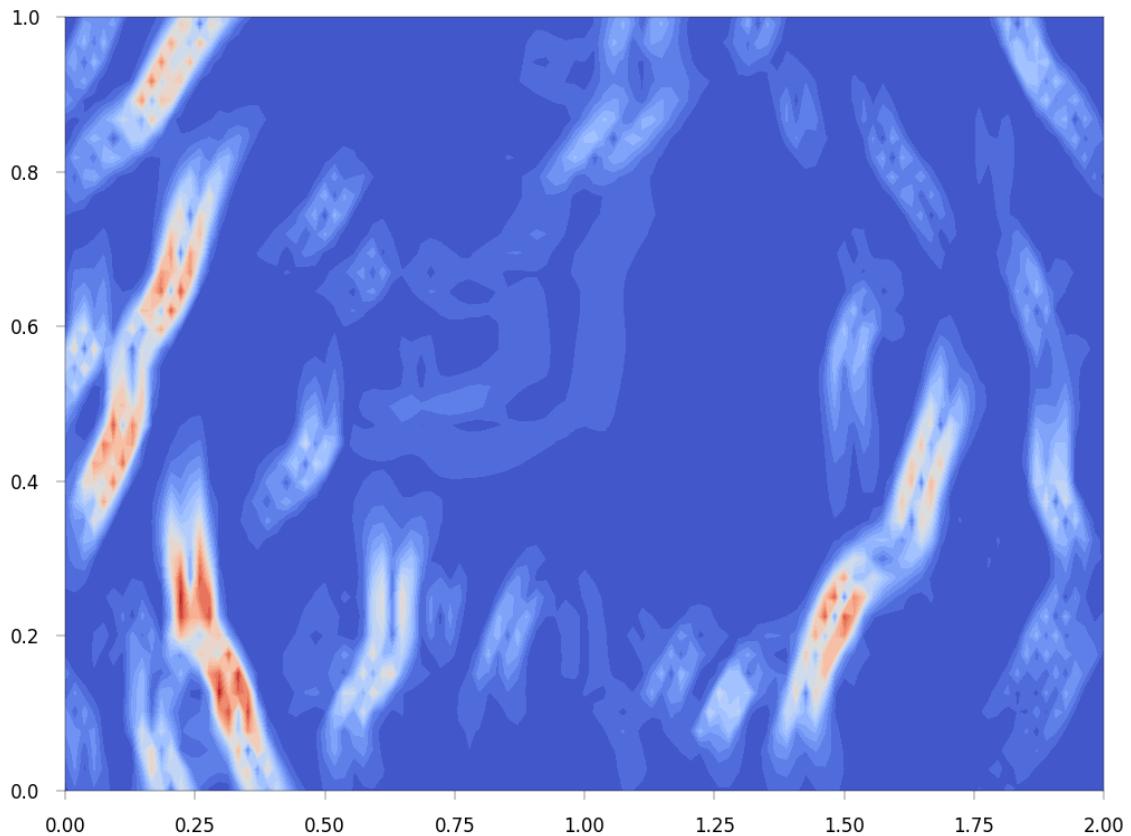


Figure 3.9: Interpolation of entire grid: second-order gradient representing smoothness



Figure 3.10: Kriging, temperature dataset; dots correspond to actual measurements

Regarding the difference between kriging and my interpolation method (last questions in [step 3](#)), kriging tends to produce much smoother results: it is good for measurements such as temperatures, with a smooth gradient. Chaotic processes, for instance the reconstruction of an elevation map or structures similar to [Voronoi diagrams](#) [Wiki] are much better rendered with my method, especially when few data points are available. It preserves local variations much better than kriging. Finally, despite offering exact interpolation, my method avoids overfitting, unlike polynomial regression. This is because I use some normalization in the interpolation formula. In short, kriging is a smoothing technique, while my method is best used for data reconstruction or synthetization.

There are many other potential topics to address. I listed below a few suggestions for the reader interested in further exploring this project.

- Play with the parameters  $\alpha, \beta, \kappa, \delta$  to increase or decrease smoothness in the exact interpolation method, and see the impact on the error rate (measured on the validation set).
- Add noise to the observed values in the training set, and assess sensitivity of interpolated values to various levels of noise.
- Play with the parameters associated to the `gm` function, to produce many different sets of observed values. Compute the error (`error` in the code in section [3.2.2.2](#)) and relative error, for each parameter set. What is the range of the relative error, depending on the size of the training set?
- Investigate other metrics to measure smoothness ([step 5](#) in the project), for instance 2D generalizations of [Hurst exponent](#) [Wiki] used for time series.
- When is it useful to first transform the data, interpolate the transformed data, then apply the inverse transform? For instance, this is done for the Chicago temperature dataset: see chapter 9 in my book [19].
- How far outside the training set locations can you reasonably interpolate without losing too much accuracy? In this case, it is called extrapolation. Check the accuracy of interpolated values for locations in the validation set that are far away from any training set point.
- Compute confidence intervals for the interpolated values (validation set). In order to do so, generate 1000 training sets, each with the same number of points, but different locations. Or use the same training set each time, with a [resampling](#) technique such as [bootstrapping](#) [Wiki].

Regarding step 6, see how to create a data video in section 1.3.2 in this textbook. An example relevant to this project – an animated elevation map using agent-based modeling – can be found in chapter 14 in my book [19].

### 3.2.2.1 Kriging

The Chicago temperature dataset is discussed in chapter 9 in my book [19]. My code is inspired from a Jupyter notebook posted [here](#) by a team working on this project at the University of Chicago. My Python implementation `kriging_temperatures_chicago.py` listed below is also on GitHub, [here](#).

---

```
# compare this with my spatial interpolation:
# https://github.com/VincentGranville/Statistical-Optimization/blob/main/interpoly.py
# This kriging oversmooth the temperatures, compared to my method

import numpy as np
import matplotlib as mpl
from matplotlib import pyplot as plt
from matplotlib import colors
from matplotlib import cm # color maps
import osmnx as ox
import pandas as pd
import glob
from pykrige.ok import OrdinaryKriging
from pykrige.kriging_tools import write_asc_grid
import pykrige.kriging_tools as kt
from matplotlib.colors import LinearSegmentedColormap

city = ox.geocode_to_gdf('Chicago, IL')
city.to_file("il-chicago.shp")

data = pd.read_csv(
    'sensors.csv',
    delim_whitespace=False, header=None,
    names=["Lat", "Lon", "Z"])

lons=np.array(data['Lon'])
lats=np.array(data['Lat'])
zdata=np.array(data['Z'])

import geopandas as gpd
Chicago_Boundary_Shapefile = 'il-chicago.shp'
boundary = gpd.read_file(Chicago_Boundary_Shapefile)

# get the boundary of Chicago
xmin, ymin, xmax, ymax = boundary.total_bounds

xmin = xmin-0.06
xmax = xmax+0.05
ymin = ymin-0.01
ymax = ymax+0.01
grid_lon = np.linspace(xmin, xmax, 100)
grid_lat = np.linspace(ymin, ymax, 100)

#-----
# ordinary kriging

OK = OrdinaryKriging(lons, lats, zdata, variogram_model='gaussian', verbose=True,
    enable_plotting=False, nlags=20)
z1, ss1 = OK.execute('grid', grid_lon, grid_lat)
print (z1)

#-----
# plots

xintrp, yintrp = np.meshgrid(grid_lon, grid_lat)
plt.rcParams['axes.linewidth'] = 0.3
fig, ax = plt.subplots(figsize=(8,6))
```

```

contour = plt.contourf(xinrp, yinrp, z1, len(z1), cmap=plt.cm.jet, alpha = 0.8)
cbar = plt.colorbar(contour)
cbar.ax.tick_params(width=0.1)
cbar.ax.tick_params(length=2)
cbar.ax.tick_params(labelsize=7)

boundary.plot(ax=ax, color='white', alpha = 0.2, linewidth=0.5, edgecolor='black',
               zorder = 5)
npts = len(lons)

plt.scatter(lons, lats, marker='o', c='b', s=8)
plt.xticks(fontsize = 7)
plt.yticks(fontsize = 7)
plt.show()

```

---

### 3.2.2.2 Exact interpolation and smoothness evaluation

The instruction `(za, npt)=interpolate(xa, ya, npdata, 0.5*delta)` produces interpolated values `za` for the validation set locations `(xa, ya)`. The parameter `delta` controls the maximum distance allowed between a location, and a training set point used to interpolate the value at the location in question. The array `npt` stores the number of training set points used to compute each interpolated value. Also, the instruction `z, npt=interpolate(xg, yg, npdata, 2.2*delta)` interpolates the entire grid.

The number of loops has been reduced to make the code run faster. In particular, the arguments `xa, ya` can be arrays; accordingly, the output `z` of the `interpolate` function can be an array or even a grid of interpolated values. Likewise, `npt` can be an array or grid, matching the shape of `z`. Finally, `error` measures the mean absolute error between exact and interpolated values on the validation set, while `average_smoothness` measures the smoothness of the grid, original or interpolated. The Python code, `interp_smooth.py`, is also on GitHub, [here](#).

```

import warnings
warnings.filterwarnings("ignore")

import numpy as np
import matplotlib as mpl
from matplotlib import pyplot as plt
from matplotlib import colors
from matplotlib import cm # color maps

n = 60      # number of observations in training set
ngroups = 3 # number of clusters in Gaussian mixture
seed = 13    # to initiate random number generator

#--- create locations for training set

width = 2
height = 1
np.random.seed(seed)
x = np.random.uniform(0, width, n)
y = np.random.uniform(0, height, n)

#--- create values z attached to these locations

weights = np.random.uniform(0.5, 0.9, ngroups)
sum = np.sum(weights)
weights = weights/sum

cx = np.random.uniform(0, width, ngroups)
cy = np.random.uniform(0, height, ngroups)
sx = np.random.uniform(0.3, 0.4, ngroups)
sy = np.random.uniform(0.3, 0.4, ngroups)
rho = np.random.uniform(-0.3, 0.5, ngroups)

```

```

def f(x, y, cx, cy, sx, sy, rho):
    # bivariate bell curve
    tx = ((x - cx) / sx)**2
    ty = ((y - cy) / sy)**2
    txy = rho * (x - cx) * (y - cy) / (sx * sy)
    z = np.exp(-(tx - 2*txy + ty) / (2*(1 - rho**2)))
    z = z / (sx * sy * np.sqrt(1 - rho**2))
    return(z)

def gm(x, y, weights, cx, cy, sx, sy, rho):
    # mixture of gaussians
    n = len(x)
    ngroups = len(cx)
    z = np.zeros(n)
    for k in range(ngroups):
        z += weights[k] * f(x, y, cx[k], cy[k], sx[k], sy[k], rho[k])
    return(z)

z = gm(x, y, weights, cx, cy, sx, sy, rho)
npdata = np.column_stack((x, y, z))

print(npdata)

#--- model parameters
alpha = 1.0    # small alpha increases smoothing
beta = 2.0     # small beta increases smoothing
kappa = 2.0    # high kappa makes method close to kriging
eps = 1.0e-8   # make it work if sample locations same as observed ones
delta = eps + 1.2 * max(width, height) # don't use faraway points for interpolation

#--- interpolation for validation set: create locations
n_valid = 200 # number of locations to be interpolated, in validation set
xa = np.random.uniform(0, width, n_valid)
ya = np.random.uniform(0, height, n_valid)

#--- interpolation for validation set
def w(x, y, x_k, y_k, alpha, beta):
    # distance function
    z = (abs(x - x_k)**beta + abs(y - y_k)**beta)**alpha
    return(z)

def interpolate(x, y, npdata, delta):
    # compute interpolated z at location (x, y) based on npdata (observations)
    # also returns npt, the number of data points used for each interpolated value
    # data points (x_k, y_k) with w[(x,y), (x_k,y_k)] >= delta are ignored
    # note: (x, y) can be a location or an array of locations

    if np.isscalar(x): # transform scalar to 1-cell array
        x = [x]
        y = [y]
    sum = np.zeros(len(x))
    sum_coeff = np.zeros(len(x))
    npt = np.zeros(len(x))

    for k in range(n):
        x_k = npdata[k, 0]

```

```

y_k = npdata[k, 1]
z_k = npdata[k, 2]
coeff = 1
for i in range(n):
    x_i = npdata[i, 0]
    y_i = npdata[i, 1]
    if i != k:
        numerator = w(x, y, x_i, y_i, alpha, beta)
        denominator = w(x_k, y_k, x_i, y_i, alpha, beta)
        coeff *= numerator / (eps + denominator)
    dist = w(x, y, x_k, y_k, alpha, beta)
    coeff = (eps + dist)**(-kappa) * coeff / (1 + coeff)
    coeff[dist > delta] = 0.0
    sum_coeff += coeff
    npt[dist < delta] += 1
    sum += z_k * coeff

z = sum / sum_coeff
return(z, npt)

(za, npt) = interpolate(xa, ya, npdata, 0.5*delta)

#--- create 2D grid with x_steps times y_steps locations, and interpolate entire grid

x_steps = 160
y_steps = 80
xb = np.linspace(min(npdata[:,0])-0.50, max(npdata[:,0])+0.50, x_steps)
yb = np.linspace(min(npdata[:,1])-0.50, max(npdata[:,1])+0.50, y_steps)
xc, yc = np.meshgrid(xb, yb)

zgrid = np.empty(shape=(x_steps,y_steps)) # for interpolated values at grid locations
xg = []
yg = []
gmap = {}
idx = 0
for h in range(len(xb)):
    for k in range(len(yb)):
        xg.append(xb[h])
        yg.append(yb[k])
        gmap[h, k] = idx
        idx += 1
z, npt = interpolate(xg, yg, npdata, 2.2*delta)

zgrid_true = np.empty(shape=(x_steps,y_steps))
xg = np.array(xg)
yg = np.array(yg)
z_true = gm(xg, yg, weights, cx, cy, sx, sy, rho) # exact values on the grid

for h in range(len(xb)):
    for k in range(len(yb)):
        idx = gmap[h, k]
        zgrid[h, k] = z[idx]
        zgrid_true[h, k] = z_true[idx]
zgridt = zgrid.transpose()
zgridt_true = zgrid_true.transpose()

#--- visualizations

nlevels = 20 # number of levels on contour plots

def set_plt_params():
    # initialize visualizations
    fig = plt.figure(figsize =(4, 3), dpi=200)
    ax = fig.gca()
    plt.setp(ax.spines.values(), linewidth=0.1)
    ax.xaxis.set_tick_params(width=0.1)

```

```

    ax.yaxis.set_tick_params(width=0.1)
    ax.xaxis.set_tick_params(length=2)
    ax.yaxis.set_tick_params(length=2)
    ax.tick_params(axis='x', labelsize=4)
    ax.tick_params(axis='y', labelsize=4)
    plt.rc('xtick', labelsize=4)
    plt.rc('ytick', labelsize=4)
    plt.rcParams['axes.linewidth'] = 0.1
    return(fig,ax)

# contour plot, interpolated values, full grid

(fig1, ax1) = set_plt_params()
cs1 = plt.contourf(xc, yc, zgridt, cmap='coolwarm', levels=nlevels, linewidths=0.1)
sc1 = plt.scatter(npdata[:,0], npdata[:,1], c=npdata[:,2], s=8, cmap=cm.coolwarm,
    edgecolors='black', linewidth=0.3, alpha=0.8)
cbar1 = plt.colorbar(sc1)
cbar1.ax.tick_params(width=0.1)
cbar1.ax.tick_params(length=2)
plt.xlim(0, width)
plt.ylim(0, height)
plt.show()

# scatter plot: validation set (+) and training data (o)

(fig2, ax2) = set_plt_params()
my_cmap = mpl.colormaps['coolwarm'] # old version: cm.get_cmap('coolwarm')
my_norm = colors.Normalize()
ec_colors = my_cmap(my_norm(npdata[:,2]))
sc2a = plt.scatter(npdata[:,0], npdata[:,1], c='white', s=5, cmap=my_cmap,
    edgecolors=ec_colors, linewidth=0.4)
sc2b = plt.scatter(xa, ya, c=za, cmap=my_cmap, marker='+', s=5, linewidth=0.4)
plt.show()
plt.close()

---- measuring quality of the fit on validation set
# zd is true value, za is interpolated value

zd = gm(xa, ya, weights, cx, cy, sx, sy, rho)
error = np.average(abs(zd - za))
print("\nMean absolute error on validation set: %6.2f" %(error))
print("Mean value on validation set: %6.2f" %(np.average(zd)))

---- plot of original function (true values)

(fig3, ax3) = set_plt_params()
cs3 = plt.contourf(xc, yc, zgridt_true, cmap='coolwarm', levels=nlevels, linewidths=0.1)
cbar1 = plt.colorbar(cs3)
cbar1.ax.tick_params(width=0.1)
cbar1.ax.tick_params(length=2)
plt.xlim(0, width)
plt.ylim(0, height)
plt.show()

---- compute smoothness of interpolated grid via double gradient
# 1/x_steps and 1/y_steps are x, y increments between 2 adjacent grid locations

h2 = x_steps**2
k2 = y_steps**2
dx, dy = np.gradient(zgrid) # zgrid_true for original function
zgrid_norm1 = np.sqrt(h2*dx*dx + k2*dy*dy)
dx, dy = np.gradient(zgrid_norm1)
zgrid_norm2 = np.sqrt(h2*dx*dx + k2*dy*dy)
zgridt_norm2 = zgrid_norm2.transpose()
average_smoothness = np.average(zgridt_norm2)
print("Average smoothness of interpolated grid: %6.3f" %(average_smoothness))

```

```
(fig4, ax4) = set_plt_params()
cs4 = plt.contourf(xc, yc, zgridt_norm2, cmap=my_cmap, levels=nlevels, linewidths=0.1)
plt.xlim(0, width)
plt.ylim(0, height)
plt.show()
```

---

# Chapter 4

## Scientific Computing

Many projects throughout this book feature scientific programming in Python. This section offers a selection that best illustrates what scientific computing is about. In many cases, special libraries are needed, or you have to process numbers with billions of digits. Applications range from heavy simulations to cybersecurity. In several instances, very efficient algorithms are required.

### 4.1 The music of the Riemann Hypothesis: sound generation

This first project is an introduction to sound generation in Python with wave files, as well as the [MPmath](#) Python library to work with special functions including in the complex plane. This library is particularly useful to physicists. No special knowledge of complex functions is required: we work with the real and imaginary part separately, as illustrated in Figure 4.1: in this example, the frequency attached to a musical note is the real part of the complex [Dirichlet eta function  \$\eta\$](#)  [Wiki] (re-scaled to be positive), the duration of a note is the imaginary part of  $\eta$  after re-scaling, and the volume – also called amplitude – is the the modulus [Wiki].

The project consists of the following steps:

**Step 1:** Read my article “The Sound that Data Makes”, available [here](#). It contains Python code to turn random data into music. Also download the technical paper “Math-free, Parameter-free Gradient Descent in Python” available [from here](#). It contains Python code to compute the Dirichlet eta function (among others) using the MPmath library.

**Step 2:** Using the material gathered in step 1, generate a sound file (wav extension) for the Dirichlet eta function  $\eta(\sigma + it)$ , with  $\sigma = \frac{1}{2}$  and  $t$  between 400,000 and 400,020. Create 300 musical notes, one for each value of  $t$  equally spaced in the interval in question. Each note has 3 components: the frequency, duration, and volume, corresponding respectively to the real part, imaginary part, and modulus of  $\eta(\sigma + it)$  after proper re-scaling.

**Step 3:** Same as step 2, but this time with a different function of your choice. Or better, with actual data rather than sampled values from mathematical functions. For instance, try with the ocean tide data, or the planet inter-distance data investigated in project 3.1.

**Step 4:** Optional. Create a sound track for the video featured in Figure 4.2. You can watch the video on YouTube, [here](#). The code to produce this video (with detailed explanations) is in section 4.3.2 in my book [19], and also on GitHub, [here](#). To blend the sound track and the video together, see solution on Stack Exchange, [here](#). An alternative is to convert the wav file to mp4 formart (see how to do it [here](#)) then use the [Moviepy](#) library to combine them both.

Data visualizations offer colors and shapes, allowing you to summarize multiple dimensions in one picture. Data animations (videos) go one step further, adding a time dimension. See examples on [my YouTube channel](#), and in my book [19]. Then, sound adds multiple dimensions: amplitude, volume and frequency over time. Producing pleasant sound, with each musical note representing a multivariate data point, is equivalent to data binning or bukectization. Stereo and the use of multiple musical instruments (synthesized) add more dimensions. Once you have a large database of data music, you can use it for generative AI: sound generation to mimic existing datasets. Of course, musical AI art is another application, all the way to creating synthetic movies.

Figure 4.1 shows the frequency, duration and volume attached to each of the 300 musical notes in the wav file, prior to re-scaling. The volume is maximum each time the Riemann zeta function hits a zero on the critical line. This is one of the connections to the Riemann Hypothesis. Note that in the solution, I use the

Dirichlet eta function  $\eta(\sigma + it)$  with  $\sigma = \frac{1}{2}$ , corresponding to the critical line [Wiki]. According to the Riemann Hypothesis, this is the only positive value of  $\sigma$  where all the zeros of the Riemann zeta function  $\zeta(\sigma + it)$  occur. Indeed, there are infinitely many  $t$  for which  $\zeta(\frac{1}{2} + it) = 0$ . You can see the first 100 billion of them, [here](#). The Dirichlet eta function has the same zeros. This is the connection to the Riemann Hypothesis. The notation  $\sigma + it$  represents the complex argument of the functions involved, with  $\sigma$  the real part and  $t$  the imaginary part. More on this topic in chapter 17 in my book [19].



Figure 4.1: 300 musical notes, showing volume, duration and frequency

#### 4.1.1 Solution

The code in this section provides the answer to [step 2](#). The variables `z.real` and `z.imag` correspond respectively to the real and imaginary part of  $z$ . The volume in the output wav file (the music) is maximum each time the Riemann zeta or Dirichlet eta function hits a zero on the critical line. The Python code is also on my GitHub repository [here](#).

Figure 4.2 shows the final frame of the video discussed in [step 4](#). It features the convergence path of the Dirichlet eta function in the complex plane, for a specific value of the complex argument  $\sigma + it$ , when adding more and more terms in the standard sine and cosine series to approximate the function. Here  $t$  is very large, and  $\sigma$  is in the critical band  $\frac{1}{2} \leq \sigma < 1$ , where the most interesting action takes place.



Figure 4.2: Last frame from the video featuring the convergence of the Dirichlet eta function

---

```
import numpy as np
import matplotlib as mpl
import matplotlib.pyplot as plt
from scipy.io import wavfile
import mpmath
```

```

-- Create the list of musical notes

scale=[]
for k in range(35, 65):
    note=440*2**((k-49)/12)
    if k%12 != 0 and k%12 != 2 and k%12 != 5 and k%12 != 7 and k%12 != 10:
        scale.append(note) # add musical note (skip half tones)
n_notes = len(scale) # number of musical notes

-- Generate the data

n = 300
sigma = 0.5
min_t = 400000
max_t = 400020

def create_data(f, nobs, min_t, max_t, sigma):
    z_real = []
    z_imag = []
    z_modulus = []
    incr_t = (max_t - min_t) / nobs
    for t in np.arange(min_t, max_t, incr_t):
        if f == 'Zeta':
            z = mpmath.zeta(complex(sigma, t))
        elif f == 'Eta':
            z = mpmath.altzeta(complex(sigma, t))
        z_real.append(float(z.real))
        z_imag.append(float(z.imag))
        modulus = np.sqrt(z.real*z.real + z.imag*z.imag)
        z_modulus.append(float(modulus))
    return(z_real, z_imag, z_modulus)

(z_real, z_imag, z_modulus) = create_data('Eta', n, min_t, max_t, sigma)

size = len(z_real) # should be identical to nobs
x = np.arange(size)

# frequency of each note
y = z_real
min = np.min(y)
max = np.max(y)
yf = 0.999*n_notes*(y-min)/(max-min)

# duration of each note
z = z_imag
min = np.min(z)
max = np.max(z)
zf = 0.1 + 0.4*(z-min)/(max-min)

# volume of each note
v = z_modulus
min = np.min(v)
max = np.max(v)
vf = 500 + 2000*(1 - (v-min)/(max-min))

-- plot data

mpl.rcParams['axes.linewidth'] = 0.3
fig, ax = plt.subplots()
ax.tick_params(axis='x', labelsize=7)
ax.tick_params(axis='y', labelsize=7)
plt.rcParams['axes.linewidth'] = 0.1
plt.plot(x, y, color='red', linewidth = 0.3)
plt.plot(x, z, color='blue', linewidth = 0.3)

```

```

plt.plot(x, v, color='green', linewidth = 0.3)
plt.legend(['frequency', 'duration', 'volume'], fontsize="7",
           loc ="upper center", ncol=3)
plt.show()

## Turn the data into music

def get_sine_wave(frequency, duration, sample_rate=44100, amplitude=4096):
    t = np.linspace(0, duration, int(sample_rate*duration))
    wave = amplitude*np.sin(2*np.pi*frequency*t)
    return wave

wave=[]
for t in x: # loop over dataset observations, create one note per observation
    note = int(yf[t])
    duration = zf[t]
    frequency = scale[note]
    volume = vf[t] ## 2048
    new_wave = get_sine_wave(frequency, duration = zf[t], amplitude = vf[t])
    wave = np.concatenate((wave,new_wave))
wavfile.write('sound.wav', rate=44100, data=wave.astype(np.int16))

```

---

## 4.2 Cross-correlations in binary digits of irrational numbers

This short off-the-beaten-path project constitutes an excellent preparation for job interviews. In a nutshell, the task consists of implementing the grade-school multiplication algorithm [Wiki] for numbers with millions of digits in base 2, in this case random digits. The practical goal is to assess when and how sequences of bits or binary digits are correlated or not. It is an important issue in the quadratic irrational random number generator (PRNG) discussed in chapter 11 in my book [19].

Indeed, this PRNG relies on blending billions of digits from millions of irrational numbers, using a very fast algorithm. Three of these numbers could be  $\sqrt{2341961}$ ,  $\sqrt{1825361}$  and  $\sqrt{2092487}$ . It turns out that the binary digits of  $\sqrt{2341961}$  and  $\sqrt{1825361}$  are correlated, when computing the empirical correlation on a growing sequence of digits. But those of  $\sqrt{2341961}$  and  $\sqrt{2092487}$  are not, at the limit when the number of digits becomes infinite. In the former case, the correlation is about  $1.98 \times 10^{-5}$ . The exact value is  $1/50429$ . While very close to zero, it is not zero, and this is a critical cybersecurity issue when designing military-grade PRNGs. Irrational numbers must be selected in such a way that all cross-correlations are zero.

The theoretical explanation is simple, though hard to prove. If  $X$  is an irrational number, and  $p, q$  are two positive co-prime odd integers, then the correlation between the binary digits of  $pX$  and  $qX$ , is  $1/(pq)$ . Again, this is the limit value when the number  $n$  of digits in each sequence tends to infinity. In my example,  $2341961 = 239^2 \times 41$ ,  $1825361 = 211^2 \times 41$ ,  $2092487 = 211^2 \times 47$ , and  $50429 = 239 \times 211$ .

### 4.2.1 Project and solution

Write a program that computes the binary digits of  $pX$  using grade-school multiplication. Here  $p$  is a positive integer, and  $X$  is a random number in  $[0, 1]$ . Use this program to compute the correlation between the sequences of binary digits of  $pX$  and  $qX$ , where  $p, q$  are positive integers, and  $X$  a number in  $[0, 1]$  with random binary digits. Focus on the digits after the decimal point (ignore the other ones).

For the solution, see my Python code below. It is also on GitHub, [here](#). It creates the digits of  $X$ , then those of  $pX$  and  $qX$ , starting backward with the last digits. Finally it computes the correlation in question, assuming the digits of  $X$  are random. It works if  $X$  has a finite number of digits, denoted as `kmax` in the code. By increasing `kmax`, you can approximate any  $X$  with infinitely many digits, arbitrarily closely.

---

```

# Compute binary digits of X, p*X, q*X backwards (assuming X is random)
# Only digits after the decimal point (on the right) are computed
# Compute correlations between digits of p*X and q*X
# Include carry-over when performing grade school multiplication

import numpy as np

# main parameters

```

```

seed = 105
np.random.seed(seed)
kmax = 1000000
p = 5
q = 3

# local variables
X, pX, qX = 0, 0, 0
d1, d2, e1, e2 = 0, 0, 0, 0
prod, count = 0, 0

# loop over digits in reverse order
for k in range(kmax):

    b = np.random.randint(0, 2) # digit of X
    X = b + X/2

    c1 = p*b
    old_d1 = d1
    old_e1 = e1
    d1 = (c1 + old_e1//2) %2 # digit of pX
    e1 = (old_e1//2) + c1 - d1
    pX = d1 + pX/2

    c2 = q*b
    old_d2 = d2
    old_e2 = e2
    d2 = (c2 + old_e2//2) %2 #digit of qX
    e2 = (old_e2//2) + c2 - d2
    qX = d2 + qX/2

    prod += d1*d2
    count += 1
    correl = 4*prod/count - 1

if k% 10000 == 0:
    print("k = %7d, correl = %7.4f" % (k, correl))

print("\np = %3d, q = %3d" % (p, q))
print("X = %12.9f, pX = %12.9f, qX = %12.9f" % (X, pX, qX))
print("X = %12.9f, p*X = %12.9f, q*X = %12.9f" % (X, p*X, q*X))
print("Correl = %7.4f, 1/(p*q) = %7.4f" % (correl, 1/(p*q)))

```

---

## 4.3 Longest runs of zeros in binary digits of $\sqrt{2}$

Studying the longest head runs in coin tossing has a very long history, starting in gaming and probability theory. Today, it has applications in cryptography and insurance [2]. For random sequences or **Bernoulli trials**, the associated statistical properties and distributions have been studied in details [8], even when the proportions of zero and one are different. Yet, I could barely find any discussion on deterministic sequences, such as the digits or irrational numbers [29]. The case study investigated here fills this gap, focusing on one of the deepest and most challenging problems in number theory: almost all the questions about the distribution of these digits, even the most basic ones such as the proportions of zero and one, are still unsolved conjectures to this day.

In this context, a **run** is a sequence of successive, identical digits. In random sequences of bits, runs have a specific probability distribution. In particular, the maximum length of a run in a random sequence of  $n$  binary digits has expectation  $\log_2 n$ . For details and additional properties, see [30]. This fact can be used to test if a sequence violates the laws of randomness. Pseudo-random number generators (**PRNG**) that do not pass this test are not secure.

The focus here is on sequences of binary digits of quadratic irrational numbers of the form  $x_0 = \sqrt{p/q}$ , where  $p, q$  are positive coprime integers. The goal is to show, using empirical evidence, that indeed such sequences pass the test. More precisely, the project consists of computing runs of zeros in billions of successive binary digits of  $x_0$  for specific  $p$  and  $q$ . Let  $L_n$  be the length of such a run starting at position  $n$  in the digit expansion of  $x_0$ . Do we have  $L_n / \log_2 n \leq \lambda$  where  $\lambda$  is a positive constant? Based on the computations, is it reasonable to

conjecture that  $\lambda = 1$  if  $n$  is large enough? Very little is known about these digits. However, before discussing the project in more details, I share a much weaker yet spectacular result, easy to prove. By contrast to the digits investigated here, there is an abundance of far more accurate theoretical results, proved long ago, for random bit sequences. See for instance [7, 25, 27].

### 4.3.1 Surprising result about the longest runs

For numbers such as  $\sqrt{p/q}$  where  $p, q$  are coprime positive integers and  $p/q$  is not the square of a rational number, a run of zeros starting at position  $n$  can not be longer than  $n + C$  where  $C$  is a constant depending on  $p$  and  $q$ . Due to symmetry, the same is true for runs of ones.

#### Proof

A run of length  $m$  starting at position  $n$ , consisting of zeros, means that the digit  $d_n$  at position  $n$  is one, followed by  $m$  digits all zero, and then by at least one non-zero digit. For this to happen, we must have

$$\frac{1}{2} < 2^n x_0 - \lfloor 2^n x_0 \rfloor = \frac{1}{2} + \alpha,$$

where

$$x_0 = \sqrt{\frac{p}{q}} \quad \text{and} \quad \frac{1}{2^{m+2}} \leq \alpha < \sum_{k=0}^{\infty} \frac{1}{2^{m+2+k}} = \frac{1}{2^{m+1}}.$$

Here the brackets represent the floor function. Let  $K_n = 1 + 2 \cdot \lfloor 2^n x_0 \rfloor$ . Then,  $K_n < 2^{n+1} x_0 = K_n + 2\alpha$ . After squaring both sides, we finally obtain

$$qK_n^2 < 4^{n+1} \cdot p = q(K_n + 2\alpha)^2.$$

Now, let  $\delta_n = 4^{n+1}p - qK_n^2$ . Note that  $\delta_n$  is a strictly positive integer, smallest when  $p, q$  are coprime. After some simple rearrangements, we obtain

$$\begin{aligned} 2\alpha &= \frac{1}{\sqrt{q}} \left[ 2^{n+1} \sqrt{p} - \sqrt{4^{n+1}p - \delta_n} \right] \\ &= \frac{1}{\sqrt{q}} \left[ \frac{4^{n+1}p - (4^{n+1}p - \delta_n)}{2^{n+1}\sqrt{p} + \sqrt{4^{n+1}p - \delta_n}} \right] \\ &= \frac{1}{\sqrt{q}} \cdot \frac{\delta_n}{2^{n+1}\sqrt{p} + \sqrt{4^{n+1}p - \delta_n}} \\ &\sim \frac{1}{\sqrt{q}} \cdot \frac{\delta_n}{2 \cdot 2^{n+1}\sqrt{p}} \text{ as } n \rightarrow \infty. \end{aligned}$$

In the last line, I used the fact that  $\delta_n$  is at most of the order  $2^n$ , thus negligible compared to  $4^{n+1}p$ .

Since a run of length  $m$  means  $2^{-(m+2)} \leq \alpha < 2^{-(m+1)}$ , combining with the above (excellent) asymptotic result, we have, for large  $n$ :

$$\frac{1}{2^{m+2}} \leq \frac{\delta_n}{4 \cdot 2^{n+1}\sqrt{pq}} < \frac{1}{2^{m+1}}.$$

Taking the logarithm in base 2, we obtain

$$m + 1 \leq -\log_2 \delta_n + \frac{1}{2} \log_2(pq) + n + 3 < m + 2,$$

and thus, assuming  $L_n$  denotes the length of the run at position  $n$  and  $n$  is large enough:

$$L_n = \left\lfloor -\log_2 \delta_n + \frac{1}{2} \log_2(pq) + n + 2 \right\rfloor \leq n + 2 + \frac{1}{2} \log_2(pq). \quad (4.1)$$

This concludes the proof. It provides an upper bound for the maximum possible run length at position  $n$ : in short,  $L_n \leq n + C$ , where  $C$  is an explicit constant depending on  $p$  and  $q$ . ■

Conversely, a number whose binary digits do not satisfy (4.1) can not be of the prescribed form. Note that if  $p = 1$  and  $q$  is large, there will be a long run of zeros at the very beginning, and thus  $C$  will be larger than usual. I implemented the equality in Formula (4.1) in my Python code in section 4.3.2. It yielded the exact run length in all instances, for all  $n$  where a new run starts. In the code, I use the fact that  $\delta_n$  can be written as  $u - qv^2$ , where  $u = 4^{n+1}p$  and  $v$  is a positive odd integer, the largest one that keeps  $\delta_n = u - qv^2$  positive. It leads to an efficient implementation where  $L_n$  is computed iteratively as  $n$  increases, rather than from scratch for each new  $n$ .

### 4.3.2 Project and solution

You need to be able to correctly compute a large number of binary digits of numbers such as  $\sqrt{2}$ . In short, you must work with exact arithmetic (or infinite precision). This is one of the big takeaways of this project. As previously stated, the goal is to assess whether the maximum run length in binary digits of  $x_0 = \sqrt{p/q}$ , grows at the same speed as you would expect if the digits were random. We focus on runs of zeros only. A positive answer would be one more indication (when combined with many other tests) that these digits indeed behave like random bits, and can be used to generate random sequences. Fast, secure random number generators based on quadratic irrationals are described in details in [14].

$n$	$L_n$	$\log_2 n$	$L_n / \log_2 n$
1	1	0.0000	
8	5	3.0000	
453	8	8.8234	0.9067
1302	9	10.3465	0.8699
5334	10	12.3810	0.8077
8881	12	13.1165	0.9149
24,001	18	14.5508	1.2370
574,130	19	19.1310	0.9932
3,333,659	20	21.6687	0.9230
4,079,881	22	21.9601	1.0018
8,356,568	23	22.9945	1.0002
76,570,752	25	26.1903	0.9546
202,460,869	26	27.5931	0.9423
457,034,355	28	28.7677	0.9733

Table 4.1: Record runs of zeros in binary digits of  $\sqrt{2}/2$

The project consists of the following steps:

**Step 1: Computing binary digits of quadratic irrationals.** Let  $x_0 = \sqrt{p/q}$ . Here I assume that  $p, q$  are positive coprime integers, and  $p/q$  is not the square of a rational number. There are different ways to compute the binary digits of  $x_0$ , see [14]. I suggest to use the [Gmpy2](#) Python library: it is written in C, thus very fast, and it offers a lot of functions to work with arbitrary large numbers. In particular, `gmpy2.isqrt(z).base(b)` returns the [integer square root](#) [Wiki] of the integer  $z$ , in base  $b$ . Thus, to get the first  $N$  binary digits of  $x_0$ , use  $z = \lfloor 2^{2N} \cdot p/q \rfloor$  and  $b = 2$ . The digits are stored as a string.

**Step 2: Computing run lengths.** Let  $L_n$  be the length of the run of zeros starting at position  $n$  in the binary expansion of  $x_0$ . A more precise definition is offered in section 4.3.1. If there is no such run starting at  $n$ , set  $L_n = 0$ . Once the digits have been computed, it is very easy to obtain the run lengths: see Table 4.2, corresponding to  $p = 1, q = 2$ . However, I suggest using Formula (4.1) to compute  $L_n$ . Not only it shows that the formula is correct, but it also offers an alternative method not based on the binary digits, thus also confirming that the binary digits are correctly computed. The end result should be an extension of Table 4.2, ignoring the columns labeled as  $s_n$  for now. Try with the first  $N = 10^6$  digits, with  $p = 1$  and  $q = 2$ .

**Step 3: Maximum run lengths.** Use a fast technique to compute the successive [records](#) for  $L_n$ , for the first  $N = 10^9$  binary digits of  $\sqrt{2}/2$ . Is it reasonable to conjecture that asymptotically,  $L_n / \log_2 n$  is smaller than or equal to 1? In other words, could we have  $\limsup L_n / \log_2 n = 1$ ? See [Wiki] for the definition of [lim sup](#). Then instead of using the binary digits of some number, do the same test for random bits. Is the behavior similar? Do we get the same upper bound for the record run lengths? The records for  $L_n$ , and when their occur (location  $n$ ) in the binary digit expansion, are displayed in Table 4.1. You should get the same values.

A fast solution to compute both the digits and the run lengths is to use the Gmpy2 library, as illustrated in the first code snippet below (also available on GitHub, [here](#)). The output is Table 4.1. The conclusion is that indeed,  $\lambda_n = L_n / \log_2 n$  seems to be bounded by 1, at least on average as  $n$  increases. It does not mean that  $\limsup \lambda_n = 1$ . For instance, if  $S_n$  is the number of zeros in the first  $n$  digits, assuming the digits are random, then the ratio  $\rho_n = |S_n - n/2|/\sqrt{n}$  seems bounded. However  $\limsup \rho_n = \infty$ . To get a strictly positive, finite constant for  $\limsup$ , you need to further divide  $\rho_n$  by  $\sqrt{\log \log n}$ . This is a consequence of the [law of the iterated logarithm](#) [Wiki]. More details are available in my book on dynamical systems [14]. For  $\lambda_n$  applied to random

binary digits, see [here](#). This completes **Step 1** and **Step 3**.

---

```

import gmpy2

p = 1
q = 2
N = 10000000000 # precision, in number of binary digits

# compute and store in bsqrt (a string) the N first binary digits of sqrt(p/q)
base = 2
bsqrt = gmpy2.isqrt( (2**2*N) * p ) // q ).digits(base)

last_digit = -1
L = 0
max_run = 0

for n in range(0, N):
    d = int(bsqrt[n]) # binary digit
    if d == 0:
        L += 1
    if d == 1 and last_digit == 0:
        run = L
        if run > max_run:
            max_run = run
            print(n-L, run, max_run)
        L = 0
    last_digit = d

```

---

At the bottom of this section, I share my Python code for **Step 2**, with the implementation of formula (4.1) to compute  $L_n$ . The results are in Table 4.2, and compatible with those obtained in **Step 1** and displayed in Table 4.1. The method based on formula (4.1) is a lot slower. So why try it, you may ask? It is slower because Gmpy2 is implemented more efficiently, and closer to machine arithmetic. And the goal is different: formula (4.1) allows you to double check the earlier computations, using a method that does not require producing the binary digits to determine  $L_n$ .

$n$	$d_n$	$L_n$	$s_n$																
1	1	1	1	21	0	0	41	1	1	1	61	0	1	81	1	3	1		
2	0		0	22	0	1	42	1	1	1	62	1	3	2	82	0		0	
3	1		2	23	1	2	43	0	0	0	63	0	0	83	0		1		
4	1	1	1	24	1	2	44	1		2	64	0	1	84	0		1		
5	0		0	25	0	0	45	1		1	65	0	1	85	1	2	2		
6	1	1	2	26	0	1	46	1		1	66	1	1	86	0		0		
7	0		0	27	1	2	47	1	2	1	67	0	0	87	0		1		
8	1	5	2	28	1	2	48	0		0	68	1	2	88	1		2		
9	0		0	29	0	0	49	0		1	69	1	2	89	1	1	1		
10	0		1	30	0	1	50	1		2	70	0	0	90	0		0		
11	0		1	31	1	2	51	1	2	1	71	0	1	91	1		2		
12	0		1	32	1	1	52	0		0	72	1	1	92	1	2	1		
13	0		1	33	1	1	53	0		1	73	0	0	93	0		0		
14	1	2	2	34	1	1	54	1	2	2	74	1	2	94	0		1		
15	0		0	35	1	1	55	0		0	75	1	1	95	1		2		
16	0		1	36	1	1	56	0		1	76	1	1	96	1	1	1		
17	1		2	37	1	2	57	1	4	2	77	1	1	97	0		0		
18	1		1	38	0	0	58	0		0	78	1	1	98	1		2		
19	1		1	39	0	1	59	0		1	79	0	0	99	1		1		
20	1	2	1	40	1	2	60	0		1	80	1	2	100	1	1	1		

Table 4.2: Binary digit  $d_n$ , run length  $L_n$  for zeros, and steps  $s_n$  at position  $n$ , for  $\sqrt{2}/2$

Most importantly, the slow method is valuable because it is the first step to make progress towards a better (smaller) upper bound than that featured in section 4.3.1. To get a much stronger bound for the run lengths  $L_n$ ,

one has to investigate  $\delta_n$ , denoted as `delta` in the code below. The code is also on GitHub, [here](#). Note that the variable `steps` can only take on three values: 0, 1, and 2. It is represented as  $s_n$  in Table 4.2. Improving the asymptotic upper bound  $L_n/n \leq 1$  in (4.1) as  $n \rightarrow \infty$ , is incredibly hard. I spent a considerable amount of time to no avail, even though anyone who spends a small amount of time on this problem will be convinced that asymptotically,  $L_n/\log_2 n \leq 1$  as  $n \rightarrow \infty$ , a much stronger result. Proving the stronger bound, even though verified in Table 4.1 for  $n$  up to  $10^9$ , is beyond the capabilities of the mathematical tools currently available. It may as well not be true or undecidable, nobody knows.

---

```

import math
import gmpy2

# requirement: 0 < p < q
p = 1
q = 2
x0 = math.sqrt(p/q)
N = 1000 # precision, in number of binary digits for x0

# compute and store in bsqrt (a string) the N first binary digits of x0 = sqrt(p/q)
base = 2
bsqrt = gmpy2.isqrt( (2**2*N) * p ) // q .digits(base)

for n in range(1, N):

    if n == 1:
        u = p * 4**n
        v = int(x0 * 4**n)
        if v % 2 == 0:
            v = v - 1
    else:
        u = 4*u
        v = 2*v + 1
    steps = 0
    while q*v*v < u:
        v = v + 2
        steps += 1 # steps is always 0, 1, or 2
    v = v - 2
    delta = u - q*v*v
    d = bsqrt[n-1] # binary digit of x0 = sqrt(p/q), in position n

    ## delta2 = delta >> (n - 1)
    ## res = 5/2 + n - math.log(delta, 2) - math.log(n, 2)

    run = int(n + 1 + math.log(p*q, 2)/2 - math.log(delta, 2) )
    if d == "0" or run == 0:
        run = ""

    print("%6d %1s %2s %1d" % (n, d, str(run), steps))

```

---

## 4.4 Quantum derivatives, GenAI, and the Riemann Hypothesis

If you are wondering how close we are to proving the [Generalized Riemann Hypothesis](#) (GRH), you should read on. The purpose of this project is to uncover intriguing patterns in prime numbers, and gain new insights on the GRH. I stripped off all the unnecessary math, focusing on the depth and implications of the material discussed here. You will also learn to use the remarkable [MPmath](#) library for scientific computing. This is a cool project for people who love math, with the opportunity to work on state-of-the-art research even if you don't have a PhD in number theory.

Many of my discoveries were made possible thanks to pattern detection algorithms (in short, AI) before leading to actual proofs, or disproofs. This data-driven, bottom-up approach is known as [experimental math](#). It contrasts with the top-down, classic theoretical academic framework. The potential of AI and its computing power should not be underestimated to make progress on the most difficult mathematical problems. It offers a big competitive advantage over professional mathematicians focusing on theory exclusively.

My approach is unusual as it is based on the [Euler product](#). The benefit is that you immediately know when

the target function, say the [Riemann zeta function](#)  $\zeta(s)$ , has a root or not, wherever the product converges. Also, these products represent [analytic function](#) [Wiki] wherever they converge.

I use the standard notation in the complex plane:  $s = \sigma + it$ , where  $\sigma, t$  are respectively the real and imaginary parts. I focus on the real part only (thus  $t = 0$ ) because of the following result: if for some  $s = \sigma_0$ , the product converges, then it converges for all  $s = \sigma + it$  with  $\sigma > \sigma_0$ . Now let's define the Euler product. The finite version with  $n$  factors is a function of  $s$ , namely

$$f(s, n) = \prod_{p \in P_n} \left(1 - \frac{\chi(p)}{p^s}\right)^{-1} = \prod_{k=1}^n \left(1 - \frac{\chi(p_k)}{p_k^s}\right)^{-1}.$$

Here  $P_n = \{2, 3, 5, 7, 11, \dots\}$  is the set of the first  $n$  prime numbers, and  $p_k$  denotes the  $k$ -th prime with  $p_1 = 2$ . The function  $\chi(p)$  can take on three values only: 0,  $-1$ ,  $+1$ . This is not the most generic form, but the one that I will be working with in this section. More general versions are investigated in chapter 17, in [19]. Of course, we are interested in the case  $n \rightarrow \infty$ , where convergence becomes the critical issue. Three particular cases are:

- Riemann zeta, denoted as  $\zeta(s, n)$  or  $\zeta(s)$  when  $n = \infty$ . In this case  $\chi(p) = 1$  for all primes  $p$ . The resulting product converges only if  $\sigma > 1$ . Again,  $\sigma$  is the real part of  $s$ .
- Dirichlet  $L$ -function  $L_4(s, n)$  [Wiki] with [Dirichlet modular character](#)  $\chi = \chi_4$  [Wiki]. Denoted as  $L_4(s)$  when  $n = \infty$ . Here  $\chi_4(2) = 0$ ,  $\chi_4(p) = 1$  if  $p - 1$  is a multiple of 4, and  $\chi_4(p) = -1$  otherwise. The product is absolutely convergent if  $\sigma > 1$ , but convergence status is unknown if  $\frac{1}{2} < \sigma \leq 1$ .
- Unnamed function  $Q_2(s, n)$ , denoted as  $Q_2(s)$  when  $n = \infty$ . Here  $\chi(2) = 0$ . Otherwise,  $\chi(p_k) = 1$  if  $k$  is even, and  $\chi(p_k) = -1$  if  $k$  is odd. Again,  $p_k$  is the  $k$ -th prime with  $p_1 = 2$ . The product is absolutely convergent if  $\sigma > 1$ , and [conditionally convergent](#) [Wiki] if  $\frac{1}{2} < \sigma \leq 1$ .

All these products can be expanded into [Dirichlet series](#) [Wiki], and the corresponding  $\chi$  expanded into [multiplicative functions](#) [Wiki] over all positive integers. Also, by construction, Euler products have no zero in their conditional and absolute convergence domains. Most mathematicians believe that the Euler product for  $L_4(s)$  conditionally converges when  $\frac{1}{2} < \sigma \leq 1$ . Proving it would be a massive accomplishment. This would be make  $L_4$  the first example of a function satisfying all the requirements of the Generalized Riemann Hypothesis. The Unnamed function  $Q_2$  actually achieves this goal, with the exception that its associated  $\chi$  is not periodic. Thus,  $Q_2$  lacks some of the requirements. The Dirichlet series associated to  $Q_2$  (the product expansion as a series) is known to converge and thus equal to the product if  $\sigma > \frac{1}{2}$ .

The rest of the discussion is about building the framework to help solve this centuries-old problem. It can probably be generalized to  $L$ -functions other than  $L_4$ , with one notable exception: the Riemann function itself, which was the one that jump-started all this vast and beautiful mathematical theory.

#### 4.4.1 Cornerstone result to bypass the roadblocks

The goal here is to prove that the Euler product  $L_4(s, n)$  converges to some constant  $c(s)$  as  $n \rightarrow \infty$ , for some  $s = \sigma_0 + it$ , with  $t = 0$  and some  $\sigma_0 < 1$ . In turns, it implies that it converges at  $s = \sigma + it$ , for all  $t$  and for all  $\sigma > \sigma_0$ . It also implies that  $c(s) = L_4(s)$ , the true value obtained by [analytic continuation](#) [Wiki]. Finally, it implies that  $L_4(s)$  has no zero if  $\sigma > \sigma_0$ . This would provide a partial solution to the Generalized Riemann Hypothesis, for  $L_4$  rather than the Riemann zeta function  $\zeta(s)$ , and not with  $\sigma_0 = \frac{1}{2}$  (the conjectured lower bound), but at least for some  $\sigma_0 < 1$ . This is enough to make countless mathematical theorems true, rather than “true conditionally on the fact that the Riemann Hypothesis is true”. It also leads to much more precise results regarding the distribution of prime numbers: results that to this day, are only conjectures. The implications are numerous, well beyond number theory.

The chain of implications that I just mentioned, follows mainly from expanding the Euler product into a Dirichlet- $L$  series. In this case, the expansion is as follows, with  $s = \sigma + it$  as usual:

$$\prod_{k=1}^{\infty} \left(1 - \frac{\chi_4(p_k)}{p_k^s}\right)^{-1} = \sum_{k=0}^{\infty} \frac{(-1)^{k+1}}{(2k+1)^s}. \quad (4.2)$$

The series obviously converges when  $\sigma > 0$ . The product converges for sure when  $\sigma > 1$ . It is believed that it converges as well when  $\sigma > \frac{1}{2}$ . The goal here is to establish that it converges when  $\sigma > \sigma_0$ , for some  $\frac{1}{2} < \sigma_0 < 1$ . When both converge, they converge to the same value, namely  $L_4(s)$  as the series is the analytic continuation of the product, for all  $\sigma > 0$ . And of course, the product can not be zero when it converges. Thus  $L_4(s) \neq 0$  if  $\sigma > \sigma_0$ .

The big question is how to find a suitable  $\sigma_0$ , and show that it must be strictly smaller than 1. I now focus on this point, leading to some unknown  $\sigma_0$ , very likely in the range  $0.85 < \sigma_0 < 0.95$ , for a number of

reasons. The first step is to approximate the Euler product  $L_4(s, n)$  with spectacular accuracy around  $\sigma = 0.90$ , using statistical techniques and a simple formula. This approximation amounts to denoising the irregularities caused by the prime number distribution, including Chebyshev's bias [Wiki]. After this step, the remaining is standard real analysis, trying to establish a new generic asymptotic result for a specific class of functions, and assuring that it encompasses our framework. The new theorem 4.4.1 in question, albeit independent from number theory, has yet to be precisely stated, let alone proved. The current version is as follows:

**Theorem 4.4.1** *Let  $A_n = \{a_1, \dots, a_n\}$  and  $B_n = \{b_1, \dots, b_n\}$  be two finite sequences of real numbers, with  $a_n \rightarrow 0$  as  $n \rightarrow \infty$ . Also assume that  $b_{n+1} - b_n \rightarrow 0$ . Now, define  $\rho_n$  as the ratio of the standard deviations, respectively computed on  $A_n$  (numerator) and  $B_n$  (denominator). If  $\rho_n$  converges to a non-zero value as  $n \rightarrow \infty$ , then  $b_n$  also converges.*

The issue to finalize the theorem is to make sure that it is applicable in our context, and add any additional requirements needed (if any). Is it enough to require  $\inf \rho_n > 0$  and  $\sup \rho_n < \infty$ , rather than the convergence of  $\rho_n$  to non-zero? A stronger version, assuming  $\sqrt{n} \cdot a_n$  is bounded and  $\liminf \rho_n = \rho > 0$ , leads to

$$\rho b_n - a_n \sim c + \frac{\alpha}{\sqrt{n}} + \frac{\beta}{\sqrt{n \log n}} + \dots \quad (4.3)$$

where  $c, \alpha, \beta$  are constants. As a result,  $b_n \rightarrow c/\rho$ . For the term  $\beta/\sqrt{n \log n}$  to be valid, additional conditions on the asymptotic behavior of  $a_n$  and  $b_n$  may be required. Note that  $a_n$  and  $\alpha/\sqrt{n}$  have the same order of magnitude. As we shall see,  $a_n$  captures most of the chaotic part of  $L_4(s, n)$ , while the term  $\beta/\sqrt{n \log n}$  significant improves the approximation.

The following fact is at the very core of the GRH proof that I have in mind. Let us assume that  $b_n$  depends *continuously* on some parameter  $\sigma$ . If  $\rho_n \rightarrow 0$  when  $\sigma = \sigma_1$ , and  $\rho_n \rightarrow \infty$  when  $\sigma = \sigma_2$ , then there must be some  $\sigma_0$  with  $\sigma_1 \leq \sigma_0 \leq \sigma_2$  such that  $\rho_n$  converges to non-zero, or at least  $\limsup \rho_n < \infty$  and  $\liminf \rho_n > 0$  when  $\sigma = \sigma_0$ . This in turn allows us to use the proposed theoretical framework (results such as theorem 4.4.1) to prove the convergence of  $L_4(s, n)$  at  $\sigma = \sigma_0$ . The challenge in our case is to show that there is such a  $\sigma_0$ , satisfying  $\sigma_0 < 1$ . However, the difficulty is not caused by crossing the line  $\sigma = 1$ , and thus unrelated to the prime number distribution. Indeed, most of the interesting action – including crossing our red line – takes place around  $\sigma = 0.90$ . Thus the problem now appears to be generic, rather than specific to GRH.

Now I establish the connection to the convergence of the Euler product  $L_4(s, n)$ . First, I introduce two new functions:

$$\delta_n(s) = L_4(s, n) - L_4(s), \quad \Lambda_n = \frac{1}{\varphi(n)} \sum_{k=1}^n \chi_4(p_k), \quad (4.4)$$

with  $\varphi(n) = n$  for  $n = 2, 3, 4$  and so on. An important requirement is that  $\Lambda(n) \rightarrow 0$ . I also tested  $\varphi(n) = n \log n$ . Then, in formula (4.3), I use the following:

$$a_n = \Lambda_n, \quad b_n = \delta_n(s). \quad (4.5)$$

Here,  $L_4(s)$  is obtained via analytic continuation, not as the limit of the Euler product  $L_4(s, n)$ . The reason is because we don't know if the Euler product converges if  $\sigma < 1$ , although all evidence suggests that this is the case. Convergence of  $\delta_n(s)$  translates to  $c = 0$  in formula (4.3). Finally, in the figures, the X-axis represents  $n$ .

#### 4.4.2 Quantum derivative of functions nowhere differentiable

Discrete functions such as  $L_4(s, n)$ , when  $s$  is fixed and  $n$  is the variable, can be scaled to represent a continuous function. The same principle is used to transform a random walk into a Brownian motion, as discussed in section 1.3 in my book on chaos and dynamical systems [14], and pictured in Figure 4.5. This is true whether the function is deterministic or random. In this context,  $n$  represents the time.

In general, the resulting function is nowhere differentiable. You can use the integrated function rather than the original one to study the properties, as integration turns chaos into a smooth curve. But what if we could use the derivative instead? The derivative is even more chaotic than the original function, indeed it does not even exist! Yet there is a way to define the derivative and make it particularly useful to discover new insights about the function of interest. This new object called quantum derivative is not a function, but rather a set of points with a specific shape, boundary, and configuration. In some cases, it may consist of multiple curves, or a dense set with homogeneous or non-homogeneous point density. Two chaotic functions that look identical to the naked eye may have different quantum derivatives.

The goal here is not to formally define the concept of quantum derivative, but to show its potential. For instance, in section 3.3.2.1 of the same book [14], I compute the moments of a cumulative distribution function (CDF) that is nowhere differentiable. For that purpose, I use the density function (PDF), which of course

is nowhere defined. Yet, I get the correct values. While transparent to the reader, I implicitly integrated weighted quantum derivatives of the CDF. In short, the quantum derivative of a discrete function  $f(n)$  is based on  $f(n) - f(n - 1)$ . If the time-continuous (scaled) version of  $f$  is continuous, then the quantum derivative corresponds to the standard derivative. Otherwise, it takes on multiple values, called [quantum states \[Wiki\]](#) in quantum physics.



Figure 4.3: Two shifted legs of  $\delta_n$  (left), and their quantum derivatives (right) [ $\sigma = 0.90$ ]

Now in our context, in Figure 4.3, I show two legs of  $\delta_n(s)$ : one where  $\chi_4(p_n) = +1$ , and the other one where  $\chi_4(p_n) = -1$ . Both give rise to time-continuous functions that are nowhere differentiable, like the Brownian motions in Figure 4.5. Unlike Brownian motions, the variance tends to zero over time. The two functions are almost indistinguishable to the naked eye, so I separated them on the left plot in Figure 4.3. The corresponding quantum derivatives consist of a set of curves (right plot, same figure). They contain a lot of useful information about  $L_4(s)$ . In particular:

- The left plot in Figure 4.3 shows an asymmetrical distribution of the quantum derivatives around the X-axis. This is caused by the [Chebyshev bias](#), also called [prime race](#): among the first  $n$  prime numbers, the difference between the proportion of primes  $p_k$  with  $\chi_4(p_k) = +1$ , and those with  $\chi_4(p_k) = -1$ , is of the order  $1/\sqrt{n}$ , in favor of the latter. See [1, 28, 32]. This is known as [Littlewood's oscillation theorem](#) [21].
- The various branches in the quantum derivative (same plot) correspond to runs of different lengths in the sequence  $\{\chi_4(p_n)\}$ : shown as positive or negative depending on the sign of  $\chi_4(p_n)$ . Each branch has its own point density, asymptotically equal to  $2^{-\lambda}$  (a geometric distribution) for the branch featuring runs of length  $\lambda$ , for  $\lambda = 1, 2$  and so on. A similar number theory problem with the distribution of run lengths is discussed in section 4.3, for the binary digits of  $\sqrt{2}$ .

#### 4.4.3 Project and solution

The project consists of checking many of the statements made in section 4.4.1, via computations. Proving the empirical results is beyond the scope of this work. The computations cover not only the case  $L_4(s, n)$ , but also other similar functions, including synthetic ones and [Rademacher random multiplicative functions](#) [22, 23, 24]. It also includes an empirical verification of theorem 4.4.1, and assessing whether its converse might be true. Finally, you will try different functions  $\varphi$  in formula (4.4) to check the impact on approximation (4.3). In the process, you will get familiar with a few Python libraries:

- [MPmath](#) to compute  $L_4(s)$  for complex arguments when  $\sigma < 1$ .
- [Primepy](#) to obtain a large list of prime numbers.
- [Scipy](#) for curve fitting, when verifying the approximation (4.3).

The curve fitting step is considerably more elaborate than the standard implementation in typical machine learning projects. First, it consists of finding the best  $c, \alpha, \beta$  in (4.3) for a fixed  $n$ , and identifying the best model: in this case, the choice of  $\sqrt{n}$  and  $\sqrt{n \log n}$  for the curve fitting function (best fit). Then, using different  $n$ , assess whether or not  $c, \alpha, \beta, \rho$  depend on  $n$  or not, and whether  $c = 0$  (this would suggest that the Euler product converges).

Finally, you will run the same curve fitting model for random functions, replacing the sequence  $\{\chi_4(p_n)\}$  by random sequences of independent  $+1$  and  $-1$  evenly distributed, to mimic the behavior of  $L_4(s, n)$  and  $\Lambda_n$ . One would expect a better fit when the functions are perfectly random, yet the opposite is true. A possible

explanation is the fact that the **Chebyshev bias** in  $L_4(n, s)$  is very well taken care of by the choice of  $\Lambda_n$ , while for random functions, there is no such bias, and thus no correction.

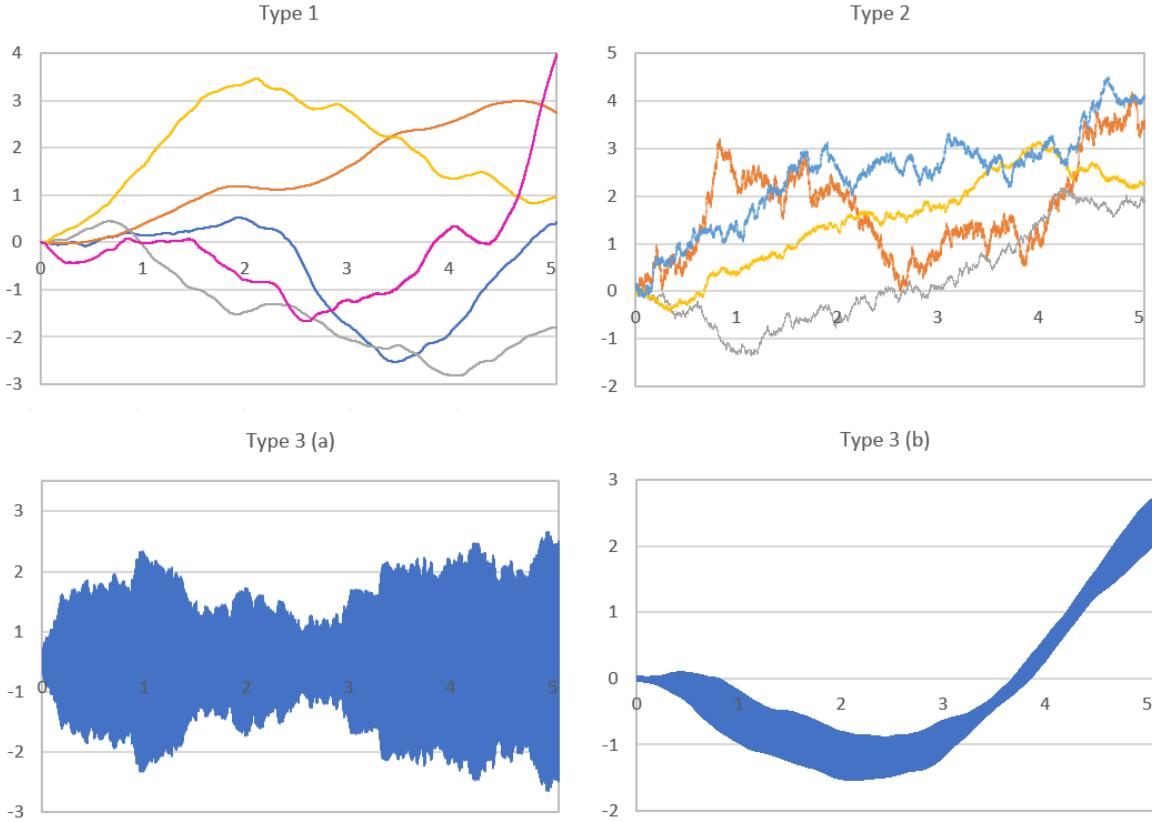


Figure 4.4: Integrated Brownian (top left), Brownian (top right) and quantum derivatives (bottom)

The project consists of the following steps:

**Step 1: MPmath library, complex and prime numbers.** Compute  $L_4(s)$  using the MPmath library. See my code in section 4.4.4. The code is designed to handle complex numbers, even though in the end I only use the real part. Learn how to manipulate complex numbers by playing with the code. Also, see how to create a large list of prime numbers: look at how I use the PrimePy library. Finally, look at the Python `curve_fitting` and `r2_score` functions, to understand how it works, as you will have to use them. The former is from the Scipy library, and the latter (to measure **goodness-of-fit**) is from the Sklearn library.

**Step 2: Curve fitting, part A.** Implement  $\Lambda_n$  and the Euler Product  $L_4(s, n)$  with  $n$  (the number of factors) up to  $10^5$ . My code runs in a few seconds for  $n \leq 10^5$ . Beyond  $n = 10^7$ , a distributed architecture may help. In the code, you specify  $m$  rather than  $n$ , and  $p_n \approx m / \log m$  is the largest prime smaller than  $m$ . For  $s = \sigma + it$ , choose  $t = 0$ , thus avoiding complex numbers, and various values of  $\sigma$  ranging from 0.55 to 1.75. The main step is the **curve fitting** procedure, similar to a linear regression but for non linear functions. The goal is to approximate  $\delta_n(s)$ , focusing for now on  $\sigma = 0.90$ .

The plots of  $\delta_n(s)$  and  $\Lambda_n$  at the top in Figure 4.5, with  $n = 80,000$ , look very similar. It seems like there must be some  $c_n(s)$  and a strictly positive  $\rho_n(s)$  such that  $\rho_n(s)\delta_k(s) - \Lambda_k \approx c_n(s)$  for  $k = 1, 2, \dots, n$ . Indeed, the **scaling factor**

$$\rho_n(s) = \frac{\text{Stdev}[\Lambda_1, \dots, \Lambda_n]}{\text{Stdev}[\delta_1(s), \dots, \delta_n(s)]},$$

together with  $c_n(s) = 0$ , work remarkably well. The next step is to refine the linear approximation based on  $\rho = \rho_n(s)$ , using (4.3) combined with (4.5). This is where the curve fitting takes place; the parameters to estimate are  $c, \alpha$  and  $\beta$ , with  $c$  close to zero. You can check the spectacular result of the fit, here with  $\sigma = 0.90$  and  $n \approx 1.25 \times 10^6$ , on the bottom left plot in Figure 4.5. Dropping the  $\sqrt{n \log n}$  term in (4.3) results in a noticeable drop in performance (test it). For  $\rho_n(s)$ , also try different options.

**Step 3: Curve fitting, part B.** Perform the same curve fitting as in Step 2, but this time for different values of  $n$ . Keep  $s = \sigma + it$  with  $t = 0$  and  $\sigma = 0.90$ . The results should be identical to those in Table 4.3,

where  $\gamma_n = \sqrt{n} \cdot \Lambda_n$ . The coefficients  $c, \alpha, \beta$  and  $R^2$  (the **R-squared** or quality of the fit) depend on  $n$  and  $s$ , explaining the notation in the table. Does  $\rho_n(s)$  tend to a constant depending only on  $s$ , as  $n \rightarrow \infty$ ? Or does it stay bounded? What about the other coefficients?

Now do the same with  $\sigma = 0.70$  and  $\sigma = 1.10$ , again with various values of  $n$ . Based on your computations, do you think that  $\rho_n(s)$  decreases to zero, stays flat, or increases to infinity, depending on whether  $s = 0.70$ ,  $s = 0.90$  or  $s = 1.10$ ? If true, what are the potential implications?

**Step 4: Comparison with synthetic functions.** First, try  $\varphi(n) = n \log n$  rather  $\varphi(n) = n$ , in (4.4). Show that the resulting curve fitting is not as good. Then, replace  $\chi_4(p_k)$ , both in  $L_4(s, n)$  and  $\Lambda_n$ , by independent **Rademacher distributions** [Wiki], taking the values  $+1$  and  $-1$  with the same probability  $\frac{1}{2}$ . Show that again, the curve fitting is not as good, especially if  $n \leq 10^5$ . Then, you may even replace  $p_k$  (the  $k$ -th prime) by  $k \log k$ . The goal of these substitutions is to compare the results when  $\chi_4$  is replaced by **synthetic functions** that mimic the behavior of the Dirichlet character modulo 4. Also, you want to assess how much leeway you have in the choice of these functions, for the conclusions to stay valid.

The use of synthetic functions is part of a general approach known as **generative AI**. If all the results remain valid for such synthetic functions, then the theory developed so far is not dependent on special properties of prime numbers: we isolated that problem, opening the path to an easier proof that the Euler product  $L_4(s, n)$  converges to  $L_4(s)$  at some location  $s = \sigma_0 + it$  with  $\sigma_0 < 1$  inside the critical strip.

**Step 5: Application outside number theory.** Using various pairs of sequences  $\{a_n\}, \{b_n\}$ , empirically verify when the statistical theorem 4.4.1 might be correct, and when it might not.

The Python code in section 4.4.4 allows you to perform all the tasks except **Step 5**. In particular, for **Step 4**, set `mode='rn'` in the code. As for the curve fitting plot – the bottom left plot in Figure 4.5 – I multiplied both the target function  $\delta_n(s)$  and the fitted curve by  $\sqrt{n}$ , here with  $n = 1.25 \times 10^6$ . Both tend to zero, but after multiplication by  $\sqrt{n}$ , they may or may not tend to a constant strictly above zero. Either way, it seems to indicate that the Euler product converges when  $\sigma = 0.90$ . What's more, the convergence looks strong, non-chaotic, and the second-order term involving  $\sqrt{n \log n}$  in the approximation error, seems to be correct.



Figure 4.5: Top:  $\delta_n$  (left),  $\Lambda_n$  (right); bottom: fitting  $\delta_n$  (left), integrated  $\delta_n$  (right) [ $\sigma = 0.90$ ]

Regarding **Step 3**, Table 4.3 is the answer when  $\sigma = 0.90$ . It seems to indicate that  $\rho_n(s)$  converges (or is at least bounded and strictly above zero) when  $\sigma = 0.90$  (remember that  $s = \sigma + it$ , with  $t = 0$ ). With  $\sigma = 0.70$ , it seems that  $\rho_n(s)$  decreases probably to zero, while with  $\sigma = 1.10$ ,  $\rho_n(s)$  is increasing without upper bound. The highest stability is around  $\sigma = 0.90$ . There, theorem 4.4.1 may apply, which would prove the convergence of the Euler product strictly inside to critical strip. As stated earlier, this would be a huge milestone if it can be proved, partially solving GRH not for  $\zeta(s)$ , but for the second most famous function of this nature, namely  $L_4(s)$ . By partial solution, I mean proving it for (say)  $\sigma_0 = 0.90 < 1$ , but not yet for  $\sigma_0 = \frac{1}{2}$ .



Figure 4.6: Same as Figure 4.5, replacing  $\delta_n(s), \Lambda_n$  by synthetic functions

$n$	$\gamma_n$	$c_n(s)$	$\alpha_n(s)$	$\beta_n(s)$	$\rho_n(s)$	$R^2$
127,040	-0.27	0.00	0.41	0.94	5.122	0.940
254,101	-0.40	0.00	0.39	0.98	5.082	0.976
381,161	-0.35	0.00	0.37	1.03	5.151	0.986
508,222	-0.44	0.00	0.36	1.05	5.149	0.989
635,283	-0.32	0.00	0.36	1.04	5.085	0.989
762,343	-0.22	0.00	0.36	1.03	5.047	0.989
889,404	-0.10	0.00	0.35	1.06	5.123	0.990
1,016,464	-0.44	0.00	0.35	1.07	5.139	0.990
1,143,525	-0.30	0.00	0.34	1.08	5.121	0.991
1,270,586	-0.24	0.00	0.34	1.08	5.111	0.991

Table 4.3: One curve fitting per row, for  $\delta_n(s)$  with  $\sigma = 0.90$

Unexpectedly, Figure 4.6 shows that the fit is not as good when using a random sequence of  $+1$  and  $-1$ , evenly distributed, to replace and mimic  $\chi_4$ . The even distribution is required by the **Dirichlet theorem**, a generalization of the prime number theorem to arithmetic progressions [Wiki].

Finally, see the short code below as the answer to **Step 5**. The code is also on GitHub, [here](#). The parameters  $p, q$  play a role similar to  $\sigma$ , and  $r$  represents  $\rho_n$  in theorem 4.4.1. The coefficient  $\rho_n$  may decrease to zero, increase to infinity, or converge depending on  $p$  and  $q$ . Nevertheless, in most cases when  $p, q$  are not too small,  $b_n$  converges. Applied to  $L_4(s, n)$ , it means that convergence may occur at  $s$  even if  $\rho_n(s)$  does not converge.

The existence of some  $\sigma_1$  for which  $\rho_n(s)$  decreases to zero, and some  $\sigma_2$  for which  $\rho_n(s)$  increases to infinity, implies that there must be a  $\sigma_0$  in the interval  $[\sigma_1, \sigma_2]$ , for which  $\rho_n(s)$  converges or is bounded. This in turn implies that the Euler product  $L_4(s, n)$  converges at  $s = \sigma + it$  if  $\sigma > \sigma_0$ . The difficult step is to show that the largest  $\sigma_1$  resulting in  $\rho_n(s)$  decreasing to zero, is  $< 1$ . Then,  $\sigma_0 < 1$ , concluding the proof.

---

```

import numpy as np

N = 10000000
p = 1.00
q = 0.90
stdev = 0.50
seed = 564
np.random.seed(seed)
start = 20

u = 0
v = 0
a = np.zeros(N)
b = np.zeros(N)

for n in range(2, N):

    u += -0.5 + np.random.randint(0, 2)
    v += np.random.normal(0, stdev)/n**q
    a[n] = u / n**p
    b[n] = v

    if n % 50000 == 0:
        sa = np.std(a[start:n])
        sb = np.std(b[start:n])
        r = sa / sb
        c = r * b[n] - a[n]
        print("n = %7d r =%8.5f an =%8.5f bn =%8.5f c =%8.5f sa =%8.5f sb=%8.5f"
              %(n, r, a[n], b[n], c, sa, sb))

```

---

**Important note.** When dealing with the Euler product  $L_4(s, n)$ , the ratio  $\rho_n(s)$  is rather stable (bounded strictly above zero, chaos-free, barely depending on  $n$ ) and may even converge when  $\sigma = 0.90$  and  $t = 0$ . Again,  $s = \sigma + it$ . Indeed, both the numerator and denominator appear well-behaved and seemingly chaos-free. Both of them tend to zero as  $n$  increases, at the same speed as  $1/\sqrt{n}$ . The chaos is in  $L_4(s, n)$  and  $\Lambda_n$ . This fact can be leveraged to make progress towards proving the convergence of  $L_4(s, n)$  at  $\sigma = 0.90$ . If not at  $\sigma = 0.90$ , there has to be at least one value  $\sigma_0 < 1$  (close to 0.90) for which everything I just wrote, apply.

#### 4.4.4 Python code

The implementation of the quantum derivatives is in section [4] in the following code. The coefficient  $\rho_n(s)$  is denoted as `r`, while the parameter  $\gamma$  in table 4.3 is denoted as `mu`. In addition to addressing Step 1 to Step 4, the computation of the Dirichlet-L series and the `Q2` function are in section [2.1]. For Step 5, see the Python code at the end of section 4.4.3. Finally, to use synthetic functions rather than  $\chi_4$ , set `mode='rn'`. The code is also on GitHub, [here](#).

---

```

# DirichletL4_EulerProduct.py
# On WolframAlpha: DirichletL[4,2,s], s = sigma + it
#     returns Dirichlet L-function with character modulo k and index j.
#
# References:
#     https://www.maths.nottingham.ac.uk/plp/pmzcv/download/fnt_chap4.pdf
#     https://mpmath.org/doc/current/functions/zeta.html
#     f(s) = dirichlet(s, [0, 1, 0, -1]) in MPmath

import matplotlib.pyplot as plt
import matplotlib as mpl
import mpmath
import numpy as np

```

```

from primePy import primes
from scipy.optimize import curve_fit
from sklearn.metrics import r2_score
import warnings
warnings.filterwarnings("ignore")

#--- [1] create tables of prime numbers

m = 1000000 # primes up to m included in Euler product
aprimes = []

for k in range(m):
    if k % 100000 == 0:
        print("Creating prime table up to p <=", k)
    if primes.check(k) and k > 2:
        aprimes.append(k)

#--- [2] Euler product

#--- [2.1] Main function

def L4_Euler_prod(mode = 'L4', sigma = 1.00, t = 0.00):

    L4 = mpmath.dirichlet(complex(sigma,t), [0, 1, 0, -1])
    print("\nMPmath lib.: L4(%8.5f + %8.5f i) = %8.5f + %8.5f i"
          % (sigma, t,L4.real,L4.imag))

    prod = 1.0
    sum_chi4 = 0
    sum_delta = 0
    run_chi4 = 0
    old_chi4 = 0
    DLseries = 0
    flag = 1

    aprod = []
    adelta = []
    asum_delta = []
    achi4 = []
    arun_chi4 = []
    asum_chi4 = []

    x1 = []
    x2 = []
    error1 = []
    error2 = []
    seed = 116 # try 103, 105, 116 & start = 2000 (for mode = 'rn')
    np.random.seed(seed)
    eps = 0.000000001

    for k in range(len(aprimes)):

        if mode == 'L4':
            condition = (aprimes[k] % 4 == 1)
        elif mode == 'Q2':
            condition = (k % 2 == 0)
        elif mode == 'rn':
            condition = (np.random.uniform(0,1) < 0.5)

        if condition:
            chi4 = 1
        else:
            chi4 = -1

        sum_chi4 += chi4

```

```

achi4.append(chi4)
omega = 1.00 # try 1.00, sigma or 1.10
# if omega > 1, asum_chi4[n] --> 0 as n --> infinity
# asum_chi4.append(sum_chi4/aprimes[k]**omega)
asum_chi4.append(sum_chi4/(k+1)**omega)
# asum_chi4.append(sum_chi4/(k+1)*(np.log(k+2)))

if chi4 == old_chi4:
    run_chi4 += chi4
else:
    run_chi4 = chi4
old_chi4 = chi4
arun_chi4.append(run_chi4)

factor = 1 - chi4 * mpmath.power(aprimes[k], -complex(sigma,t))
prod *= factor
aprod.append(1/prod)

term = mpmath.power(2*k+1, -complex(sigma,t))
DLseries += flag*term
flag = -flag

limit = -eps + 1/prod # full finite product (approx. of the limit)
if mode == 'L4':
    limit = L4 # use exact value instead (infinite product if it converges)

for k in range(len(aprimes)):

    delta = (aprod[k] - limit).real # use real part
    adelта.append(delta)
    sum_delta += delta
    asum_delta.append(sum_delta)
    chi4 = achi4[k]

    if chi4 == 1:
        x1.append(k)
        error1.append(delta)
    elif chi4 == -1:
        x2.append(k)
        error2.append(delta)

print("Dirichlet L: DL(%8.5f + %8.5f i) = %8.5f + %8.5f i"
      % (sigma, t, DLseries.real, DLseries.imag))
print("Euler Prod.: %s(%8.5f + %8.5f i) = %8.5f + %8.5f i\n"
      % (mode, sigma, t, limit.real, limit.imag))

adelта = np.array(adelта)
aproд = np.array(aprod)
asum_chi4 = np.array(asum_chi4)
asum_delta = np.array(asum_delta)
error1 = np.array(error1)
error2 = np.array(error2)

return(limit.real, x1, x2, error1, error2, aprod, adelта, asum_delta,
       arun_chi4, asum_chi4)

#--- [2.2] Main part

mode = 'L4' # options: 'L4', 'Q2', 'rn' (random chi4)
(prod, x1, x2, error1, error2, aprod, adelта, asum_delta, arun_chi4,
 asum_chi4) = L4_Euler_prod(mode, sigma = 0.90, t = 0.00)

#--- [3] Plots (delta is Euler product, minus its limit)

mpl.rcParams['axes.linewidth'] = 0.3

```

```

plt.rcParams['xtick.labelsize'] = 7
plt.rcParams['ytick.labelsize'] = 7

#- [3.1] Plot delta and cumulated chi4

x = np.arange(0, len(aprod), 1)

# offset < len(aprimes), used to enhance visualizations
offset = int(0.02 * len(aprimes))

# y1 = aprod / prod
# plt.plot(x[offset:], y1[offset:], linewidth = 0.1)
# plt.show()

y2 = adelta
plt.subplot(2,2,1)
plt.plot(x[offset:], y2[offset:], marker=',', markersize=0.1,
         linestyle='None', c='red')

y3 = asum_chi4
plt.subplot(2,2,2)
plt.plot(x[offset:], y3[offset:], marker=',', markersize=0.1,
         linestyle='None', c='red')

#- [3.2] Denoising L4, curve fitting

def objective(x, a, b, c):

    # try c = 0 (actual limit)
    value = c + a/np.sqrt(x) + b/np.sqrt(x*np.log(x))
    return value

def model_fit(x, y2, y3, start, offset, n_max):

    for k in range(n_max):

        n = int(len(y2)) * (k + 1) / n_max - start
        stdn_y2 = np.std(y2[start:n])
        stdn_y3 = np.std(y3[start:n])
        r = stdn_y3 / stdn_y2

        # note: y3 / r ~ mu / sqrt(x) [chaotic part]
        mu = y3[n] * np.sqrt(n) # tend to a constant ?
        y4 = y2 * r - y3
        y4_fit = []
        err = -1

        if min(y4[start:]) > 0:
            popt, pcov = curve_fit(objective, x[start:n], y4[start:n],
                                    p0=[1, 1, 0], maxfev=5000)
            [a, b, c] = popt
            y4_fit = objective(x, a, b, c)
            err = r2_score(y4[offset:], y4_fit[offset:])
            print("n = %7d mu =%6.2f c =%6.2f a =%5.2f b =%5.2f r =%6.3f err =%6.3f"
                  %(n, mu, c, a, b, r, err))

    return(y4, y4_fit, err, n)

n_max = 10 # testing n_max values of n, equally spaced
start = 20 # use Euler products with at least 'start' factors
if mode == 'rn':
    start = 1000
if start > 0.5 * offset:
    print("Warning: 'start' reduced to 0.5 * offset")
    start = int(0.5 * offset)
(y4, y4_fit, err, n) = model_fit(x, y2, y3, start, offset, n_max)

```

```

ns = np.sqrt(n)

if err != -1:
    plt.subplot(2,2,3)
    plt.plot(x[offset:], ns*y4[offset:], marker=',', markersize=0.1,
              linestyle='None', c='orange')
    plt.plot(x[offset:], ns*y4_fit[offset:], linewidth = 0.2, c='black')
else:
    print("Can't fit: some y4 <= 0 (try different seed or increase 'start')")

#--- [3.3] Plot integral of delta

y5 = asum_delta
plt.subplot(2,2,4)
plt.plot(x[offset:], y5[offset:], linewidth = 0.4, c='red')
plt.show()

#--- [4] Quantum derivative

#- [4.1] Function to differentiated: delta, here broken down into 2 legs

plt.subplot(1,2,1)
shift = 0.001
plt.plot(x1[offset:], error1[offset:], marker=',', markersize=0.1,
          linestyle='None', alpha = 1.0, c='red')
plt.plot(x2[offset:], shift + error2[offset:], marker=',', markersize=0.1,
          linestyle='None', alpha = 0.2, c='orange')

#- [4.2] Quantum derivative

def d_error(arr_error):

    diff_error = [] # discrete derivative of the error
    positives = 0
    negatives = 0
    for k in range(len(arr_error)-1):
        diff_error.append(arr_error[k+1] - arr_error[k])
        if arr_error[k+1] - arr_error[k] > 0:
            positives +=1
        else:
            negatives += 1
    return(diff_error, positives, negatives)

(diff_error1, positives1, negatives1) = d_error(error1)
(diff_error2, positives2, negatives2) = d_error(error2)
ymin = 0.5 * float(min(min(diff_error1[offset:]), min(diff_error1[offset:])))
ymax = 0.5 * float(max(max(diff_error1[offset:]), max(diff_error2[offset:])))

plt.subplot(1,2,2)
plt.ylim(ymin, ymax)
plt.plot(x1[offset:len(x1)-1], diff_error1[offset:len(x1)-1], marker=',', markersize=0.1,
          linestyle='None', alpha=0.8, c = 'red')
plt.plot(x2[offset:len(x2)-1], diff_error2[offset:len(x2)-1], marker=',', markersize=0.1,
          linestyle='None', alpha=0.8, c = 'orange')
plt.show()

print("\nError 1: positives1: %8d negatives1: %8d" % (positives1, negatives1))
print("Error 2: positives2: %8d negatives2: %8d" % (positives2, negatives2))

```

# Chapter 5

## Generative AI

The projects in this chapter are related to various aspects of generative AI, such as data synthetization (tabular data), agent-based modeling and model-based generative AI relying on stochastic systems. Emphasis is on assessing the quality of the generated data and reducing the time required to train the underlying algorithms such as GAN (generative adversarial network). For time series generation and geospatial applications, see chapter 3. For LLMs (large language models), see chapter 7. Computer vision, graph and even sound generation, are included in this chapter.

The goal of data synthetization is to produce artificial data that mimics the patterns and features present in existing, real data. Many generation methods and evaluation techniques are available, depending on purposes, the type of data, and the application field. Everyone is familiar with synthetic images in the context of computer vision, or synthetic text in applications such as GPT. Sound, graphs, shapes, mathematical functions, artwork, videos, time series, spatial phenomena — you name it — can be synthesized. In this article, I focus on tabular data, with applications in fintech, the insurance industry, supply chain, and health care, to name a few.

The word “synthetization” has its origins in drug synthesis, or possibly music. Interestingly, the creation of new molecules also benefits from data synthetization, by producing virtual compounds, whose properties (if they could be produced in the real world) are known in advance to some degree. It also involves tabular data generation, where the features replicated are various measurements related to the molecules in question. Historically, data synthetization was invented to address the issue of missing data, that is, as a data imputation technique. It did not work as expected as missing data is usually very different from observed values. But the technique has evolved to cover many applications.

You can synthesize data using interpolation, agent-based modeling, adding correlated zero-mean noise to the real data, using copulas or generative adversarial networks (GANs). All these techniques are discussed in details in my book on Generative AI [19]. For time series synthetization via interpolation, see project 3.1.

### 5.1 Holdout method to evaluate synthetizations

The goal is to compare synthetic data vendors, in the context of tabular or transactional data generation. Using real datasets, run synthetizations through various vendors and evaluate the quality of the results: how well the real data is reproduced. In other words, the goal is to assess the **faithfulness** of the synthetizations, using a sound methodology.

The **holdout method** consists of using 50% of the real data to train the synthesizer, and using the remaining 50% to assess the quality of the synthesized data. It is similar to cross-validation, but applied in the context of synthetic data, where a response or dependent variable may or may not be present. There are many metrics to compare two datasets, in this case real versus synthetic data. Here, I focus on the following metrics:

- The **correlation distance matrix**  $\Delta$ . This symmetric  $m \times m$  matrix is defined as  $\Delta_{ij} = |R_{ij} - S_{ij}|$ , where  $R, S$  are the correlation matrices respectively measured on the real and synthetic data. Here  $m$  is the number of features, including the response or outcome if there is one. The indices  $i, j$  represent two features. In particular  $\Delta_{\text{avg}}$  and  $\Delta_{\text{max}}$  are the average and maximum value of  $\Delta$ . These values are always between 0 (best match) and 1 (worst match).
- The **Kolmogorov-Smirnov distance** vector  $K$ . This vector has  $m$  components, one for each feature. Each component represents the normalized distance between two empirical distributions, for the corresponding feature: one attached to the synthetic data, and the other one to the real data. In particular  $K_{\text{avg}}$  and  $K_{\text{max}}$  are the average and maximum value of  $K$ . These values are always between 0 (best match) and 1 (worst match).

- Additional metrics capturing non-linear inter-dependencies among features, and how well these non-linear patterns are reproduced in the synthetic data. I use scatterplots such as those in Figures 5.1 and 5.2 to show the match (or lack of) between real and synthetic data. These metrics are important, as correlations alone focus on linear dependencies only, and Komogorov-Smirnov are one-dimensional summaries and do not take into account the feature dependencies.

For details and to get started, read my article “Generative AI: Synthetic Data Vendor Comparison and Benchmarking Best Practices” [12], available [here](#). Download the technical document, and look at the Jupyter notebook referenced in the article in question.



Figure 5.1: Insurance data scatterplot, age (X-axis) versus charges (Y-axis)

My article features 3 datasets and several vendors, as well as a case study with the holdout method: the insurance dataset synthesized with YData.ai. We will start with the insurance dataset. As for the vendors, at the time of writing, Gretel and Mostly.ai offer web APIs. Synthesizing data is as easy as uploading a csv file (the real data), run it through the API, and download the result. Alternatively you can use the YData platform (Fabric). You can run the synthetization with 3 lines of Python code provided in their documentation. You can also use the open source SDV library (synthetic data vault) or my own home-made synthesizers described in chapter 10 in my book on generative AI [19].

### 5.1.1 Project description

The project consists of the following steps:

**Step 1:** Use the insurance dataset `insurance.csv` available [here](#). Produce an histogram for each of the non-categorical features: age, charges and bmi (body mass index). The dataset is described in chapter 10 in my book on generative AI [19]. Does it require data cleaning or preprocessing such as transformations to normalize the data?

**Step 2:** Use the Python code `insurance_compare.py` on my GitHub repository [here](#), to perform evaluations and vendor comparisons. The  $\Delta$  and  $K$  metrics are implemented in this script, as well as histograms and scatterplots.

**Step 3:** Produce synthetic data using one of the vendors. Update the `insurance.compare.csv` file found in the same GitHub folder, once downloaded in your local environment, by adding the generated data. Proceed as follows: use 50% of the insurance data set (real data) to produce the synthetization, and use the other 50% (the validation set) to compare with the synthesized data. Produce a file similar to `insurance_compare_holdout.csv` (in the same GitHub folder) but for a vendor other than YData.ai, as I already did the analysis for this one.

**Step 4:** The first 50% of the real data is called the training set. Compare the training set with the validation set, and the synthesized data with the validation set. It is assumed that these three datasets have the same number of observations. Do you observe a loss of quality in the synthetic data, when using the holdout method just described, compared to using the full real data (without validation set)?

**Step 5:** Run two synthetizations from the same vendor: in other words, produce two synthetic datasets based on the same real data. For each synthetization, use the holdout method to evaluate the quality. The goal is to evaluate not only the difference between a real dataset and its synthetization, but also between two synthetizations of the same dataset. Are differences between two synthetizations of a same dataset larger or smaller than between a real dataset and its synthetization?

The holdout method is used to verify that vendors are not using artifacts to boost performance. If this was the case, it would result in overfitting with very good performance measured against the training data, but poor performance when measured against the validation set. Indeed, the actual performance should always be assessed by comparison with the validation set, not with the data used to train the synthesizer.

### 5.1.2 Solution

The files `insurance_COMPARE_holdout.csv` (input data) and `insurance_COMPARE_holdout.py` illustrate the holdout method on YData.ai. More details are available in one of my articles posted [here](#): see section 3.2. in the same GitHub repository. The Jupyter notebook `sd_vendors.ipynb` available [here](#) illustrates how to compute the evaluation metrics  $\Delta$ ,  $K$  and produce the various plots such as Figure 5.2 (scatterplots for the circle data) and Figure 5.3 (histogram for the insurance dataset). For convenience, I also included the Python code in this section.

---

```

import pandas as pd
import numpy as np
import scipy
from scipy.stats import ks_2samp
from statsmodels.distributions.empirical_distribution import ECDF

dataset = 'insurance_COMPARE.csv'
url = "https://raw.githubusercontent.com/VincentGranville/Main/main/" + dataset
df = pd.read_csv(url)
# df = pd.read_csv(dataset)
if dataset == 'insurance_COMPARE.csv':
    df = df.drop('region', axis=1)
    df = df.dropna(axis='columns')
print(df.head())

data_real = df.loc[df['Data'] == 'Real']
data_real = data_real.drop('Data', axis=1)
data_real = data_real.to_numpy()
print(data_real)

r_corr = np.corrcoef(data_real.T) # need to transpose the data to make sense
print(r_corr)

ltests = df.Data.unique().tolist()
popped_item = ltests.pop(0) # remove real data from the tests
print(ltests)

#--- main loop

for test in ltests:

    data_test = df.loc[df['Data'] == test]
    data_test = data_test.drop('Data', axis=1)
    data_test = data_test.to_numpy()
    t_corr = np.corrcoef(data_test.T)
    delta = np.abs(t_corr - r_corr)
    dim = delta.shape[0] # number of features

    ks = np.zeros(dim)
    out_of_range = 0

```

```

for idx in range(dim):
    dr = data_real[:,idx]
    dt = data_test[:,idx]
    stats = ks_2samp(dr, dt)
    ks[idx] = stats.statistic
    if np.min(dt) < np.min(dr) or np.max(dt) > np.max(dr):
        out_of_range = 1
    str = "%20s %14s %8.6f %8.6f %8.6f %1d" % (dataset, test, np.mean(delta),
                                                np.max(delta), np.mean(ks), np.max(ks), out_of_range)
    print(str)

#--- visualizing results

def vg_scatter(df, test, counter):

    # customized plots, insurance data
    # one of 6 plots, subplot position based on counter

    data_plot = df.loc[df['Data'] == test]
    x = data_plot[['age']].to_numpy()
    y = data_plot[['charges']].to_numpy()
    plt.subplot(2, 3, counter)
    plt.scatter(x, y, s = 0.1, c ="blue")
    plt.xlabel(test, fontsize = 7)
    plt.xticks([])
    plt.yticks([])
    plt.ylim(0,70000)
    plt.xlim(18,64)
    return()

def vg_histo(df, test, counter):

    # customized plots, insurance data
    # one of 6 plots, subplot position based on counter

    data_plot = df.loc[df['Data'] == test]
    y = data_plot[['charges']].to_numpy()
    plt.subplot(2, 3, counter)
    binBoundaries = np.linspace(0, 70000, 30)
    plt.hist(y, bins=binBoundaries, color='white', align='mid', edgecolor='red',
              linewidth = 0.3)
    plt.xlabel(test, fontsize = 7)
    plt.xticks([])
    plt.yticks([])
    plt.ylim(0, 250)
    plt.xlim(0,70000)
    return()

import matplotlib.pyplot as plt
import matplotlib as mpl
mpl.rcParams['axes.linewidth'] = 0.3

vg_scatter(df, 'Real', 1)
vg_scatter(df, 'YData1', 2)
vg_scatter(df, 'Gretel', 3)
vg_scatter(df, 'Mostly.ai', 4)
vg_scatter(df, 'Synthesize.io', 5)
vg_scatter(df, 'SDV', 6)
plt.show()

vg_histo(df, 'Real', 1)
vg_histo(df, 'YData1', 2)
vg_histo(df, 'Gretel', 3)
vg_histo(df, 'Mostly.ai', 4)
vg_histo(df, 'Synthesize.io', 5)

```

```
vg_histo(df, 'SDV', 6)
plt.show()
```

Table 5.1 compares real with synthetic data using holdout. Each dataset (a row in the table) is compared with the validation set. Thus the row “Validation” is filled with zeros (the best possible fit) as you compare the validation set with itself.

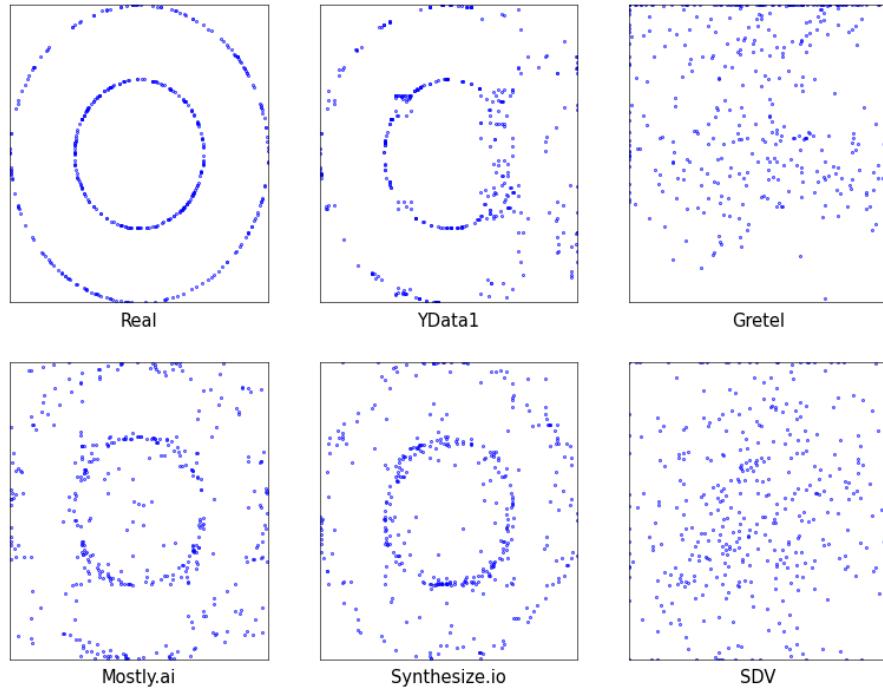


Figure 5.2: Circle data scatterplot, first two coordinates

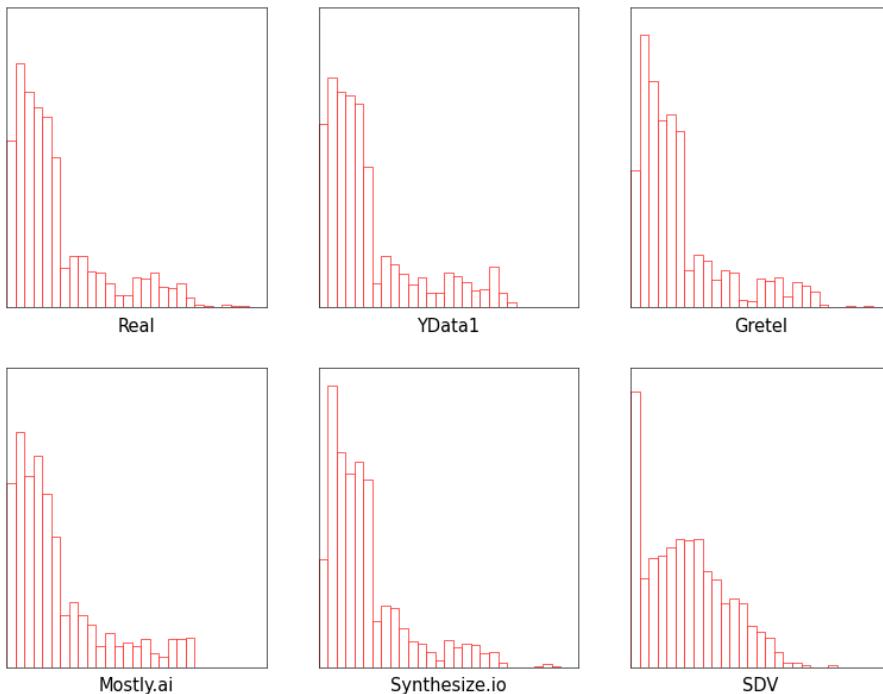


Figure 5.3: Insurance data, charges distribution, real (top left) vs synthetic

Besides the quality metrics investigated in this project, there are other ways to compare vendors. For instance, how long it takes to train a synthesizer, particularly GAN (generative adversarial networks) which is a combination of deep neural networks. Methods to improve the speed are discussed in project 5.2. The ease

of use is also an important factor. For instance, is a Python SDK available? Can you run it on the vendor's platform without interfering with your own environment, and does it require a lot of parameter fine-tuning?

Other factors to consider is replicability and being able to sample outside the observation range. At the time of this writing, none of the vendors offer these features. However, my home-made GAN does, see chapter 10 in my book on generative AI [19].

Data	Type	$\Delta_{\text{avg}}$	$\Delta_{\text{max}}$	$K_{\text{avg}}$	$K_{\text{max}}$
Training	Real	0.0314	0.0687	0.0361	0.0732
Validation	Real	0.0000	0.0000	0.0000	0.0000
YData1	Synthetic	0.0394	0.1081	0.0433	0.0792
YData2	Synthetic	0.0241	0.0822	0.0386	0.0807

Table 5.1: Insurance data, distances to validation set

## 5.2 Enhanced synthetizations with GANs and copulas

The goal is to synthesize a real dataset, understand the steps involved (data transformation if necessary, synthesizing, assessing the quality of the results) and then use tools that automate this process. Along the way, we investigate various enhancements to the base technique, and the value that they bring, especially in terms of speeding up the training of the deep neural networks involved, reducing the amount of data needed, replicability, sampling outside the observation range and so on. Two types of synthesizers are considered: GAN and copula-based, in the context of tabular data generation.

### 5.2.1 Project description

The material about GAN ([generative adversarial network](#)) and [copula](#) is discussed in detail in chapter 10 in my book on generative AI [19]. This project also features techniques described in separate papers. It covers feature clustering to reduce the dimensionality of the problem, smart grid search for hyperparameter tuning, stopping rules for GAN to speed up training, parametric copulas and alternative to GMM (Gaussian mixture models), customizing the loss function, dealing with categorical features, as well as fast data distillation to reduce the size of the training set. Two important issues are replicability and the ability to generate synthetic data outside the observation range.

This project is rather large, and can easily be broken down into sub-projects. Participants enrolled in the Generative AI certification program may choose to work on two of the steps below. I use the insurance and diabetes datasets in this project. They are available on GitHub, [here](#). Look for `diabetes_clean.csv` and `insurance.csv`.

The project consists of the following steps:

**Step 1: Data transformation.** Use a synthetization tool from one of the vendors listed in project 5.1, or my GAN synthesizer `GAN_diabetes.py` available [here](#) and explained in my book [19]. Apply the technique to the diabetes dataset. My GAN is not doing great on the diabetes dataset. Decorrelate the data using PCA ([principal component analysis](#)), then synthesize the transformed data, then apply the inverse PCA transform to the synthetic data, to reproduce the correct correlation structure. Measure the improvement over the base synthetization, using the correlation distance metric  $\Delta_{\text{avg}}$  described in section 5.1. See Stack Exchange question on this topic, [here](#). Section 7.1 in my book [19] offers a different perspective on the subject, using square roots of covariance matrices, without advanced matrix algebra.

**Step 2: Data augmentation.** Synthesize the `diabetes_clean.csv` dataset as in step 1. One of the fields named “Outcome” is the binary response: the patient either has cancer, or not. The other features are predictors (called independent variables by statisticians) such as glucose level, body mass index, or age. The goal is to predict the risk of cancer based on the values attached to the predictors. Train a predictive classifier such as [logistic regression](#) to predict cancer outcome, on the real data. Then, train the same classifier on [augmented data](#), consisting of 50% of the real data, the other 50% being synthetic data. Assess correct classification rate on the unused portion of the training set, called [validation set](#). Finally, compare the results if doing the same test but without adding synthetic data to the training set.

**Step 3: Data grouping.** Use the Gaussian copula method described in chapter 10 in my book [19] and in my Jupyter notebook [here](#), to synthesize the insurance dataset. Ignore the categorical features “gender”, “smoking status” and “region”. Instead, for each multivariate bucket, use a separate copula. Then, assess

the improvement over using the same copula across all buckets. An example of bucket, also called bin or **flag vector**, is [gender=male, smoking=yes, region=Northeast]. The **bucketization** process is performed manually here. But it could be automated using **XGboost** or similar **ensemble methods** based on many decision trees, such as my Hidden Decision Trees technique described in chapter 2 in my book [19]. Buckets that are too small (less than 30 observations) can be aggregated into larger buckets or treated separately.

**Step 4: Data distillation.** Can randomly removing 50% of the observations in the training set (real data) speed up the training process by a factor two? Implement this strategy, and evaluate the results, both in term of algorithmic speed and the quality of the generated data. It is possible to be highly selective in the choice of observations to be deleted, for instance to boost the quality of the synthesized data at each deletion. However, this method, known as **data distillation** [34], can be time consuming and erase all gains in the training process. See also step 7 for stopping the training process when the loss function has stabilized to a low, rather than using a fixed number of epochs.

**Step 5: Feature clustering.** This method is an alternative to principal component analysis. It does not transform the features into meaningless, artificial variables. Thus, it belongs to a set of techniques known as **explainable AI**. It consists of putting all the highly correlated features into a number of clusters, and creating individual clusters for features barely correlated to any other ones. How would you use this technique on the diabetes data set? While clustering the observations is based on the distance (Euclidean, cosine and so on) between any two observations, clustering features is based on the absolute value of the correlation between any two features. Features barely correlated to any other one can be synthesized separately rather than jointly, thus saving time in the training process, via **parallel computing**.

**Step 6: Parameter fine-tuning.** Implement the smart grid search algorithm described in [17], to fine-tune the **learning rate** hyperparameter in `GAN_diabetes.py`. In the end, GANs are **gradient descent** algorithms to minimize a **loss function**, and the learning rate applies to the gradient method being used (in my GAN and many other implementations, ADAM is the preferred gradient method).

**Step 7: Loss function and stopping rule.** In some gradient descent implementations such as GANs or linear regression, the loss function is the mean squared or mean absolute error. GANs actually consist of two different neural networks with opposite goals: the generator to synthesize data, and the discriminator to check how close real and synthetic data are to each other. Thus two loss functions are needed, and can be blended into a single one: for details, see [here](#). It is possible to use a customized loss function for each model (generator and discriminator) when calling the `model.compile` **Keras** function: see example in `GAN_diabetes.py`.

Another, possibly easier strategy, consists of computing the distance between the real and synthesized data, (say) every 50 **epochs**, and stop when it is low enough. This is possible in my GAN by setting `mode='Enhanced'`. For instance, I use the distance (or loss function)  $L = \Delta_{\text{avg}}$  defined in section 5.1, and implemented as the `GAN_distance` function in the Python code. Modify the code to use  $L = \Delta_{\text{avg}} + K_{\text{avg}}$  instead. The first is the average **correlation distance**, and the second is the average **Kolmogorov-Smirnov distance**. Computation examples can be found in `insurance_COMPARE.py`, in the same GitHub folder [here](#), and in the `sd_vendors.ipynb` notebook, [here](#).

**Step 8: Synthesizing outliers.** Most of the vendors do not produce synthetizations outside the observation range: for instance, if “age” ranges from 18 to 64 in your real dataset, it will be the same in the synthesized version. My copula method based on empirical quantiles has the same problem. In some contexts, it is important to sample outside the observation range, for instance when testing new algorithms. How would you do to achieve this goal?

**Step 9: Sensitivity analysis.** Add noise to the real data. Evaluate how sensitive your synthetization is to changes in the real data, depending on the amount of noise. Fine-tune parameters in the synthesizer to see how to reduce sensitivity. Identify synthesizers most robust against noise.

Another interesting question is whether your synthesizer leads to replicable results. Those based on neural networks generally don’t, and this includes all the solutions offered by the vendors tested. My home-made GAN does: two runs with the same `seed` parameter lead to the same synthetizations. This fact can be leveraged to get better synthetizations, by trying different **seeds**. Related to this, a potential project consists of testing the variations between two different runs from the same synthesizer on the same data. Are these differences bigger than the average discrepancy between a synthetization and the real data? See Table 5.1 for an answer, based on testing the YData.ai platform. The answer is usually negative.

On a different topic, Figure 5.4 illustrates the evolution of the loss function discussed in step 7, over 10,000 epochs. Note that there are two loss functions: one for the generator (in orange), and one for the discriminator

model (in blue). The two plots correspond to using two different seeds: 103 (top) and 102 (bottom). Clearly, seed 103 is the winner, as it leads to a lower value of the loss function over time, and thus to a stronger local optimum. It is also obvious that we could have stopped training the GAN after about 6000 epochs.

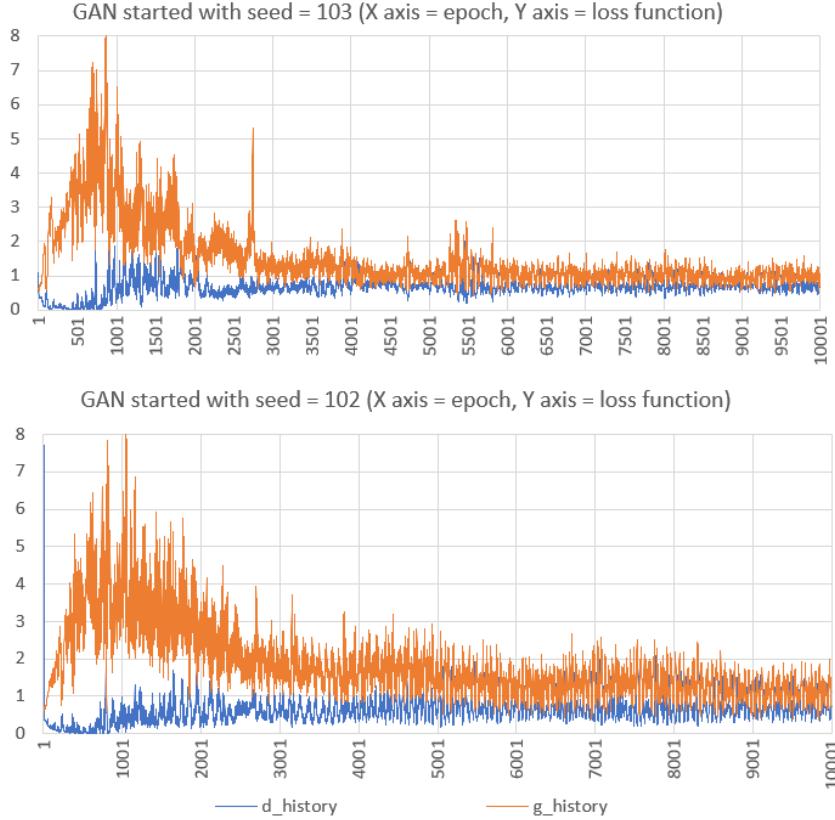


Figure 5.4: Loss function history, two versions of GAN

Finally, one way to accelerate GAN training is to use a fast version of the gradient descent algorithm, such as [lightGBM](#) [Wiki]. This is implemented in [TabGAN](#) [Wiki], as well as in the light version of [SDV](#) (the synthetic data vault library). It may result in a noticeable drop in quality.



Figure 5.5: Modeling the number of children, insurance data (green is best fit)

### 5.2.2 Solution

For convenience, this section contains the Python code for the Gaussian copula method based on grouping ([step 3](#)), my home-made GAN method (most useful to work on [step 7](#)), and the smart grid search related to [step 6](#) and [step 8](#). The choice of the copula – Gaussian or not – has nothing to do with the observed distributions

in the real data: most features are not Gaussian in my examples, some are multimodal and not symmetric. However, non-Gaussian copulas are sometimes preferred when dealing with very thick tails: the reader is invited to check out articles on this topic [20]. Gumbel, Vine, Frank and other copulas are available in Python libraries such as [SDV](#) or [Copula](#). See code [here](#). Likewise, the choice of a Gaussian distribution for latent variables in GAN is unimportant, though uniform distributions might be more GAN-friendly.

Copulas methods based on [empirical quantiles](#) do not allow you to generate data outside the observation range. This includes my own version. To fix this issue, replace the empirical quantiles by those of a parametric distribution that fits the real data well. The parameters are estimated on the real data. I explain how this works in my article about smart grid search [17]. See Figure 5.5 with the “number of children” – one of the features in the insurance dataset – modeled using a two-parameter zeta-geometric distribution. Univariate and multivariate [Gaussian mixture models](#) (GMM) are popular in this context when dealing with continuous variables. Parameters are then estimated via the [EM algorithm](#), and the resulting synthetizations are not limited to the observation range, thus answering the question in [step 8](#). Hierarchical Bayesian models are a generalization of GMM. Adding noise is the easiest way to sample outside the observation range. It is discussed in chapter 7 in my book [19].

The answer to [step 5](#) can be found in my article on feature clustering [11]. I did not include the code here, but you can find two different implementations in section 10.4.6 in my book [19], and [here](#). The first version uses the [Scipy](#) library for [hierarchical clustering](#); the second one is based on detecting [connected components](#), a graph theory algorithm. Figure 5.6 shows the 9 features of the diabetes dataset on the X-axis; the Y-axis represents the distance between two feature clusters, measured as  $1 - |\rho|$  where  $\rho$  is the correlation between features from two different clusters. Clearly, Family history and blood pressure (features 6 and 2 respectively) are the least correlated to other features, and can be treated separately.

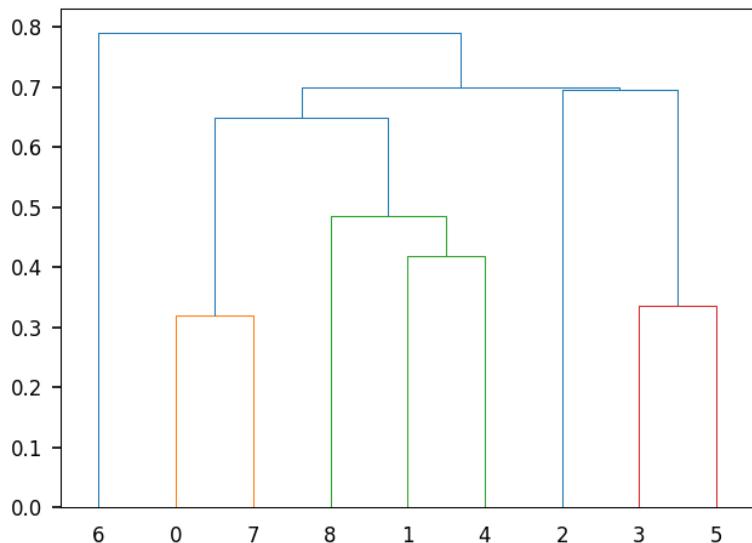


Figure 5.6: Feature clustering on the diabetes dataset

Table 5.2 lists the features (label with description) for the diabetes dataset. Figure 5.7 shows the correlation matrix. Regarding [step 4](#), see my article on stochastic thinning [16].

Finally, regarding [step 2](#), see my code `GAN_diabetes.py` on GitHub, [here](#), also dealing with the same dataset. The feature “Outcome” (cancer status) is the response, and the goal is to predict the risk of cancer given the other features. I use the [random forest classifier](#) to perform supervised classification into the two groups (cancer versus no cancer), by calling the `RandomForestClassifier` ensemble method from the [Sklearn](#) Python library. I first do it on the real data before training the GAN model, and then again at the end, but this time on the synthetic data for comparison purposes. To complete this step, blend real with synthetic data, then run the random forest classifier on this [augmented data](#), then evaluate the results on a [validation set](#). This latter set with known outcome, part of the real data and also called holdout, is not used to train the random forest classifier, but to evaluate the results. You can generate it with the function `train_test_split` available in Sklearn, as illustrated in the Python code.

### 5.2.3 Python code

In this section, you will find the Python code for the Gaussian copula method with a separate copula for each group, the GAN method, and the smart grid search algorithm with an application to optimize parameters. The

application in question consists of estimating the parameters in a 2-parameter distribution to fit the “number of children” feature in the insurance dataset, in the context of parametric copulas. The code and datasets are also available on GitHub: see each subsection for the link to the GitHub locations. For examples using the **SDV** open source library, including how to handle **metadata**, see my code snippet **SDV\_example** on GitHub, [here](#).

Code	Feature name	Description
0	Pregnancies	Number of pregnancies
1	Glucose	Plasma glucose concentration
2	BloodPressure	Diastolic blood pressure in mm/Hg
3	SkinThickness	Triceps skinfold thickness in mm
4	Insulin	Insulin in U/mL
5	BMI	Body mass index
6	DiabetesPedigreeFunction	Risk based on family history
7	Age	Age of patient
8	Outcome	Patient had diabetes or not

Table 5.2: Feature mapping table for the diabetes dataset



Figure 5.7: Correlation matrix for the diabetes dataset

### 5.2.3.1 Gaussian copula by group

This program generates synthetic observations for the insurance dataset, using a different copula for each group. Groups are defined in step 3 in project 5.2. A detailed description of the code is in my Jupyter notebook, [here](#), as well as in chapter 10 in my book [19].

```

import pandas as pd
from scipy.stats import norm
import numpy as np

# source: https://www.kaggle.com/datasets/teertha/ushealthinsurancedataset
# Fields: age, sex, bmi, children, smoker, region, charges

url="https://raw.githubusercontent.com/VincentGranville/Main/main/insurance.csv"
# make sure fields don't contain commas
data = pd.read_csv(url)
print(data.head(10))

groupCount = {}
groupReal = {}
for k in range(0, len(data)):
    obs = data.iloc[k] # get observation number k
    group = obs[1] +"\t"+obs[4]+\t+obs[5]
    if group in groupCount:
        cnt = groupCount[group]
        groupReal[(group,cnt)]=(obs[0],obs[2],obs[3],obs[6])
        groupCount[group] += 1

```

```

else:
    groupReal[(group, 0)]=(obs[0],obs[2],obs[3],obs[6])
    groupCount[group] = 1

for group in groupCount:
    print(group, groupCount[group])

print(groupReal[("female\tyes\tsouthwest",0)])
print(groupReal[("female\tyes\tsouthwest",1)])
print(groupReal[("female\tyes\tsouthwest",2)])
print(groupReal[("female\tyes\tsouthwest",3)])
print(groupReal[("female\tyes\tsouthwest",20)])

def create_table(group, groupCount, groupReal):
    # extract data corresponding to specific group, from big table groupReal

    nobs = groupCount[group]
    age = []
    bmi = []
    children = []
    charges = []
    for cnt in range(nobs):
        features = groupReal[(group,cnt)]
        age.append(float(features[0])) # uniform outside very young or very old
        bmi.append(float(features[1])) # Gaussian distribution?
        children.append(float(features[2])) # geometric distribution?
        charges.append(float(features[3])) # bimodal, not gaussian
    real = np.stack((age, bmi, children, charges), axis = 0)
    return(real)

def gaussian_to_synth(real, gfg, group, nobs_synth, groupSynth):
    # turn multivariate gaussian gfg into synth. data, update groupSynth
    # this is done for a specific group, creating nobs_synth obs.

    age = real[0,:]
    bmi = real[1,:]
    children = real[2,:]
    charges = real[3,:]

    g_age = gfg[:,0]
    g_bmi = gfg[:,1]
    g_children = gfg[:,2]
    g_charges = gfg[:,3]

    for k in range(nobs_synth):

        u_age = norm.cdf(g_age[k])           # u stands for uniform[0, 1]
        u_bmi = norm.cdf(g_bmi[k])
        u_children = norm.cdf(g_children[k])
        u_charges = norm.cdf(g_charges[k])

        s_age = np.quantile(age, u_age)      # synthesized age
        s_bmi = np.quantile(bmi, u_bmi)      # synthesized bmi
        s_children = np.quantile(children, u_children) # synthesized children
        s_charges = np.quantile(charges, u_charges) # synthesized charges

        # add k-th synth. obs. for group in question, to groupSynth
        groupSynth[(group, k)] = [s_age, s_bmi, s_children, s_charges]

    return()

seed = 453
np.random.seed(seed)
groupSynth = {}

```

```

for group in groupCount:

    real = create_table(group, groupCount, groupReal)
    n_var = real.shape[0]
    zero = np.zeros(n_var)
    corr = np.corrcoef(real) # correlation matrix for Gaussian copula for this group
    nobs_synth = groupCount[group] # number of synthetic obs to create for this group
    gfg = np.random.multivariate_normal(zero, corr, nobs_synth)
    gaussian_to_synth(real, gfg, group, nobs_synth, groupSynth)

for group, k in groupSynth:

    obs = groupSynth[(group,k)] # this is k-th synth. obs. for group in question

    # print synth. data for sample group: age, bmi, children, charges
    if group == "female\tyes\tsouthwest":
        print("%6.2f %7.2f %6.2f %10.2f" % (obs[0], obs[1], obs[2], obs[3]))

```

---

### 5.2.3.2 Generative adversarial networks

This Python program below shows the different steps in the implementation of a GAN synthesizer using TensorFlow and Keras, including the architecture and training the two neural networks involved: the generator and discriminator models. The code is also on GitHub, [here](#). Explanations are in chapter 10 in my book [19], and in the corresponding Jupyter notebook, [here](#). I applied the technique to the diabetes dataset, available as `diabetes.csv`, [here](#).

The code does a lot more than training a standard GAN to produce synthetizations. It includes data cleaning, classifying patients as cancer or not using random forests as a predictive model, evaluating the quality of the synthetizations, and stopping before reaching 10,000 epochs when mode is set to 'Enhanced'. As usual, it produces some plots, in this case a time series of historical values for the loss functions, computed at each epoch.

```

import numpy as np
import pandas as pd
import os
import matplotlib.pyplot as plt
import random as python_random
from tensorflow import random
from keras.models import Sequential
from keras.layers import Dense
from keras.optimizers import Adam # type of gradient descent optimizer
from numpy.random import randn
from matplotlib import pyplot
from sklearn.model_selection import train_test_split
from sklearn.ensemble import RandomForestClassifier
from sklearn import metrics

data = pd.read_csv('diabetes.csv')
# rows with missing data must be treated separately: I remove them here
data.drop(data.index[(data["Insulin"] == 0)], axis=0, inplace=True)
data.drop(data.index[(data["Glucose"] == 0)], axis=0, inplace=True)
data.drop(data.index[(data["BMI"] == 0)], axis=0, inplace=True)
# no further data transformation used beyond this point
data.to_csv('diabetes_clean.csv')

print (data.shape)
print (data.tail())
print (data.columns)

seed = 103 # to make results replicable
np.random.seed(seed) # for numpy
random.set_seed(seed) # for tensorflow/keras

```

```

python_random.seed(seed) # for python

adam = Adam(learning_rate=0.001) # also try 0.01
latent_dim = 10
n_inputs = 9 # number of features
n_outputs = 9 # number of features

#--- STEP 1: Base Accuracy for Real Dataset

features = ['Pregnancies', 'Glucose', 'BloodPressure', 'SkinThickness', 'Insulin',
            'BMI', 'DiabetesPedigreeFunction', 'Age']
label = ['Outcome'] # Outcome column is the label (binary 0/1)
X = data[features]
y = data[label]

# Real data split into train/test dataset for classification with random forest

X_true_train, X_true_test, y_true_train, y_true_test = train_test_split(X, y,
    test_size=0.30, random_state=42)
clf_true = RandomForestClassifier(n_estimators=100)
clf_true.fit(X_true_train,y_true_train)
y_true_pred=clf_true.predict(X_true_test)
print("Base Accuracy: %5.3f" % (metrics.accuracy_score(y_true_test, y_true_pred)))
print("Base classification report:\n",metrics.classification_report(y_true_test,
    y_true_pred))

#--- STEP 2: Generate Synthetic Data

def generate_latent_points(latent_dim, n_samples):
    x_input = randn(latent_dim * n_samples)
    x_input = x_input.reshape(n_samples, latent_dim)
    return x_input

def generate_fake_samples(generator, latent_dim, n_samples):
    x_input = generate_latent_points(latent_dim, n_samples) # random N(0,1) data
    X = generator.predict(x_input,verbose=0)
    y = np.zeros((n_samples, 1)) # class label = 0 for fake data
    return X, y

def generate_real_samples(n):
    X = data.sample(n) # sample from real data
    y = np.ones((n, 1)) # class label = 1 for real data
    return X, y

def define_generator(latent_dim, n_outputs):
    model = Sequential()
    model.add(Dense(15, activation='relu', kernel_initializer='he_uniform',
        input_dim=latent_dim))
    model.add(Dense(30, activation='relu'))
    model.add(Dense(n_outputs, activation='linear'))
    model.compile(loss='mean_absolute_error', optimizer=adam,
        metrics=['mean_absolute_error']) #
    return model

def define_discriminator(n_inputs):
    model = Sequential()
    model.add(Dense(25, activation='relu', kernel_initializer='he_uniform',
        input_dim=n_inputs))
    model.add(Dense(50, activation='relu'))
    model.add(Dense(1, activation='sigmoid'))
    model.compile(loss='binary_crossentropy', optimizer=adam, metrics=['accuracy'])
    return model

def define_gan(generator, discriminator):

```

```

discriminator.trainable = False # weights must be set to not trainable
model = Sequential()
model.add(generator)
model.add(discriminator)
model.compile(loss='binary_crossentropy', optimizer=adam)
return model

def gan_distance(data, model, latent_dim, nobs_synth):

    # generate nobs_synth synthetic rows as X, and return it as data_fake
    # also return correlation distance between data_fake and real data

    latent_points = generate_latent_points(latent_dim, nobs_synth)
    X = model.predict(latent_points, verbose=0)
    data_fake = pd.DataFrame(data=X, columns=['Pregnancies', 'Glucose', 'BloodPressure',
        'SkinThickness', 'Insulin', 'BMI', 'DiabetesPedigreeFunction', 'Age', 'Outcome'])

    # convert Outcome field to binary 0/1
    outcome_mean = data_fake['Outcome'].mean()
    data_fake['Outcome'] = data_fake['Outcome'] > outcome_mean
    data_fake["Outcome"] = data_fake["Outcome"].astype(int)

    # compute correlation distance
    R_data = np.corrcoef(data.T) # T for transpose
    R_data_fake = np.corrcoef(data_fake.T)
    g_dist = np.average(np.abs(R_data - R_data_fake))
    return (g_dist, data_fake)

def train(g_model, d_model, gan_model, latent_dim, mode, n_epochs=10000, n_batch=128,
n_eval=50):

    # determine half the size of one batch, for updating the discriminator
    half_batch = int(n_batch / 2)
    d_history = []
    g_history = []
    g_dist_history = []
    if mode == 'Enhanced':
        g_dist_min = 999999999.0

    for epoch in range(0,n_epochs+1):

        # update discriminator
        x_real, y_real = generate_real_samples(half_batch) # sample from real data
        x_fake, y_fake = generate_fake_samples(g_model, latent_dim, half_batch)
        d_loss_real, d_real_acc = d_model.train_on_batch(x_real, y_real)
        d_loss_fake, d_fake_acc = d_model.train_on_batch(x_fake, y_fake)
        d_loss = 0.5 * np.add(d_loss_real, d_loss_fake)

        # update generator via the discriminator error
        x_gan = generate_latent_points(latent_dim, n_batch) # random input for generator
        y_gan = np.ones((n_batch, 1)) # label = 1 for fake samples
        g_loss_fake = gan_model.train_on_batch(x_gan, y_gan)
        d_history.append(d_loss)
        g_history.append(g_loss_fake)

        if mode == 'Enhanced':
            (g_dist, data_fake) = gan_distance(data, g_model, latent_dim, nobs_synth=400)
            if g_dist < g_dist_min and epoch > int(0.75*n_epochs):
                g_dist_min = g_dist
                best_data_fake = data_fake
                best_epoch = epoch
            else:
                g_dist = -1.0
            g_dist_history.append(g_dist)

        if epoch % n_eval == 0: # evaluate the model every n_eval epochs

```

```

print('>%d, d1=% .3f, d2=% .3f d=% .3f g=% .3f g_dist=% .3f' % (epoch, d_loss_real,
    d_loss_fake, d_loss, g_loss_fake, g_dist))
plt.subplot(1, 1, 1)
plt.plot(d_history, label='d')
plt.plot(g_history, label='gen')
# plt.show() # un-comment to see the plots
plt.close()

OUT=open("history.txt", "w")
for k in range(len(d_history)):
    OUT.write("%6.4f\t%6.4f\t%6.4f\n" %(d_history[k],g_history[k],g_dist_history[k]))
OUT.close()

if mode == 'Standard':
    # best synth data is assumed to be the one produced at last epoch
    best_epoch = epoch
    (g_dist_min, best_data_fake) = gan_distance(data, g_model, latent_dim,
        nobs_synth=400)

return(g_model, best_data_fake, g_dist_min, best_epoch)

#--- main part for building & training model

discriminator = define_discriminator(n_inputs)
discriminator.summary()
generator = define_generator(latent_dim, n_outputs)
generator.summary()
gan_model = define_gan(generator, discriminator)

mode = 'Enhanced' # options: 'Standard' or 'Enhanced'
model, data_fake, g_dist, best_epoch = train(generator, discriminator, gan_model,
    latent_dim, mode)
data_fake.to_csv('diabetes_synthetic.csv')

#--- STEP 3: Classify synthetic data based on Outcome field

features = ['Pregnancies', 'Glucose', 'BloodPressure', 'SkinThickness', 'Insulin',
    'BMI', 'DiabetesPedigreeFunction', 'Age']
label = ['Outcome']
X_fake_created = data_fake[features]
y_fake_created = data_fake[label]
X_fake_train, X_fake_test, y_fake_train, y_fake_test = train_test_split(X_fake_created,
    y_fake_created, test_size=0.30, random_state=42)
clf_fake = RandomForestClassifier(n_estimators=100)
clf_fake.fit(X_fake_train,y_fake_train)
y_fake_pred=clf_fake.predict(X_fake_test)
print("Accuracy of fake data model: %5.3f" % (metrics.accuracy_score(y_fake_test,
    y_fake_pred)))
print("Classification report of fake data
    model:\n",metrics.classification_report(y_fake_test, y_fake_pred))

#--- STEP 4: Evaluate the Quality of Generated Fake Data With g_dist and Table_evaluator

from table_evaluator import load_data, TableEvaluator

table_evaluator = TableEvaluator(data, data_fake)
table_evaluator.evaluate(target_col='Outcome')
# table_evaluator.visual_evaluation()

print("Avg correlation distance: %5.3f" % (g_dist))
print("Based on epoch number: %5d" % (best_epoch))

```

### 5.2.3.3 Smart grid search

The Python code below is also on GitHub, [here](#), with a Jupyter notebook version available [here](#) (see section 10 in the notebook in question). It illustrates the smart grid search algorithm to optimize the parameters associated to the distribution fit to “number of children” in the insurance dataset, as illustrated in Figure 5.5. The context is parametric copulas, where empirical quantiles are replaced by those of a known parametric distribution, with parameters estimated on the real data. It is an alternative to gradient descent. The loss function to minimize is pictured in Figure 5.8. The minimum is in the middle of the narrow, elongated basin. Narrow valleys represent a challenge to most optimization techniques. Here, the X-axis represents the value of one of the two parameters, the Y-axis is for the other parameter, and the contour levels represent the value of the loss function. Best fit to real data is attained when loss is minimum.

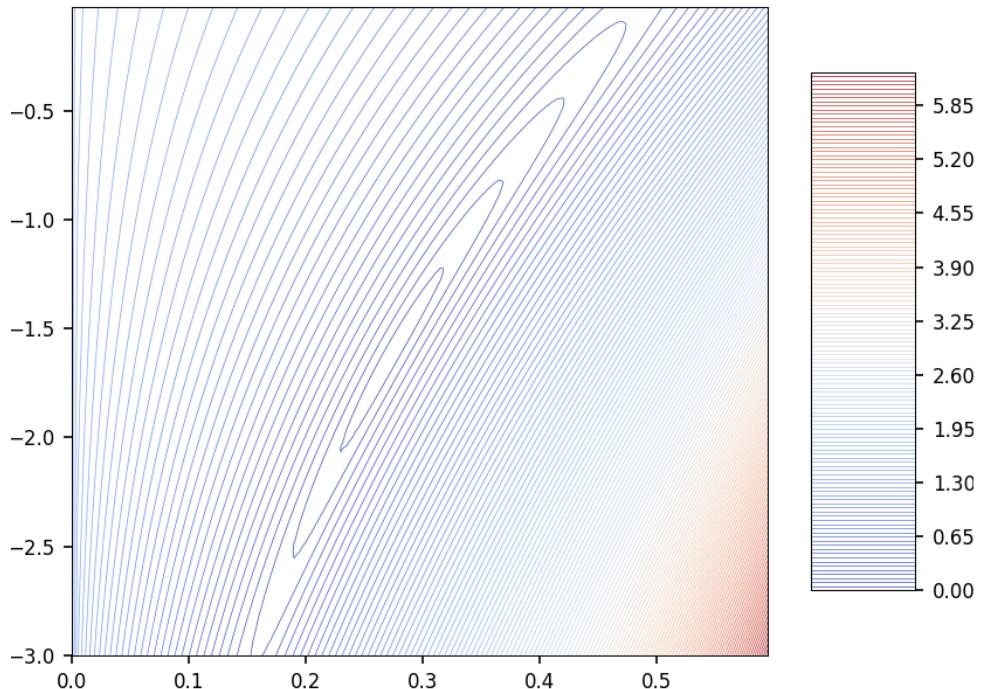


Figure 5.8: Loss function for the 2D smart grid search, with minimum in the basin

---

```

import numpy as np

#--- compute mean and stdev of ZetaGeom[p, a]

def ZetaGeom(p, a):
    C = 0
    for k in range(200):
        C += p**k/(k+1)**a
    mu = 0
    m2 = 0
    for k in range(200):
        mu += k*p**k/(k+1)**a
        m2 += k*k*p**k/(k+1)**a
    mu /= C
    m2 /= C
    var = m2 - mu*mu
    stdev = var**(1/2)
    return(mu, stdev)

#--- optimized grid search to find optimal p and a

def grid_search(grid_range):
    p_min = grid_range[0][0]
    p_max = grid_range[0][1]
    a_min = grid_range[1][0]
    a_max = grid_range[1][1]

```

```

p_step = (p_max - p_min)/10
a_step = (a_max - a_min)/10
min_delta = 999999999.9
for p in np.arange(p_min, p_max, p_step):
    for a in np.arange(a_min, a_max, a_step):
        (mu, std) = ZetaGeom(p, a)
        delta = np.sqrt((mu - target_mu)**2 + (std - target_std)**2)
        if delta < min_delta:
            p_best = p
            a_best = a
            mu_best = mu
            std_best = std
            min_delta = delta
return(p_best, a_best, mu_best, std_best, min_delta)

#--- estimating p and a based on observed mean and standard deviation

target_mu = 1.095 # mean
target_std = 1.205 # standard deviation

p = 0.5
a = 0.0
step_p = 0.4
step_a = 3.0

for level in range(3):
    step_p /= 2
    step_a /= 2
    p_min = max(0, p - step_p)
    p_max = p + step_p
    a_min = a - step_a
    a_max = a + step_a
    grid_range = [(p_min, p_max), (a_min, a_max)]
    (p, a, mu, std, min_delta) = grid_search(grid_range)
    print("delta: %6.4f mu: %6.4f std: %6.4f p: %6.4f a: %6.4f"
          % (min_delta, mu, std, p, a))

# now (p_fit, a_fit) is such that (mean, std) = (target_mu, target_std)
p_fit = p
a_fit = a

# now we found the correct p, a to fit to target_mu, target stdev

#--- sampling from ZetaGeom[p, a]

def CDF(p, a):
    C = 0
    for k in range(100):
        C += p*k/(k+1)**a
    arr_CDF = []
    CDF = 0
    for k in range(100):
        CDF += (p**k/(k+1)**a)/C
        arr_CDF.append(CDF)
    return(arr_CDF)

def sample_from_CDF(p, a):
    u = np.random.uniform(0,1)
    k = 0
    arr_CDF = CDF(p, a)
    while u > arr_CDF[k]:
        k = k+1
    return(k)

#--- sample using estimated p, a to match target mean and stdev

```

```

nobs = 50000 # number of deviates to produce
seed = 500
np.random.seed(seed)
sample1 = np.empty(nobs)
for n in range(nobs):
    k = sample_from_CDF(p_fit, a_fit)
    sample1[n] = k

mean = np.mean(sample1)
std = np.std(sample1)
maxx = max(sample1)
print("\nSample stats: mean: %5.3f std: %5.3f max: %5.3f"
      % (mean, std, maxx))

#--- optional: plotting approximation error for p, a

from mpl_toolkits import mplot3d
import matplotlib as mpl
import matplotlib.pyplot as plt
from matplotlib import cm # color maps

xa = np.arange(0.0, 0.6, 0.005)
ya = np.arange(-3.0, 0.0, 0.025)
xa, ya = np.meshgrid(xa, ya)
za = np.empty(shape=(len(xa), len(ya)))

kk = 0
for p in np.arange(0.0, 0.6, 0.005):
    hh = 0
    for a in np.arange(-3.0, 0.0, 0.025):
        (mu, std) = ZetaGeom(p, a)
        delta = np.sqrt((mu - target_mu)**2 + (std - target_std)**2)
        za[hh, kk] = delta
        hh += 1
    kk += 1

mpl.rcParams['axes.linewidth'] = 0.5
fig = plt.figure()
axes = plt.axes()
axes.tick_params(axis='both', which='major', labelsize=8)
axes.tick_params(axis='both', which='minor', labelsize=8)
CS = axes.contour(xa, ya, za, levels=150, cmap=cm.coolwarm, linewidths=0.35)
cbar = fig.colorbar(CS, ax = axes, shrink = 0.8, aspect = 5)
cbar.ax.tick_params(labelsize=8)
plt.show()

#--- compare with zeta with same mean mu = 1.095

p = 1.0
a = 2.33 # a < 3 thus var is infinite
sample2 = np.empty(nobs)
for n in range(nobs):
    k = sample_from_CDF(p, a)
    sample2[n] = k

mean = np.mean(sample2)
std = np.std(sample2)
maxx = max(sample2)
print("Sample stats Zeta: mean: %5.3f std: %5.3f max: %5.3f"
      % (mean, std, maxx))

#--- compare with geom with same mean mu = 1.095

p = target_mu/(1 + target_mu)
a = 0.0
sample3 = np.empty(nobs)

```

```

for n in range(nobs):
    k = sample_from_CDF(p, a)
    sample3[n] = k

mean = np.mean(sample3)
std = np.std(sample3)
maxx = max(sample3)
print("Sample stats Geom: mean: %5.3f std: %5.3f max: %5.3f"
      % (mean, std, maxx))

#--- plot probability density functions

axes.tick_params(axis='both', which='major', labelsize=4)
axes.tick_params(axis='both', which='minor', labelsize=4)
mpl.rcParams['xtick', labelsize=8]
mpl.rcParams['ytick', labelsize=8]
plt.xlim(-0.5,9.5)
plt.ylim(0,0.8)

cdf1 = CDF(p_fit, a_fit)
cdf2 = CDF(1.0, 2.33)
cdf3 = CDF(target_mu/(1+target_mu), 0.0)

for k in range(10):
    if k == 0:
        pdf1 = cdf1[0]
        pdf2 = cdf2[0]
        pdf3 = cdf3[0]
    else:
        pdf1 = cdf1[k] - cdf1[k-1]
        pdf2 = cdf2[k] - cdf2[k-1]
        pdf3 = cdf3[k] - cdf3[k-1]
    plt.xticks(np.linspace(0,9,num=10))
    plt.plot([k+0.2,k+0.2],[0,pdf1], linewidth=5, c='tab:green', label='Zeta-geom')
    plt.plot([k-0.2,k-0.2],[0,pdf2], linewidth=5, c='tab:orange', label='Zeta')
    plt.plot([k,k],[0,pdf3], linewidth=5, c='tab:gray', label='Geom')

plt.legend(['Zeta-geom','Zeta','Geom'], fontsize = 7)
plt.show()

```

---

## 5.3 Difference between synthetization and simulation

I focus here on some particular aspects of data synthetizations, that differentiate them from other techniques. Simulations do not simulate joint distributions. Sure, if all your features behave like a mixture of multivariate normal distributions, you can use GMMs (Gaussian mixture models) for synthetization. This is akin to [Monte-Carlo simulation](#). The parameters of the mixture – number of clusters, covariance matrix attached to each Gaussian distribution (one per cluster), and the mixture proportions – can be estimated using the EM algorithm. It is subject to [model identifiability](#) issues, but it will work.

If the interdependence structure among the features is essentially linear, in other words well captured by the correlation matrix, you can decorrelate the features using a linear transform such as PCA to remove cross-correlations, then sample each feature separately using standard simulation techniques, and finally apply the inverse transform to add the correlations back. This is similar to what the copula method accomplishes. Each decorrelated feature can be modeled using a parametric [metalog distribution](#) to fit with various shapes, akin to Monte-Carlo simulations.

### 5.3.1 Frequently asked questions

The following questions are frequently asked by participants working on the data synthetizations projects. I added the most popular ones in this section, with my answer.

### 5.3.1.1 Dealing with a mix of categorical, ordinal, and continuous features

This is when synthetization becomes most useful. The copula method can handle it easily. For categorical variables, you can create buckets also called flag vectors. For instance, [smoker=yes, region=South, gender=F] is a bucket. Frequency counts are computed for each bucket in the real dataset. Generate the estimated frequencies for each bucket when synthetizing data. You may aggregate all small buckets into one catch-all bucket. This method, similar to decision trees and [XGboost](#), is a good alternative to turning your categorical features into a large number of binary, numerical [dummy variables](#).

To deal with non-linear interdependencies among your features, GAN synthetizations are usually superior to copula-based methods. Of course, the two methods can be blended: remove the cross-correlations first, then synthetize decorrelated features using GAN, then add back the cross-correlations, with the same linear transform and inverse transform as discussed earlier. One issue is how to measure the correlation between categorical features, or between categorical and numerical features. Metrics such as [Cramér's V](#) accomplish this, returning a value between 0 and 1, instead of between -1 and 1 for standard correlations.

### 5.3.1.2 Do Gaussian copulas work on non-Gaussian observations?

Copulas and GANs aimed at replicating the whole joint distribution, not each component separately, but also the correlations (for copulas) and non-linear feature interactions (GANs). It works with discrete and multimodal distributions combined together, regardless of the underlying distribution (copulas are based on empirical quantiles, although parametric versions are available). Whether you use a Gaussian or Frank or Vine copula does not really matter, except when dealing with distributions with very long tails. Same with GAN: you use Gaussian distributions for latent variables regardless of the actual distributions in the real data.

### 5.3.1.3 My simulations do as well as synthetizations, how so?

You need to compare the feature dependencies structures as well, not just feature-to-feature (1D) comparisons. Perfect replication of univariate distributions is easy, but replication of cross-interdependencies is the challenging part. See how I measure the quality of the results using the  $\Delta_{\text{avg}}$  in section [5.1](#) .

Basically, I compute the correlation matrix  $M_1$  on real data, then  $M_2$  on synthetic data, then  $\Delta = M_1 - M_2$  except that I take the absolute value of the difference for each entry in  $M_1 - M_2$ . This [correlation distance matrix](#) is denoted as  $\Delta$ . Then  $\Delta_{\text{avg}}$  is the value averaged over all elements of  $\Delta$ . So if there are  $m$  features, the matrix  $\Delta$  is  $m \times m$ , symmetric, the main diagonal is zero, and each element has a value between 0 (great fit) and 1 (bad fit). Note that this method focuses on bivariate comparisons only, and linear interactions only. There are methods to compare more complex multidimensional interactions. More on this in my book on synthetic data and generative AI [\[19\]](#). See also [\[6\]](#).

### 5.3.1.4 Sensitivity to changes in the real data

To avoid over-fitting, you assess the quality of the resulting synthetization using the [holdout method](#). Say 50% of your real data is used to train GAN or set up the copula, and the remaining 50% (called validation set) used to compare with synthetic data. This cross-validation technique makes your comparison more meaningful. Sensitivity to the original distribution should not be too large unless you introduce a lot of noise to assess sensitivity to the point that the difference between  $D_1$  and  $D_2$  is larger than between  $S_1$  and  $D_1$  or  $S_2$  and  $D_2$ . Here  $D_1, D_2$  are the real data and real data after adding noise, while  $S_1, S_2$  are the corresponding synthetizations.

My own GAN is quite sensitive (compared to vendors) but there are ways to reduce this problem by choosing the loss function and other techniques. My copula is more robust than the open source SDV library, as SDV is a combo GAN/Copula and Lite SDV (the version tested) uses a fast but poor gradient descent algorithm for GAN. Some parameter fine-tuning might be needed to reduce sensitivity. On the circle data, my GAN does better than the copula, with some vendors (YData.ai in particular) doing even much better, and some vendors including SDV Lite doing much worse. [Wasserstein GANs](#) [\[Wiki\]](#) is an alternative [\[31\]](#), also designed to avoid [mode collapse](#). This happens when the underlying [gradient descent](#) method gets stuck in some local optimum. See example of implementation, [here](#).

## 5.3.2 Project: synthetizations with categorical features

The goal is to compare two synthetizations based on the insurance dataset: one obtained without ignoring the dependencies between the categorical and quantitative features, and the other one treating the categorical and quantitative features independently. Here GroupID represents a [bucket](#), as illustrated in Table [5.3](#). Since “gender” and “smoking status” have 2 potential values, while “region” has 4, the total number of buckets is at most  $2 \times 2 \times 4 = 16$ . Thus GroupID ranges from 0 to 15.

The project consists of the following steps:

**Step 1:** Generate 1300 observations, synthesizing the categorical features “gender”, “smoking status”, and “region”, but ignoring the quantitative features “charges”, “bmi”, “number of children”, and “age”. Analyze the computational complexity of your method. Can you improve it?

**Step 2:** For each observation, in addition to the categorical features synthesized in step 1, generate the quantitative features. Use a separate copula for each GroupID in table 5.3.

**Step 3:** Same as step 2, but this time, for the quantitative features use the same global copula for all the observations regardless of GroupID.

**Step 4:** Compute the average charge per GroupID, both for the synthetizations obtained in steps 2 and 3, and for the real data. Conclude that step 2 yields superior results compared to step 3, because step 3 ignores the dependencies between the categorical and quantitative features.

### 5.3.3 Solution

The Python code in this section answers [step 1](#). The computational complexity of my solution is equal to the square of the number of buckets (here  $16^2$ ) multiplied by the number of observations to generate. Note that the counts in the synthetization follow a [multinomial distribution](#) with 16 parameters: the frequencies attached to each GroupID. Thus the 1300 observations could be generated faster, without a loop, using the multinomial generator available in the Numpy library.

In this project, each of the 16 potential buckets have at least 20 observations. However, when granular categorical features such as zip code are present, some buckets may have too few or no observations, even if the dataset is very large. You can bundle these small buckets with the closest ones, or use county rather than zip code. Or treat these small buckets separately, as explained in my hidden decision trees algorithm: see chapter 2 in my book [19].

GroupID	Gender	Smoker	Region	real	synth.
0	female	yes	southwest	21	29
1	male	no	southeast	134	141
2	male	no	northwest	132	152
3	female	no	southeast	139	129
4	female	no	northwest	135	137
5	male	no	northeast	125	126
6	female	yes	southeast	36	34
7	male	no	southwest	126	106
8	male	yes	southeast	55	47
9	female	no	northeast	132	130
10	male	yes	southwest	37	29
11	female	no	southwest	141	132
12	female	yes	northeast	29	25
13	male	yes	northeast	38	44
14	male	yes	northwest	29	28
15	female	yes	northwest	29	33

Table 5.3: Group counts, real versus synthesized

To answer [step 2](#), see the data grouping step in Project 5.2.1. It is based on the same dataset. The results from step 1 tells you how many observations to synthetize for each GroupID, that is, for each copula. The improvement obtained by using a separate copula for each GroupID, as opposed to a same global copula, is discussed in section 4 (assessing quality of synthetized data) [in this notebook](#). This provides the answer to [step 4](#). The Python code below, solving [step 1](#), is also on GitHub, [here](#).

Categorical features in GAN can be handled with softmax output [\[Wiki\]](#). See the section “Wasserstein GAN on categorical data” in [this paper](#), and “Generating Multi-Categorical Samples with Generative Adversarial Networks” [4], with the accompanying code [here](#). Finally, to evaluate the quality of synthetic data, you should not focus on raw features only, but compare ratios. For instance, in the diabetes dataset, compare the cancer rate per age group, between real and synthesized data. In this case, cancer and age are the raw features: the former being binary (yes/no, for each patient), and the latter being ordinal.

---

```

import pandas as pd
import numpy as np

url="https://raw.githubusercontent.com/VincentGranville/Main/main/insurance.csv"
# make sure fields don't contain commas
data = pd.read_csv(url)
print(data.head(10))

groupID = {}
groupLabel = {}
groupCount = {}
ID = 0

Nobs = len(data)
for k in range(0, Nobs):
    obs = data.iloc[k] # get observation number k
    group = obs[1] +"\t"+obs[4]+\t+obs[5]
    if group in groupID:
        groupCount[group] += 1
    else:
        groupCount[group] = 1
        groupID[group] = ID
        groupLabel[ID] = group
    ID += 1
Ngroups = len(groupID)

Nobs_synth = Nobs
seed = 453
np.random.seed(seed)

GroupCountSynth = {}
Synth_group = {}
for k in range(Nobs_synth):
    u = np.random.uniform(0.0, 1.0)
    p = 0
    ID = -1
    while p < u:
        ID = ID + 1
        group = groupLabel[ID]
        p += groupCount[group]/Nobs
    group = groupLabel[ID]
    if group in GroupCountSynth:
        GroupCountSynth[group] += 1
    else:
        GroupCountSynth[group] = 0
    Synth_group[k] = group # GroupID assigned to synthetic observation k

for group in groupCount:
    print(group, groupCount[group], GroupCountSynth[group])

```

---

## 5.4 Music, synthetic graphs, LLM, and agent-based models

Besides the projects described in this chapter, there are other projects throughout this book, related to generative AI, yet not involving generative adversarial networks. In particular, sections 3.1 and 3.2 deal respectively with time series and geospatial synthetizations, using interpolation techniques. Then, section 2.1 features a very fast synthetizer for tabular data, consistently leading to better synthetizations than those produced by GANs. For DNA sequence synthetization based on LLM techniques, see section 7.1. To synthesize music, see section 4.1. Finally, synthetic graphs and agent-based models are covered in section 6.5.

# Chapter 6

# Data Visualizations and Animations

This chapter is organized differently. Rather than working on specific project steps, the goal is to learn how to understand, reproduce and fine-tune advanced visualizations. In the process, you will learn various visual techniques and how to optimize their parameters. Most importantly, you want to apply what you learned to your own datasets. To illustrate the visualizations, I use various case studies. Typically, each section has the following components:

- An AI algorithm performing some task, for instance curve fitting, using some input data, and producing some output. You don't need to understand how the AI algorithm works. You only need to think about potential insightful visualizations, to tell what the algorithm accomplishes. In short, thinking in terms of images rather than words.
- The visualization part, typically at the end of the Python code, once the output is created. In some cases, the visualization is a data animation (video). In this case, I provide a link to the actual video on YouTube. But I also include a number of frames in this textbook, to give you an idea. For instance, see Figure 6.1

The topics are selected based both on the usefulness of the associated AI algorithm, and the value of the accompanying visualizations. Everything is in Python. I do not cover dashboards and techniques based on BI tools. The focus is on high quality, insightful visual output, as well as on covering fundamental computer vision concepts: DPI, frames per second, RGB channels, color opacity, optimum palettes, graph visualization, bitmaps and grids, contour levels, orthogonal trajectories and so on. As a starter, I encourage you to read section 1.3.1, featuring a 3D visualization with contour levels and rotating shapes seen from various angles over time.

## 6.1 Synthesizing data outside the observation range

Given a continuous feature such as annual charges per policy holder for an insurance company, how do you synthesize data mimicking the distribution observed in the training set? In this case, one observation corresponds to one policy holder. Using the **empirical cumulative distribution** (ECDF), the solution is straightforward. In fact, many **synthetic data** generators rely on the **quantile function** – the inverse of the ECDF – available in various Python libraries.

But there is a big caveat. All implementations allow you to sample between the minimum and maximum observed in the training set. If you synthesize a large number of observations, this becomes a serious issue. For instance, if your training data has 1000 observations, you want the 0.9995 quantile to be above the maximum, and the 0.0005 quantile to be below the minimum. But by how much? In short, you want to write your own quantile function: one that generates **extrapolated quantiles**. I discuss how to do it [here](#). This is the core AI algorithm used in this section, with Python code in section 6.1.2.

### 6.1.1 Animated histograms for extrapolated quantiles

The algorithm generating the extrapolated quantiles has one important parameter:  $v$ . When  $v = 0$ , the output is identical to traditional quantiles. As  $v$  increases, the quantiles get more and more extrapolated, with a smoother distribution and wider range. Figure 6.1 illustrates this transition, with  $v = 0$  for the top left histogram, and maximum for the bottom right. The goal is to produce a video showing the extrapolated quantiles, with 500 frames. Each frame corresponds to a specific value of  $v$ , with  $v$  (starting at zero) increasing over time. You can watch the video [here](#). Note that unlike the selected 64 frames in Figure 6.1, the video has ticks and labels on both axes (vertical, horizontal), as well as a legend showing the value of  $v$  at any time, thus, updated in real time when you watch it.

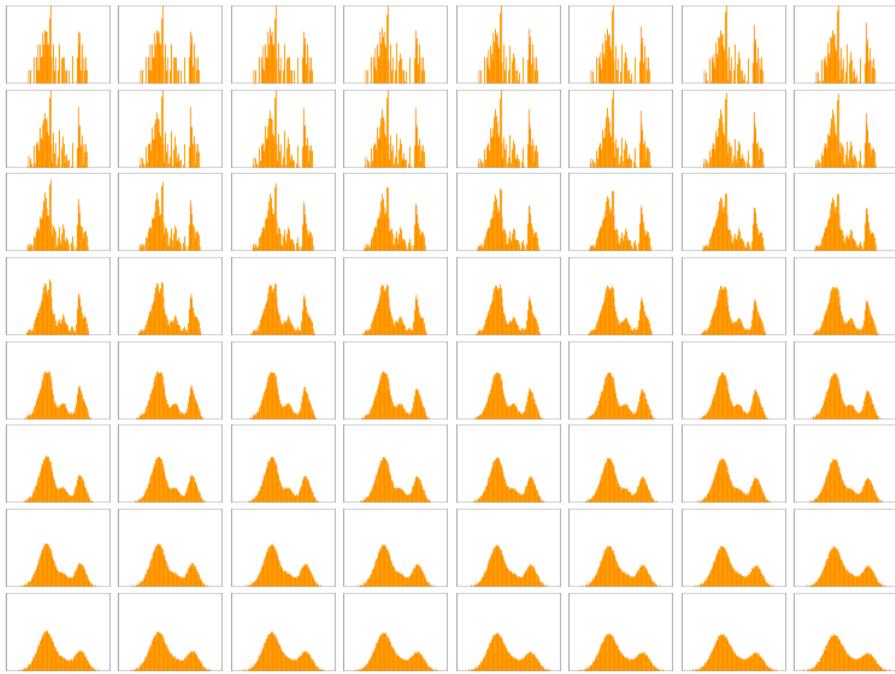


Figure 6.1: From raw data histogram (top left) to extrapolated quantiles (bottom right)

The code in section 6.1.2 produces both the video and Figure 6.1. Now, let's discuss the graphical elements. For easy presentation, I broke them down into the following categories:

- **Video library and parameters.** I used the `MoviePy` library, in particular `ImageSequenceClip` that reads PNG images and combine them into a video. You might want to check options such as conversion to GIF, compression mode or resolution (dots per inch or DPI). Here I use `fps=10`, that is, 10 frames per second.
- **Matplotlib parameters.** The options and plot types (histograms, scatterplots, contour maps, 3D, grids, and so on) are too numerous to list. The goal in this chapter is to cover the most important ones. Here, note the use of `plt.savefig` to save the video frames produced by `plt.hist`, as PNG images. General Matplotlib options are specified using `mpl.rcParams` and `plt.rcParams`.
- **Adaptive legend.** In `plt.hist`, the option `label='v=%6.4f' % v`, combined in the following line of code with the instruction `plt.legend(loc='upper right', prop={'size': 6})`, allows you to display the legend in the upper right corner in each frame, with a different value of  $v$  depending on the frame. The formatting (float with 4 digits) is specified by '`v=%6.4f`' while the actual argument  $v$  is passed via `%v`. The argument '`size': 6` specifies the size of the font.
- **Image transforms.** Images must have even dimensions (length and height, in pixels), and they must all have the same size, to produce a viewable video. See how I do it my `save_image` function in the code. In other cases, I had to use `antialiasing` techniques to eliminate `pixelation` effects. See how I did it, [here](#).
- **GIF format.** You can use the MoviePy library to produce animated GIFs instead of videos. But I was not satisfied with the results. Instead I used free online tools such as Ezgif to convert MP4 videos (produced by MoviePy) to GIF.

### 6.1.2 Python code: video, thumbnails

The code listed here produces both the video and Figure 6.1. The code is also on GitHub, [here](#).

---

```

1 # equantileThumbnails.py: extrapolated quantiles, with thumbnails production
2
3 import numpy as np
4 import matplotlib.pyplot as plt
5 import matplotlib as mpl
6 import pandas as pd
7 from PIL import Image

```

```

8 import moviepy.video.io.ImageSequenceClip
9
10 seed = 76
11 np.random.seed(seed)
12
13 def get_test_data(n=100):
14     data = []
15     for k in range(n):
16         u = np.random.uniform(0, 1)
17         if u < 0.2:
18             x = np.random.normal(-1, 1)
19         elif u < 0.7:
20             x = np.random.normal(0, 2)
21         else:
22             x = np.random.normal(5.5, 0.8)
23         data.append(x)
24     data = np.array(data)
25     return(data)
26
27 def get_real_data():
28     url = "https://raw.githubusercontent.com/VincentGranville/Main/main/insurance.csv"
29     data = pd.read_csv(url)
30     # features = ['age', 'sex', 'bmi', 'children', 'smoker', 'region', 'charges']
31     data = data['bmi'] # choose 'bmi' or 'charges'
32     data = np.array(data)
33     return(data)
34
35 #--
36
37 def truncated_norm(mu, sigma, minz, maxz):
38     z = np.random.normal(mu, sigma)
39     if minz < maxz:
40         while z < minz or z > maxz:
41             z = np.random.normal(mu, sigma)
42     return(z)
43
44 #- sample from mixture
45
46 def mixture_deviate(N, data, f, sigma, minz, maxz, verbose=False):
47     sample = []
48     point_idx = np.random.randint(0, len(data), N)
49     mu = data[point_idx]
50     for k in range(N):
51         z = truncated_norm(mu[k], sigma, minz, maxz)
52         sample.append(z)
53         if verbose and k%10 == 0:
54             print("sampling %d / %d" %(k, N))
55     sample = np.array(sample)
56     sample = np.sort(sample)
57     return(sample)
58
59 #--- Main part
60
61 data = get_test_data(100)
62 # data = get_real_data()
63 N = 1000000
64 truncate = False
65
66 # minz > maxz is the same as (minz = -infinity, maxz = +infinity)
67 if truncate == True:
68     minz = 0.50 * np.min(data) # use 0.95 for 'charges', 0.50 for 'bmi'
69     maxz = 1.50 * np.max(data) # use 1.50 for 'charges', 1.50 for 'bmi'
70 else:
71     minz = 1.00
72     maxz = 0.00
73
```

```

74  #--- Making video
75
76  mpl.rcParams['axes.linewidth'] = 0.9
77  plt.rcParams['xtick.labelsize'] = 7
78  plt.rcParams['ytick.labelsize'] = 7
79  bins=np.linspace(-7.0, 10.0, num=100)
80
81  pbins = 1000
82  step = N / pbins # N must be a multiple of pbins
83  my_dpi = 300      # dots per each for images and videos
84  width = 2400     # image width
85  height = 1800    # image height
86  flist = []        # list image filenames for video
87  nframes = 100
88  velocity = 1.75
89
90  def save_image(fname,frame):
91      global fixedSize
92      plt.savefig(fname, bbox_inches='tight')
93      # make sure each image has same size and size is multiple of 2
94      # required to produce a viewable video
95      im = Image.open(fname)
96      if frame == 0:
97          # fixedSize determined once for all in the first frame
98          width, height = im.size
99          width=2*int(width/2)
100         height=2*int(height/2)
101         fixedSize=(width,height)
102     im = im.resize(fixedSize)
103     im.save(fname,"PNG")
104     return()
105
106 for frame in range(nframes):
107
108     print("Processing frame", frame)
109     v = 0.4*(frame/nframes)**velocity ### np.log(1 + frame)/100
110     sigma = v * np.std(data)
111     sample = mixture_deviate(N, data, truncated_norm, sigma, minz, maxz)
112     equant = []
113
114     for k in range(pbins):
115         p = (k + 0.5) / pbins
116         eq_index = int(step * (k + 0.5))
117         equant.append(sample[eq_index])
118
119     plt.figure(figsize=(width/my_dpi, height/my_dpi), dpi=my_dpi)
120     plt.hist(equant,color='orange',edgecolor='red',bins=bins,linewidth=0.3,label='v=%6.4f'
121             %v)
122     # plt.legend(loc='upper right', prop={'size': 6}, )
123     plt.ylim(0,60)
124     plt.xticks([]) # comment out for the video
125     plt.yticks([]) # comment out for the video
126     fname='equant_frame'+str(frame)+'.png'
127     flist.append(fname)
128     save_image(fname,frame)
129     plt.close()
130
131 clip = moviepy.video.io.ImageSequenceClip.ImageSequenceClip(flist, fps=10)
132 clip.write_videofile('equant.mp4')
133
134 #--- Making picture with thumbnails
135 #
136 # note: nframes must be a multiple of n_thumbnails
137
138 columns = 10

```

```

139 rows = 10
140 n_thumbnails = columns * rows
141 increment = int(nframes / n_thumbnails)
142
143 import matplotlib.image as mpimg
144 cnt = 1
145
146 for frame in range(0, nframes, increment):
147
148     fname = flist[frame]
149     img = mpimg.imread(fname)
150     plt.subplot(rows, columns, cnt)
151     plt.xticks([])
152     plt.yticks([])
153     plt.axis('off')
154     plt.subplots_adjust(wspace = 0.05, hspace = 0.05)
155     plt.imshow(img)
156     cnt += 1
157
158 plt.show()

```

---

## 6.2 Curve fitting in bulk

I decided to include this material for two reasons. First, the underlying AI algorithm is a particular case of a generic technique that can perform any kind of regression, supervised or not, under one umbrella. In particular, there is no dependent variable in the example featured in this section. The technique uses **gradient descent** with a **Lagrange multiplier** to satisfy some arbitrary constraints on the regression coefficients. In neural network contexts, the constraints are called **regularization**. The generic method, called **cloud regression**, is described in chapter 1 in my book on synthetic data [10]. Here I focus on a particular application: **curve fitting**.

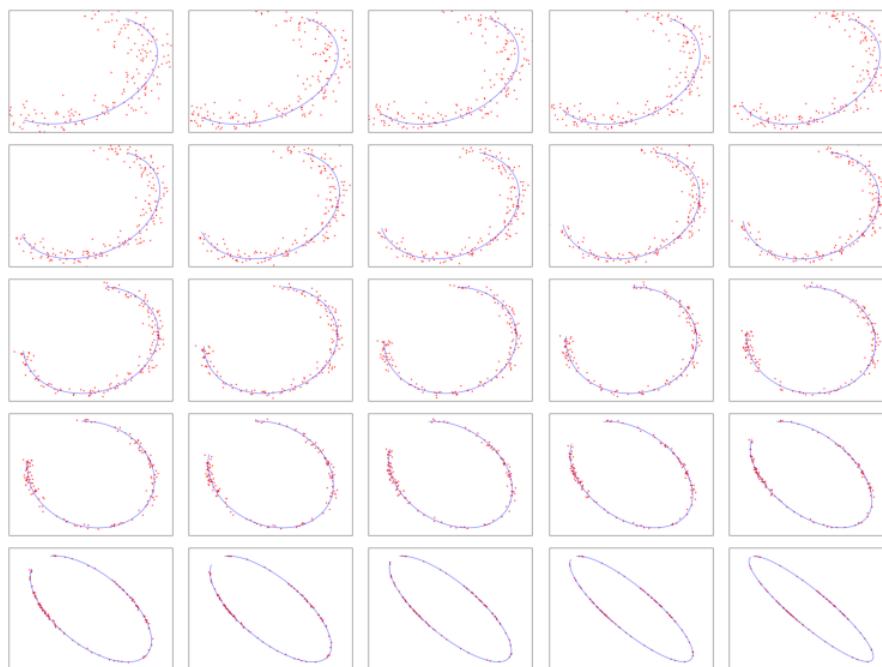


Figure 6.2: Twenty five frames from the curve fitting video

Then, the visualization features a powerful method to summarize a large number of tests, with just one short data animation. To illustrate the potential, I tested the curve fitting procedure on 500 training sets, each one generated with a specific set of parameters and a different amount of noise. The goal is to check how well the curve fitting technique works depending on the data. The originality lies in the choice of a continuous path in the parameter space, so that moving from one training set to the other (that is, from one frame to the next in the video) is done smoothly, yet covering a large number of possible combinations. See 25 of the 500 video

frames in Figure 6.2. Note how the transitions are smooth, yet over time cover various situations: a changing rotation angle, training sets (the red dots) of various sizes, ellipse eccentricity that varies over time, and noise ranging from strong to weak.

### 6.2.1 Regression without dependent variable

The curve fitting method is an example of regression without dependent variable. You don't predict a response  $y$  given a set of features  $x$ , using a formula such as  $y = f(x, \theta)$  where  $\theta$  is the model parameter (a vector). Instead, you fit  $f(y, x, \theta) = 0$  under some constraint such as  $\theta \cdot \theta^T = 1$ .

If you look at Figure 6.2, the curve  $f$  is a [multivalued function](#) [Wiki]. Thus, the method is more general than regression. At the limit, when the eccentricity (one of the parameters) is infinite, the ellipse becomes a straight line. Assuming  $\theta \cdot \theta^T = 1$ , the problem is equivalent to a [Deming regression](#) [Wiki]. The regression line can be vertical: standard regression fails in that case. Then, depending on  $\theta$ , the method encompasses polynomial regression. If the features are properly scaled, taking values between  $-1$  and  $+1$ , it is actually a *robust* polynomial regression with no risk of overfitting. Also you can have a curve consisting of two ellipses rather than one. Then, it becomes a clustering problem! Finally, see in Figure 6.2 how it works with partial ellipse arcs.

Now I focus on the visualizations. What I wrote in section 6.1.1 regarding video generation, also applies here. In the code in section 6.2.2, you should focus on the following:

- Line 293 produces the animated GIF, while 295 – 310 generates Figure 6.2. The video frames are created in lines 251 – 286, with the video produced in lines 289 – 290. Watch the video on YouTube, [here](#).
- Parameters controlling the video (DPI, number of frames) are set in lines 240 and 243. Frames per second (`fps`) is set in line 289, and the name of the PNG images in line 256. I invite you to fine-tune them.
- Parameters controlling the curve fitting algorithm are set in lines 259 – 271. Some parameters depend on a real number `p` between 0 and 1 (see line 266), representing the time in the video from beginning to end. Again, you can play with these parameters.

### 6.2.2 Python code

This version is different from the original listed [here](#). In the original version, you can also generate confidence intervals for the fitted ellipse, that is, for the estimated parameters. This feature is not included in the code below. However, this new version produces better visualizations. You can find it on GitHub, [here](#).

---

```

1 # Fitting ellipse via least squares
2
3 import numpy as np
4 import matplotlib.pyplot as plt
5 import moviepy.video.io.ImageSequenceClip # to produce mp4 video
6 from PIL import Image # for some basic image processing
7
8 def fit_ellipse(x, y):
9
10    # Fit the coefficients a,b,c,d,e,f, representing an ellipse described by
11    # the formula F(x,y) = ax^2 + bxy + cy^2 + dx + ey + f = 0 to the provided
12    # arrays of data points x=[x1, x2, ..., xn] and y=[y1, y2, ..., yn].
13
14    # Based on the algorithm of Halir and Flusser, "Numerically stable direct
15    # least squares fitting of ellipses".
16
17    D1 = np.vstack([x**2, x*y, y**2]).T
18    D2 = np.vstack([x, y, np.ones(len(x))]).T
19    S1 = D1.T @ D1
20    S2 = D1.T @ D2
21    S3 = D2.T @ D2
22    T = -np.linalg.inv(S3) @ S2.T
23    M = S1 + S2 @ T
24    C = np.array(((0, 0, 2), (0, -1, 0), (2, 0, 0)), dtype=float)
25    M = np.linalg.inv(C) @ M
26    eigval, eigvec = np.linalg.eig(M)
27    con = 4 * eigvec[0]* eigvec[2] - eigvec[1]**2
28    ak = eigvec[:, np.nonzero(con > 0)[0]]
29    return np.concatenate((ak, T @ ak)).ravel()
30

```

```

31 def cart_to_pol(coeffs):
32
33     # Convert the cartesian conic coefficients, (a, b, c, d, e, f), to the
34     # ellipse parameters, where F(x, y) = ax^2 + bxy + cy^2 + dx + ey + f = 0.
35     # The returned parameters are x0, y0, ap, bp, e, phi, where (x0, y0) is the
36     # ellipse centre; (ap, bp) are the semi-major and semi-minor axes,
37     # respectively; e is the eccentricity; and phi is the rotation of the semi-
38     # major axis from the x-axis.
39
40     # We use the formulas from https://mathworld.wolfram.com/Ellipse.html
41     # which assumes a cartesian form ax^2 + 2bxy + cy^2 + 2dx + 2fy + g = 0.
42     # Therefore, rename and scale b, d and f appropriately.
43     a = coeffs[0]
44     b = coeffs[1] / 2
45     c = coeffs[2]
46     d = coeffs[3] / 2
47     f = coeffs[4] / 2
48     g = coeffs[5]
49
50     den = b**2 - a*c
51     if den > 0:
52         raise ValueError('coeffs do not represent an ellipse: b^2 - 4ac must'
53                           ' be negative!')
54
55     # The location of the ellipse centre.
56     x0, y0 = (c*d - b*f) / den, (a*f - b*d) / den
57
58     num = 2 * (a*f**2 + c*d**2 + g*b**2 - 2*b*d*f - a*c*g)
59     fac = np.sqrt((a - c)**2 + 4*b**2)
60     # The semi-major and semi-minor axis lengths (these are not sorted).
61     ap = np.sqrt(num / den / (fac - a - c))
62     bp = np.sqrt(num / den / (-fac - a - c))
63
64     # Sort the semi-major and semi-minor axis lengths but keep track of
65     # the original relative magnitudes of width and height.
66     width_gt_height = True
67     if ap < bp:
68         width_gt_height = False
69         ap, bp = bp, ap
70
71     # The eccentricity.
72     r = (bp/ap)**2
73     if r > 1:
74         r = 1/r
75     e = np.sqrt(1 - r)
76
77     # The angle of anticlockwise rotation of the major-axis from x-axis.
78     if b == 0:
79         phi = 0 if a < c else np.pi/2
80     else:
81         phi = np.arctan((2.*b) / (a - c)) / 2
82         if a > c:
83             phi += np.pi/2
84     if not width_gt_height:
85         # Ensure that phi is the angle to rotate to the semi-major axis.
86         phi += np.pi/2
87     phi = phi % np.pi
88
89     return x0, y0, ap, bp, phi
90
91 def sample_from_ellipse_even(x0, y0, ap, bp, phi, tmin, tmax, npts):
92
93     npoints = 1000
94     delta_theta=2.0*np.pi/npoints
95     theta=[0.0]
96     delta_s=[0.0]

```

```

97     integ_delta_s=[0.0]
98     integ_delta_s_val=0.0
99     for iTheta in range(1,npoints+1):
100         delta_s_val=np.sqrt(ap**2*np.sin(iTheta*delta_theta)**2+ \
101                             bp**2*np.cos(iTheta*delta_theta)**2)
102         theta.append(iTheta*delta_theta)
103         delta_s.append(delta_s_val)
104         integ_delta_s_val = integ_delta_s_val+delta_s_val*delta_theta
105         integ_delta_s.append(integ_delta_s_val)
106     integ_delta_s_norm = []
107     for iEntry in integ_delta_s:
108         integ_delta_s_norm.append(iEntry/integ_delta_s[-1]*2.0*np.pi)
109
110     x=[]
111     y=[]
112     for k in range(npts):
113         t = tmin + (tmax-tmin)*k/npts
114         for lookup_index in range(len(integ_delta_s_norm)):
115             lower=integ_delta_s_norm[lookup_index]
116             upper=integ_delta_s_norm[lookup_index+1]
117             if (t >= lower) and (t < upper):
118                 t2 = theta[lookup_index]
119                 break
120             x.append(x0 + ap*np.cos(t2)*np.cos(phi) - bp*np.sin(t2)*np.sin(phi))
121             y.append(y0 + ap*np.cos(t2)*np.sin(phi) + bp*np.sin(t2)*np.cos(phi))
122
123     return x, y
124
125 def sample_from_ellipse(x0, y0, ap, bp, phi, tmin, tmax, npts):
126
127     x = np.empty(npts)
128     y = np.empty(npts)
129     x_unsorted = np.empty(npts)
130     y_unsorted = np.empty(npts)
131     angle = np.empty(npts)
132
133     global urs, vrs
134
135     if frame == 0:
136         cov=[[ap,0],[0,bp]]
137         urs, vrs = np.random.multivariate_normal([0, 0], cov, size = npts_max).T
138
139     # sample from multivariate normal, then rescale
140     count = 0
141     index = 0
142     while count < npts:
143         u = urs[index]
144         v = vrs[index]
145         index += 1
146         d=np.sqrt(u*u/(ap*ap) + v*v/(bp*bp))
147         u=u/d
148         v=v/d
149         t = np.pi + np.arctan2(-ap*v, -bp*u)
150         if t >= tmin and t <= tmax:
151             x_unsorted[count] = x0 + np.cos(phi)*u - np.sin(phi)*v
152             y_unsorted[count] = y0 + np.sin(phi)*u + np.cos(phi)*v
153             angle[count]=t
154             count=count+1
155
156     # sort the points x, y for nice rendering with mpl.plot
157     hash={}
158     hash = dict(enumerate(angle.flatten(), 0)) # convert array angle to dictionary
159     idx=0
160     for w in sorted(hash, key=hash.get):
161         x[idx]=x_unsorted[w]
162         y[idx]=y_unsorted[w]

```

```

163     idx=idx+1
164
165     return x, y
166
167 def get_ellipse_pts(params, npts=100, tmin=0, tmax=2*np.pi, sampling='Standard'):
168
169     # Return npts points on the ellipse described by the params = x0, y0, ap,
170     # bp, e, phi for values of the parametric variable t between tmin and tmax.
171
172     x0, y0, ap, bp, phi = params
173
174     if sampling=='Standard':
175         t = np.linspace(tmin, tmax, npts)
176         x = x0 + ap * np.cos(t) * np.cos(phi) - bp * np.sin(t) * np.sin(phi)
177         y = y0 + ap * np.cos(t) * np.sin(phi) + bp * np.sin(t) * np.cos(phi)
178     elif sampling=='Enhanced':
179         x, y = sample_from_ellipse(x0, y0, ap, bp, phi, tmin, tmax, npts)
180     elif sampling=='Even':
181         x, y = sample_from_ellipse_even(x0, y0, ap, bp, phi, tmin, tmax, npts)
182
183     return x, y
184
185 def vgplot(x, y, color, npts, tmin, tmax):
186
187     plt.plot(x, y, linewidth=0.8, color=color) # plot exact ellipse
188     # fill gap (missing segment in the ellipse plot) if plotting full ellipse
189     if tmax-tmin > 2*np.pi - 0.001:
190         gap_x=[x[nlocs-1],x[0]]
191         gap_y=[y[nlocs-1],y[0]]
192         plt.plot(gap_x, gap_y, linewidth=0.8, color=color)
193     plt.xticks([])
194     plt.yticks([])
195     plt.xlim(-1 + min(x), 1 + max(x))
196     plt.ylim(-1 + min(y), 1 + max(y))
197     return()
198
199 def main(npts, noise, seed, tmin, tmax, params, sampling):
200
201     # params = x0, y0, ap, bp, phi (input params for ellipse)
202     global ur, vr
203
204     # Get points x, y on the exact ellipse and plot them
205     x, y = get_ellipse_pts(params, npts, tmin, tmax, sampling)
206
207     # perturb x, y on the ellipse with some noise, to produce training set
208     if frame == 0:
209         cov = [[1,0],[0,1]]
210         np.random.seed(seed)
211         ur, vr = np.random.multivariate_normal([0, 0], cov, size = npts_max).T ### npts).T
212         x += noise * ur[0:npts]
213         y += noise * vr[0:npts]
214
215     # get and print exact and estimated ellipse params
216     coeffs = fit_ellipse(x, y) # get quadratic form coeffs
217     print('True ellipse : x0, y0, ap, bp, phi = %.5f %.5f %.5f %.5f %.5f' % params)
218     fitted_params = cart_to_pol(coeffs) # convert quadratic coeffs to params
219     print('Estimated values: x0, y0, ap, bp, phi = %.5f %.5f %.5f %.5f %.5f' %
220           fitted_params)
221     print()
222
223     # plot training set points in red
224     plt.scatter(x, y,s = 3.5,color = 'red')
225
226     # get nlocs points on the fitted ellipse and plot them
227     x, y = get_ellipse_pts(fitted_params, nlocs, tmin, tmax, sampling)
228     vgplot(x, y,'blue', nlocs, tmin, tmax)

```

```

228
229     # save plots in a picture [filename is image]
230     plt.savefig(image, bbox_inches='tight', dpi=dpi)
231     plt.close() # so, each video frame contains one curve only
232     return()
233
234 #--- Main Part: Initializationa
235
236 sampling= 'Enhanced' # options: 'Enhanced', 'Standard', 'Even'
237 npts_max = 50000    # max size of random arrays
238 nlocs = 2500       # number of points used to represent true ellipse
239
240 dpi =240      # image resolution in dpi (100 for gif / 300 for video)
241 flist = []      # list of image filenames for the video
242 gif = []        # used to produce the gif image
243 nframes = 500 # number of frames in video
244
245 # initialize plotting parameters
246 plt.rcParams['axes.linewidth'] = 0.8
247 plt.rc('axes',edgecolor='black') # border color
248 plt.rc('xtick', labelsize=6) # font size, x axis
249 plt.rc('ytick', labelsize=6) # font size, y axis
250
251 #--- Main part: Main loop
252
253 for frame in range(0,nframes):
254
255     # Global variables: dpi, frame, image
256     image='ellipse'+str(frame)+'.png' # filename of image in current frame
257     print("Creating image",image) # show progress on the screen
258
259     # params = (x0, y0, ap, bp, phi) : first two coeffs is center of ellipse, last one
260     # is rotation angle, the two in the middle are the semi-major and semi-minor axes.
261     #
262     # Also: 0 <= tmin < tmax <= 2 pi determine start / end of ellipse arc
263
264     # parameters used for current frame
265     seed = 100      # same seed (random number generator) for all images
266     p = frame/(nframes-1) # assumes nframes > 1
267     noise = (1-p)*(1-p) # amount of noise added to training set
268     npts = int(100*(2-p)) # number of points in training set, < npts_max
269     tmin= (1-p)*np.pi # training set: ellipse arc starts at tmin >= 0
270     tmax= 2*np.pi     # training set: ellipse arc ends at tmax < 2*Pi
271     params = 4, -3.5, 7, 1+6*(1-p), (p+np.pi/3) # ellipse parameters
272
273     # call to main function
274     main(npts, noise, seed, tmin, tmax, params, sampling)
275
276     # processing images for video and animated gif production (using pillow library)
277     im = Image.open(image)
278     if frame==0:
279         width, height = im.size # determines the size of all future images
280         width=2*int(width/2)
281         height=2*int(height/2)
282         fixedSize=(width,height) # even number of pixels for video production
283     im = im.resize(fixedSize) # all images must have same size to produce video
284     gif.append(im) # to produce Gif image [uses lots of memory if dpi > 100]
285     im.save(image,"PNG") # save resized image for video production
286     flist.append(image)
287
288     # output video / fps is number of frames per second
289     clip = moviepy.video.io.ImageSequenceClip.ImageSequenceClip(flist, fps=20)
290     clip.write_videofile('ellipseFitting.mp4')
291
292     # output video as gif file
293     gif[0].save('ellipseFitting.gif', save_all=True, append_images=gif[1:], loop=0)

```

```

294
295 #--- Making picture with thumbnails
296 #
297 # note: nframes must be a multiple of n_thumbnails
298
299 columns = 5
300 rows = 5
301 n_thumbnails = columns * rows
302 increment = int(nframes / n_thumbnails)
303
304 import matplotlib.image as mpimg
305 cnt = 1
306
307 for frame in range(0, nframes, increment):
308
309     fname = flist[frame]
310     img = mpimg.imread(fname)
311     plt.subplot(rows, columns, cnt)
312     plt.xticks([])
313     plt.yticks([])
314     plt.axis('off')
315     plt.subplots_adjust(wspace = 0.05, hspace = 0.05)
316     plt.imshow(img)
317     cnt += 1
318
319 plt.show()

```

---

## 6.3 Gradient descent, grids, and maps

Under construction.

## 6.4 Supervised classification with image bitmaps

### 6.5 Miscellaneous topics

6.5.1 Agent-based modeling: collision graphs

6.5.2 Terrain generation: image and palette morphing

6.5.3 Mathematical art

## Chapter 7

# NLP and Large Language Models

If you tried apps such as **GPT** (generative pre-training transformer), you may be surprised by the quality of the sentences, images, sound, videos, or code generated. Yet, in the end, the value is the depth and relevance or the content generated, more than the way it is presented. My interest started when I did a Google search for “variance of the range for Gaussian distributions”. I vaguely remember that it is of the order  $1/\sqrt{n}$  where  $n$  is the number of observations, but could not find the reference anymore. Indeed I could not find anything at all on this topic. The resources I found on the subject 10 years ago are all but gone, or at least very hard to find. As search evolved over time, it now caters to a much larger but less educated audience. As a result, none of the search results were even remotely relevant to my question. This is true for pretty much any research question that I ask.

Using OpenAI, I found the answer I was looking for, even with more details than expected, yet with no link to an actual reference, no matter how I change my prompt. OpenAI could not find my answer right away, and I had to rephrase my prompt as “what is the asymptotic variance of the range for Gaussian distributions”. More general prompts on specific websites, such as “asymptotic distribution of sample variance” lead to a number of articles which in turn lead to some focusing on Gaussian distributions. Even today, automatically getting a good answer in little time, with a link, is still a challenge.

In this chapter, one project focuses on this issue. Smart, optimized crawling is part of the solution, combined with using OpenAI output or trying to reverse-engineer OpenAI to identify input sources. But the goal is not to create a new version of OpenAI. Rather, do what it can't do, or what it refuses to do for legal reasons. The other projects involve making predictions or synthetizations based on unstructured data repositories, mostly consisting of text, while scoring the input sources and the output. This is a less well-known aspect of large language models (**LLM**), with a focus on structuring **unstructured data**, scoring content, and creating **taxonomies**.

## 7.1 Synthesizing DNA sequences with LLM techniques

This project is not focused on genome data alone. The purpose is to design a generic solution that may also work in other contexts, such as synthesizing molecules. The problem involves dealing with a large amount of “text”. Indeed, the sequences discussed here consist of letter arrangements, from an alphabet that has 5 symbols: A, C, G, T and N. The first four symbols stand for the types of bases found in a DNA molecule: adenine (A), cytosine (C), guanine (G), and thymine (T). The last one (N) represents missing data. No prior knowledge of genome sequencing is required.

The data consists of DNA sub-sequences from a number of individuals, and categorized according to the type of genetic patterns found in each sequence. Here I combined the sequences together. The goal is to synthesize realistic DNA sequences, evaluate the quality of the synthetizations, and compare the results with random sequences. The idea is to look at a DNA string  $S_1$  consisting of  $n_1$  consecutive symbols, to identify potential candidates for the next string  $S_2$  consisting of  $n_2$  symbols. Then, assign a probability to each string  $S_2$  conditionally on  $S_1$ , use these transition probabilities to sample  $S_2$  given  $S_1$ , then move to the right by  $n_2$  symbols, do it again, and so on. Eventually you build a synthetic sequence of arbitrary length. There is some analogy to **Markov chains**. Here,  $n_1$  and  $n_2$  are fixed, but arbitrary.

### 7.1.1 Project and solution

Let's look at 3 different DNA sequences. The first one is from a real human being. The second one is synthetic, replicating some of the patterns found in real data. The third one is purely random, with each letter indepen-

Real DNA

```
ATGCCCAACTAAATACTACCGTATGGCCCACCATATTACCCCATACTCCTTACACTATTCTCATCACCAA
AAAATATAAACACAACCTACCCACCTACCTCCCTACCAAAGCCCATAAAAATAAAAAATTATAACAAACCTGAGA
CCAAAATGAACGAAAATCTGTCGTTCATTCATTGCCCAACATCCTAGNATGAACGAAAATCTGTCGTTCATTCATT
CATTGCCCAACATCTAGGCCTACCCGCCGAGTACTGATCATTCTATTCCCCCTTATTGATCCCCACCTCCAA
ATATCTCATCAACAAACCGACTAATACCACCAACAATGACTAATCAAACCTCAAAACAAATGATAACCATAACA
```

Synthetic DNA

```
TTGTTTCTCACCTAAATGCACAAGAATGGTGGGCCGAGGAGCCATGTCAAGTGGGATGGTCTATCGAACCTGAG
GGCCCCCCTACCTCAGATGCTTCGTAUTGTCTTGGACTTCTCACCGTCTATGGTCTGCCCTGCCCGCAGTGTGGC
CTGGTATTTAACCTATTATAGAAACAACAATTATGGGCTCCTGAAGCTTACAATACAACAGTAAAGGGCCC
CTCCTCCAGTCAGCCTCTTCCCTTAGGGTAAATGAGGATATCCAAGTGCCACCTCATCATCAACTCCGCCACCA
GTTTGAGCCCTTGCAGGAGATTCTGGTATGAAAGTTCACTGGACTTGGAAAAGCCGTATGCTGTGCCAAC
```

Random DNA

```
ATCCTGCTTCATATGTAGGAAGGGTTGAGGTTCCGGAGGGCGCATGCAAAGACCGGCCAGACTACTTATGGCCGC
GTCCTAACGACCATATGCTAACGCTGATTAAACATCGCGGATGTAACACACCGCGCTACGTGAATCTAGGCAGC
CGTCACGATTGACTCCTCATACTCATGAGGCCTCGCGTCATAGACCGACCATCGCGTCACCATAATAAGTAGAGTC
TTTACGGTAGGCCTTCAAAATACGGACAAGGCATTGTATTCTCATGTCATGCTAGCTGAAGAATACCATTAAGTTA
TAGGCAGGTGTACGACAAGACTGCCAGGTGGCAGTGTGTCACAAGAGCGCGTAAACTTTGCCGTAAAGACCGT
```

Table 7.1: Genome data, three DNA sub-sequences: real, synthetic, and random

dently distributed from each other, with the same 25% marginal frequency. Can you tell the differences just by looking at the 3 sequences in Table 7.1? If not, see Figure 7.1 and accompanying description.

For this project, I start with real sequences to train the DNA synthesizer. I then evaluate the quality, and show how synthetic DNA is superior to random sequences. Any symbol other than A, C, G, or T must be labeled as N. It represents missing data and I ignore it in the Python code. Figures 7.1 and 7.2 illustrate the end result: comparing string frequencies in real, synthetic and random DNA sequences, for specific “words” consisting of  $n_3$  consecutive symbols. The main diagonal (red line) represents perfect fit with real DNA. The number of “words” (dots in the pictures) varies from 4000 to 10,000, and are called nodes in the Python code. It shows that these DNA sequences are anything but random, with synthetic fitting real data quite well.

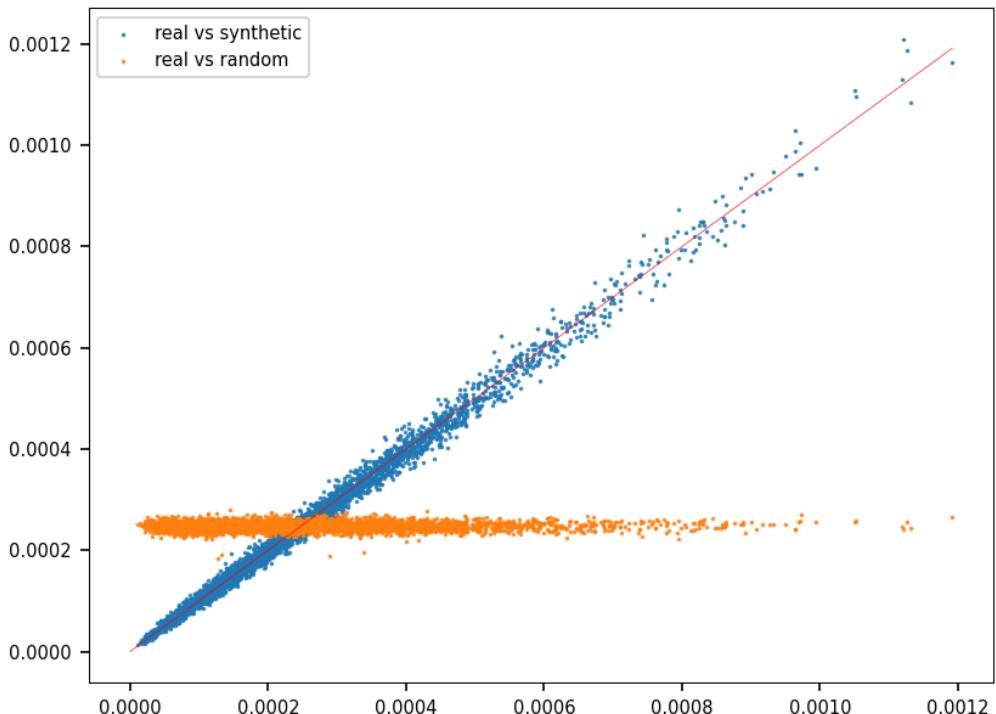


Figure 7.1: PDF scatterplots,  $n_3 = 6$ : real DNA vs synthetic (blue), and vs random (orange)



Figure 7.2: PDF scatterplots,  $n_3 = 8$ : real DNA vs synthetic (blue), and vs random (orange)

The project consists of the following steps:

**Step 1: Understanding the data.** Look at the URL in the Python code in section 7.1.2 to access the data. Ignore the “class” feature as the purpose here is not to classify DNA sequences. A small extract of a real DNA sequence is featured in Table 7.1, at the top. Note that the order of the letters is important.

**Step 2: Compute summary statistics.** For  $n_1$  and  $n_2$  fixed, extract all distinct strings  $S_1, S_2$  of length respectively  $n_1$  and  $n_2$ , and compute their occurrences. Do the same for strings  $S_{12}$  of length  $n_1 + n_2$ . The goal is to predict, given a string  $S_1$  of length  $n_1$ , the probability to be followed by a specific string  $S_2$  of length  $n_2$ . That is,  $P[S_2 = s_2 | S_1 = s_1]$ . Here a string is a sub-sequence of letters. Strings are called words, and letters are also called characters. The four letters are ‘A’, ‘B’, ‘C’, ‘D’. Ignore the letter ‘N’. Then, do the same when the strings  $S_1$  and  $S_2$  are separated by a gap of  $g$  letters, for  $g = 1, 2, 3$ .

**Step 3: String associations.** Two specific strings  $S_1, S_2$  may frequently be found together, or rarely. Characterize this string association using the [pointwise mutual information](#) (PMI) [Wiki]. Rare occurrences may indicate a rare genetic condition. Order the  $(S_1, S_2)$  found in the data according to the PMI metric.

**Step 4: Synthesize a DNA sequence.** Proceed as follows. Start with an arbitrary string  $S_1$  of length  $n_1$ . Then add  $n_2$  letters at a time, sequentially, to the DNA sequence being generated. In other words, at each step, sample  $S_2$  from  $P(S_2 | S_1)$ , where  $S_2$  is the new string of length  $n_2$  to be added, and  $S_1$  is the last string of length  $n_1$  built so far.

**Step 5: Evaluate the quality.** In this context, the [Hellinger distance](#) [Wiki] is simple and convenient, to assess the quality of the synthetic DNA sequence, that is, how well it replicates the patterns found in real DNA. The value is between 0 (great fit) and 1 (worst fit). Randomly select  $n = 10,000$  strings  $S_3$  of length  $n_3$  found in real DNA. These strings are referred to as *nodes*. Compute the frequency  $P_{\text{real}}(S_3)$  for each of them. Also compute the frequency  $P_{\text{synth}}(S_3)$  on the synthetic sequence. The Hellinger distance is then

$$\text{HD} = \sqrt{1 - \sum \sqrt{P_{\text{real}}(S_3) \cdot P_{\text{synth}}(S_3)}},$$

where the sum is over all the selected strings  $S_3$ . Also compare real DNA with a random sequence, using HD. Show that synthetic DNA is a lot better than random sequences, to mimic real DNA. Finally, try different values of  $n_1, n_2, n_3$  and check whether using  $n = 1000$  nodes provides a good enough approximation to HD (it is much faster than  $n = 10,000$ , especially when  $n_3$  is large).

The solution to the first four steps correspond to steps [1–4] in the Python code in section 7.1.2, while **Step 5** corresponds to step [6] in the code. To compute summary statistics (**Step 2**) when  $S_1$  and  $S_2$  are separated by a gap of  $g$  letters, replace `string2=obs[pos1:pos2]` by `string2=obs[pos1+g:pos2+g]` in step [2] in the code. The interest in doing this is to assess whether there are long-range associations between strings. By default, in the current version of the code,  $g = 0$ .

Figures 7.1 and 7.2 show scatterplots with probability vectors  $[P_{\text{real}}(S_3), P_{\text{synth}}(S_3)]$  in blue, for thousands of strings  $S_3$  found in the real DNA sequence. For orange dots, the second component  $P_{\text{synth}}(S_3)$  is replaced by  $P_{\text{rand}}(S_3)$ , the value computed on a random sequence. Clearly, the synthetic DNA is much more realistic than the random DNA, especially when  $n_3 = 6$ . Note that the probabilities are associated to overlapping events: for instance, the strings ‘AACT’ and ‘GAAC’ are not independent, even in the random sequence. The Hellinger distance used here is not adjusted for this artifact.

To dive deeper into DNA synthetization, you might want to investigate problems such as the minimal DNA sequence that determines the gender, or some other genetic features.

### 7.1.2 Python code

The code is also on GitHub, [here](#). For explanations, see section 7.1.1.

---

```

1 # genome.py : synthesizing DNA sequences
2 # data: https://www.kaggle.com/code/tarunsolanki/classifying-dna-sequence-using-ml
3
4 import pandas as pd
5 import numpy as np
6 import re # for regular expressions
7
8
9 #--- [1] Read data
10
11 url = "https://raw.githubusercontent.com/VincentGranville/Main/main/dna_human.txt"
12 human = pd.read_table(url)
13 # human = pd.read_table('dna_human.txt')
14 print(human.head())
15
16
17 #--- [2] Build hash table architecture
18 #
19 # hash1_list[string1] is the list of potential string2 found after string1, separated by
20 # ~
21
22 nobs = len(human)
23 print(nobs)
24 hash12 = {}
25 hash1_list = {}
26 hash1 = {}
27 hash2 = {}
28 count1 = 0
29 count2 = 0
30 count12 = 0
31 sequence = ''
32
33 for k in range(nobs):
34     obs = human['sequence'][k]
35     sequence += obs
36     sequence += 'N'
37     type = human['class'][k]
38     length = len(obs)
39     string1_length = 4
40     string2_length = 2
41     pos0 = 0
42     pos1 = pos0 + string1_length
43     pos2 = pos1 + string2_length
44
45     while pos2 < length:

```

```

46     string1 = obs[pos0:pos1]
47     string2 = obs[pos1:pos2]
48
49     if string1 in hash1:
50         if string2 not in hash1_list[string1] and 'N' not in string2:
51             hash1_list[string1] = hash1_list[string1] + '~~' + string2
52             hash1[string1] += 1
53             count1 += 1
54     elif 'N' not in string1:
55         hash1_list[string1] = '~~' + string2
56         hash1[string1] = 1
57     key = (string1, string2)
58
59     if string2 in hash2:
60         hash2[string2] += 1
61         count2 += 1
62     elif 'N' not in string2:
63         hash2[string2] = 1
64
65     if key in hash12:
66         hash12[key] += 1
67         count12 += 1
68     elif 'N' not in string1 and 'N' not in string2:
69         hash12[key] = 1
70
71     pos0 += 1
72     pos1 += 1
73     pos2 += 1
74
75     if k % 100 == 0:
76         print("Creating hash tables: %d %d %d" %(k, length, type))
77
78
79 #--- [3] Create table of string associations, compute PMI metric
80
81 print()
82 index = 0
83 for key in hash12:
84     index +=1
85     string1 = key[0]
86     string2 = key[1]
87     n1 = hash1[string1] # occurrences of string1
88     n2 = hash2[string2] # occurrences of string2
89     n12 = hash12[key] # occurrences of (string1, string2)
90     p1 = n1 / count1 # frequency of string1
91     p2 = n2 / count2 # frequency of string2
92     p12 = n12 / count12 # frequency of (string1, string2)
93     pmi = p12 / (p1 * p2)
94     if index % 100 == 0:
95         print("Computing string frequencies: %d %s %s %d %.5f"
96               %(index, string1, string2, n12, pmi))
97 print()
98
99
100 #--- [4] Synthetization
101 #
102 # synthesizing word2, one at a time, sequentially based on previous word1
103
104 n_synthetic_string2 = 2000000
105 seed = 65
106 np.random.seed(seed)
107
108 synthetic_sequence = 'TTGT' # starting point (must be existing string1)
109 pos1 = len(synthetic_sequence)
110 pos0 = pos1 - string1_length
111
```

```

112
113 for k in range(n_synthetic_string2):
114
115     string1 = synthetic_sequence[pos0:pos1]
116     string = hash1_list[string1]
117     myList = re.split('^-', string)
118
119     # get target string2 list in arr_string2, and corresponding probabilities in arr_proba
120     arr_string2 = []
121     arr_proba = []
122     cnt = 0
123     for j in range(len(myList)):
124         string2 = myList[j]
125         if string2 in hash2:
126             key = (string1, string2)
127             cnt += hash12[key]
128             arr_string2.append(string2)
129             arr_proba.append(hash12[key])
130     arr_proba = np.array(arr_proba)/cnt
131
132     # build cdf and sample word2 from cdf, based on string1
133     u = np.random.uniform(0, 1)
134     cdf = arr_proba[0]
135     j = 0
136     while u > cdf:
137         j += 1
138         cdf += arr_proba[j]
139     synthetic_string2 = arr_string2[j]
140     synthetic_sequence += synthetic_string2
141     if k % 100000 == 0:
142         print("Synthesizing %7d/%7d: %4d %.5f %2s"
143               % (k, n_synthetic_string2, j, u, synthetic_string2))
144
145     pos0 += string2_length
146     pos1 += string2_length
147
148 print()
149 print("Real DNA:\n", sequence[0:1000])
150 print()
151 print("Synthetic DNA:\n", synthetic_sequence[0:1000])
152 print()
153
154
155 #--- [5] Create random sequence for comparison purposes
156
157 print("Creating random sequence...")
158 length = (1 + n_synthetic_string2) * string2_length
159 random_sequence = ""
160 map = ['A', 'C', 'T', 'G']
161
162 for k in range(length):
163     random_sequence += map[np.random.randint(4)]
164     if k % 100000 == 0:
165         print("Creating random sequence: %7d/%7d" %(k,length))
166 print()
167 print("Random DNA:\n", random_sequence[0:1000])
168 print()
169
170
171 #--- [6] Evaluate quality: real vs synthetic vs random DNA
172
173 max_nodes = 10000 # sample strings for frequency comparison
174 string_length = 6 # length of sample strings (fixed length here)
175
176 nodes = 0
177 hnodes = {}

```

```

178 iter = 0
179
180 while nodes < max_nodes and iter < 5*max_nodes:
181     index = np.random.randint(0, len(sequence)-string_length)
182     string = sequence[index:index+string_length]
183     iter += 1
184     if string not in hnodes and 'N' not in string:
185         hnodes[string] = True
186         nodes += 1
187         if nodes % 1000 == 0:
188             print("Building nodes: %6d/%6d" %(nodes, max_nodes))
189 print()
190
191 def compute_HD(hnodes, sequence, synthetic_sequence):
192
193     pdf1 = []
194     pdf2 = []
195     cc = 0
196
197     for string in hnodes:
198         cnt1 = sequence.count(string)
199         cnt2 = synthetic_sequence.count(string)
200         pdf1.append(float(cnt1))
201         pdf2.append(float(cnt2))
202         ratio = cnt2 / cnt1
203         if cc % 100 == 0:
204             print("Evaluation: computing EPDFs: %6d/%6d: %5s %8d %8d %10.7f"
205                  %(cc, nodes, string, cnt1, cnt2, ratio))
206         cc += 1
207
208     pdf1 = np.array(pdf1) # original dna sequence
209     pdf2 = np.array(pdf2) # synthetic dna sequence
210     pdf1 /= np.sum(pdf1)
211     pdf2 /= np.sum(pdf2)
212
213     HD = np.sum(np.sqrt(pdf1*pdf2))
214     HD = np.sqrt(1 - HD)
215     return(pdf1, pdf2, HD)
216
217 pdf_dna, pdf_synth, HD_synth = compute_HD(hnodes, sequence, synthetic_sequence)
218 pdf_dna, pdf_random, HD_random = compute_HD(hnodes, sequence, random_sequence)
219
220 print()
221 print("Total nodes: %6d" %(nodes))
222 print("Hellinger distance [synthetic]: HD = %8.5f" %(HD_synth))
223 print("Hellinger distance [random] : HD = %8.5f" %(HD_random))
224
225 #--- [7] Visualization (PDF scatterplot)
226
227 import matplotlib.pyplot as plt
228 import matplotlib as mpl
229
230 mpl.rcParams['axes.linewidth'] = 0.5
231 plt.rcParams['xtick.labelsize'] = 7
232 plt.rcParams['ytick.labelsize'] = 7
233
234 plt.scatter(pdf_dna, pdf_synth, s = 0.1, color = 'red', alpha = 0.5)
235 plt.scatter(pdf_dna, pdf_random, s = 0.1, color = 'blue', alpha = 0.5)
236 plt.legend(['real vs synthetic', 'real vs random'], loc='upper left', prop={'size': 7}, )
237 plt.plot([0, np.max(pdf_dna)], [0, np.max(pdf_dna)], c='black', linewidth = 0.3)
238 plt.show()

```

---

## 7.2 Creating high quality LLM embeddings

The purpose of this project is twofold. First, learning how to efficient crawl large, well structured websites to extract and reconstruct comprehensive keyword taxonomies, as well as gathering vast amounts of text. Here, the focus is on one particular component of human knowledge: statistics and probability theory. Then use the crawled data, structure it, and provide high quality answers – along with the sources – to specific questions or prompts. At the time of this writing, OpenAI fails at both.

Unlike [OpenAI](#), the goal is not to produce wordy English prose explaining rudimentary principles at length, blended with more advanced material. Instead, the output may consist of a few bullet points, keywords and links. That is, what is most useful to busy professionals who are experts in their field. The motivation behind this project is to eliminate bottlenecks in standard search technology. In particular, Google search (whether targeted to a specific website or not) as well as search boxes found on Wikipedia, Stack Exchange, ArXiv, Wolfram and other websites, including “related content” links found on these websites, are of limited value.

Likewise, [GPT](#) frequently provides slightly wrong answers to scientific questions, without providing the sources that would allow you to easily fix the errors. This may result in considerable time spent in searching specialized information, using methods that could be automated. The example at the origin of this project was my search to find the asymptotic expectation of the range for Gaussian distributions. Why I was interested in this topic, and the problems that I faced even with GPT, are described [here](#).

Pair ID	Depth	Category	Parent Category
19393	4	Pappus's Centroid Theorem	Surfaces of Revolution
11589	3	Connecting Homomorphism	Cohomology
202	2	Belongie	MathWorld Contributors
16755	4	Nonstandard Methods	Nonstandard Analysis
7877	3	Positive Linear Functional	Moslehian
20970	5	Sinhc Function	Transcendental Root Constants
24829	5	de Finetti Diagram	Triangle Properties
24237	5	Inverse Curve	Polar Curves
23013	5	Moore-Penrose Pseudoinverse	Matrix Operations
25751	5	Medial Hexagonal Hexecontahedron	Uniform Polyhedra
5552	3	LerchPhi	Wolfram Language Commands
466	2	Levai	MathWorld Contributors
18508	4	Convex Polygon	Polygons
13327	5	Damped Simple Harmonic Motion--Underdamping	Ordinary Differential Equations
12757	4	Durand's Rule	Numerical Integration
21063	5	17	Small Numbers
10212	4	Connell Sequence	Parity
22606	4	Almost Alternating Link	Alternating Knots
23564	5	Polydrafter	Miscellaneous Polyshapes
15653	4	One-One Complete	Theory of Computation
3792	3	Rule 30	A New Kind of Science

Figure 7.3: Extract from reconstructed taxonomy structure, Wolfram website

### 7.2.1 Smart, efficient, and scalable crawling

Here, the purpose is to identify target web sites to crawl, identify the kind of information to gather, and perform the actual initial crawling. Enterprise-grade crawling must meet the following requirements:

- Smart: Extracting all the relevant data and nothing more. Avoid getting stuck in infinite loops. For large repositories, start by crawling the category pages when possible (building a knowledge taxonomy in the process), then crawl the actual content. For the latter, assign a category, parent category, and category depth to each crawled URL. A web page may have multiple categories and parent categories. Choose an appropriate organization for the crawling algorithm: tree, graph, or stack, and heavy use of [hash tables](#) (key-value pairs).
- Efficient: You may start with a small crawl, for instance a subcategory, to optimize the parameters. Do not crawl too fast to avoid being blocked. Add a timeout to each URL request, to avoid getting stuck on occasions. Assign a status to each URL: queued (added to crawling list but not crawled yet), parsed (crawled), final (no downstream URLs attached to it), or failed. Failed requests can be re-tried later. Use a distributed architecture. Finally, you want to store the raw crawled content efficiently, typically in compressed format and organized for easy retrieval.

- Scalable: Using a stack architecture leads to simple distributed implementation and avoids recursivity. Saving each web page to a file right after being crawled, along with other summary statistics, provides the ability to easily resume from where your algorithm stopped in case of crash, as the crawling may last for months or years. Then you want to avoid being blocked by the target website or being able to recover if it happens. Using anonymous proxies may help with this. You may skip images and other binary files (video, audio) when crawling, if you don't plan on using them.

In this project, I crawled the entire Wolfram website, consisting of thousands of categories and about 15,000 web pages, totaling 150 MB in compressed format. Because web pages can be modified by the owner over time, my Python code may need to be adapted. However, I stored all the crawled content and full taxonomy, [here](#). So, you can skip Part 1 (crawling) and move to Part 2 (building the LLM engine) if you experience crawling issues.

The project consists of the following steps:

**Step 1: Introduction.** The goal is to crawl [mathworld.wolfram.com](#), more specifically the Probability & Statistics section. Also identify other relevant websites worth crawling. Besides the directory structure and actual content, what other types of pages should you consider, to build your LLM app? Which Python libraries should you use? How about using anonymous proxies and other strategies to avoid blocking when crawling?

**Step 2: Initial taxonomy.** Identify three types of pages: non-terminal category pages (pointing to subcategories), terminal category pages (pointing to content pages), and actual content pages. Reconstruct the full list of categories, creating a table such as the one featured in Figure 7.3. Produce a file with all the content pages found (URLs), with category, parent category, and category depth for each URL (one row per URL). These URLs will be crawled in the next step. Make sure that accented, non-English and special characters are preserved. Also, prove that the crawling algorithm used in the Python code, always ends without missing any URL.

**Step 3: Extracting content.** Crawl all the URLs obtained in the previous step. Use the smart, efficient, scalable methodology. The output should be text files, each one containing 500 URLs, with one (very long) line per URL, with the following fields: URL, category, parent category, category depth, and full content attached to the URL in question. Use appropriate separators for these fields. The HTML content, consisting of text, should have all line breaks (the \n character) replaced by (say) a space, so that one web page fits in one row. Make sure that accented, non-English and special characters are preserved.

Let's start with the answer to **Step 1**. Content worth crawling includes search result pages linked to pre-specified keywords (for instance, 'quantile' on Wolfram search, using [this URL](#)), website-targeted Google search (for instance, 'quantile + Wolfram.com' using [this URL](#)), exact search as opposed to broad search, lists of "related material" or "related questions" found on crawled pages, indexes or glossaries when available (see example [here](#)), [metada](#) [Wiki], and tags. All these elements help build relationships between keywords or concepts.

As for websites, consider crawling Wikipedia (with its own taxonomy), Stack Exchange (each website focusing on one topic, for instance mathematics), ArXiv, Google Scholar, and GitHub. Finally, I used the [Requests](#) Python library for crawling. For crawling examples with anonymous proxies, see [here](#) with the [Torpy](#) library, and [here](#) with the Bright Data library. The latter is not free.

Regarding **Step 2**, sample page types can be found [here](#) (non-terminal category page referred to as Type 1 in the code), [here](#) (terminal category page referred to as Type 2), and [here](#) (actual content page, with metadata at the top). The first two types require ad-hoc parsing to recursively build the categories and to extract the final URLs: the actual content pages. For output file management, note the `encoding='utf-8'` directive to handle non-standard characters, and the use of the `flush` command to avoid buffering.

As for **Step 3**, see the Python code below. Crawling the content pages (lines 135 – 171) can be done with a stand-alone script, as all the necessary input data is stored in a text file in lines 124 – 132. The output files are on GitHub, [here](#). This repository contains sample logfiles monitoring crawling progress, the taxonomy structure featured in Figure 7.3, as well as the full text (HTML code) of all the content web pages. Both for the entire Wolfram website, and the Statistics & Probability category. The source code is also on GitHub, [here](#).

As a final note, OpenAI uses the [Common Crawl](#) repository [Wiki]. This resource is claimed to contain "all the Internet" and it is also available as open source. You might consider it as an alternative to running your own crawling algorithm. Also, while OpenAI did not provide useful links to answer my questions, Edge (Bing) and Bard have that capability. Bing blends AI results with standard search result; in the AI-generated section, it provided [this useful link to my question](#). I was less lucky with Bard. However, keep in mind that these apps keep being improved all the time. The tests reported here were performed in January 2024.

---

```

1 import requests
2 import time
3
4 URL_list = []
5 URL_parent_Category = {}
6 categoryLevel = {}
7 history = {}
8 final_URLs = {}
9
10 URL_base1 = "https://mathworld.wolfram.com/topics/" # for directory pages (root)
11 URL_base2 = "https://mathworld.wolfram.com/" # for final pages
12
13 seed_URL = "https://mathworld.wolfram.com/topics/ProbabilityandStatistics.html"
14 seed_category = "Probability and Statistics" # "Root" if starting at URL_base1
15 categoryLevel[seed_category] = 1 # set to 0 if starting at URL_base1
16
17 #seed_URL = "https://mathworld.wolfram.com/topics/"
18 #seed_category = "Root" # "Root" if starting at URL_base1
19 #categoryLevel[seed_category] = 0 # set to 0 if starting at URL_base1
20
21 URL_list.append(seed_URL) # URL stack
22 URL_parent_Category[seed_URL] = seed_category
23
24 parsed = 0 # number of URLs already parsed
25 n_URLs = 1 # total number of URLs in the queue
26 max_URLs = 5000 # do not crawl more than max_URLs directory pages
27
28 def validate(string):
29     Ignore = ['about/','classroom/','contact/','whatsnew/','letters/']
30     validated = True
31     if len(string) > 60 or string in Ignore or string.count('topics') > 0:
32         validated = False
33     return(validated)
34
35 def update_lists(new_URL, new_category, parent_category, file):
36     URL_parent_Category[new_URL] = new_category
37     # if new_category was encountered before, special processing required
38     # --> in this case, not a one-to-one mapping (ignore here)
39     categoryLevel[new_category] = 1 + categoryLevel[parent_category]
40     level = str(categoryLevel[new_category])
41     file.write(level+"\t"+new_category+"\t"+parent_category+"\n")
42     file.flush()
43     return()
44
45
46 #---[1] Creating category structure and list of webpages
47
48 # file1 allows you to resume from where it stopped in case of crash
49
50 file1 = open("crawl_log.txt","w",encoding="utf-8")
51 file2 = open("crawl_categories.txt","w",encoding="utf-8")
52
53 while parsed < min(max_URLs, n_URLs):
54
55     URL = URL_list[parsed] # crawl first non-visited URL on the stack
56     parent_category = URL_parent_Category[URL]
57     level = categoryLevel[parent_category]
58     time.sleep(5.0) # slow down crawling to avoid being blocked
59     parsed += 1
60
61     if URL in history:
62
63         # do not crawl twice the same URL
64         print("Duplicate: %s" %(URL))
65         file1.write(URL+"\tDuplicate\t"+parent_category+"\t"+str(level)+"\n")

```

```

66
67     else:
68
69         print("Parsing: %d out of %d: %s" % (parsed, n_URLs, URL))
70         # req = requests.get(server, auth=('user','pass'))
71         resp = requests.get(URL, timeout=5)
72         history[URL] = resp.status_code
73
74     if resp.status_code != 200:
75
76         print("Failed: %s" %(URL))
77         file1.write(URL+"\tError:"+str(resp.status_code)+"\t"+
78                     parent_category+"\t"+str(level)+"\n")
79         file1.flush()
80
81     else: # URL successfully crawled
82
83         file1.write(URL+"\tParsed\t"+parent_category+"\t"+str(level)+"\n")
84         page = resp.text
85         page = page.replace('\n', ' ')
86         page1 = page.split("<a href=\"/topics/")
87         page2 = page.split("<a href=\"/")
88         n_URLs_old = n_URLs
89
90         # scraping Type-1 page (intermediate directory node)
91
92         for line in page1:
93             line = line.split("<span>")
94             line = line[0]
95             if line.count(">") == 1:
96                 line = line.split("\">>")
97                 if len(line) > 1:
98                     new_URL = URL_base1 + line[0]
99                     new_category = line[1]
100                    URL_list.append(new_URL)
101                    update_lists(new_URL, new_category, parent_category, file2)
102                    file1.write(new_URL+"\tQueued\t"+new_category+"\t"+str(level+1)+"\n")
103                    file1.flush()
104                    n_URLs += 1
105
106         # scraping Type-2 page (final directory node)
107
108         if n_URLs == n_URLs_old:
109
110             for line in page2:
111                 line = line.split("</a>")
112                 line = line[0].split("\">>")
113                 if validate(line[0]) and len(line) > 1:
114                     new_URL = URL_base2 + line[0]
115                     new_category = line[1]
116                     update_lists(new_URL, new_category, parent_category, file2)
117                     file1.write(new_URL+"\tEndNode\t"+new_category+"\t"+str(level+1)+"\n")
118                     file1.flush()
119                     final_URLs[new_URL] = (new_category, parent_category, level+1)
120
121         file1.close()
122         file2.close()
123
124 # save list of final URLs to use in step [2]
125
126 count = 0
127 file = open("list_final_URLs.txt", "w", encoding="utf-8")
128 for URL in final_URLs:
129     count += 1
130     file.write(str(count)+"\t"+URL+"\t"+str(final_URLs[URL])+"\t\n")
131 file.close()

```

```

132 print()
133
134
135 #---[2] Extracting content from final URLs
136
137 # file_log + file_input allows you to resume from where it stopped (in case of crash)
138
139 file_input = open("list_final_URLs.txt", "r", encoding="utf-8")
140 file_log = open("crawl_content_log.txt", "w", encoding="utf-8")
141 file_output = open("crawl_final.txt", "w", encoding="utf-8")
142 separator = "\t"
143
144 Lines = file_input.readlines()
145 file_input.close()
146 n = len(Lines) # number of final URLs (final pages)
147
148 for line in Lines:
149
150     line = line.split("\t")
151     count = int(line[0])
152     URL = line[1]
153     category = line[2]
154     category.replace('\n', '')
155     print("Page count: %d/%d %s" %(count, n, URL))
156     time.sleep(2.5) # slow down crawling to avoid being blocked
157
158     resp = requests.get(URL, timeout=5)
159
160     if resp.status_code == 200:
161         # add page content: one line per page in the output file
162         page = resp.text
163         page = page.replace('\n', ' ')
164         file_output.write(URL+"\t"+category+separator+page+"\t\n")
165         file_output.flush()
166
167     file_log.write(str(count)+"\t"+URL+"\t\n")
168     file_log.flush()
169
170 file_log.close()
171 file_output.close()
172 https://drive.google.com/file/d/1H_xhfhzIPnO8oe9x1wCDWWM9OR5m81wd/view

```

---

## 7.2.2 User queries, category-specific embeddings and related tables

Extreme LLM (**xLLM**) is a multi-LLM architecture with a separate, specialized and simple LLM for each top category. Each LLM has its own set of tables: embeddings, subcategories, related contents, stopwords, URLs, stemmed words, and so on. Some tables are identical across all categories, for instance the mapping between accented characters and the ASCII version. The idea is to use the best Internet websites covering the entire human knowledge, reconstruct the structure and taxonomy of each website, blend the taxonomies, and extract condensed content. The other component consists of processing user queries and returning results in real-time, including links. The user selects or suggests top categories, along with his prompt, to get more relevant results, faster.

So far, I crawled the entire Wolfram website to cover all math and statistics categories. This was accomplished in project 7.2.1. Here I focus on one portion of this content: the top category “Probability & Statistics”. The crawled data – the input to the Python code – is available as a text file named `crawl_final_stats.txt`, on Google Drive [here](#), consisting of about 600 webpages.

The starting point is Appendix C, providing a lot more details and featuring `xllm5_util.py` (see section C.2), a utility with several functions used in this project as well as in project 7.2.3. This library is also on GitHub, [here](#). The whole xLLM application is broken down into multiple parts, see Table 7.2.

Project 7.2.2 (this section) focuses on the third bullet point in Table 7.2. While xLLM may look like the most advanced and complicated project in this entire book, it is actually relatively simple and light. First, there is no neural network or training involved. Reinforcement learning is accomplished via self-tuning, described later,

relying on the most popular parameter sets based on usage. Then, the apparent complexity is due to minimal use of existing Python libraries. The reason is because I designed much more efficient, faster, smaller yet better solutions: for instance [variable-length embeddings](#) (VLE) encoded as hash tables (though graphs would be a great alternative), rather than vectors. Also, there are many other summary tables besides embeddings; these satellite tables are derived from the reconstructed taxonomy, and deliver the best improvements. By contrast, in traditional LLMs, embeddings are the central table. The way  $n$ -grams are treated, or the weights attached to tokens, are non-standard and work better, but require customized code rather than available libraries.

Component	Description
Web crawling	Project 7.2.1. It includes <code>crawl_directory.py</code> , also on GitHub, <a href="#">here</a> .
Utilities	Appendix C. It includes <code>xllm5_util.py</code> , also on GitHub, <a href="#">here</a>
Creating & updating tables (embeddings and so on), processing user queries	Project 7.2.2. Main program, for developers: <code>xllm5.py</code> , also on GitHub, <a href="#">here</a> . See section 8.1.2.1 for details about embeddings and cosine distance.
Adding other sources (Wikipedia, books), processing user queries	Project 7.2.3. Based on <code>xllm5_short.py</code> ( <a href="#">here</a> on GitHub), a short version of <code>xllm5.py</code> that uses the summary tables created in project 7.2.2 (embeddings and so on), but does not create them.
Fast embedding search	A better alternative to vector search. See projects 2.3 and 8.1.
Glossary	Appendix B is a glossary focusing on LLM, and worth reading before moving forward.

Table 7.2: xLLM: projects breakdown

### 7.2.2.1 Project and solution

When I crawled [mathworld.wolfram.com](#), I found different types of pages: hierarchical category listings including the home page (see [here](#)) and actual content pages (see [here](#)). I discuss the details in Step 2 in project 7.2.1. Content pages have important navigation features, such as “related pages” and “See also” references. I isolated them to build special summary tables, besides embeddings. Many websites, for instance Wikipedia, have a very similar structure.

See Figure 8.1 for embedding examples. I added words and tokens found in categories and other navigation features, to the main summary tables including embeddings. Parsing content pages and extraction of these navigation features is performed in the `split_page` function, line 76 in the python code in section 7.2.2.2. For partial xLLM sample output – extract from an answer to a user query – see Figure C.1. Embeddings are not included.

The goal here is not to create an LLM from scratch, but to understand the different components, adapt it to other sources, augment my current version of xLLM with extra sources, and improve some of the features. Thus, you should start by looking at the code `xllm5.py` in section 7.2.2.2 as well as the accompanying library `xllm5_util.py` in section C.2.

The project consists of the following steps:

**Step 1: Summary tables.** Besides [embeddings](#), what are the summary tables and underlying data structure, for each of them? How are they linked to the output returned to a user query? How to adapt the methodology if the input source is Wikipedia rather than Wolfram?

**Step 2: Best practices.** By looking at my comments in the code or by experimenting yourself, identify bad side effects from standard Python libraries such as [NLTK](#). Examples include stopwords, auto-correct, and singularize. The problems arise due to the specialization of my xLLM, but is otherwise minor in generic applications targeted to non-experts. Suggest workarounds.

**Step 3: Improving xLLM.** I implemented several enhancements, for instance: ignoring [N-grams](#) (permutations of  $N$  tokens) [Wiki] not found in the crawled data, using normalized [PMI](#) in embeddings as the association metric or weight between two [tokens](#), working with [variable-length embeddings](#) (VLE) rather than vectors, managing accented characters, not combining tokens separated by punctuation signs, and minimizing stemming such as singular form. Find other potential enhancements and how to implement them. For instance, making sure that “analysis of variance” and “ANOVA” return the same results, or “San Francisco” is not split into two tokens. Hint: use mappings (synonyms) and double-tokens treated as a single tokens. Treat uppercase and lowercase differently.

**Step 4: Taxonomy creation.** The architecture of xLLM relies heavily on having a great categorization of the crawled content. In the case of Wolfram, the underlying man-made taxonomy (the category hierarchy) can easily be reconstructed. How would you proceed if you do not find any pre-built taxonomy? How to build one from scratch? How to detect subcategories that should not be included? In the case of Wolfram, a sub-category can have multiple parent categories, albeit rarely. How do you handle this?

**Step 5: Parameters and evaluation.** In the code, what are compressed  $N$ -grams and their purpose? How are user queries matched to embeddings and other back-end tables? Is there any training in the algorithm? How would you evaluate the results? What are the main parameters? Hint: allow some users to play with the parameters; automatically detect the most popular values across these users; popular values become the default setting. For customized results, allow users to keep playing with their favorite values. The key concept here is **self-tuning**.

**Step 6: Monetization.** How would you monetize the app, while keeping it free and open-source?

I now answer my own questions, starting with **Step 1**. For summary tables, see lines 22-38 in `xllm5_short.py` in section 7.2.3, and the corresponding text files (saved tables) on GitHub, [here](#). To check out the size, format, or key-value elements for hash tables, click on the corresponding file. For hash tables, the key can be a token as in `word_list`, or a word (a combination of up to 4 tokens, separated by the tilde symbol) as in `dictionary` and `ngram`. In some cases (`embeddings`, `related`) the value is also a hash table, or a list (`ngram`). There are about 3500 valid tokens, and 46,000 valid words in the dictionary table, for the top-category that I am interested in.

To process a user query, see the code starting at line 371 in section 7.2.2. The main function for this task is `process_query` (line 330). First, I **transform** the query in the same way the crawled data was originally transformed (auto-correct, removing stopwords, and so on), and then sort it by token: the query “normal and Poisson distributions” becomes “distribution normal poisson”. I ignore tokens not in `dictionary`, and then generate all token combinations (lines 337-346). In this case: distribution, normal, poisson, distribution normal, distribution poisson, normal poisson, distribution normal poisson. I then match these combinations with keys in the compressed  **$N$ -gram** table. For instance, “distribution normal” has an entry (key) and the corresponding value is “normal distribution” (the most common  $N$ -gram for this word, as found when crawling the data). That is, “normal distribution” is also a key in the summary tables (at least some of them). In particular, I can retrieve links, embeddings, categories, and related content associated to “normal distribution”, respectively in the tables `url_map`, `hash_embeddings`, `hash_category`, and `hash_related`.

Finally, the Wikipedia website also has a structure quite similar to Wolfram. For the machine learning top category, see the directory page, [here](#): this is the starting point for crawling, visiting content pages, and to reconstruct the taxonomy. Like Wolfram, content pages sometimes have “See also” navigation links, and related categories are listed at the bottom of the page. For sample code crawling Wikipedia, see [here](#).

Now moving to **Step 2**. Examples of problems are auto-correct libraries erroneously changing “feller” to “seller”, or “hypothesis” singularized to “hypothesi”, or “even” flagged as a **stopword** by some libraries and thus removed, while you need it to distinguish between even and odd functions in your specialized LLM. San Francisco should map to one single token, not two. To avoid these problems, do not singularize a word in the user query if the plural (but not the presumed singular) is found in the dictionary table. Do not auto-correct proper names such as “Feller”. Create a table of words that can not be corrected or singularized, especially high frequency words such as “hypothesis”. Find words frequently associated, such as “San” and “Francisco”, or use available tables. And build your own stopword list. Stopwords, do-not-stem, do-not-auto-correct, and do-not-singularize tables should be specific to a top category, that is, to a sub LLM in your multi-LLM architecture.

To answer **Step 3**, I recommend creating a synonym dictionary. It would have an entry mapping “ANOVA” to “analysis of variance”, and conversely. You can build such a dictionary by browsing glossaries, or use one from a Python library. Then allowing tokens to be double, for instance considering “Gaussian”, “distribution” and “Gaussian+distribution” as three tokens. The latter is a double token and represents two terms frequently found together. In this case, “Gaussian” and “distribution” are both tokens on their own, and sub-tokens.

Regarding **Step 4**, you can build a taxonomy by identifying the top 200 words (up to 4 tokens) in the crawled sources, and manually assign labels to those that best represent a top category. At level two, look at top words attached to a specific top category (using embeddings or other tables), to create level-2 sub-categories. Do the same for level-3 and so on. The process can be automated to some extent. To give you an idea, the Wolfram taxonomy has about 5000 categories.

Note that the pre-built Wolfram taxonomy is not a tree: some sub-categories have multiple parent categories. Use a graph rather than a tree to represent such structures. Finally, some sub-categories such as “linear algebra”, that naturally fit under “Probability & Statistics” (the top category in this project), are found under the top category “Algebra” in the Wolfram taxonomy. However, the “Algebra” category is filled with irrelevant

material (“Lie algebra”), so you want to eliminate all top categories from “Algebra” that are not relevant to statistics. Then, the Wolfram sub-category “Bayesian statistics” is rather weak: you need to augment it with other sources, such as Wikipedia. If you want to add “gradient descent” to “Probability & Statistics”, you need to look at the top category “Calculus”.

Part of the answer to [Step 5](#) ( $N$ -grams and matching user queries to summary tables) is discussed in the second paragraph in my solution to [Step 1](#). The compressed  $N$ -gram table is a key-value hash, where the key is an ordered  $N$ -gram (with tokens in alphabetical order) and the value is a list of non-ordered versions of the  $N$ -gram in question, found in the sources during crawling. Thus these non-ordered versions or natural words are present as keys in the dictionary and satellite summary key-value tables. To check if a user query matches some words in the summary tables, extract ordered  $N$ -grams from the query, look for them in the compressed  $N$ -gram table, and from there find the associated non-ordered versions. Finally, these non-ordered versions exist as keys in the summary tables.

There is no actual training in the algorithm. The idea is to identify the best parameters based on usage, and set them as default. Important parameters are the minimum counts or thresholds to decide whether or not to include some entries in the output results. For instance: `ccnt1`, `ccnt2`, and `maxprint` in lines 360-362. The max number of tokens per word is set to 4, but could be changed. Separators include comma and point, but could be expanded. Instead of `pmi`, you can use `word2_weight` in line 321 in `x11m5_util.py` (see code in section [C.2](#)). Or you can change the exponent value in the computation of `pmi` (same code, line 310). If you use multiple sources, say Wolfram and Wikipedia, you can assign a separate trust score to each one and allow the user to fine-tune it. Finally, you can offer the user to choose between different stopword lists.

Finally, for [Step 6](#) (monetization), there are two options. First, blend organic results with relevant, sponsored links from advertisers. Then offer a paid version with API access, and larger summary tables (compared to the free version) based on additional input sources. Or give access to fresh summary tables (regularly updated) and parameter tuning, to paid customers only.

### 7.2.2.2 Python code

The program, called `x11m5.py`, is also on GitHub, [here](#). The input file `crawl_final_stats.txt` (Wolfram crawled pages, “Probability & Statistics” top category) is on my Google drive, [here](#). Then the `x11m5_util.py` library is discussed in Appendix [C.2](#), and also on GitHub, [here](#).

---

```

1 import numpy as np
2 import x11m5_util as l1m5
3 from autocorrect import Speller
4 from pattern.text.en import singularize
5
6
7 #--- [1] some utilities
8
9 # words can not be any of these words
10 stopwords = ( "of", "now", "have", "so", "since", "but", "and",
11     "thus", "therefore", "a", "as", "it", "then", "that",
12     "with", "to", "is", "will", "the", "if", "there", "then",
13     "such", "or", "for", "be", "where", "on", "at", "in", "can",
14     "we", "on", "this", "let", "an", "are", "has", "how", "do",
15     "each", "which", "nor", "any", "all", "al.", "by", "having",
16     "therefore", "another", "having", "some", "obtaining",
17     "into", "does", "union", "few", "makes", "occurs", "were",
18     "here", "these", "after", "defined", "takes", "therefore",
19     "here,", "note", "more", "considered", "giving", "associated",
20     "etc.", "i.e.,", "Similarly,", "its", "from", "much", "was",
21     "given", "Now,", "instead", "above,", "rather", "consider",
22     "found", "according", "taking", "proved", "now,", "define",
23     "showed", "they", "show", "also", "both", "must", "about",
24     "letting", "gives", "their", "otherwise", "called", "described",
25     "related", "content", "eg", "needed", "picks", "yielding",
26     "obtained", "exceed", "until", "complicated", "resulting",
27     "give", "write", "directly", "good", "simply", "direction",
28     "when", "itself", "ie", "al", "usually", "whose", "being",
29     "so-called", "while", "made", "allows", "them", "would", "keeping",
30     "denote", "implemented", "his", "shows", "chosen", "just",
31     "describes", "way", "stated", "follows", "approaches", "known",
32     "result", "sometimes", "corresponds", "every", "referred",

```

```

33     "produced", "than", "may", "not", "exactly", " ", "whether",
34     "illustration", "", ".", "...", "states", "says", "known", "exists",
35     "expresses", "respect", "commonly", "describe", "determine", "refer",
36     "often", "relies", "used", "especially", "interesting", "versus",
37     "consists", "arises", "requires", "apply", "assuming", "said",
38     "depending", "corresponding", "calculated", "depending", "associated",
39     "corresponding", "calculated", "coincidentally", "becoming", "discussion",
40     "varies", "compute", "assume", "illustrated", "discusses", "notes",
41     "satisfied", "terminology", "scientists", "evaluate", "include", "call",
42     "implies", "although", "selected", "however", "between", "explaining",
43     "featured", "treat", "occur", "actual", "authors", "slightly",
44     "specified"
45 )
46
47 # map below to deal with some accented / non-standard characters
48 utf_map = { "&nbsp;" : " ",
49             "&oacute;" : "o",
50             "&eacute;" : "e",
51             "&ouml;" : "o",
52             "&ocirc;" : "o",
53             "&#233;" : "e",
54             "&#243;" : "o",
55             " " : " ",
56             "'s" : "", # example: Feller's --> Feller
57         }
58
59 def get_top_category(page):
60
61     # useful if working with all top categories rather than just one
62     # create one set of tables (dictionary, ngrams...) for each top category
63     # here we mostly have only one top category: 'Probability & Statistics'
64     # possible cross-links between top categories (this is the case here)
65
66     read = (page.split("<ul class=\"breadcrumb\">"))[1]
67     read = (read.split(">"))[1]
68     top_category = (read.split("</a>"))[0]
69     return (top_category)
70
71
72 def trim(word):
73     return (word.replace(".", "") .replace(",",""))
74
75
76 def split_page(row):
77
78     line = row.split("<!-- Begin Content -->")
79     header = (line[0]).split("\t~")
80     header = header[0]
81     html = (line[1]).split("<!-- End Content -->")
82     content = html[0]
83     related = (html[1]).split("<h2>See also</h2>")
84     if len(related) > 1:
85         related = (related[1]).split("<!-- End See Also -->")
86         related = related[0]
87     else:
88         related = ""
89     see = row.split("<p class=\"CrossRefs\">")
90     if len(see) > 1:
91         see = (see[1]).split("<!-- Begin See Also -->")
92         see = see[0]
93     else:
94         see = ""
95     return(header, content, related, see)
96
97
98 def list_to_text(list):

```

```

99     text = " " + str(list) + " "
100    text = text.replace("/", " ")
101    text = text.replace("\\"", " ")
102    # text = text.replace("-", " ")
103    text = text.replace("(", "( ")
104    text = text.replace(")", ". )").replace(" ,", ", ")
105    text = text.replace(" |", ", ").replace(" |", ", ")
106    text = text.replace(" .", ". ")
107    text = text.lower()
108    return(text)
109
110
111 #--- [2] Read Wolfram crawl and update main tables
112
113 file_html = open("crawl_final_stats.txt", "r", encoding="utf-8")
114 Lines = file_html.readlines()
115
116 # unless otherwise specified, a word consists of 1, 2, 3, or 4 tokens
117
118 dictionary = {}          # words with counts
119 word_pairs = {}          # pairs of 1-token words found in same word, with count
120 url_map = {}             # URL IDs attached to words in dictionary
121 arr_url = []              # maps URL IDs to URLs (one-to-one)
122 hash_category = {}        # categories attached to a word
123 hash_related = {}         # related topics attached to a word
124 hash_see = {}             # topics from "see also" section, attached to a word
125 word_list = {}            # list of 1-token words associated to a 1-token word
126
127 url_ID = 0 # init for first crawled page
128
129 # process content from Wolfram crawling, one page at a time
130 # for Probability & Statistics category
131
132 for row in Lines:
133
134     #-- cleaning; each row is a full web page + extra info
135
136     category = {}
137
138     for key in utf_map:
139         row = row.replace(key, utf_map[key])
140
141     (header, content, related, see) = split_page(row)
142     url = (header.split("\t"))[0]
143     cat = (header.split("\t"))[1]
144     cat = cat.replace(" ,", " |").replace(" (", "").replace(" )", "")
145     cat = cat.replace("\\"", "").replace("\\"", "")
146     category[cat] = 1
147
148     # top_category not always "Probability & Statistics"
149     top_category = get_top_category(row)
150
151     # processing "related content" on web page
152     list = related.split("\n>")
153     related = ()
154     for item in list:
155         item = (item.split("<"))[0]
156         if item != "" and "mathworld" not in item.lower():
157             related = (*related, item)
158
159     # processing "see also" on web page
160     if see != "":
161         list = see.split("\n>")
162         see = ()
163         for item in list:
164             item = (item.split("<"))[0]

```

```

165     if item != "" and item != " ":
166         see = (*see, item)
167
168     text_category = list_to_text(category)
169     text_related = list_to_text(related)
170     text_see = list_to_text(see)
171     content += text_category + text_related + text_see
172
173     # skip all chars between 2 quotes (it's just HTML code)
174     flag = 0
175     cleaned_content = ""
176     for char in content:
177         if char == "\\":
178             flag = 1 - flag
179         if flag == 0:
180             cleaned_content += char
181
182     cleaned_content = cleaned_content.replace(">", "> ")
183     cleaned_content = cleaned_content.replace("<", ". <")
184     cleaned_content = cleaned_content.replace("(", "( ")
185     cleaned_content = cleaned_content.replace(")", " . )")
186     cleaned_content = cleaned_content.lower()
187     data = cleaned_content.split(" ")
188     stem_table = llm5.stem_data(data, stopwords, dictionary)
189
190     # update tables after each parsed webpage
191     # data is an array containing cleaned words found in webpage
192
193     url_ID = llm5.update_core_tables(data, dictionary, url_map, arr_url, hash_category,
194                                     hash_related, hash_see, stem_table, category, url,
195                                     url_ID, stopwords, related, see, word_pairs, word_list)
196
197
198 #--- [3] create embeddings and ngrams tables, once all sources are parsed
199
200 pmi_table      = llm5.create_pmi_table(word_pairs, dictionary)
201 embeddings      = llm5.create_embeddings(word_list, pmi_table)
202 ngrams_table   = llm5.build_ngrams(dictionary)
203 compressed_ngrams_table = llm5.compress_ngrams(dictionary, ngrams_table)
204
205
206 #--- [4] print some stats (utilities)
207
208 def hprint(title, hash, maxprint, output_file, format = "%3d %s"):
209     print("\n%s\n" %(title))
210     output_file.write("\n%s\n\n" %(title))
211     hash_sorted = dict(sorted(hash.items(),
212                             key=lambda item: item[1], reverse=True))
213     printcount = 0
214     for item in hash_sorted:
215         value = hash[item]
216         if "URL" in title:
217             item = arr_url[int(item)]
218         if item != "" and printcount < maxprint:
219             print(format % (value, item))
220             output_file.write(str(value) + " " + str(item) + "\n")
221         printcount += 1
222
223     return()
224
225
226 def word_summary(word, ccnt1, ccnt2, maxprint, output_file):
227
228     if word not in dictionary:
229         print("No result")
230         output_file.write("No result\n")

```

```

231     cnt = 0
232 else:
233     cnt = dictionary[word]
234
235 if cnt > ccnt1:
236
237     dashes = "—" * 60
238     print(dashes)
239     output_file.write(dashes + "\n")
240     print(word, dictionary[word])
241     output_file.write(word + " " + str(dictionary[word]) + "\n")
242
243     hprint("ORGANIC URLs", url_map[word], maxprint, output_file)
244     hprint("CATEGORIES & LEVELS", hash_category[word], maxprint, output_file)
245     hprint("RELATED", hash_related[word], maxprint, output_file)
246     hprint("ALSO SEE", hash_see[word], maxprint, output_file)
247
248 if word in word_list and word in embeddings:
249
250     # print embedding attached to word
251
252     hash = {}
253     weight_list = llm5.collapse_list(word_list[word])
254     embedding_list = embeddings[word]
255
256     for word2 in embedding_list:
257         if word2 != word:
258             pmi = embedding_list[word2]
259             count = weight_list[word2]
260             product = pmi * count
261             hash[word2] = product
262
263     hprint("EMBEDDINGS", hash, maxprint, output_file, "%8.2f %s")
264
265     print()
266     return()
267
268 #--- [5] main loop
269
270 def save_tables():
271
272     list = { "dictionary" : dictionary,
273             "ngrams_table" : ngrams_table,
274             "compressed_ngrams_table" : compressed_ngrams_table,
275             "word_list" : word_list,
276             "embeddings" : embeddings,
277             "url_map" : url_map,
278             "hash_category" : hash_category,
279             "hash_related" : hash_related,
280             "hash_see" : hash_see,
281         }
282
283     for table_name in list:
284         file = open("xllm5_" + table_name + ".txt", "w")
285         table = list[table_name]
286         for word in table:
287             file.write(word + "\t" + str(table[word]) + "\n")
288         file.close()
289
290     file = open("xllm5_arr_url.txt", "w")
291     for k in range(0, len(arr_url)):
292         file.write(str(k) + "\t" + arr_url[k] + "\n")
293     file.close()
294
295     file = open("stopwords.txt", "w")

```

```

297     file.write(str(stopwords))
298     file.close()
299     file = open("utf_map.txt", "w")
300     file.write(str(utf_map))
301     file.close()
302     return()
303
304
305 dump = False # to save all potential query results (big file)
306 save = True # to save all tables
307
308 if save:
309     save_tables()
310
311 if dump:
312
313     # hperparameters
314     ccnt1 = 0 # 5
315     ccnt2 = 0 # 1
316     maxprint = 200 # up to maxprint rows shounn per word/section
317
318     dump_file = open("xllm5_dump.txt", "w")
319     for word in dictionary:
320         word_summary(word, ccnt1, ccnt2, maxprint, dump_file)
321     dump_file.close()
322
323 print("Words (up to 4 tokens):", len(dictionary))
324 print("1-token words with a list:", len(word_list))
325 print("1-token words with an embedding:", len(embeddings))
326
327
328 #--- [6] process sample user queries
329
330 def process_query(query, ccnt1, ccnt2, maxprint, output_file = ""):
331     # query is a sorted word, each token is in dictionary
332     # retrieve all sub-ngrams with a dictionary entry, print results for each one
333
334     get_bin = lambda x, n: format(x, 'b').zfill(n)
335     n = len(query)
336
337     for k in range(1, 2**n):
338
339         binary = get_bin(k, n)
340         sorted_word = ""
341         for k in range(0, len(binary)):
342             if binary[k] == '1':
343                 if sorted_word == "":
344                     sorted_word = query[k]
345                 else:
346                     sorted_word += "~" + query[k]
347
348         if sorted_word in compressed_ngrams_table:
349             list = compressed_ngrams_table[sorted_word]
350             # the word below (up to 4 tokens) is in the dictionary
351             word = list[0]
352             print("Found:", word)
353             output_file.write("Found:" + word + "\n")
354             word_summary(word, ccnt1, ccnt2, maxprint, output_file)
355
356     return()
357
358
359 # hyperparameters
360 ccnt1 = 0
361 ccnt2 = 0 # 2
362 maxprint = 10 # up to maxprint rows shounn per word/section

```

```

363
364     spell = Speller(lang='en')
365
366
367     query = " "
368     print("\n")
369     output_file = open("xllm5_results.txt", "w")
370
371     while query != "":
372
373         # entries separated by commas are treated independently
374         query = input("Enter queries (ex: Gaussian distribution, central moments): ")
375         queries = query.split(',')
376         token_list = []
377         token_clean_list = []
378
379         for query in queries:
380
381             tokens = query.split(' ')
382             for token in tokens:
383                 # note: spell('feller') = 'seller', should not be autocorrected
384                 token = token.lower()
385                 if token not in dictionary:
386                     token = spell(token)
387                 token_list.append(token)
388             stemmed = llm5.stem_data(token_list, stopwords, dictionary, mode = 'Internal')
389
390             for old_token in stemmed:
391                 token = stemmed[old_token]
392                 if token in dictionary:
393                     token_clean_list.append(token)
394             token_clean_list.sort()
395
396             if not token_clean_list:
397                 if query != "":
398                     print("No match found")
399                     output_file.write("No match found\n")
400             else:
401                 print("Found: ", token_clean_list)
402                 output_file.write("Found: " + str(token_clean_list) + "\n")
403                 process_query(token_clean_list, ccnt1, ccnt2, maxprint, output_file)
404
405     output_file.close()

```

---

### 7.2.3 RAG: retrieval augmented generation using book catalogs

Under construction. It will leverage the code listed here. The `xllm5_short.py` program is also on GitHub, [here](#).

```

1  # xllm5_short.py : Extreme LLM (light version), vincentg@mtechniques.com
2
3  import requests
4  from autocorrect import Speller
5  from pattern.text.en import singularize
6
7  # Unlike xllm5.py, xllm5_short.py does not process the (huge) crawled data.
8  # Instead, it uses the much smaller summary tables produced by xllm5.py
9
10 #--- [1] get tables if not present already
11
12 # First, get xllm5_util.py from GitHub and save it locally as xllm5_util.py
13 #   note: this python code does that automatically for you
14 # Then import everything from that library with 'from xllm5_util import *'
15 # Now you can call the read_xxx() functions from that library

```

```

16 # In addition, the tables stopwords and utf_map are also loaded
17 #
18 # Notes:
19 #   - On first use, download all locally with overwrite = True
20 #   - On next uses, please use local copies: set overwrite = False
21 #
22 # Table description:
23 #
24 # unless otherwise specified, a word consists of 1, 2, 3, or 4 tokens
25 # word_pairs is used in xllm5.py, not in xllm5_short.py
26 #
27 # dictionary = {} words with counts: core (central) table
28 # word_pairs = {} pairs of 1-token words found in same word, with count
29 # url_map = {} URL IDs attached to words in dictionary
30 # arr_url = [] maps URL IDs to URLs (one-to-one)
31 # hash_category = {} categories attached to a word
32 # hash_related = {} related topics attached to a word
33 # hash_see = {} topics from "see also" section, attached to word
34 # word_list = {} list of 1-token words associated to a 1-token word
35 # ngrams_table = {} ngrams of word found when crawling
36 # compressed_ngrams_table = {} only keep ngram with highest count
37 # utf_map = {} map accented characters to non-accented version
38 # stopwords = () 1-token words not accepted in dictionary
39
40 path =
41     "https://raw.githubusercontent.com/VincentGranville/Large-Language-Models/main/llm5/"
42
43 overwrite = False
44
45 if overwrite:
46
47     response = requests.get(path + "xllm5_util.py")
48     python_code = response.text
49
50     local_copy = "xllm5_util"
51     file = open(local_copy + ".py", "w")
52     file.write(python_code)
53     file.close()
54
55     # get local copy of tables
56
57     files = [ 'xllm5_arr_url.txt',
58               'xllm5_compressed_ngrams_table.txt',
59               'xllm5_word_list.txt',
60               'xllm5_dictionary.txt',
61               'xllm5_embeddings.txt',
62               'xllm5_hash_related.txt',
63               'xllm5_hash_category.txt',
64               'xllm5_hash_see.txt',
65               'xllm5_url_map.txt',
66               'stopwords.txt'
67             ]
68
69     for name in files:
70         response = requests.get(path + name)
71         content = response.text
72         file = open(name, "w")
73         file.write(content)
74         file.close()
75
76 import xllm5_util as llm5
77
78 # if path argument absent in read_xxx(), read from GitHub
79 # otherwise, read from copy found in path
80 arr_url      = llm5.read_arr_url("xllm5_arr_url.txt", path="")

```

```

81 dictionary = llm5.read_dictionary("xllm5_dictionary.txt", path="")
82 stopwords = llm5.read_stopwords("stopwords.txt", path="")
83
84 compressed_ngrams_table = llm5.read_table("xllm5_compressed_ngrams_table.txt",
85                                         type="list", path="")
86 word_list = llm5.read_table("xllm5_word_list.txt", type="list", path="")
87 embeddings = llm5.read_table("xllm5_embeddings.txt", type="hash", path="",
88                             format="float")
89 hash_related = llm5.read_table("xllm5_hash_related.txt", type="hash", path="")
90 hash_see = llm5.read_table("xllm5_hash_see.txt", type="hash", path="")
91 hash_category = llm5.read_table("xllm5_hash_category.txt", type="hash", path="")
92 url_map = llm5.read_table("xllm5_url_map.txt", type="hash", path="")
93
94
95 #--- [2] some utilities
96
97 def singular(data, mode = 'Internal'):
98
99     stem_table = {}
100
101    for word in data:
102        if mode == 'Internal':
103            n = len(word)
104            if n > 2 and "~" not in word and \
105                word[0:n-1] in dictionary and word[n-1] == "s":
106                stem_table[word] = word[0:n-1]
107            else:
108                stem_table[word] = word
109        else:
110            # the instruction below changes 'hypothesis' to 'hypothesi'
111            word = singularize(word)
112
113            # the instruction below changes 'hypothesi' back to 'hypothesis'
114            # however it changes 'feller' to 'seller'
115            # solution: create 'do not singularize' and 'do not autocorrect' lists
116            stem_table[word] = spell(word)
117
118    return(stem_table)
119
120
121 #--- [3] print some stats (utilities)
122
123 def fformat(value, item, format):
124     format = format.split(" ")
125     fmt1 = format[0].replace("%", "")
126     fmt2 = format[1].replace("%", "")
127     string = '{:{fmt1}} {:{fmt2}}'.format(value, item, fmt1=fmt1, fmt2=fmt2)
128     return(string)
129
130
131 def hprint(title, hash, maxprint, output_file, format = "%3d %s"):
132     print("\n%s\n" %(title))
133     output_file.write("\n%s\n\n" %(title))
134     hash_sorted = dict(sorted(hash.items(),
135                            key=lambda item: item[1], reverse=True))
136     printcount = 0
137     for item in hash_sorted:
138         value = hash[item]
139         if "URL" in title:
140             item = arr_url[int(item)]
141         if item != "" and printcount < maxprint:
142             print(format % (value, item))
143             string = fformat(value, item, format)
144             output_file.write(string + "\n")
145             printcount += 1
146

```

```

147     return()
148
149
150 def word_summary(word, ccnt1, ccnt2, maxprint, output_file):
151
152     if word not in dictionary:
153         print("No result")
154         output_file.write("No result\n")
155         cnt = 0
156     else:
157         cnt = dictionary[word]
158
159     if cnt > ccnt1:
160
161         dashes = "-" * 60
162         print(dashes)
163         output_file.write(dashes + "\n")
164         print(word, dictionary[word])
165         output_file.write(word + " " + str(dictionary[word]) + "\n")
166
167         hprint("ORGANIC URLs", url_map[word], maxprint, output_file)
168         hprint("CATEGORIES & LEVELS", hash_category[word], maxprint, output_file)
169         hprint("RELATED", hash_related[word], maxprint, output_file)
170         hprint("ALSO SEE", hash_see[word], maxprint, output_file)
171
172     if word in word_list and word in embeddings:
173
174         # print embedding attached to word
175
176         hash = {}
177         weight_list = llm5.collapse_list(word_list[word])
178         embedding_list = embeddings[word]
179
180         for word2 in embedding_list:
181             if word2 != word:
182                 pmi = embedding_list[word2]
183                 count = weight_list[word2]
184                 product = pmi * count
185                 hash[word2] = product
186
187         hprint("EMBEDDINGS", hash, maxprint, output_file, "%8.2f %s")
188
189     print()
190     return()
191
192
193 #--- [4] main loop
194
195 dump = False
196
197 if dump:
198
199     # hperparameters
200     ccnt1 = 0 # 5
201     ccnt2 = 0 # 1
202     maxprint = 200 # up to maxprint rows shownn per word/section
203
204     dump_file = open("xllm5_dump.txt", "w")
205     for word in dictionary:
206         word_summary(word, ccnt1, ccnt2, maxprint, dump_file)
207     dump_file.close()
208
209 print("Words (up to 4 tokens):", len(dictionary))
210 print("1-token words with a list:", len(word_list))
211 print("1-token words with an embedding:", len(embeddings))
212

```

```

213
214 #--- [5] process sample user queries
215
216 def process_query(query, ccnt1, ccnt2, maxprint, output_file = ""):
217     # query is a sorted word, each token is in dictionary
218     # retrieve all sub-ngrams with a dictionary entry, print results for each one
219
220     get_bin = lambda x, n: format(x, 'b').zfill(n)
221     n = len(query)
222
223     for k in range(1, 2**n):
224
225         binary = get_bin(k, n)
226         sorted_word = ""
227         for k in range(0, len(binary)):
228             if binary[k] == '1':
229                 if sorted_word == "":
230                     sorted_word = query[k]
231                 else:
232                     sorted_word += "~" + query[k]
233
234         if sorted_word in compressed_ngrams_table:
235             list = compressed_ngrams_table[sorted_word]
236             # the word below (up to 4 tokens) is in the dictionary
237             word = list[0]
238             print("Found:", word)
239             output_file.write("Found:" + word + "\n")
240             word_summary(word, ccnt1, ccnt2, maxprint, output_file)
241
242     return()
243
244
245 # hyperparameters
246 ccnt1 = 0
247 ccnt2 = 0 # 2
248 maxprint = 10 # up to maxprint rows shownn per word/section
249
250 spell = Speller(lang='en')
251
252 query = " "
253 print("\n")
254 output_file = open("xllm5_results.txt", "w")
255
256 while query != "":
257
258     # entries separated by commas are treated independently
259     query = input("Enter queries (ex: Gaussian distribution, central moments): ")
260     queries = query.split(',')
261     token_list = []
262     token_clean_list = []
263
264     for query in queries:
265
266         tokens = query.split(' ')
267         for token in tokens:
268             # note: spell('feller') = 'seller', should not be autocorrected
269             token = token.lower()
270             if token not in dictionary:
271                 token = spell(token)
272             token_list.append(token)
273             stemmed = singular(token_list, mode = 'Internal')
274
275             for old_token in stemmed:
276                 token = stemmed[old_token]
277                 if token in dictionary:
278                     token_clean_list.append(token)

```

```
279     token_clean_list.sort()
280
281     if not token_clean_list:
282         if query != "":
283             print("No match found")
284             output_file.write("No match found\n")
285     else:
286         print("Found: ", token_clean_list)
287         output_file.write("Found: " + str(token_clean_list) + "\n")
288         process_query(token_clean_list, ccnt1, ccnt2, maxprint, output_file)
289
290 output_file.close()
```

---

### 7.3 Scoring content with hidden decision trees

Under construction.

# Chapter 8

## Miscellaneous Projects

This chapter features projects that span across multiple categories, such as generative AI, large language models and NLP, or machine learning optimization and scientific computing. They allow you to broaden your horizon in multiple directions. You don't need to be an expert in many areas to work on them. Typically, the first step consists of checking my Python code, create a minimum viable version, then add features, and use the code on your own data. Each project is self-contained, with an introduction presenting relevant material. References to literature and other chapters are provided as needed.

### 8.1 Fast probabilistic nearest neighbor search (pANN)

ANN – approximate nearest neighbors – is at the core of fast [vector search](#), itself central to GenAI, especially GPT and LLM. My new methodology, abbreviated as pANN, has many other applications: clustering, classification, measuring the similarity between two datasets (images, soundtracks, time series, and so on), tabular data synthetization (improving poor synthetizations), model evaluation, and even detecting extreme observations.

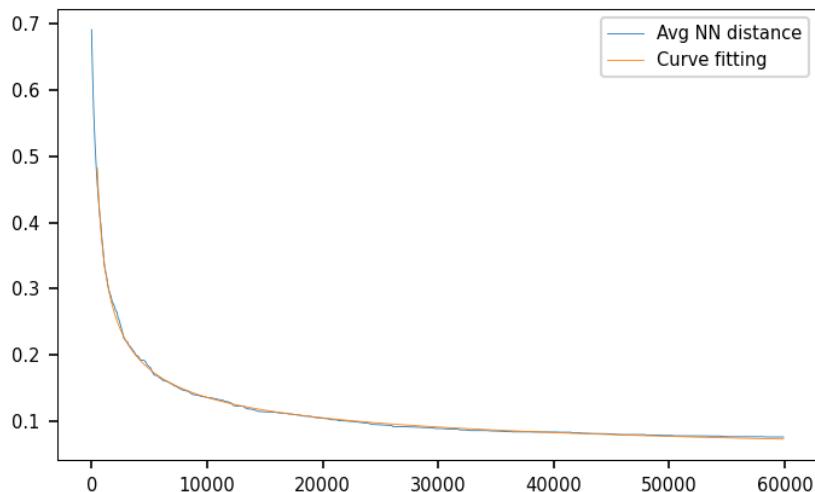


Figure 8.1: Average NN distance over time, with probabilistic ANN

Just to give an example, you could use it to categorize all time series without statistical theory. Parametric statistical models are subject to [identifiability](#) issues (redundancy) and less explainable, leading to definitions less useful to developers, and math-heavy. [pANN](#) avoids that. Fast and simple, pANN (for Probabilistic ANN) does not involve training or neural networks, and it is essentially math-free. Its versatility comes from four features:

- Most algorithms aim at minimizing a loss function. Here I also explore what you can achieve by maximizing the loss.
- Rather than focusing on one set of datasets, I use two sets  $S$  and  $T$ . For instance, [K-NN](#) looks for nearest neighbors within a set  $S$ . What about looking for nearest neighbors in  $T$ , to observations in  $S$ ? This leads to far more applications than the one-set approach.

- Some algorithms are very slow and may never converge. No one looks at them. But what if the loss function drops very fast at the beginning, fast enough that you get better results in a fraction of the time, by stopping early, compared to using the “best” method?
- In many contexts, a good approximate solution obtained in little time from an otherwise non-converging algorithm, may be as good for practical purposes as a more accurate solution obtained after far more steps using a more sophisticated algorithm.

Figure 8.1 shows how quickly the loss function drops at the beginning. In this case, the loss represents the average distance to the approximate nearest neighbor, obtained so far in the iterative algorithm. The X-axis represents the iteration number. Note the excellent curve fitting (in orange) to the loss function, allowing you to predict its baseline (minimum loss, or optimum) even after a small number of iterations. To see what happens if you maximize the loss instead, read the full technical document. Another example of non-converging algorithm doing better than any kind of [gradient descent](#) is discussed in chapter 13 in [19].

### 8.1.1 Motivation and architecture

With the increasing popularity of RAG, LLM, and ANN-based fast vector search including in real time, it was time for me to figure out how I could improve the existing technology. In this context, ANN stands for [approximated nearest neighbors](#), a better alternative to  $K$ -NN.

What I came up with covers a large number of applications: matching embeddings to prompts or user queries, data synthetization, GenAI model evaluation, measuring the similarity or distance between two datasets, detection of extremes in arbitrary dimensions, finding the envelop of a dataset, or classification (supervised and unsupervised). The technique was first introduced in the context of NoGAN tabular data synthetization, see chapter 7 in [18]. The goal is to find a good approximation to the solution, as quickly as possible. You can think of it as a gradient descent method, with very steep descent at the beginning, leading to a satisfactory solution in a fraction of the time most sophisticated algorithms require. Speed is further increased by using absolute differences rather than square roots of sums of squares. Also, there is no gradient and no neural networks: thus, no math beyond random numbers.

The following architecture and algorithm are common to all applications. You have two sets of multivariate vectors,  $S$  and  $T$  respectively with  $n$  and  $m$  elements, each elements being a vector with  $d$  components:

$$\begin{aligned} S &= \{x_1, \dots, x_n\} \\ T &= \{y_1, \dots, y_m\}. \end{aligned}$$

For each element  $x_k$  in  $S$ , you want to find the closest neighbor  $y_{\sigma(k)}$  in  $T$ . Thus, the problem consists of finding the function  $\sigma_0$  that minimizes the [loss function](#)  $L(\sigma)$  defined by

$$L(\sigma) = \sum_{k=1}^n \|x_k - y_{\sigma(k)}\|. \quad (8.1)$$

The minimum is over all integer functions  $\sigma$  defined on  $\{1, \dots, n\}$  with values in  $\{1, \dots, m\}$ . There are  $m^n$  such functions. The one minimizing  $L(\sigma)$  is denoted as  $\sigma_0$ . It might not be unique, but this is unimportant. In some cases, we are interested in maximizing  $L(\sigma)$  instead, which is identical to minimizing  $-L(\sigma)$ . And frequently, to be admissible as a solution, a function  $\sigma$  must satisfy  $x_k \neq y_{\sigma(k)}$  for  $1 \leq k \leq n$ .

The oldest application in recent times, also the origin for the abbreviation ANN, is the  $K$ -NN problem, or [K nearest neighbors](#). In this case,  $S$  consists of  $K$  copies of  $T$ . As we shall see, my algorithm results in a different solution, with a variable number of neighbors per observation, rather than the fixed value  $K$ . Also, when  $K = 1$ , the trivial solution is  $\sigma(k) = k$  for  $1 \leq k \leq n$ . That is, the closest neighbor to  $x_k$  is  $x_k$  itself. Thus the aforementioned constraint  $x_k \neq y_{\sigma(k)}$  to eliminate this solution.

An ancient version dating back to 1890 is the assignment problem. It was solved in polynomial time in 1957, using the [Hungarian algorithm](#) [Wiki]. These days, we want something much faster than even quadratic time. My method will provide a good approximation much faster than quadratic if you stop early. Brute force would solve this problem in  $n \times m$  steps, by finding the closest  $y_{\sigma(k)}$  to each  $x_k$  separately. Note that unlike in the original assignment problem, here the function  $\sigma$  does not need to be a permutation, allowing for faster, one-to-many neighbor allocation.

The solution can be an excellent starting point for an exact search, or used as a final, good enough result. The algorithm processes the data set  $S$  a number of times. Each completed visit of  $S$  is called an [epoch](#). In a given epoch, for each observation  $x_k$  (with  $1 \leq k \leq n$ ), a potential new neighbor  $y_{\sigma'(k)}$  is randomly selected. If

$$\|x_k - y_{\sigma'(k)}\| < (1 - \tau) \cdot \|x_k - y_{\sigma(k)}\|,$$

then  $y_{\sigma'(k)}$  becomes the new, closest neighbor to  $x_k$ , replacing the old neighbor  $y_{\sigma(k)}$ . In this case,  $\sigma(k) \leftarrow \sigma'(k)$ . Otherwise,  $\sigma(k)$  is unchanged, but  $y_{\sigma'(k)}$  is flagged as unsuitable neighbor in the list of potential neighbors to  $x_k$ . For each  $x_k$ , the list of unsuitable neighbors starts empty and grows very slowly, at least at the beginning. The parameter  $\tau$  is called the temperature. The default value is zero, but positive values that decay over time may lead to an accelerated schedule. Negative values always underperform, but it makes the loss function goes up and down, with oscillations of decreasing amplitude over time, behaving very much like the loss function in stochastic gradient descent and deep neural networks.

Another mechanism to accelerate the convergence at the beginning (what we are interested in) is as follows. At the start of each epoch, sort  $S$  in reverse order based on distance to nearest neighbors in  $T$ , obtained so far. In a given epoch, do not process all observations  $x_k$ , but only a fraction of them, for instance the top 50% with the largest NN distances.

Figure 8.1 illustrates the convergence. The power function  $\varphi(t) = \alpha + \beta t^{-\gamma}$  provides an excellent fit. Here  $\varphi(t)$  is the average nearest neighbor distance at time  $t$ . The time represents the number of steps performed so far, on a dataset with  $n = m = 200$ . Interestingly,  $\gamma \approx 0.50$ , but on some datasets, I was able to get faster convergence, with  $\gamma \approx 0.80$ . The coefficient  $\alpha$  represents the average NN distance at the limit, if you were to do an exact search. In other words,  $\alpha \approx L(\sigma_0)/n$ . If you are only interested in  $\alpha$ , you can get a good approximation in a fraction of the time it takes to compute the exact NN distances. To do it even faster by interpolating the curve fitting function based on the first few hundred measurements only, see Figure 4.5 and section 4.4.3.

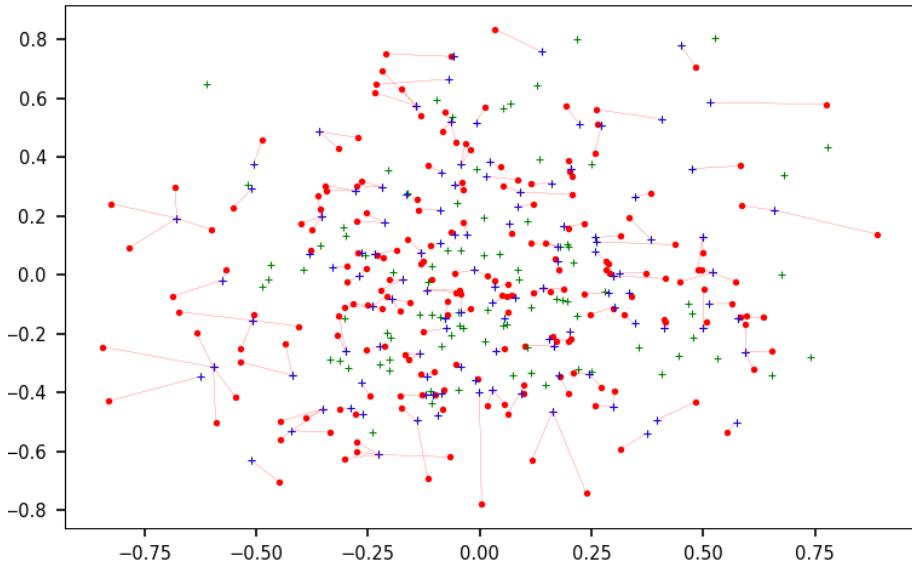


Figure 8.2: Approximate NNs from  $T$  (blue) to points in  $S$  (red) after a few thousand steps

Figure 8.2 shows the dataset used in Figure 8.1, with red segments linking points in  $S$  (red) to their closest neighbor in  $T$  (blue) obtained at the current iteration. View video [here](#) showing how the approximate nearest neighbors get more and more accurate over time, from beginning to end.

## 8.1.2 Applications

The methodology presented here is useful in several contexts. Now, I describe how to leverage my algorithm in various applications, ranging from traditional to GenAI and LLM.

### 8.1.2.1 Embeddings and large language models

In large language models, embeddings are lists of tokens attached to a keyword. For instance, Table 8.1 is based on my specialized xLLM that answers research questions about statistics and probability: see section 7.2. The table features embeddings, for 7 one-token keywords. For each keyword, the top row shows the top 10 tokens. The bottom one shows the importance of each token: the numbers represent the normalized pointwise mutual information (PMI) between a token and a keyword. This metric measures the strength of the association between a token and a keyword. Here, I use variable-length embeddings [5] to reduce the size of the embedding tables.

To measure the similarity between two words, first compute the dot product (the  $\bullet$  product) [Wiki] between the two word embeddings. Tokens with a PMI of zero for either word (that is, absent for one of the two words)

are ignored in the computations. Then, compute the norm  $\|\cdot\|$  of each word. The norm is the square root of the sum of squared PMIs. For instance, based on Table 8.1:

$$\begin{aligned} \text{normal} \bullet \text{Gaussian} &= 0.43903 \times 0.00858 + 0.05885 \times 0.01164 = 0.004452 \\ \text{binomial} \bullet \text{Gaussian} &= 0.11796 \times 0.00858 + 0.01117 \times 0.01164 = 0.001142 \\ \|\text{normal}\| &= 0.49678, \quad \|\text{Gaussian}\| = 0.05853, \quad \|\text{binomial}\| = 0.13998. \end{aligned}$$

There are many different ways to define the similarity between two words. The [cosine similarity \[Wiki\]](#) is one of them. It normalizes the dot products, but does not capture magnitudes. It is computed as follows:

$$\begin{aligned} \rho(\text{normal}, \text{Gaussian}) &= \frac{\text{normal} \bullet \text{Gaussian}}{\|\text{normal}\| \cdot \|\text{Gaussian}\|} = 0.15311, \\ \rho(\text{binomial}, \text{Gaussian}) &= \frac{\text{binomial} \bullet \text{Gaussian}}{\|\text{normal}\| \cdot \|\text{Gaussian}\|} = 0.13940. \end{aligned}$$

Whether using the dot product or cosine similarity, “normal” is closer to “Gaussian” than “binomial”. The distance may then be defined as  $1 - \rho$ . The goal, given two sets of embeddings  $S$  and  $T$ , is to find, for each embedding in  $S$ , its closest neighbor in  $T$ . For instance,  $S$  may consist of the top 1000 standardized user queries with associated embeddings (stored in cache for fast real-time retrieval), and  $T$  maybe the full list of embeddings based on crawling and/or parsing your entire repository.

word	token 1	token 2	token 3	token 4	token 5	token 6	token 7	token 8	token 9	token 10
hypothesis	alternative	null	statistical	false	test	nested	testing	type	bourget	chinese
	0.05070	0.03925	0.03539	0.03177	0.01885	0.01661	0.01358	0.01056	0.01011	0.01011
test	statistical	wilcoxon	negative	alternative	alpha	fisher	kolmogorov	contingency	type	false
	0.09546	0.05842	0.03206	0.02700	0.02519	0.02456	0.02224	0.02099	0.02066	0.01924
normal	distribution	bivariate	standard	log	multivariate	variate	ratio	trivariate	sum	difference
	0.43903	0.15486	0.10019	0.09719	0.05885	0.05204	0.03569	0.03368	0.03240	0.03074
Gaussian	inverse	joint	increment	multivariate	physicists	spectrum	noisy	distribution	board	polygon
	0.04340	0.02718	0.01164	0.01164	0.01164	0.01006	0.00964	0.00858	0.00832	0.00774
walk	random	self-avoiding	wiener	connective	polya	levy	two-dim	lattice	trajectories	confined
	0.16104	0.10019	0.04138	0.02888	0.01691	0.01491	0.01447	0.01344	0.01004	0.01004
random	walk	variable	number	sequence	independent	set	constant	polya	one-dim	process
	0.16104	0.10245	0.08385	0.06631	0.05068	0.03509	0.03230	0.03028	0.02939	0.02844
binomial	distribution	negative	approximation	integer	beta	multivariate	discrete	trial	rise	infinity
	0.11796	0.06830	0.01455	0.01327	0.01133	0.01117	0.01039	0.00990	0.00944	0.00886

Table 8.1: Embeddings (one per word) with normalized PMI score attached to each token

When the goal is to compute all nearest neighbors within  $T$  (in this case,  $S = T$ ), the xLLM architecture is especially efficient. It uses a separate embedding table for each top category. Assuming  $q$  tables respectively with  $N_1, \dots, N_q$  embeddings, standard  $k$ -NN over categories bundled together is  $O(N^2)$  with  $N = N_1 + \dots + N_q$ , versus the much lower  $O(N_1^2 + \dots + N_q^2)$  when the  $q$  categories are treated separately. With the ANN algorithm described in section 8.1, these computing times are significantly reduced. However, with  $q$  categories, you must add a little overhead time and memory as there is a top layer for cross-category management. When a category has more than (say) 5000 embeddings, further acceleration is achieved by splitting its table into smaller batches, and compute nearest neighbors on each batch separately. The solid gain in speed usually outweighs the small loss in accuracy. For [prompt compression](#) to reduce the size of the input user queries, see [3].

### 8.1.2.2 Generating and evaluating synthetic data

My first use of [probabilistic ANN](#) (pANN) was for synthesizing tabular data, see chapter 7 in [18]. It led to a faster and better alternative to GAN ([generative adversarial networks](#)), and was actually called [NoGAN](#) as it does not require neural networks. But it also helps with various related GenAI problems. For instance:

- **Improving poor synthetic data.** Say you have a real dataset  $T$ , and you created a synthetic version of it, the  $S$  set. You can generate much more observations than needed in your synthetic data, then only keep the best ones. To do this, only keep in  $S$  observations with a nearest neighbor in  $T$  that is close enough. In short, you discard synthetic observations that are too far away from any real observation. This simple trick will improve the quality of your synthetic data, if the goal is good enough replication of the underlying distribution in the real data. pANN is particularly handy to solve this problem.

- **Evaluating the quality of synthetic data.** The best metrics to evaluate the faithfulness of synthetic data are typically based on the multivariate empirical cumulative distributions (ECDF), see section 2.1. The ECDF is evaluated at various locations  $z$  in the feature space, computed both on the synthetic data  $S$ , and the real data  $T$ . In particular, the Kolmogorov-Smirnov distance is defined as

$$\text{KS}(S, T) = \sup_z |F_s(z) - F_r(z)|,$$

where  $F_s, F_r$  are the ECDFs, respectively for the synthetic and real data. It involves finding the closest neighbors to each  $z$ , both in  $S$  and  $T$ . Again, the pANN algorithm can help accelerate the computations.

For an alternative to pANN, based on interpolated binary search and radix encoding, see section 2.3. Several nearest neighbor search methods are discussed in the article “Comprehensive Guide To Approximate Nearest Neighbors Algorithms” [33].

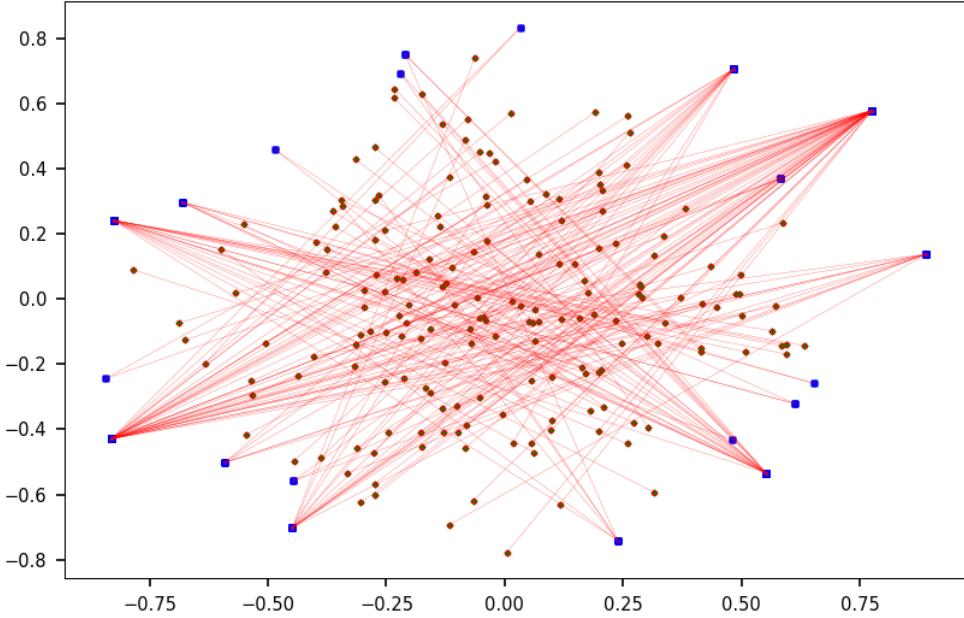


Figure 8.3: Extreme points in blue ( $S = T$ ) obtained by maximizing the loss  $L(\sigma)$

#### 8.1.2.3 Clustering, dataset comparisons, outlier detection

Nearest neighbor (NN) methods were first used in classification algorithms, with  $S = T$ : the ancestor of pANN is  $K$ -NN. To adapt pANN to  $K > 1$ , proceed as follows. If you want the three approximate nearest neighbors ( $K = 3$ ) to observation  $x_{k_1}$  in  $S$ , keep two extra copies of  $x_{k_1}$ , say  $x_{k_2}$  and  $x_{k_3}$ , in  $S$ . At any time in the iterative algorithm, flag any nearest neighbor assigned to one of the copies, say  $x_{k_2}$ , as nonassignable to the two other copies, in this case  $x_{k_1}$  and  $x_{k_3}$ . To do so, add the nearest neighbor in question (its index in  $T$ ) to the lists `hask[k1]` and `hash[k3]` in line 138 in the Python code in section 8.1.4. You also need to set `optimize='speed'` in line 117 so that `hash` is active. In the code, the nearest neighbor to  $x_{k_1}$  in  $T$ , is  $y_j$  with  $j = \text{arr\_NN}[k_1]$ . Its index is  $j$ .

For classification purposes, a new point  $x_{k_1}$  in  $S$ , outside the training set  $T$ , gets assigned using majority vote, by looking at the class assigned to its nearest neighbors in  $T$ . For clustering (unsupervised classification) the same rule applies, but there is no class label: the end result is a clustering structure that groups points in unlabeled clusters based on proximity.

Beyond classification, pANN is also helpful to find similar datasets in a database. For example, images or soundtracks. Each dataset has its feature vector, consisting not necessarily of pixels or waves, but instead, where vector components are summary statistics about the image or soundtrack. This is an extension of what I discussed in section 8.1.2.2. It also applies to comparing time series, where vectors consist of autocorrelations of various lags, with one vector per time series. Finally, if you maximize rather than minimize the loss function, you can detect extreme points as opposed to nearest neighbors: see Figure 8.3.

### 8.1.3 Project and solution

Rather than asking you to write an algorithm and Python code from scratch, the goal is to understand my methodology, simplify and test the code in section 8.1.4, add features, and investigate particular cases.

The project consists of the following steps.

**Step 1: Accelerating speed.** Simplify the code by removing the acceleration mechanisms: get rid of the overhead attached to `optimize='speed'` (for instance, `hash`) and set `optimize='memory'`. Also, comment out line 80, lines 170–171, and replace line 130 by `k=iter%N`. Then you don't need the function `sort_x_by_NNdist_to_y`. Finally, set `decay=0`. Also identify and remove all the code linked to producing the video, for instance `flist`, `frame`, the `save_image` function, and lines 158–168.

**Step 2: Performance of accelerators.** Understand the difference between `iter`, `steps`, and `swaps` in the code. Play with the different accelerators. How would you assess the performance of each accelerator? Finally, allowing the loss function to go up and down with decaying oscillations and downward trend, that is, **stochastic descent** similar to the orange curve in Figure 5.4, is always worse than going straight down, or **steepest descent**. Explain why, since for neural networks, the opposite is true. Here, stochastic descent is emulated with negative `decay` in line 119. .

**Step 3: Evaluation.** The key metric  $\Delta_t$  linked to the **loss function** (Formula 8.1) is the average nearest neighbor distance at any given iteration  $t$ , starting with a rather large value and decreasing over time: the nearest neighbors in  $T$  to points in  $S$  become more and more accurate as  $t$  increases, starting with random locations. However,  $\Delta_t$  depends on  $m$ , the number of points in  $T$ : intuitively, the larger  $m$ , the smaller  $\Delta_t$ . How would you adjust  $\Delta_t$  to make it independent of  $m$ ?

To answer the second part of **Step 2**, in deep neural networks, the loss function is a proxy to the performance or quality metric. To the contrary, here the loss function and model evaluation metric are identical. Also, there is no risk in strictly decreasing the loss function at each iteration: eventually the algorithm must reach a global minimum. This is not true in deep neural networks, where you can get stuck in a local minimum if you don't allow the loss function to go up and down. As for the terminology, a **swap** is when a change (nearest neighbor re-assignment) actually occurs during an iteration. Swaps become rarer and rarer over time. A **step** within an iteration is when a nearest neighbor candidate is not accepted (for instance, because it has already been rejected in the past), forcing the algorithm to choose another candidate. Steps are more numerous towards the end, and used only when `optimize` is set to '`speed`'. Otherwise steps and iterations are the same.

Regarding **Step 3**, if the points are independently and uniformly distributed in a  $d$ -dimensional feature space and  $S = T$ , then  $\Delta_t$  is almost proportional to  $m^{-1/d}$  when  $t$  is large enough. Thus the adjusted  $\Delta'_t = m^{1/d} \Delta_t$  is nearly independent of  $m$ . The factor  $m^{-1/d}$  can be obtained via simulation and curve fitting. However, there is a theoretical explanation. Let  $S = T$  and let us assume that the points follow a **Poisson process** of intensity  $\lambda$  in  $d$  dimensions. The probability that there is no point within a distance  $R$  to a given, arbitrary location is  $G(R) = \exp(-\lambda\nu R^d)$  where  $\nu$  is the volume of the  $d$ -dimensional **unit ball** [Wiki]. Thus, the CDF (cumulative distribution) for the distance  $R$  to the nearest neighbor is  $F_R(r) = 1 - G(r)$ , for  $r \geq 0$ .

So,  $R$  has a **Weibull distribution**. Its expectation  $E(R)$  is proportional to  $\lambda^{-1/d}$ , that is, to  $m^{-1/d}$  since the intensity  $\lambda$  is the expected number of points per unit volume (or per unit area in 2D). The peculiarity here is that I use the **taxicab distance** [Wiki] rather than the traditional Euclidean norm: see line 145 in Python code in section 8.1.4. The reason is for faster computations; the choice of the distance has very little impact. Then, the volume of the unit ball is  $\nu = 2^d/d!$

### 8.1.4 Python code

See section 8.1.2.3 for details about `hash`, `arr_NN` and the parameter `optimize`. The `sort_x_by_NNdist_to_y` function is used together with `K=int(0.5*N)` in line 80 to accelerate the speed of the algorithm, by processing only the top  $K$  observations in  $S$  at each epoch, sorted by nearest distance to  $T$ . An **epoch** (same meaning as in neural networks) is a full run of  $S$ . However here, only  $K$  observations out of  $N$  are processed during an epoch. Yet, due to re-sorting  $S$  at the end of each epoch, the  $K$  observations change at each epoch. Thus over time, all observations are used. To not use this feature, set `K=N`.

The parameter `decay` in line 151 offers a different acceleration mechanism. The default value is zero. A positive value provides a boost at the beginning, where it is most needed. A negative value always yields lower performance, yet the resulting loss function goes up and down (rather than only down), in a way similar to **stochastic gradient descent** in deep neural networks: there is no benefit to it, other than educational.

Acceleration mechanisms offer a modest boost, about 10% in my tests. But I haven't investigated them thoroughly. If you remove them, it will reduce the length of the code and make it easier to understand. There is also a significant amount of code to produce the visualizations and the video. If you remove this, the code will be significantly shorter. The code is also on GitHub, [here](#), with a shorter version [here](#).

---

<sup>1</sup> # Probabilistic ANN, can be used for clustering / classification

```

2
3 import numpy as np
4 import matplotlib.pyplot as plt
5 from scipy.optimize import curve_fit
6 import matplotlib as mpl
7 from PIL import Image
8 import moviepy.video.io.ImageSequenceClip
9
10
11 #--- [1] Parameters and functions for visualizations
12
13 def save_image(fname, frame):
14
15     # back-up function in case of problems with plt.savefig
16     global fixedSize
17
18     plt.savefig(fname, bbox_inches='tight')
19     # make sure each image has same size and size is multiple of 2
20     # required to produce a viewable video
21     im = Image.open(fname)
22     if frame == 0:
23         # fixedSize determined once for all in the first frame
24         width, height = im.size
25         width=2*int(width/2)
26         height=2*int(height/2)
27         fixedSize=(width,height)
28     im = im.resize(fixedSize)
29     im.save(fname, "PNG")
30     return()
31
32 def plot_frame():
33
34     plt.scatter(x[:,0], x[:,1], color='red', s = 2.5)
35     z = []
36
37     for k in range(N):
38
39         neighbor = arr_NN[k]
40         x_values = (x[k,0], y[neighbor,0])
41         y_values = (x[k,1], y[neighbor,1])
42         plt.plot(x_values,y_values,color='red',linewidth=0.1,marker=".",markersize=0.1)
43         z_obs = (y[neighbor,0], y[neighbor,1])
44         z.append(z_obs)
45
46     z = np.array(z)
47     plt.scatter(y[:,0], y[:,1], s=10, marker = '+', linewidths=0.5, color='green')
48     plt.scatter(z[:,0], z[:,1], s=10, marker = '+', linewidths=0.5, color='blue')
49     return()
50
51 mpl.rcParams['axes.linewidth'] = 0.5
52 plt.rcParams['xtick.labelsize'] = 7
53 plt.rcParams['ytick.labelsize'] = 7
54
55
56 #--- [2] Create data, initial list of NN, and hash
57
58 def sort_x_by_NNdist_to_y(x, y, arr_NN):
59
60     NNdist = {}
61     x_tmp = np.copy(x)
62     arr_NN_tmp = np.copy(arr_NN)
63     for k in range(N):
64         neighbor = arr_NN_tmp[k]
65         NNdist[k] = np.sum(np.abs(x_tmp[k] - y[neighbor]))
66     NNdist = dict(sorted(NNdist.items(), key=lambda item: item[1],reverse=True ))
67

```

```

68     k = 0
69     for key in NNdist:
70         arr_NN[k] = arr_NN_tmp[key]
71         x[k] = x_tmp[key]
72         k += 1
73     return(x, arr_NN)
74
75 seed = 57
76 np.random.seed(seed)
77 eps = 0.00000000001
78
79 N = 200      # number of points in x[]
80 K = int(0.5 * N) # sort x[] by NN distance every K iterations
81 M = 200      # number of points in y[]
82
83 niter = 10000
84 mean = [0, 0]
85 cov = [(0.1, 0), (0, 0.1)]
86 x = np.random.multivariate_normal(mean, cov, size=N)
87 y = np.random.multivariate_normal(mean, cov, size=M)
88 # y = np.copy(x)
89 np.random.shuffle(x)
90 np.random.shuffle(y)
91
92 arr_NN = np.zeros(N)
93 arr_NN = arr_NN.astype(int)
94 hash = {}
95 sum_dist = 0
96
97 for k in range(N):
98
99     # nearest neighbor to x[k] can't be identical to x[k]
100    dist = 0
101
102    while dist < eps:
103        neighbor = int(np.random.randint(0, M))
104        dist = np.sum(abs(x[k] - y[neighbor]))
105
106    arr_NN[k] = neighbor
107    sum_dist += np.sum(abs(x[k] - y[neighbor]))
108    hash[k] = (-1,)
109
110 x, arr_NN = sort_x_by_NNdist_to_y(x, y, arr_NN)
111 low = sum_dist
112
113
114 #--- [3] Main part
115
116 mode = 'minDist' # options: 'minDist' or 'maxDist'
117 optimize = 'speed' # options: 'speed' or 'memory'
118 video = False    # True if you want to produce a video
119 decay = 0.0
120
121 history_val = []
122 history_arg = []
123 flist = []
124 swaps = 0
125 steps = 0
126 frame = 0
127
128 for iter in range(niter):
129
130     k = iter % K
131     j = -1
132     while j in hash[k] and len(hash[k]) <= N:
133         # if optimized for memory, there is always only one iter in this loop

```

```

134     steps += 1
135     j = np.random.randint(0, M) # potential new neighbor y[j], to x[k]
136
137     if optimize == 'speed':
138         hash[k] = (*hash[k], j)
139
140     if len(hash[k]) <= N:
141
142         # if optimized for memory, then len(hash[k]) <= N, always
143         old_neighbor = arr_NN[k]
144         new_neighbor = j
145         old_dist = np.sum(abs(x[k] - y[old_neighbor]))
146         new_dist = np.sum(abs(x[k] - y[new_neighbor]))
147         if mode == 'minDist':
148             ratio = new_dist/(old_dist + eps)
149         else:
150             ratio = old_dist/(new_dist + eps)
151         if ratio < 1-decay/np.log(2+iter) and new_dist > eps:
152             swaps += 1
153             arr_NN[k] = new_neighbor
154             sum_dist += new_dist - old_dist
155             if sum_dist < low:
156                 low = sum_dist
157
158         if video and swaps % 4 == 0:
159
160             fname='ann_frame'+str(frame)+'.png'
161             flist.append(fname)
162             plot_frame()
163
164             # save image: width must be a multiple of 2 pixels, all with same size
165             # use save_image(fname,frame) in case of problems with plt.savefig
166             plt.savefig(fname, dpi = 200)
167             plt.close()
168             frame += 1
169
170     if iter % K == K-1:
171         x, arr_NN = sort_x_by_NNdist_to_y(x, y, arr_NN)
172
173     if iter % 100 == 0:
174         print("%6d %6d %6d %8.4f %8.4f"
175               % (iter, swaps, steps, low/N, sum_dist/N))
176         history_val.append(sum_dist/N)
177         history_arg.append(steps) # try replacing steps by iter
178
179 history_val = np.array(history_val)
180 history_arg = np.array(history_arg)
181
182 if video:
183     clip = moviepy.video.io.ImageSequenceClip.ImageSequenceClip(flist, fps=6)
184     clip.write_videofile('ann.mp4')
185
186
187 #--- [4] Visualizations (other than the video)
188
189 plot_frame()
190 plt.show()
191
192 #- curve fitting for average NN distance (Y-axis) over time (X-axis)
193
194 # works only with mode == 'minDist'
195
196
197 def objective(x, a, b, c):
198     return(a + b*(x**c))
199

```

```
200 # ignore first offset iterations, where fitting is poor
201 offset = 5
202
203 x = history_arg[offset:]
204 y = history_val[offset:]
205
206 # param_bounds to set bounds on curve fitting parameters
207 if mode == 'minDist':
208     param_bounds=([0,0,-1],[np.inf,np.infty,0])
209 else:
210     param_bounds=([0,0,0],[np.inf,np.infty,1])
211
212 param, cov = curve_fit(objective, x, y, bounds = param_bounds)
213 a, b, c = param
214 # is c = -1/2 the theoretical value, assuming a = 0?
215 print("\n",a, b, c)
216
217 y_fit = objective(x, a, b, c)
218 ## plt.plot(x, y, linewidth=0.4)
219 plt.plot(history_arg, history_val, linewidth=0.4)
220 plt.plot(x, y_fit, linewidth=0.4)
221 plt.legend(['Avg NN distance','Curve fitting'], fontsize = 7)
222 plt.show()
```

---

# Appendix A

## Glossary: GAN and Tabular Data Synthetization

The following list features the most important concepts related to tabular data synthetization and evaluation methods, with a focus on generative adversarial networks.

activation function	Function transforming values from the last layer of a deep neural network such as GAN, into actual output. For <b>dummy variables</b> , it is customary to use <b>softmax</b> .
algorithmic bias	Algorithm are designed by architects with their own biases, train on data reflecting these biases (for instance, pictures of mostly white people) and decision from blackbox systems (who gets a loan) impacted by these biases. Synthetic data can help address this issue.
base distance	When evaluating generated data, you compare your synthetic data with the validation data, a subset of the real data not use for training. The base distance is the distance between the part of the real data not used for training (the validation set), and the part of the real data actually used for training.
batch	In GAN implementations, during each epoch (a full run of the dataset), you synthetize small batches of data and evaluate these batches separately one at a time, as it is a lot faster than doing it on the whole data at once.
binning	Many algorithms such as <b>XGboost</b> work on <b>binned data</b> , where feature values - either jointly or separately - are aggregated into buckets called bins of <b>flag vectors</b> . Bin counts also work well with categorical data.
categorical feature	A non numerical feature sometimes represented by dummy variables, one per category value, such as disease type or keyword. It can lead to a large number of features, artificially increasing the dimension of the problem. Grouping and aggregation techniques can reduce the dimensionality.
copula	Data synthetization technique based on <b>empirical quantiles</b> and the feature <b>correlation matrix</b> , generalizing the <b>inverse transform sampling</b> method to multivariate data.
correlation matrix	The distance between two correlation matrices, one computed on the real data and the other one on the synthetic data, is a fundamental evaluation metric to measure the quality of the generated data.
Cramer's V	A generalization of the correlation coefficient to measure the association between categorical features, or between a categorical and numerical feature. The value is between 0 (no association) and 1 (strong association).
data augmentation	The method consists of adding synthetic observations to your training set, to produce more robust predictions or classifications. By enriching the training set, your algorithm will be better trained to deal with future real data not in the training set.

data cleaning	Required step before using any modeling technique, to detect outliers, missing values, duplicates, wrong formatting, and so on. Can be automated to a large extent.
dummy variable	Binary feature with two values (0 and 1) to represent categorical information, for instance California = 0/1 to indicate whether the location is in California or not. In this case, you may have 50 dummy variables, one for each state. It allows you to use numerical algorithms on categorical data.
EDA	Exploratory data analysis. Used to detect outliers, unique values with count and frequency (for each feature), percentiles, duplicated and missing values, correlation between features, and empirical distributions. Also used to bin the data.
ECDF	<b>Empirical cumulative distribution function</b> uniquely characterizing the underlying distribution in a dataset. Works with numerical and categorical features. The one-dimensional version is computed for each feature separately.
EPDF	<b>Empirical probability density function</b> . The discrete derivative of the ECDF, and more difficult to handle than ECDF. For discrete variables, there is a one-to-one mapping between ECDF and EPDF.
epoch	Also called iteration. One full run of your real data when training a <b>GAN</b> model. The <b>loss functions</b> (generator and discriminator) are computed at each <b>epoch</b> and should stabilize to low values after thousands of epochs, depending on the <b>hyperparameters</b> .
explainable AI	Set of methods leading to easy interpretation, with simple explanations whenever the blackbox system makes a decision. Explainability can be increased using feature importance scores. Some algorithms such as NoGAN are fully explainable by design.
faithfulness	One of the goals of synthetization is to correctly mimic the statistical distributions and patterns found in the real data. Faithfulness metrics such as KS distance measure how well this is accomplished. Metrics measuring the quality of predictions (via training set augmentation and cross-validation), are called utility metrics. Security metrics measure how well personal information has been transformed.
GAN	<b>Generative adversarial network</b> . Data synthetization technique based on 3 deep neural networks: the generator to generate synthetic observations, the discriminator to distinguish between fake and real data (competing with the generator), and the full model.
gradient descent	Most machine learning algorithms including GAN, aim to minimize a loss function, or equivalently, maximize model fitting to data. <b>Gradient descent</b> performs this task. It may or may not succeed depending on parameters such as <b>learning rate</b> . Neural networks use <b>stochastic gradient descent</b> . Discretized versions are available.
Hellinger distance	Metric to evaluate the quality of synthetizations. Based on the probability density functions (EPDF), computed on the real and synthetic data, then compared. Typically performed on each feature separately.
hexagonal bin	<b>Hexagonal bin</b> plots are scatterplots where each dot is replaced by a fixed-size bin containing a variable number of observations. The color intensity represents the number of observations in each bin. Each bin is hexagonal: this is the optimum shape. The hexagons are arranged in an <b>tessellation</b> with underlying <b>hexagonal lattice</b> .
holdout	The <b>holdout method</b> consists of using a portion of your real data (called training set) to train a synthesizer, and the remaining (called <b>validation set</b> ) to evaluate the quality of the generated data.

hyperparameter	In neural networks, parameters are the weights attached to the synapses connecting the neurons. Hyperparameters control the behavior of the whole system, and specify its architecture. For instance: number of epochs, batch size, loss functions, activation functions, learning rate, type of gradient descent, number and type of layers (dense or sparse), and so on.
imbalance	In a dataset, segments with few observations (for instance, fraudulent transactions) cause <b>imbalance</b> . Synthetization allows you to generate more observations for these segments, to balance the dataset to improve the performance of some algorithms.
KS distance	<b>Kolmogorov-Smirnov distance</b> . To evaluate the quality of synthesized data. While the Hellinger distance is based on the density (EPDF) and averaged deviations, KS is based on the maximum deviation between the two ECDFs: real versus synthetic. It is more robust than Hellinger.
latent variable	In GANs, feature values that we cannot interpret directly, but which encode a meaningful internal representation of externally observed events.
learning rate	Parameter that governs increments in gradient descent algorithms. Small values means slow convergence and possibly getting stuck around a local minimum. Large values may lead to missing the optimum or lack of convergence.
loss function	The function to minimize in a gradient descent algorithm. For instance, the maximum KS distance between the generated and real data, in a synthetization problem.
metadata	Information attached to a tabular dataset, specifying the type of data for each column: categorical, ordinal (integer), text, timestamp, continuous feature, and so on.
missing values	Can be encoded as NaN, a blank cell, the empty string "", a large integer, or zero. NoGAN easily handles them. Techniques to retrieve missing values are called imputation methods.
mode collapse	In GANs, <b>mode collapse</b> happens when the generator can only produce a single type of output or a small set of outputs. This may happen due to problems in training, such as the generator finding a type of data that can easily fools the discriminator and thus keeps generating that one type.
multivariate ECDF	Same as ECDF but in this case computed jointly for multiple features, rather than separately for each feature. The computation is not straightforward.
NoGAN	Synthesizer not based on GAN or neural networks. A very efficient one, both in terms of speed and quality of the output, sharing some similarities with XGboost, is described in [13]. The copula and interpolation methods also fall in that category.
overfitting	Synthetic data that looks too good to be true, could be the result of <b>overfitting</b> . This can happen when fine-tuning the hyperparameters to work on one particular dataset. To reduce overfitting, evaluate the quality of a synthetization on a validation set using the <b>holdout method</b> . Or assess performance of predictions based on augmented data, using <b>cross-validation</b> .
oversampling	Consists of producing a larger proportion of synthetic observations for under-represented segments in the real data (for instance fraudulent transactions), to fix the imbalance problem.
PCA	<b>Principal component analysis</b> . Used as a transform to decorrelate the features in the real data, prior to training GAN, as this can improve synthetizations. The correct correlation structure is then put back into the synthetization, using the inverse PCA transform, after running GAN.
quantile	The <b>empirical quantile function</b> is the inverse of the ECDF. It generalizes percentiles.
reinforcement learning	Machine learning classification technique where correct allocation of future observations (outside the training set) is rewarded, enabling the system to self-learn via trial and error.

replicability	A <b>replicable</b> neural network is one that can produce the exact same results when run multiple times on the same data, regardless of the platform. Usually controlled by a seed parameter: using the same seed leads to the same results.
scaling	A transformation that keeps the values of each feature within the same range, or with the same variance in the real data, before using GAN. A measurement, whether in yards or miles, will be scale-free after the transformation. It can dramatically improve the quality of the generated data. Inverse scaling is then applied to the generated data, after the GAN synthetization.
seed	Parameter used to initialize the various random number generators involved in the GAN architecture, typically one for each Python library that generates random numbers. It produces replicable results, at least with CPU implementations. In GPU, the problem is different.
stopping rule	A criterion to decide when to stop training a GAN, typically when an epoch produces an unusually good synthetization, based on quality evaluation metrics such as the KS distance. It produces much better results than stopping after a fixed number of epochs.
synthetization	Production of generated observations, also called <b>synthetic data</b> , with statistical properties mimicking those computed on a pre-specified real data set.
tabular data	Data arranged in tables, where columns represent features, and rows represent observations. Typically used for transactional data. Time series are treated with specific algorithms.
training set	The portion of your real data used to train your synthesizer. The other part is called the validation set, and used to evaluate the quality of the synthetic data (how well it mimics real data). This setting known as holdout allows you to test your synthesizer on future data and avoid overfitting.
transform	Similar to transformers in large language models. Consists of using an invertible transform on your real data prior to GAN processing, to improve GAN performance. You need to apply the inverse transform on the generated data, after GAN. Example of transforms: scaling, PCA, standardization (transformed features having the same variance and zero mean), and normalization (to eliminate skewness).
validation set	See training set.
vanishing gradient	When the gradient gets close to zero in a gradient descent algorithm, it can prevent further progress towards locating the optimum. In the worst case, this may completely stop the neural network from further training.
Wasserstein loss	The GAN <b>Wasserstein loss function</b> seeks to increase the gap between the scores for real and generated data. It is one of the many loss functions to improve the gradient descent algorithm, avoiding mode collapse and similar problems in some synthetizations.
WGAN	Wasserstein GAN, based on the Wasserstein loss function.

## Appendix B

# Glossary: GenAI and LLMs

ANN	Approximate nearest neighbor. Similar to the <a href="#">K-NN</a> algorithm used in supervised classification, but faster and applied to retrieving information in vector databases, such as LLM embeddings stored as vectors. I designed a probabilistic version called <a href="#">pANN</a> , especially useful for model evaluation and improvement, with applications to GenAI, synthetic data, and LLMs. See section <a href="#">8.1</a> .
diffusion	<a href="#">Diffusion models</a> use a Markov chain with diffusion steps to slowly add random noise to data and then learn to reverse the diffusion process to construct desired data samples from the noise. The output is usually a dataset or image similar but different from the original ones. Unlike variational <a href="#">auto-encoders</a> , diffusion models have high dimensionality in the latent space (latent variables): the same dimension as the original data. Very popular in computer vision and image generation.
embedding	In LLMs, <a href="#">embeddings</a> are typically attached to a keyword, paragraph, or element of text; they consist of tokens. The concept has been extended to computer vision, where images are summarized in small dimensions by a number of numerical features (far smaller than the number of pixels). Likewise, in LLMs, tokens are treated as the features in your dataset, especially when embeddings are represented by fixed-size vectors. The dimension is the number of tokens per embedding. See Figure <a href="#">8.1</a> and the <a href="#">token</a> entry.
encoder	An auto-encoder is (typically) a neural network to compress and reconstruct unlabeled data. It has two parts: an encoder that compacts the input, and a decoder that reverses the transformation. The original transformer model was an auto-encoder with both encoder and decoder. However, OpenAI (GPT) uses only a decoder. <a href="#">Variational auto-encoders</a> (VAE) are very popular.
GAN	<a href="#">Generative adversarial network</a> . One of the many types of DNN ( <a href="#">deep neural network</a> ) architecture. It consists of two DNNs: the generator and the discriminator, competing against each other until reaching an equilibrium. Good at generating synthetic images similar to those in your training set (computer vision). Key components include a loss function, a stochastic gradient descent algorithm such as <a href="#">Adam</a> to find a local minimum to the loss function, and hyperparameters to fine-tune the results. Not good at synthesizing tabular data, thus the reason I created <a href="#">NoGAN</a> : see section <a href="#">2.1</a> .
GPT	In case you did not know, <a href="#">GPT</a> stands for Generative Pre-trained Transformer. The main application is LLMs. See <a href="#">transformer</a> .
graph database	My LLMs rely on taxonomies attached to the crawled content. Taxonomies consist of categories, subcategories and so on. When each subcategory has exactly one parent category, you use a tree to represent the structure. Otherwise, you use a <a href="#">graph database</a> .

key-value database	Also known as hash table or dictionary in Python. In my LLMs, embeddings have variable size. I store them as short <b>key-value tables</b> rather than long vectors. Keys are tokens, and a value is the association between a token, and the word attached to the parent embedding.
LangChain	Available as a Python library or API, it helps you build applications that read data from internal documents and summarize them. It allows you to build customized GPTs, and blend results to user queries or prompts with local information retrieved from your environment, such as internal documentation or PDFs.
LLaMA	An LLM model that predicts the next word in a word sequence, given previous words. See how I use them to predict the next DNA subsequence in DNA sequencing, in section <a href="#">7.1</a> . Typically associated to <b>auto-regressive models</b> or Markov chains.
LLM	Large language model. Modern version of <b>NLP</b> (natural language processing) and <b>NLG</b> (natural language generation). Applications include chatbots, sentiment analysis, text summarization, search, and translation.
multi-agent system	LLM architecture with multiple specialized LLMs. The input data (a vast repository) is broken down into top categories. Each one has its own LLM, that is, its own embeddings, dictionary, and related tables. Each specialized LLM is sometimes called a simple LLM. See my own version named <b>xLLM</b> , in section <a href="#">7.2.2</a> .
multimodal	Any architecture that blends multiple data types: text, videos, sound files, and images. The emphasis is on processing user queries in real-time, to return blended text, images, and so on. For instance, turning text into streaming videos.
normalization	Many <b>evaluation metrics</b> take values between 0 and 1 after proper scaling. Likewise, weights attached to tokens in LLM embeddings have a value between -1 and +1. In many algorithms and <b>feature engineering</b> , the input data is usually transformed first (so that each feature has same variance and zero mean), then processed, and finally you apply the inverse transform to the output. These transforms or scaling operations are known as <b>normalization</b> .
parameter	This word is mostly used to represent the weights attached to neuron connections in DNNs. Different from hyperparameters. The latter are knobs to fine-tune models. Also different from the concept of <b>parameter</b> in statistical models despite the same spelling.
RAG	<b>Retrieval-augmentation-generation.</b> In LLMs, retrieving data from summary tables (embeddings) to answer a prompt, using additional sources to augment your training set and the summary tables, and then generating output. Generation focuses on answering a user query (prompt), on summarizing a document, or producing some content such as synthesized videos.
regularization	Turning a standard optimization problem or DNN into constrained optimization, by adding constraints and corresponding Lagrange multipliers to the loss function. Potential goals: to obtain more robust results, or to deal with over-parameterized statistical models and ill-conditioned problems. Example: Lasso regression. Different from normalization.
reinforcement learning	A semi-supervised machine learning technique to refine predictive or classification algorithms by rewarding good decisions and penalizing bad ones. Good decisions improve future predictions; you achieve this goal by adding new data to your training set, with labels that work best in cross-validation testing. In my LLMs, I let the user choose the parameters that best suit his needs. This technique leads to <b>self-tuning</b> and/or customized models: the default parameters come from usage.

Synthetic data	Artificial tabular data with statistical properties (correlations, joint empirical distribution) that mimic those of a real dataset. You use it to augment, balance or anonymize data. Few methods can synthesize outside the range observed in the real data (your training set). I describe how to do it in section 10.4 in [18]. A good metric to assess the quality of synthetic data is the full, multivariate <a href="#">Kolmogorov-Smirnov distance</a> , based on the <a href="#">joint empirical distribution</a> (ECDF) computed both on the real and generated observations. It works both with categorical and numerical features. The word <a href="#">synthetic data</a> is also used for generated (artificial) time series, graphs, images, videos and soundtracks in multimodal applications.
token	In LLMs or NLP, a <a href="#">token</a> is a single word; embeddings are vectors, with each component being a token. A word such as “San Francisco” is a single token, not two. In my LLMs, I use double tokens, such as “Gaussian distribution” for terms that are frequently found together. I treat them as ordinary (single) tokens. Also, the value attached to a token is its “correlation” ( <a href="#">pointwise mutual information</a> ) to the word representing its parent embedding, see Figure 8.1. But in traditional LLMs, the value is simply the <a href="#">normalized</a> token frequency computed on some text repository.
transformer	A <a href="#">transformer model</a> is an algorithm that looks for relationships in sequential data, for instance, words in LLM applications. Sometimes the words are not close to each other, allowing you to detect long-range correlations. It transforms original text into a more compact form and relationships, to facilitate further processing. Embeddings and transformers go together.
vector search	A technique combined with <a href="#">feature encoding</a> to quickly retrieve embeddings in LLM summary tables, most similar to prompt-derived embeddings attached to a user query in GPT-like applications. Similar to multivariate “vlookup” in Excel. A popular metric to measure the proximity between two embeddings is the <a href="#">cosine similarity</a> . To accelerate <a href="#">vector search</a> , especially in real-time, you can <a href="#">cache</a> popular embeddings and/or use approximate search such as <a href="#">ANN</a> .

# Appendix C

## Introduction to Extreme LLM and Customized GPT

In this chapter, I discuss elements of architecture related to the [large language models](#) featured in section 7.2. The goal is to crawl some large websites, and create an application that returns specialized results to user queries or prompts. Named [xLLM](#), it involves the following steps.

### xLLM architecture: main steps

- Crawl specialized websites: Wolfram or a major category in Wikipedia. Focus on one top category.
- Reconstruct the taxonomy and create word associations and keyword [embeddings](#).
- Parse user queries, retrieve the information, and return results, based on embeddings and other tables.
- Augment your data by adding other sources, such as parsed books.
- Add more top categories, each one with its separate crawling / sources, set of embeddings, and tables.
- Get the system to self-tune itself based on user feedback (favorite parameter values selected by the users). This leads to user-customized results.

The keyword used to describe this type of system is [RAG](#): retrieve, augment, and generate. The xLLM project is broken down into major components, with separate pieces of code. In particular:

### Python code used in the xLLM project

- To read the embedding and other tables, see `xllm5_util.py`, is in section C.2. Also on GitHub, [here](#).
- The program `xllm5_short.py` reads the tables, process the user queries, and return the results. It is used in section in section 7.2.3, and available on GitHub, [here](#).
- The program `xllm5.py` reads the crawled data and produces the input tables for `xllm5_short.py`. It is on GitHub, [here](#). This is the main code, for developers, and discussed in section 7.2.2.
- Crawling is done with `crawl_directory.py`, available [here](#) and used in section 7.2.1.

Section C.1 is an introduction to the topic. Figures C.1 – C.2 show how xLLM compares to the Wolfram search box, even though both are based on the exact same content (the Wolfram website). Google is not better than Wolfram search, displaying rudimentary output only, even if you ask Google to search Wolfram exclusively. And OpenAI / GPT pictured in Figure C.3 is not better either.

### C.1 Best practices

I explain how to improve the performance of GPT-like apps, both in terms of quality and speed (thus costs), using specialized tables, one set per top category. For instance, if you want to cover AI, machine learning, statistics and mathematics, some of your top categories include machine learning, probability and statistics, discrete mathematics, and so on. Some category overlap is expected. The components below dramatically improve the results.

**Customized Embeddings.** Break down your information database (what you crawled for instance) in 20 or so top categories. Have a separate embedding table for each category. In my case, it's not just embeddings but other tables such as local taxonomies. Have a separate one for each top category, allow for overlap. In other words, avoid silos: they will dilute the quality of your output. Twenty embedding tables, each with 50k keywords, is better than a single one with 1 million keywords.

```

ORGANIC URLs

5 https://mathworld.wolfram.com/CentralLimitTheorem.html
3 https://mathworld.wolfram.com/LyapunovCondition.html
2 https://mathworld.wolfram.com/NormalDistribution.html
2 https://mathworld.wolfram.com/Feller-LevyCondition.html
2 https://mathworld.wolfram.com/LindebergCondition.html
2 https://mathworld.wolfram.com/Lindeberg-FellerCentralLimitTheorem.html
1 https://mathworld.wolfram.com/Berry-EsseenTheorem.html
1 https://mathworld.wolfram.com/ExtremeValueDistribution.html
1 https://mathworld.wolfram.com/WeakLawofLargeNumbers.html

CATEGORIES & LEVELS

5 Central Limit Theorem | Limit Theorems | 4
3 Lyapunov Condition | Limit Theorems | 4
2 Normal Distribution | Continuous Distributions | 4
2 Feller-Levy Condition | Limit Theorems | 4
2 Lindeberg Condition | Limit Theorems | 4
2 Lindeberg-Feller Central Limit Theorem | Limit Theorems | 4
1 Berry-Esseen Theorem | Moments | 3
1 Extreme Value Distribution | Continuous Distributions | 4
1 Weak Law of Large Numbers | Limit Theorems | 4

RELATED

13 Central Limit Theorem
9 Berry-Esseen Theorem
7 Lindeberg Condition
5 Fourier Transform--Gaussian
5 Lindeberg-Feller Central Limit Theorem
5 Lyapunov Condition
4 Normal Distribution Function
4 Feller-Levy Condition
2 Binomial Distribution
2 Bivariate Normal Distribution

```

Figure C.1: Home-made xLLM: results for query “central limit theorem”

**Central Limit Theorem -- from Wolfram ...**

Let  $X_1, X_2, \dots, X_N$  be a set of  $N$  independent random variates and each  $X_i$  have an arbitrary probability distribution  $P(x_1, \dots, x_N)$  with mean  $\mu_i$  and a finite variance ...

**Limit -- from Wolfram MathWorld**

The term **limit** comes about relative to a number of topics from several different branches of mathematics. A sequence  $x_1, x_2, \dots$  of elements in a topological space  $X$  is said ...

**Lindeberg-Feller Central Limit Theorem ...**

If the random variates  $X_1, X_2, \dots$  satisfy the Lindeberg condition, then for all  $a < b$ ,  $\lim_{n \rightarrow \infty} P(a < (S_n)/(s_n) < b) = \Phi(b) - \Phi(a)$ , where  $\Phi$  is the normal distribution ...

**Theorem -- from Wolfram MathWorld**

A **theorem** is a statement that can be demonstrated to be true by accepted mathematical operations and arguments. In general, a **theorem** is an embodiment of some general ...

**Supremum Limit -- from Wolfram MathWorld**

Given a sequence of real numbers  $a_n$ , the supremum **limit** (also called the **limit superior** or **upper limit**), written  $\limsup$  and pronounced 'lim-soup,' is the **limit** of ...

**Limit Test -- from Wolfram MathWorld**

The **limit test**, also sometimes known as the **nth term test**, says that if  $\lim a_n \neq 0$  or this **limit**

Figure C.2: Wolfram search box: results for query “central limit theorem”



### ChatGPT

The Central Limit Theorem (CLT) is a fundamental concept in probability theory and statistics. It states that, under certain conditions, the distribution of the sum (or average) of a large number of independent, identically distributed random variables will be approximately normally distributed, regardless of the original distribution of the individual variables.

Here are the key points of the Central Limit Theorem:

1. **Independence:** The random variables should be independent of each other. This means that the occurrence of one event does not affect the occurrence of another.
2. **Identically Distributed:** The random variables should be drawn from the same probability distribution. This ensures that they have the same mean and standard deviation.
3. **Large Sample Size:** The theorem is most effective for large sample sizes. As a general rule of thumb, a sample size of 30 or more is often considered large enough for the CLT to apply, although this can vary depending on the underlying distribution.

The Central Limit Theorem has significant implications for statistical inference. Even if the original population distribution is not normal, the distribution of sample means from that population will tend to be normal for sufficiently large sample sizes. This normal distribution is often used to make inferences about population parameters using methods such as hypothesis testing and confidence intervals.

In practical terms, the Central Limit Theorem is frequently employed when working with sample means, as it allows statisticians to make assumptions about the distribution of sample means even when the original population distribution is unknown or not normally distributed.

Figure C.3: OpenAI GPT: results for query “central limit theorem”

**Variable-length embeddings.** Abbreviated as [VLE \[5\]](#). Many systems have a fixed but very large number of tokens per embedding. A fixed size may help with [KNN vector search](#). But if you only keep the most relevant tokens for each embedding, the size of your tables will decrease significantly, boosting scalability. You can still achieve very efficient search: for instance, using the [radix search](#) algorithm described in section [2.3](#). Also, the quantities attached to each token – the relevancy metric in particular – do not need to be a frequency between 0 and 1, or a value between -1 to +1. I use [pointwise mutual information](#) instead. It is easier to interpret and compare, especially when you have multiple embedding tables.

**High-quality taxonomy.** Creating or relying on a good taxonomy helps you create better embeddings and better results. The words found in category and sub-category titles should be added to the embeddings, with a higher weight. Category titles are cleaner than raw text found on web pages. In case of parsing books, sections and subsection titles could carry a higher weight than raw text. When I crawled Wolfram, I retrieve the full taxonomy with 5000+ entries, all man-made by experts. It is one of the main contributors to the output quality.

**Self-tuning.** All GPT-like apps have several parameters, transparent to the user. For instance, the user can't choose which thresholds to apply to the embeddings. Allow the user to set all the parameters to her liking. This way, you can collect the most popular choices for your parameters, based on user feedback. Of course, this is done automatically on a permanent basis. In the end, you come up with optimum parameters. Trained in real-time by human beings! (this is what I meant by no algorithmic training; it is replaced by humans)

Even better: offer the user the ability to keep his favorite, self-customized set of parameter values. In the end, there is no one-size-fits-all evaluation metric. My xLLM is terrible for the novice looking for basic definitions, while GPT is a lot better. Conversely, for professional users looking for research results or serious references, the opposite is true.

**Offer two prompt boxes.** One for the standard query. And one where the user can suggest a category (or two) of his own. You can offer a selection of 10 or 20 pre-selected categories. But you might as well let the user enter a category himself, and process that information as a standard text string. Then match it to existing categories in your system. And then, process the user query or prompt, and match it to the right category to

return the most relevant results. Remember, each top category has its own embeddings! You want to use the correct embedding table(s) before returning results.

**Multi-agent system.** This is becoming a hot topic! Some say 2024 will be the year of the customized GPT. A [multi-agent system](#) is simply a top layer in your system, controlling all the top categories and embedding tables. In short, it glues the various customized embeddings together, allowing them to “communicate” with each other. In other words, it controls the cross-interactions. It is similar to multimodal (blending images and text) but for text only (blending multiple top categories).

**Weighted sources.** Your app will blend multiple sources together. Say one of your top categories is statistical science, and it has one specialized embedding table. The content may consist of crawled books and crawled sub-categories both in Wolfram and Wikipedia. Not all sources carry the same weight. You want a well-balanced embedding table. If (say) Wikipedia has more stuff, typically of lower quality, you want to weight that source appropriately.

**Find structured data.** The Internet and most websites are considerably more structured than most people think. You just have to find where the structure is hiding. In the case of Wolfram, it comes with a nice taxonomy, among other structures. Wikipedia has its own too. If you crawl books, look for indexes or glossaries and match index terms back to entries in the text. Indexes also have sub-entries and cross-links between entries, that you can leverage.

Even better: each entry (index term) is in some sections or subsections, in addition to being in sentences. Use the table of content and the sectioning as a pseudo-taxonomy. Associate section keywords with index terms found in it. And voila! Now you have strong keyword associations, in addition to the loose associations when focusing on raw (unstructured) text only.

## C.2 Python utility for xLLM

This library contains the functions to read, create, or update embeddings and related tables needed to retrieve data when processing a user query. These tables are stored as dictionaries, also known as hash or key-value databases. The key is either a word consisting of tilde-separated tokens (up to 4 tokens), or a single token. The value is either a count, a list or a dictionary itself. The tables in question are on GitHub, [here](#). The library also contains NLP and transform functions, for instance to turn a list into a dictionary. The Python code is also on GitHub, [here](#). The library is named `xllm5_util.py`.

---

```
1 import numpy as np
2 import requests
3 from autocorrect import Speller
4 from pattern.text.en import singularize
5 spell = Speller(lang='en')
6
7 #--- [1] functions to read core tables (if not produced by you script)
8
9 pwd =
10 "https://raw.githubusercontent.com/VincentGranville/Large-Language-Models/main/l1m5/"
11 #--- [1.1] auxiliary functions
12
13 def text_to_hash(string, format = "int"):
14     string = string.replace(" ", "").split(',')
15     hash = {}
16     for word in string:
17         word = word.replace("{", "").replace("}", "")
18         if word != "":
19             word = word.split(": ")
20             value = word[1]
21             if format == "int":
22                 value = int(value)
23             elif format == "float":
24                 value = float(value)
25             hash[word[0]] = value
26     return(hash)
27
28
```

```

29 def text_to_list(string):
30     if ',' in string:
31         string = string.replace(' ', '').split(',')
32     else:
33         string = string.replace(' ', '').split(',')
34     list = []
35     for word in string:
36         word = word.replace("()", "").replace(")", "")
37         if word != "":
38             list = (*list, word)
39     return(list)
40
41
42 def get_data(filename, path):
43     if 'http' in path:
44         response = requests.get(path + filename)
45         data = (response.text).replace('\r', '').split('\n')
46     else:
47         file = open(filename, "r")
48         data = [line.rstrip() for line in file.readlines()]
49         file.close()
50     return(data)
51
52
53 #--- [1.2] functions to read the tables
54
55 def read_table(filename, type, format = "int", path = pwd):
56     table = {}
57     data = get_data(filename, path)
58     for line in data:
59         line = line.split('\t')
60         if len(line) > 1:
61             if type == "hash":
62                 table[line[0]] = text_to_hash(line[1], format)
63             elif type == "list":
64                 table[line[0]] = text_to_list(line[1])
65     return(table)
66
67
68 def read_arr_url(filename, path = pwd):
69     arr_url = []
70     data = get_data(filename, path)
71     for line in data:
72         line = line.split('\t')
73         if len(line) > 1:
74             arr_url.append(line[1])
75     return(arr_url)
76
77
78 def read_stopwords(filename, path = pwd):
79     data = get_data(filename, path)
80     stopwords = text_to_list(data[0])
81     return(stopwords)
82
83
84 def read_dictionary(filename, path = pwd):
85     dictionary = {}
86     data = get_data(filename, path)
87     for line in data:
88         line = line.split('\t')
89         if len(line) > 1:
90             dictionary[line[0]] = int(line[1])
91     return(dictionary)
92
93
94 #--- [2] core function to create/update dictionary and satellite tables

```

```

95
96 def trim(word):
97     return (word.replace(".", "") .replace(",","", ""))
98
99
100 def reject(word, stopwords):
101
102     # words can not contain any of these
103     # note: "&" and ";" used in utf processing, we keep them
104     flaglist = ( "=" , "\\" , "(" , ")" , "<" , ">" , "}" , "|" , """ ,
105                 "{" , "[" , "]" , "^" , "/" , "%" , ":" , "_" ,
106                 )
107
108     # words can not start with any of these chars
109     bad_start = ("-",)
110
111     rejected = False
112     for string in flaglist:
113         if string in word:
114             rejected = True
115     if len(word) == 0:
116         rejected = True
117     elif word[0].isdigit() or word[0] in bad_start:
118         rejected = True
119     if word.lower() in stopwords:
120         rejected = True
121     return (rejected)
122
123
124 def create_hash(list):
125     hash = {}
126     for item in list:
127         if item in hash:
128             hash[item] += 1
129         elif item != "":
130             hash[item] = 1
131     return (hash)
132
133
134 def update_hash(word, hash_table, list):
135     if list != "":
136         hash = hash_table[word]
137         for item in list:
138             if item in hash:
139                 hash[item] += 1
140             elif item != "":
141                 hash[item] = 1
142         hash_table[word] = hash
143     return (hash_table)
144
145
146 def add_word(word, url_ID, category, dictionary, url_map, hash_category,
147             hash_related, hash_see, related, see, word_pairs, word_list):
148
149     # word is either 1-token, or multiple tokens separated by ~
150
151     urllist = (str(url_ID),)
152
153     if word in dictionary:
154
155         dictionary[word] += 1
156         url_map = update_hash(word, url_map, urllist)
157         hash_category = update_hash(word, hash_category, category)
158         hash_related = update_hash(word, hash_related, related)
159         hash_see = update_hash(word, hash_see, see)
160

```

```

161     else:
162
163         dictionary[word] = 1
164         urlist = (url_ID,)
165         url_map[word] = create_hash(urlist)
166         hash_category[word] = create_hash(category)
167         hash_related[word] = create_hash(related)
168         hash_see[word] = create_hash(see)
169
170     # generate association between 2 tokens of a 2-token word
171     # this is the starting point to create word embeddings
172
173     if word.count('`') == 1:
174
175         # word consists of 2 tokens word1 and word2
176         string = word.split('`')
177         word1 = string[0]
178         word2 = string[1]
179
180         pair = (word1, word2)
181         if pair in word_pairs:
182             word_pairs[pair] += 1
183         else:
184             word_pairs[pair] = 1
185         pair = (word2, word1)
186         if pair in word_pairs:
187             word_pairs[pair] += 1
188         else:
189             word_pairs[pair] = 1
190
191         if word1 in word_list:
192             word_list[word1] = (*word_list[word1], word2)
193         else:
194             word_list[word1] = (word2,)
195         if word2 in word_list:
196             word_list[word2] = (*word_list[word2], word1)
197         else:
198             word_list[word2] = (word1,)
199
200     return()
201
202
203 def stem_data(data, stopwords, dictionary, mode = 'Internal'):
204
205     # input: raw page (array containing the 1-token words)
206     # output: words found both in singular and plural: we only keep the former
207     # if mode = 'Singularize', use singularize library
208     # if mode = 'Internal', use home-made (better)
209
210     stem_table = {}
211     temp_dictionary = {}
212
213     for word in data:
214         if not reject(word, stopwords):
215             trim_word = trim(word)
216             temp_dictionary[trim_word] = 1
217
218     for word in temp_dictionary:
219         if mode == 'Internal':
220             n = len(word)
221             if n > 2 and "`" not in word and \
222                 word[0:n-1] in dictionary and word[n-1] == "s":
223                 stem_table[word] = word[0:n-1]
224             else:
225                 stem_table[word] = word
226         else:

```

```

227     # the instruction below changes 'hypothesis' to 'hypothesi'
228     word = singularize(word)
229
230     # the instruction below changes 'hypothesi' back to 'hypothesis'
231     # however it changes 'feller' to 'seller'
232     # solution: create 'do not singularize' and 'do not autocorrect' lists
233     stem_table[word] = spell(word)
234
235     return(stem_table)
236
237
238 def update_core_tables(data, dictionary, url_map, arr_url, hash_category, hash_related,
239                         hash_see, stem_table, category, url, url_ID, stopwords, related,
240                         see, word_pairs, word_list):
241
242     # data is a word array built on crawled data (one webpage, the url)
243     # url_ID is incremented at each call of update_core_tables(xx)
244     # I/O: dictionary, url_map, word_list, word_pairs,
245     #       hash_see, hash_related, hash_category
246     # these tables are updated when calling add_word(xxx)
247
248     arr_word = [] # list of words (1 to 4 tokens) found on this page, local array
249     k = 0
250
251     for word in data:
252
253         if not reject(word, stopwords):
254
255             raw_word = word
256             trim_word = trim(word)
257             trim_word = stem_table[trim_word]
258
259             if not reject(trim_word, stopwords):
260
261                 arr_word.append(trim_word)
262                 add_word(trim_word, url_ID, category, dictionary, url_map, hash_category,
263                         hash_related, hash_see, related, see, word_pairs, word_list)
264
265             if k > 0 and trim_word == raw_word:
266                 # 2-token word
267                 if arr_word[k-1] not in trim_word:
268                     word = arr_word[k-1] + " ~ " + trim_word
269                     add_word(word, url_ID, category, dictionary, url_map, hash_category,
270                             hash_related, hash_see, related, see, word_pairs, word_list)
271
272             if k > 1 and trim_word == raw_word:
273                 # 3-token word
274                 if arr_word[k-2] not in word:
275                     word = arr_word[k-2] + " ~ " + word
276                     add_word(word, url_ID, category, dictionary, url_map, hash_category,
277                             hash_related, hash_see, related, see, word_pairs, word_list)
278
279             if k > 2 and trim_word == raw_word:
280                 # 4-token word
281                 if arr_word[k-3] not in word:
282                     word = arr_word[k-3] + " ~ " + word
283                     add_word(word, url_ID, category, dictionary, url_map, hash_category,
284                             hash_related, hash_see, related, see, word_pairs, word_list)
285             k += 1
286
287     arr_url.append(url)
288     url_ID += 1
289     return(url_ID)
290
291
292 #--- [3] simple text processsing

```

```

293
294 def collapse_list(list):
295     # group by item and get count for each item
296     clist = {}
297     for item in list:
298         if item in clist:
299             clist[item] += 1
300         elif item != '':
301             clist[item] = 1
302     return(clist)
303
304
305 #--- [4] create embeddings and ngrams tables, once all sources are parsed
306
307 def create_pmi_table(word_pairs, dictionary):
308
309     pmi_table = {} # pointwise mutual information
310     exponent = 1.0
311
312     for pair in word_pairs:
313
314         word1 = pair[0]
315         word2 = pair[1]
316         f1 = dictionary[word1] / len(dictionary)
317         f2 = dictionary[word2] / len(dictionary)
318         f12 = word_pairs[pair] / len(word_pairs)
319         pmi = np.log2(f12 / (f1 * f2)**exponent)
320         word2_weight = word_pairs[pair] / dictionary[word1]
321         pmi_table[pair] = pmi
322
323     return(pmi_table)
324
325
326 def create_embeddings(word_list, pmi_table):
327
328     embeddings = {}
329
330     for word in word_list:
331
332         list = word_list[word]
333         clist = collapse_list(list)
334         embedding_list = {}
335
336         for word2 in clist:
337             count = clist[word2]
338             pair = (word, word2)
339
340             if pair in pmi_table:
341
342                 pmi = pmi_table[pair]
343                 embedding_list[word2] = pmi
344
345         embeddings[word] = embedding_list
346
347     return(embeddings)
348
349
350 def build_ngrams(dictionary):
351
352     ngrams_table = {}
353     for word in dictionary:
354         tokens = word.split("``")
355         tokens.sort()
356         sorted_word = tokens[0]
357         for k in range(1, len(tokens)):
358             sorted_word += "``" + tokens[k]

```

```
359     if sorted_word in ngrams_table:
360         ngrams_table[sorted_word] = (*ngrams_table[sorted_word], word,)
361     else:
362         ngrams_table[sorted_word] = (word,)
363     return(ngrams_table)
364
365
366 def compress_ngrams(dictionary, ngrams_table):
367     # for each sorted_word, keep most popular ngram only
368
369     compressed_ngrams_table = {}
370     for sorted_word in ngrams_table:
371         ngrams = ngrams_table[sorted_word]
372         max_count = 0
373         for ngram in ngrams:
374             if dictionary[ngram] > max_count:
375                 max_count = dictionary[ngram]
376                 best_ngram = ngram
377         compressed_ngrams_table[sorted_word] = (best_ngram, )
378     return(compressed_ngrams_table)
```

---

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