

# Random Numbers

## Chapter 3. Random Numbers

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**Notation:**  $X$ , random variable associated with certain distribution.

$X = x$ , a **realization** of  $X$ .

**Note:** Random numbers ( $U(0, 1)$ ) or random variates  
(transformation of  $U(0, 1)$ ) simulate *realizations* of random  
variables.

- The building block of a simulation study is the ability to **generate random numbers**, where a random number represents the value of a random variable uniformly distributed on  $(0, 1)$ .
- In this chapter we explain how such numbers are computer generated and also begin to illustrate their uses.

# Pseudo-random Number Generation

- Mechanical approach:
  - **Manual methods:** Spinning wheels/ rolling dice/ shuffling cards, . . .
    - **Handy** but slow and **not reproducible!**
  - Random number table: **Reproducible.**
    - Slow and easy to **run out of table.**
  - Mid-square method: Middle part of the square of the preceeding numbers.
    - Random? **Terminated at zero!**
- Modern approach: **Computer.**
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- **reproducible**, but **changeable**;
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# Pseudo-random Number Generators

$$x_i = f(x_{i-1}, \dots, x_{i-k}), \quad \text{multiple recursion.}$$

- Note:** 1. The number of previous numbers used,  $k$ , is called the *order* of the generator.
2. The value at the **start** of the recursion is called the *seed*.
3. Each time the recursion is begun with the **same seed**, the **same sequence** is generated. It's reproducible!

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# Congruential Generator

(Lehmer (1951).)

**Notation:**  $a, b, c, k$  are integers, and  $c \neq 0$ .

$a \equiv b \pmod{c}$  if and only if  $b = ck + a$ , for some  $k$  and  $0 \leq a < c$ .

## Congruential Method:

$$X_i \equiv (aX_{i-1} + c) \pmod{m}, \quad i = 1, 2, 3, \dots,$$

where  $a, c, m$  and  $X_0$  are integers.

Take  $U_i = X_i/m \in [0, 1), i = 1, 2, 3, \dots$

Note: 1. The *initial value*  $X_0$  is the **seed**. Here, order=1.

2.  $c = 0$  – *multiplicative congruential method*.

3.  $c \neq 0$  – *mixed congruential method*.

4.  $\{U_1, U_2, \dots\}$  contains **at most**  $m$  distinct numbers



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**Ex. 1.**  $a = 2, c = 1, m = 8$ , i.e.  $X_i \equiv 2X_{i-1} + 1 \pmod{8}$ .

Choose  $X_0 = 2$ .

$i$	0	1	2	3	4	...
$X_i$	2	5	3	7	7	...
$U_i$	.25	.625	.375	.875	.875	...



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"Full" period!



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**Note:**  $a$  and  $m$  should be chosen such that

1. For any initial seed, the resultant sequence has the "appearance" of being a sequence of **independent uniform**  $(0, 1)$  random variables.
2. For any initial seed, the number of variables that can be generated before repetition begins is large.
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See Gentle (2003) or Rubinstein (1981) for details.

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Suggestions: 1. For a 32-bit word machine,

$$m = 2^{31} - 1, a = 7^5 = 16807, c = 0.$$

2. For a 36-bit word machine,

$$m = 2^{35} - 31, a = 5^5, c = 0.$$

3. In IMSL,  $m = 2^{31} - 1$ ,  $a = 16807$ , 397204094, 950706376 with

**CALL RNOPT(OPT), OPT=1, 3, 5,**  
respectively.

We assume that we have a “black box” that gives a random number on request.

Plus:

- Continuous uniform( $a, b$ ): `runif(n, min=a, max=b)`,  
`runif(10, 2, 4)`, `runif(10, max=4)`, `runif(10)`
- Discrete uniform( $m, n$ ): `m + floor((n-m+1)*r)` where  
 $r \sim U(0, 1)$ .

# Applications

One of the earliest applications of random numbers was in the  
**computation of integral.**



## Case 1. Integration.

Ex. 1.  $\int_0^1 g(x)dx = ?$

Recall: (SLLN) If  $X_1, X_2, \dots, X_n$  are i.i.d. random variables with pdf  $f(\cdot)$ , then

$$\frac{1}{n} \sum_{i=1}^n g(X_i) \rightarrow E[g(X)], \text{ a.s., as } n \rightarrow \infty,$$

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provided that  $E[g(X)] = \int g(x)f(x)dx$  exists.

Now consider  $X \sim U(0, 1)$ , then  $f(x) = \mathbf{1}_{(0,1)}(x)$ . Thus,

$$\theta = \int_0^1 g(x) dx = \int_0^1 g(x) \cdot \mathbf{1} dx = \int g(x) \mathbf{f}(\mathbf{x}) dx = \mathbf{E}[g(\mathbf{X})],$$

with  $X \sim U(0, 1)$ . □

Hence, the integral can be found via **statistical approach**.

Now consider  $X \sim U(0, 1)$ , then  $f(x) = \mathbf{1}_{(0,1)}(x)$ . Thus,

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Algorithm: 1. **Generate**  $U_1, U_2, \dots, U_n \sim U(0, 1)$ .

2. Compute  $g(U_i), i = 1, 2, \dots, n$ .

3.  $\hat{\theta} = \frac{1}{n} \sum_{i=1}^n g(U_i)$ .



Note: This approach to approximating integrals is called the  
**Monte-Carlo** approach.



## Splus code

to approximate  $\theta = \int_0^1 e^x dx$ :

```
a_runif(1000000);
```

```
v_exp(a);
```

```
print("Approximate value: ");
```

```
mean(v);
```

```
print("True value: ");
```

```
print(exp(1)-1)
```

Ex. 2.  $\int_a^b g(x)dx = ?$

**Method I:** Here

$$\theta = \int_a^b g(x)dx = (b-a) \int_a^b g(x) \frac{1}{b-a} dx = (b-a)E[g(X)],$$

where  $X \sim U(a, b)$ .

So  $\hat{\theta} = \frac{b-a}{n} \sum_{i=1}^n g(X_i)$ ,  $X_i \sim U(a, b)$  ???

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**Recall:**  $U \sim U(0, 1)$  then  $\mathbf{X} = a + (b - a)U \sim \mathbf{U(a, b)}$ .

**Algorithm:** 1. Generate  $U_1, U_2, \dots, U_n \sim U(0, 1)$ .

2. Set  $X_i = a + (b - a)U_i, i = 1, 2, \dots, n$ .

3. Compute  $g(X_i), i = 1, 2, \dots, n$ .

4. Set  $\hat{\theta} = \frac{1}{n}(b - a) \sum_{i=1}^n g(X_i)$ .



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**Method II:** Make a *change of variables* such that

$$\int_a^b g(x)dx = \int_0^1 h(y)dy = E[h(Y)],$$

with  $Y \sim U(0, 1)$  for some  $h$ .

Consider  $y = (x - a)/(b - a)$  so  $dx = (b - a)dy$  and

$h(y) = g(a + (b - a)y)(b - a)$ . Thus

$$\theta = \int_0^1 g(a + (b - a)y)(b - a)dy = E[(b - a)g(a + (b - a)Y)],$$

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$$\theta = \int_0^1 g(a + (b - a)y)(b - a)dy = E[(b - a)g(a + (b - a)Y)],$$

where  $Y \sim U(0, 1)$ .

**Algorithm:** 1. Generate  $U_1, U_2, \dots, U_n \sim U(0, 1)$ .

2. Set  $h(U_i) = (b - a)g(a + (b - a)U_i)$ ,  $i = 1, \dots, n$ .

3. Set  $\hat{\theta} = \frac{1}{n} \sum_{i=1}^n h(U_i)$ .



Ex. 3.  $\int_0^{\infty} g(x)dx = ?$

Consider  $y = 1/(1+x)$  s.t.  $\theta = \int_0^1 h(y)dy$ , where

$$h(y) = \frac{g(\frac{1}{y} - 1)}{y^2}.$$



Ex. 4.  $\int_{-\infty}^0 g(x)dx = ?$

Consider  $y = 1/(1-x)$  s.t.  $\theta = \int_0^1 h(y)dy$ , for some  $h$ .



Ex. 5.  $\int_{-\infty}^{\infty} g(x)dx = ?$

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Similarly, for  $\theta = \int_0^1 \dots \int_0^1 g(x_1, \dots, x_k) dx_1 \dots dx_k = \mathbf{E}[g(\mathbf{X})]$ , where  $\mathbf{X} = (X_1, \dots, X_k) \sim U[0, 1]^k$ , or  $X_1, \dots, X_k \stackrel{\text{i.i.d.}}{\sim} U(0, 1)$ ,

we can use

$$\hat{\theta} = \frac{1}{n} \sum_{j=1}^n g(\mathbf{X}_j) = \frac{1}{n} \sum_{j=1}^n g(\mathbf{X}_1^j, \dots, \mathbf{X}_k^j),$$

where  $X_i^j \sim U(0, 1)$ , for  $i = 1, \dots, k$ ,  $j = 1, \dots, n$ . □

## Case 2. Estimating Probabilities.

Ex. The estimation of  $\pi$ .

$\pi$  = Area of a circle of radius 1.

i.e. Area of  $A = \{(x, y) : x^2 + y^2 \leq 1\}$ .

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Let  $\Omega = [-1, 1] \times [-1, 1]$  and  $(X, Y)$  be a point **randomly** selected within  $\Omega$ , then

$$\begin{aligned} f_{X,Y}(x, y) &= \begin{cases} 1/4 & \text{if } -1 \leq x, y \leq 1 \\ 0 & \text{otherwise} \end{cases} = f_X(x) \cdot f_Y(y) \\ &= \frac{1}{2} \mathbf{1}_{(-1,1)}(x) \frac{1}{2} \mathbf{1}_{(-1,1)}(y). \end{aligned}$$

That is,  $X, Y \stackrel{\text{i.i.d.}}{\sim} U(-1, 1)$ , or  $(X, Y)$  is **uniformly distributed over  $\Omega$** .

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Consider  $A = \{(x, y) : x^2 + y^2 \leq 1, \} \subset \Omega$ . Then  $|A| = \pi$  and  $|\Omega| = 4$ .

Thus,

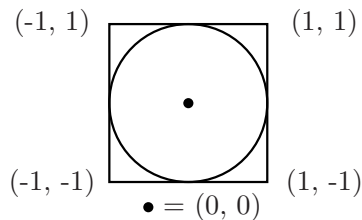
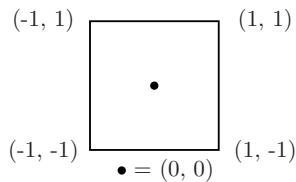
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**Q:** How to estimate  $\theta = P((X, Y) \in A)$ ?

**Answer:** Let  $Z = 1_A(X, Y)$ , an indicator random variable. Then

$$E(Z) = P((X, Y) \in A) = \theta.$$

Hence, if  $Z_1, \dots, Z_n \stackrel{\text{i.i.d.}}{\sim} Z$ , we have

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- Algorithm:** 1. Generate  $(X_1, Y_1), \dots, (X_n, Y_n) \stackrel{\text{i.i.d.}}{\sim} U(-1, 1)^2$ .  
 $(X_i = -1 + 2U_i, Y_i = -1 + 2U'_i, i = 1, \dots, n.)$
2. **if**  $X_i^2 + Y_i^2 \leq 1$ , **set**  $Z_i = 1$ ; **otherwise**, **set**  $Z_i = 0$ ,  
for  $i = 1, \dots, n$ .
3. Set  $\hat{\theta} = \frac{1}{n} \sum_{i=1}^n Z_i$ .
4. Set  $\hat{\pi} = 4 \cdot \hat{\theta}$ .

## Splus code

```
:  
  
estimatePI_function(n){  
  u1_runif(n,-1,1);  
  u2_runif(n,-1,1);  
  s2_u1^2+u2^2;  
  cat("Estimate of PI: ", length(s2[s2<1])/n,"\\n");  
}  
  
n_100000;  
  
estimatePI(n);
```