

Introduction

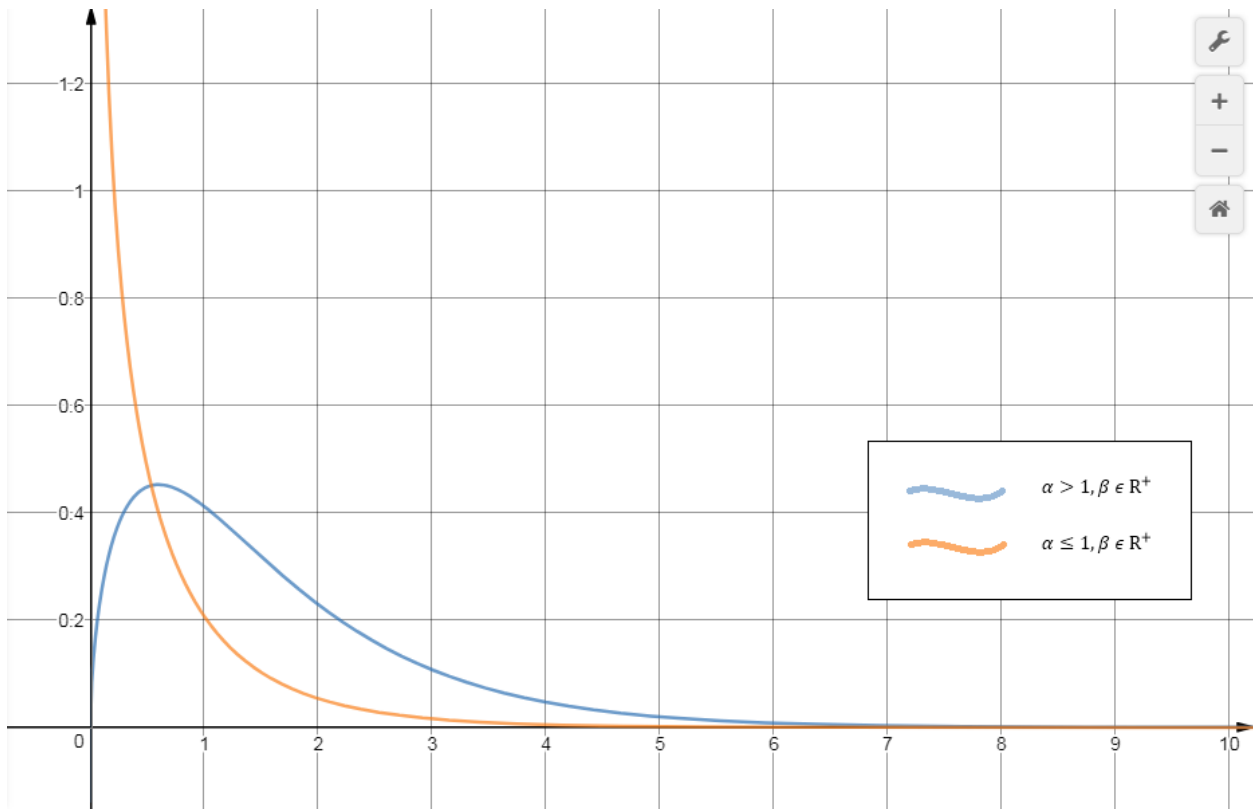
We need to generate a random sample from the gamma distribution.

› Characteristics of Gamma distribution

Let X be a random variable such that $X \sim \text{Gamma}(\alpha, \beta)$. The probability density function of the gamma distribution is as follows:

$$f_X(x; \alpha, \beta) = \frac{\beta^\alpha}{\Gamma(\alpha)} x^{\alpha-1} e^{-\beta x} I_{\{x \geq 0\}}$$

where $\alpha \in \mathfrak{R}^+$ is the shape parameter and $\beta \in \mathfrak{R}^+$ is the scale parameter. The density when plotted looks like the following.



The cumulative distribution function of the gamma distribution is

$$F_X(x; \alpha, \beta) = P(X \leq x) = \frac{1}{\Gamma(\alpha)} \gamma(\alpha, \beta x) I_{\{x \geq 0\}}$$

where $\gamma(s, x) = \int_0^x t^{s-1} e^{-t} dt$.

› Problems with random sample generation

The simplest method for generation of random sample from a random variable $X \sim F_X(x)$ is by using the probability inverse transform which uses the fact that for any distribution, the random variable $Z = F_X(X)$ follows a uniform(0,1) distribution.

$$\text{Proof: } G_Z(z) = P[Z \leq z] = P[F_X(X) \leq z] = P[X \leq F_X^{-1}(z)] = F_X(F_X^{-1}(z)) = z$$

which is the cdf of uniform(0,1).

Therefore it is easy to generate a random sample u from uniform(0,1) and the transformation $x = F_X^{-1}(u)$ gives a random sample from F_X .

The function $F_X^{-1}(\cdot)$ does not always have a closed form such as in case of a gamma distribution and thus the probability inverse transform method cannot be used to directly generate a random sample from the gamma distribution.

› Overview

In this report, a number of different methods presently used to generate samples from gamma distribution are presented and in the end a new method for generation is proposed.

Methods

We provide a few commonly used algorithms for generation of a random sample from distributions with references in case the reader is interested in further theory and explanations.

Acceptance-Rejection Method (Ross) [1]

Suppose we have $f(x)$ and the associated cdf $F(x)$. We try to find a pdf $g(x)$ from which we can generate easily and $f(x) \leq cg(x)$, $\forall x, c \geq 1$.

Steps:

1. Repeat:
 - Generate $Y \sim g(\cdot)$
 - Generate U uniformly from $[0,1]$Until: $U \leq \frac{f(Y)}{cg(Y)}$
2. Return Y .

Ratio of Uniform Method (Kinderman and Manmohan, 1977) [2]

Let $A = \left\{ (u, v) : 0 \leq u \leq \sqrt{f\left(\frac{u}{v}\right)} \right\}$, where $f \geq 0$ is an integrable function. If (U, V) is a random vector uniformly distributed over A , then $\frac{U}{V}$ has density $\frac{1}{c}f$ where $c = \int A$.

We can generate easily uniform random number of U and V . So, it is sufficient to enclose area A by a simple set such as a rectangle. If and only if $f(x)$ and $x^2 f(x)$ are bounded, A can be closed in a rectangle. Assume that $A \subseteq [0, b] \times [a_-, a_+]$ for some finite constants $b \geq 0$, $a_- \leq 0$ and $a_+ \geq 0$.

Steps:

1. Set up
Compute b, a_- and a_+ for an enclosing rectangle, where
$$b \geq \sup \sqrt{f(x)}$$
$$a_- \leq \inf x \sqrt{f(x)} \text{ and}$$
$$a_+ \geq \sup x \sqrt{f(x)}$$
2. Generator
Repeat: Generate U uniformly on $[0, b]$, and V uniformly on $[a_-, a_+]$.
$$X = \frac{V}{U}$$
Until: $U^2 \leq f(X)$
3. Return X .

D. Kundu and R. D. Gupta's Method using the Generalized Exponential Distribution (Kundu and Gupta) [3]

Set $d = 1.0334 - 0.0766e^{2.2942\alpha}$

$$a = 2^\alpha \left(1 - e^{-\frac{d}{2}}\right)^\alpha$$

$$b = \alpha d^{\alpha-1} e^{-d}$$

$$c = a + b.$$

Steps:

1. Generate U from uniform $(0, 1)$.
2. If $U \leq \frac{a}{a+b}$, then $X = -2 \ln \left[1 - \frac{(cU)^{1/\alpha}}{2}\right]$, otherwise $X = -\ln \left[\frac{c(1-U)}{\alpha d^{\alpha-1}}\right]$.
3. Generate V from uniform $(0, 1)$.

$$\text{If } X \leq d, \text{ check whether } V \leq \frac{X^{\alpha-1} e^{-X/2}}{2^{\alpha-1} (1 - e^{-X/2})^{\alpha-1}}$$

If true return X , otherwise go back to 1.

$$\text{If } X > d, \text{ check whether } V \leq \left(\frac{d}{X}\right)^{1-\alpha}.$$

If true return X , otherwise go back to 1.

Proposed method

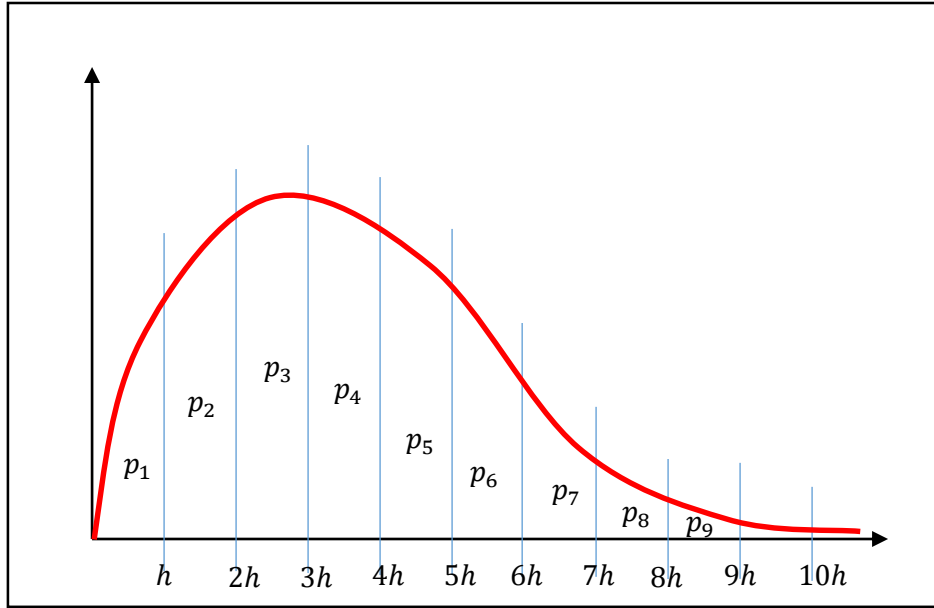
Overview

We partition the support $\mathfrak{X} \in \mathfrak{R}$ into a number k of intervals of equal length $h > 0$. Smaller the value of h , better the results should be. It should be noted that the whole of the support $\mathfrak{X} = [0, \infty)$ cannot be partitioned since it is infinite. However, we can certainly choose k such that the probability of an observation to come from beyond the k intervals is less than ε for any $\varepsilon > 0$, however small. That is, mathematically

$$P(X > kh) < \varepsilon \text{ for any } \varepsilon > 0$$

since $\lim_{\delta \rightarrow \infty} P(|X| \leq \delta) = 1$ and X is a positive random variable.

Now, let the probability of an observation to lie in the i^{th} partition be p_i .



Clearly, from the diagram, we can see that $p_1 = F(h) - F(0)$, $p_2 = F(2h) - F(h)$ and so on.

In general, $p_i = F(ih) - F((i-1)h)$.

Now, for each interval, say $(x_1, x_2]$, we substitute $f(x)$ with a linear function $l(x) = \alpha + \beta x$ such that the area under both the curves $f(x)$ and $l(x)$ remains the same in the interval $(x_1, x_2]$. That is, mathematically

$$\int_{x_1}^{x_2} f(x) dx = \int_{x_1}^{x_2} l(x) dx = \int_{x_1}^{x_2} (\alpha + \beta x) dx$$

Note that $l(x)$ is the probability density-mass function of a mixed type probability distribution.

$$\int_0^\infty l(x) dx = \int_0^{x_1} l(x) dx + \int_{x_1}^{x_2} l(x) dx + \dots = \int_0^{x_1} f(x) dx + \int_{x_1}^{x_2} f(x) dx + \dots = \int_0^\infty f(x) dx = 1$$

How to choose α and β ?

We would like to choose α and β such that they minimize the overall squared (or absolute) deviation of $l(x)$ from $f(x)$ for each interval $(x_1, x_2]$. That is,

$$\begin{aligned} \frac{\partial}{\partial \alpha} \int_{x_1}^{x_2} \{f(x) - (\alpha + \beta x)\}^2 dx &= 0 \\ \frac{\partial}{\partial \beta} \int_{x_1}^{x_2} \{f(x) - (\alpha + \beta x)\}^2 dx &= 0 \\ \Rightarrow \begin{cases} \int_{x_1}^{x_2} f(x) dx = \alpha(x_2 - x_1) + \frac{\beta}{2}(x_2^2 - x_1^2) \\ \int_{x_1}^{x_2} xf(x) dx = \frac{\alpha}{2}(x_2^2 - x_1^2) + \frac{\beta}{3}(x_2^3 - x_1^3) \end{cases} \end{aligned}$$

The values of α and β , respectively $\hat{\alpha}$ and $\hat{\beta}$, that satisfy the above system, minimizes the deviation.

Let us set $\hat{\beta} = \frac{f(x_2) - f(x_1)}{x_2 - x_1}$. Then,

$$\begin{aligned} \int_{x_1}^{x_2} f(x) dx &= \alpha(x_2 - x_1) + \frac{\beta}{2}(x_2^2 - x_1^2) \\ \Rightarrow \frac{F(x_2) - F(x_1)}{x_2 - x_1} &= \alpha + \frac{\beta}{2}(x_2 + x_1) \\ \Rightarrow \hat{\alpha} &= \frac{F(x_2) - F(x_1)}{x_2 - x_1} - \frac{\hat{\beta}}{2}(x_2 + x_1) \\ \Rightarrow \hat{\alpha} &= \frac{F(x_2) - F(x_1)}{x_2 - x_1} - \frac{1}{2} \frac{f(x_2) - f(x_1)}{x_2 - x_1} (x_2 + x_1) \end{aligned}$$

So, we obtain the mixed probability density-mass function $g(x)$

$$g(x) = \begin{cases} \alpha_0 + \beta_0 x; & x \in (x_0, x_1) \\ \alpha_1 + \beta_1 x; & x \in (x_1, x_2) \\ \dots & \dots \end{cases}$$

and the mixed distribution function $G(x)$

$$G(x) = \begin{cases} \alpha_0(x - x_0) + \frac{\beta_0}{2}(x^2 - x_0^2); & x \in (x_0, x_1) \\ G(x_1) + \alpha_1(x - x_1) + \frac{\beta_1}{2}(x^2 - x_1^2); & x \in (x_1, x_2) \\ \dots & \dots \end{cases}$$

Note that, at the edges x_i of each interval, $G(x_i) = F(x_i)$, $\forall i = 0, 1, 2 \dots$ by construction.

How to find (or approximate) the gamma cdf $F(x)$?

Now, since $F(x)$ has a lower incomplete gamma functional form, we cannot compute the value of the integral directly. Here, we provide a few methods of approximating the value of the integral.

The first method is using simulation [1]. We have to find the value of

$$\begin{aligned} F(x) &= \frac{\beta^\alpha}{\Gamma(\alpha)} \int_0^x u^{\alpha-1} e^{-\beta u} du \\ &= \frac{(\beta x)^\alpha}{\Gamma(\alpha)} \int_0^1 t^{\alpha-1} e^{-\beta x t} dt, \text{ substituting } t = \frac{u}{x} \end{aligned}$$

Now, $\int_0^1 t^{\alpha-1} e^{-\beta x t} dt = E[g(Y)]$ where $Y \sim U(0,1)$ and $g(Y) = y^{\alpha-1} e^{-\beta x y}$.

If we have a random sample of size n viz $Y_1, Y_2 \dots Y_n$, then by the SLLN we have,

$$\frac{1}{n} \sum_{i=1}^n Y_i^{\alpha-1} e^{-\beta x Y_i} \rightarrow E[g(y)]$$

The larger is n , the closer we can get to the actual value of the integral.

A series expansion of $\gamma(s, x)$ can be obtained by plugging the Taylor series of the exponential function e^{-t} and integrating each term separately (Abramowitz and Stegun, 1970) [4].

$$\gamma(s, x) = x^s \sum_{i=0}^{\infty} (-1)^i \frac{x^i}{i! (i + s)}$$

Another representation can be obtained from the above by separating the series representation of e^{-t} and solving for the series coefficients (Press et al., 1993) [5]

$$\gamma(s, x) = e^{-x} x^s \sum_{i=0}^{\infty} \frac{x^i}{(s + i)(s + i - 1) \dots s}$$

It should be noted that we can sum upto n terms such that n is large enough since $x \in (0,1)$ and $\lim_{i \rightarrow \infty} x^i = 0$.

How to generate a random sample?

Now, we draw a random number u_1 from $U(0,1)$. And then we find an integer m such that

$$\sum_{i=1}^{m-1} p_i < u_1 \leq \sum_{i=1}^m p_i$$

We assume $\sum_1^0 p_i = 0$.

We choose the partition with the interval $(\{m-1\}h, mh]$. Let us denote it by $(x_{m-1}, x_m]$.

Essentially, $u_1 = G(x)$ for some $x \in \mathfrak{X}$. Our aim is to find x .

We have, $F(x_{m-1}) < u_1 < F(x_m)$

$$\Rightarrow u_1 = F(x_{m-1}) + \alpha_{m-1}(x - x_{m-1}) + \frac{\beta_{m-1}}{2}(x^2 - x_{m-1}^2)$$

$$\Rightarrow \frac{\beta_{m-1}}{2}x^2 + \alpha_{m-1}x + \left\{F(x_{m-1}) - \alpha_{m-1}x_{m-1} - \frac{\beta_{m-1}}{2}x_{m-1}^2 - u_1\right\} = 0$$

$$\Rightarrow x = \frac{-\alpha_{m-1} \pm \sqrt{\alpha_{m-1}^2 - 4 \times \left\{\frac{\beta_{m-1}}{2}\right\} \times \left\{F(x_{m-1}) - \alpha_{m-1}x_{m-1} - \frac{\beta_{m-1}}{2}x_{m-1}^2 - u_1\right\}}}{\beta_{m-1}} \quad (*)$$

Note that $x > 0$. Therefore, we will consider the positive or negative square root in the formula above accordingly.

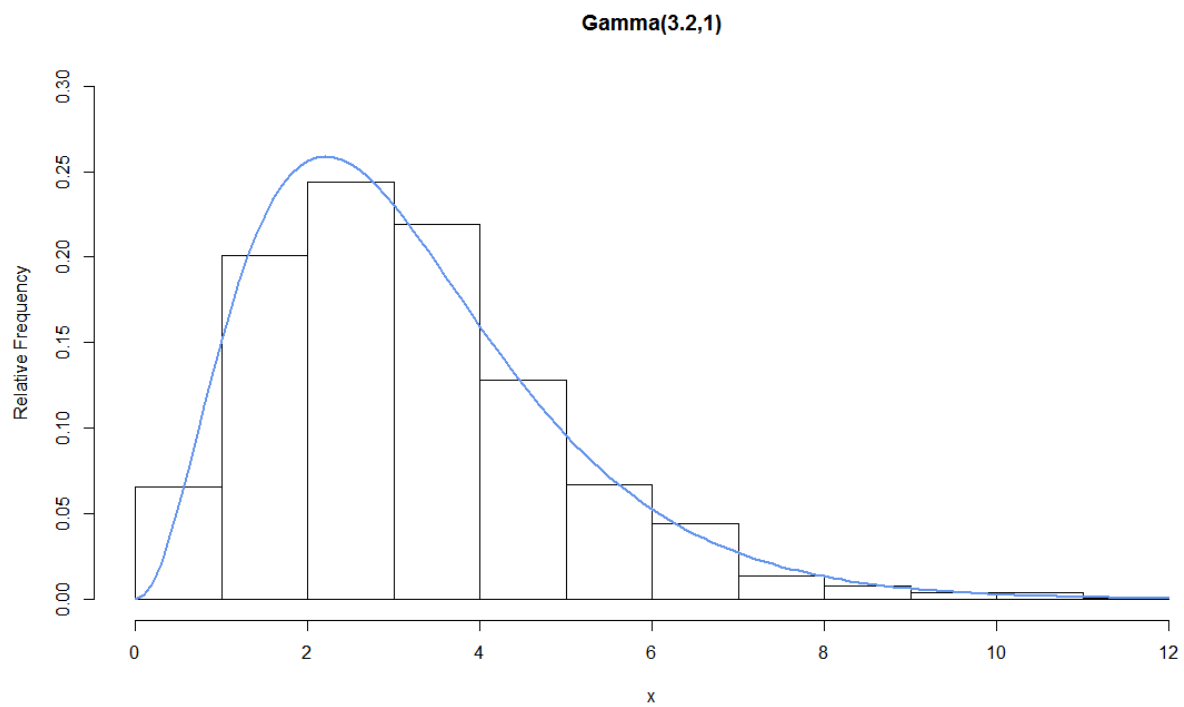
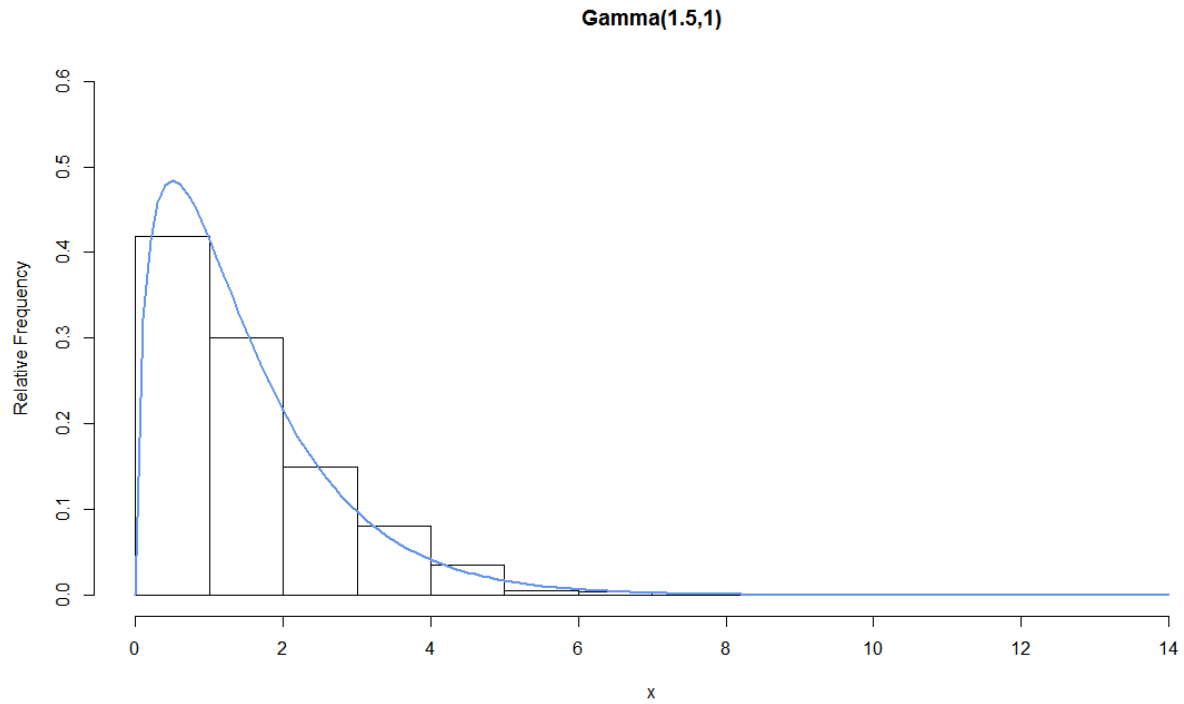
Remark. If $X \sim F_X, Y \sim G_Y$ (G is as defined earlier.) Then by construction, $Y \rightarrow X$ as $h \rightarrow 0$.

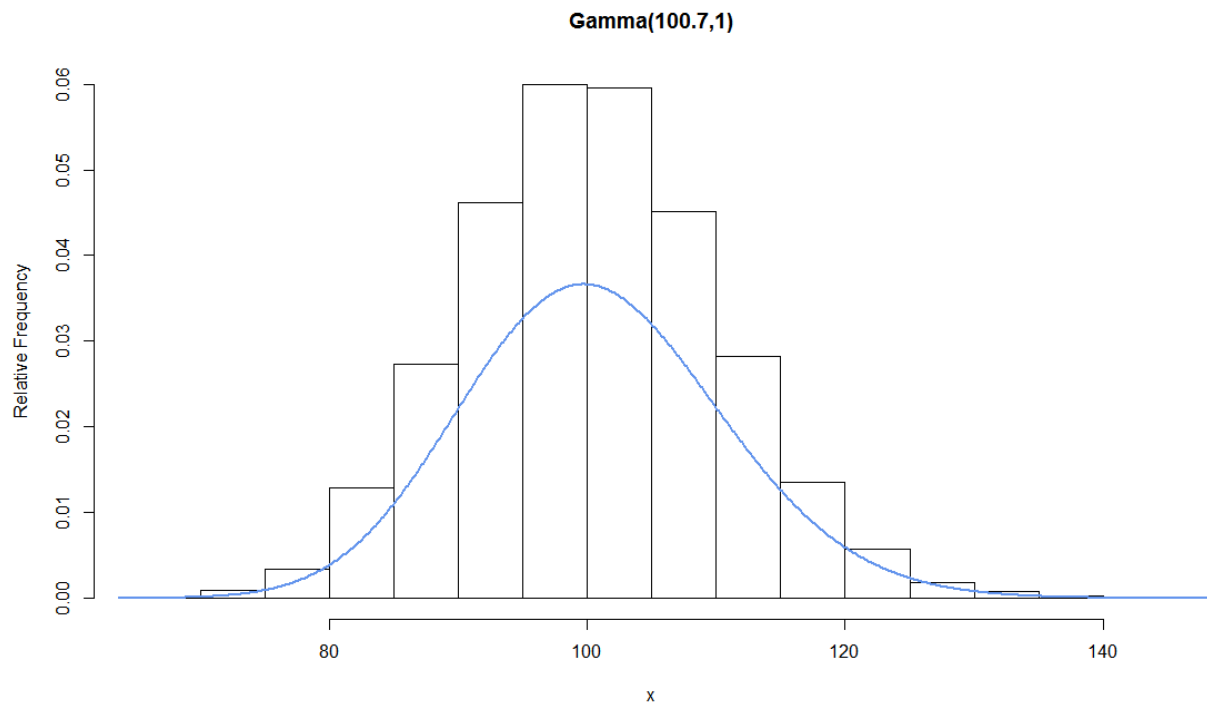
Steps:

1. Generate u_1 from $U(0,1)$
2. Find m such that $\sum_{i=1}^{m-1} p_i < u_1 \leq \sum_{i=1}^m p_i$
3. Obtain α_{m-1} and β_{m-1} based on the chosen interval $(x_{m-1}, x_m]$
4. Return x as obtained from $(*)$.

Numerical Results

We provide histograms and the probability density function on top of it for the proposed method.





Conclusion

The proposed method generates a sample that fits the distribution seemingly well for small values of α .

But, we have in case of α being large (viz. 100.7) the random sample shows a higher frequency than expected.

This difference tends to reduce as we generate samples of larger sizes (say, $n=10000$ instead of 1000). However, there is an immense scope for further improvement of the method so as to make it more efficient. One such example of a scope would be that we might consider $l(x)$ being a polynomial function instead of a linear function to substitute the pdf $f(x)$.

References

- [1] Sheldon M. Ross (2006). “*Simulation*”, 4th edition, Elsevier Academic Press, UK
- [2] Kinderman and Manmohan (1977)
- [3] Kundu, D. and Gupta, R.D: “*A Convenient Way of Generating Gamma Random Variables using Generalised Exponential Distribution*”
- [4] Abramowitz, M. and Stegun, I. (1970). “*Handbook of Mathematical Functions*”, 9-*Revised edition*, Dover Publications, USA
- [5] Press, W.H, Flannery, B.P, Teukolsky, S.A & Vetterling, W.T (1989). *Numerical Recipes in Pascal: The Art of Scientific Computing*. Cambridge University Press, New York.