

RANDOM NUMBER

(i) MID-SQUARE METHOD

- Take 4 digit no. Z_0
- Square it and make it 8 digit by adding 0 on left
- Take mid 4 digits
- Continue the process n times

eg	i	Z_i	Random No	Z_i^2
	0	2182	-	5158124
	1	5811	0.5811	33767721
	2	7677	0.7677	58936329
		:		

DISADVANTAGE:

(i) if $Z_i = 1009$, process stops for such no's.

if $Z_i = 3600$, process stops with repetition of same Random no

(ii) numbers are not random. If we know any one no, we can find entire sequence.

→ Numbers generated by Arithmetic methods are PSEUDO-RANDOM. MID-SQUARE is also an arithmetic method.

(ii) CONDITIONS OF RANDOM-NO:

- (a) Must be uniformly distributed b/w $[0, 1]$

- (b) Must generate random no.'s quickly
- (c) Must require less storage
- (d) 2-random no. should not be correlated to each other
- (e) Stream of random no.'s must be reproducible for 2 reasons
 - (i) we may want to use same series of random no.'s for different simulation
 - (ii) easier debugging and verification

(iii) LINEAR-CONGRUENTIAL GENERATOR (LCG)

$$Z_i = (aZ_{i-1} + c) \bmod m$$

Z_0, a, c, m is given

$$0 < a < c < m \text{ and } Z_0 < m$$

* The random no.'s start repeating after some random no. Z_i . So length of this cycle is called PERIOD of generator. The maximum period can be m . This type of generator is called FULL-LENGTH LCG.

* CONDITIONS FOR FULL-LENGTH LCG

- (a) m and c are co-prime
- (b) if q is a prime no. that divides m , then q should divide $a-1$
- (c) If 4 divides m , then 4 divides $a-1$

(iv) MIXED GENERATOR

In some computers, division was slow.
Also, we wanted full cycle length.
So, we choose

- (i) $m = 2^b$, where $b = \text{no. of bits}$
in a word.

EXPLICIT
DIVISION
CAN BE
REPLACED
BY SHIFT
OPERATIONS

For 32-bit compiler, we choose
 $b = 31$ as last bit is for sign
bit.

- (ii) c is odd
(iii) $a - 1$ is divisible by 4
(iv) $2a \equiv \text{any number b/w } [0, m-1]$

(v) MULTIPLICATIVE GENERATOR

- (i) $c = 0$

(ii) If we use $m = 2^b$, then we can
not produce of cycle of $> 2^{b-2}$ i.e
one-fourth of full length cycle.

But we can produce cycle of $m-1$
by a correct choice of m .

- (iii) $m = \text{largest prime } < 2^b$ and
 a is primitive element of m i.e
 $a^l - 1$ is divisible by m for
smallest $l = m - 1$.

→ Period = $m - 1$. All no. b/w 1 to $m - 1$
are produced once

→ Called PRIME MODULUS MULTIPLICATIVE
LCG

ISSUES

- (i) as $m \neq 2^n$, we have to do explicit division
- (ii) how to find primitive element of m

(V) TESTING OF RANDOM NO'S→ TEST FOR UNIFORMITY OF RANDOM NO'S

- (i) Kolmogorov-Smirnov Test
- (ii) Chi-Square test. (←)

KOLMOGOROV SMIRNOV TEST

- (i) Rank no's in ascending order and label them as $i = 1, 2, \dots, N$

$$(ii) D^+ = \max \left[\frac{i}{N} - R_i \right] \quad \forall i \in [1, N]$$

$$D^- = \max \left[R_i - \left(\frac{i-1}{N} \right) \right] \quad \forall i \in [1, N]$$

$$D = \max(D^+, D^-)$$

- (iii) $D < D_\alpha \rightarrow$ ACCEPTED UNIFORMITY
- $D > D_\alpha \rightarrow$ NOT UNIFORM

(1) Random NO's = 0.44, 0.51, 0.14,
0.05, 0.93

$$D_\alpha = 0.565 \quad (\alpha = 0.05)$$

Test for uniformity

Ans.	1	2	3	4	5
R_i	0.05	0.14	0.33	0.44	0.81
$1/N$	0.2	0.4	0.6	0.8	1.0
D^+	0.15	0.76	0.27	0.36	
R_i	0.05	0.14	0.44	0.81	0.93
$1/N$	0.2	0.4	0.6	0.8	1.0
D^+	0.15	0.26	0.16	—	0.07
D^-	0.05	—	0.04	0.21	0.13

$$D^+ = 0.26 \quad D^- = 0.21$$

$$D = 0.26$$

$D < D_\alpha \therefore$ Accepted uniformity

→ SIMULATION

- * Simulation is the process of designing a model of a real system and conducting experiments with the system model for the purpose of understanding the behaviour for the operation of system
- * We design a duplicate model of system and check its performance before building the actual system