

# ISyE 4803 - Homework 6

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## Problem 1.

(a) Checked the site

(b) Uniform random numbers

(c) mt19937ar

(d) period =  $2^{191}$

(e) C Code - [simul.iro.umontreal.ca/rng/MRG32k3a.c](http://simul.iro.umontreal.ca/rng/MRG32k3a.c)

Java Code - [github.com/umontreal-simul/ssj/blob/master/src/main/java/umontreal/ssj/rng/MRG32k3a.java](https://github.com/umontreal-simul/ssj/blob/master/src/main/java/umontreal/ssj/rng/MRG32k3a.java)

(f) Mersenne Twister

(g) Mersenne Twister

Others: Super-Duper, Wichmann-Hill, etc. ...

⊗ (h) See Script in zip file, run to see histogram

(i) Wichmann-Hill - Recursions on PDF

(j) Yes - passes tests of randomness

## Problem 2.

(a)  $m=18, a=1, b=18$

(b) Check script

## Problem 3.

$$F(x) = \frac{1}{(1 + e^{-\frac{(x-\gamma)}{\beta}})} \quad X = F^{-1}(u) = \gamma - \beta \ln\left(\frac{1}{u-1}\right)$$
$$\hookrightarrow X = \gamma - \beta \ln\left(\frac{1}{u-1}\right)$$

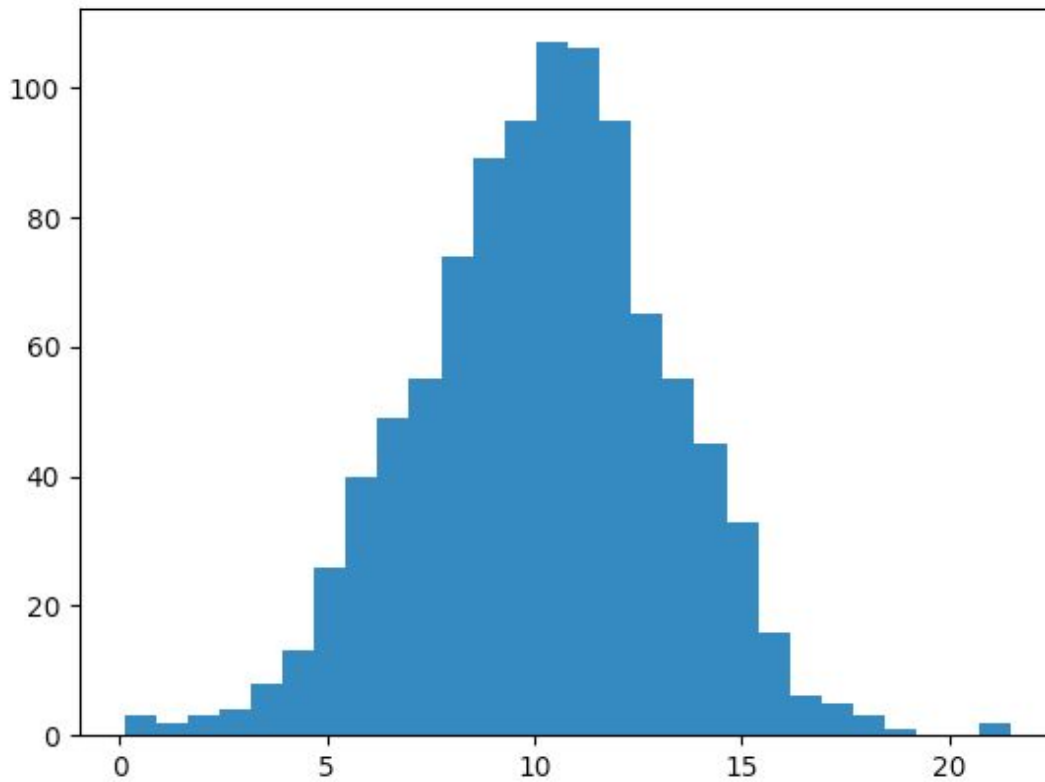
## Problem 4.

$$(a) F(x) = 1 - P\{X > x\} = 1 - P\{\min(U_1, U_2) > x\} = 1 - P\{U_1 > x, U_2 > x\}$$
$$= 1 - P\{U_1 > x\}P\{U_2 > x\} = 1 - (1-x)^2, \quad -1 \leq x \leq 1$$

$$1 - (1-x)^2 = u \rightarrow X = 1 - \sqrt{1-u}$$

$$(b) F(x) = P\{X \leq x\} = P\{U_1 \leq x, U_2 \leq x\} = P\{U_1 \leq x\}P\{U_2 \leq x\}$$
$$= (x)^2, \quad -1 \leq x \leq 1 \quad x^2 = u \rightarrow x = \sqrt{u}$$

Problem 1H.



Problem 1I.

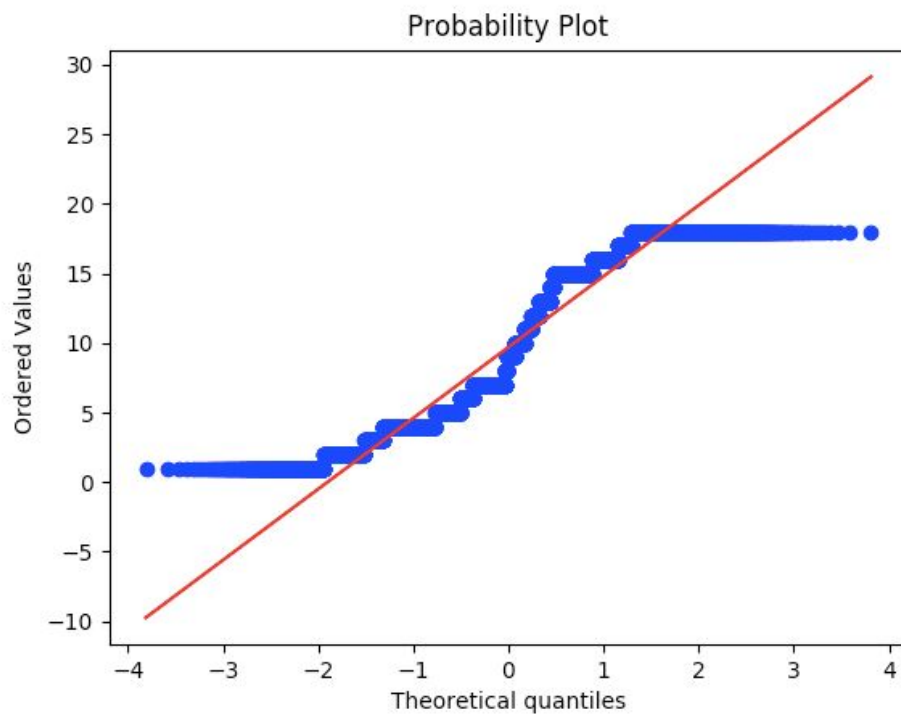
$$X1_{i+1} = 171X1_i \bmod 30269$$

$$X2_{i+1} = 172X2_i \bmod 30307$$

$$X3_{i+1} = 170X3_i \bmod 30323$$

$$= (X1_{i+1}/30269 + X2_{i+1}/30307 + X3_{i+1}/30323) - \text{Floor}((X1_{i+1}/30269 + X2_{i+1}/30307 + X3_{i+1}/30323))$$

Problem 2B.





Problem 5. INVERSE METHOD:

$$F(x) = \int_{-1}^x \frac{3x^2}{2} dx = \left[ \frac{x^3}{2} \right]_{-1}^x = \frac{x^3}{2} + \frac{1}{2}, \quad -1 \leq x \leq 1$$

$$F(x) = U = \frac{x^3}{2} + \frac{1}{2} \rightarrow \frac{x^3}{2} = U - \frac{1}{2} \rightarrow x^3 = 2U - 1$$

$$x = \sqrt[3]{2U - 1}$$

COMPOSITION METHOD:

$$f(x) = \frac{1}{2} f_1(x) + \frac{1}{2} f_2(x)$$

$$x^3 + 1 = V$$

$$f_1(x) = 3x^2, \quad -1 \leq x < 0 \rightarrow F_1(x) = x^3 + 1$$

$$f_2(x) = 3x^2, \quad 0 \leq x \leq 1 \rightarrow F_2(x) = x^3$$

$$U, V \sim \text{Unif}(0, 1)$$

$$\text{If } U \leq \frac{1}{2}, \quad x = \sqrt[3]{V - 1} \quad \text{otherwise } x = \sqrt[3]{V}$$

Problem 6.

$$f(x) = 20x(1-x)^3, \quad 0 \leq x \leq 1$$

$$(a) \max f(x) \equiv \max \ln(f(x)) \quad \text{W.L.O.G.}$$

$$\ln f(x) = \ln(20x(1-x)^3) = \ln(20x) + \ln((1-x)^3)$$

$$= \ln(20) + \ln(x) + 3\ln(1-x)$$

$$\frac{d \ln f(x)}{dx} = \frac{1}{x} - \frac{3}{1-x} = 0 \rightarrow \frac{1}{x} = \frac{3}{1-x} \rightarrow \frac{(1-x)}{x} = 3$$

$$1-x = 3x \rightarrow 4x = 1 \rightarrow x = \frac{1}{4}$$

$$f(x) = f\left(\frac{1}{4}\right) = 20\left(\frac{1}{4}\right)\left(\frac{3}{4}\right)^3 = \frac{540}{256} = 2.109$$

$$(b) C = \int_0^1 2.109 dx = [2.109x]_0^1 = \frac{540}{256}$$

$$h(x) = \frac{f(x)}{540/256} = 1, \quad g(x) = \frac{f(x)}{540/256} = \frac{265}{27} x(1-x)^3$$

do

$$U_1, U_2 \sim U(0, 1)$$

$$Y = U_2$$

$$\text{until } U_1 \leq \frac{265}{27} (Y(1-Y)^3)$$

$$\text{return } X = Y$$

(c) C iterations until realization on avg

$$\rightarrow \text{In this case, } \frac{540}{256} \text{ iterations}$$

Problem 7.  $f(x) = 20x(1-x)^3$ ,  $0 \leq x \leq 1 \rightarrow P = \frac{1}{20}$  to make function "nicer"

Repeat

generate  $U \sim U(0, \frac{3\sqrt{3}}{16})$  and  $V \sim U(0, 1/8)$

$Z = V/U$

Until  $U^2 \leq Z(1-Z)^3$

return  $X = Z$

$$\text{mean \# of times to generate a single obs} = \frac{2}{|S|/|T|} = \frac{2(u^*(v^*-0))}{P/2} = \frac{2(\frac{3\sqrt{3}}{16}(\frac{1}{8}))}{\frac{1}{40}} = 3.25$$

$$u(z) = \sqrt{pf(z)} = \sqrt{z(1-z)^3}$$

$$v(z) = z \sqrt{pf(z)} = z \sqrt{z(1-z)^3}$$

$$u^* = \frac{3\sqrt{3}}{16}$$

$$v^* = \frac{1}{8}$$

Problem 8.

$$(a) E[X] = \frac{1}{2}(-1) + \frac{1}{2}(1) = 0$$

$$E[X^2] = \frac{1}{2}(-1)^2 + \frac{1}{2}(1)^2 = 1$$

$$\text{Var}(X) = E[X^2] - (E[X])^2 = 1 - 0 = 1$$

Problem 9.

The naive algorithm is as follows...

$$T_{i+1} = T_i - \frac{1}{\lambda(T_i)} \ln(U_{i+1})$$

You can end up skipping intervals. This paper posits that the algorithm for generating an NHPP - Use Acceptance/Rejection. Find maximal  $\lambda^*$  and generate according to it. Accept w/ probability  $\frac{\lambda(T_i)}{\lambda^*}$