

Experiment No.: 5
Title: Implementation of Uniformity test



Batch: B2**Roll No.: 16010421059****Experiment No.: 5**

Aim: To implement Kolmogorov –Smirnov (K S) test / Chi-square test on the random number generator implemented in experiment no 1 for uniformity testing.

Resources needed: Turbo C / Java / python

Theory

Problem Statement:

Write function in C / C++ / java / python or macros in MS-excel to implement Kolmogorov-Smirnov (KS) / Chi-square test.

Concepts:

Random Numbers generated using a known process or algorithm is called Pseudo random Number. The random numbers generated must possess the property of :

1. Uniformity
2. Independence

Uniformity :

If the interval (0, 1) is divided into “n” classes or subintervals of equal length, the expected number of observations in each interval is N/n , where N is total number of observations.

Tests for Random numbers

1) Uniformity Test

A basic test that is to be performed to validate a new generator is the test of uniformity. Two different testing methods are available, they are

- a. Kolmogorov- Smirnov Test
- b. Chi-square Test

Both of these measure the degree of agreement between distance of sample of generated random numbers and the theoretical uniform distributions.

a) Kolmogorov-Smirnov Test: This test compares the continuous cdf $F(x)$ of the uniform distribution to the empirical cdf $S_N(x)$ of sample of N distribution

By definition,

$$F(x) = x \quad 0 \leq x \leq 1$$

If the sample from random no. generated is R_1, R_2, \dots, R_N then the empirical cdf $S_N(x)$ is defined as

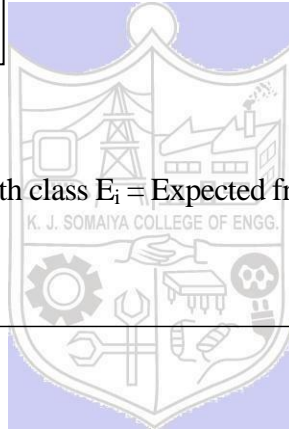
$$S_N(x) = \frac{\text{No. of } R_1, R_2, \dots, R_N \text{ which are } \leq x}{N}$$

As N becomes larger $S_N(x)$ should become better approximation to $F(x)$ provided the null hypothesis is true. The Kolmogorov-Smirnov distance test is best on largest absolute deviation between $F(x)$ & $S_N(x)$ over range of random variable.

b)) Chi square test: The Chi square test sample test statistics is:

$$X_0^2 = \sum_{i=1}^n \frac{(O_i - E_i)^2}{E_i}$$

Where, O_i = Observed frequency in i th class E_i = Expected frequency in i th class n = is the no. of classes



Procedure:

(Write the algorithm for the test to be implemented and follow the steps given below)

Steps:

- Make a null hypothesis for uniformity
- Generate 5 sample sets (Each set consisting of 100 random numbers) of Pseudo random numbers using Linear Congruential Method implemented in expt 1
- Implement either Kolmogorov-Smirnov Test or Chi-square Test
- Execute the test using all the five sample sets of random numbers as input and using $\alpha=0.05$.
- Draw conclusions on the acceptance or rejection of the null hypothesis of uniformity.

Results: (Program printout with output)

Main.java

```
package com.sm;

import java.io.*;

public class Main {
    public static void main(String[] args){
        try {
            KSTest ksTest = new KSTest();
            float[] ris = ksTest.randomNumbers();
            float dPlus = ksTest.dPlus(ris);
            float dMinus = ksTest.dMinus(ris);
            String H0 = ksTest.kSTest(dPlus, dMinus, ris.length);
            System.out.println("H0 is: " + H0);
        }
        catch (Exception e){}
    }
}
```

}

RandomNumberGenerator.java

```

package com.sm;

public class RandomNumberGenerator {
    private int X0=12,a=13,m=256,c=115;

    public float[] random(int len){
        float[] output=new float[len];
        output[0]=X0;
        for(int i=1;i<len;i++) {
            output[i] = (a * output[i - 1] + c) % m;
        }

        return output;
    }

    public void printOutput(float[] out,int len){
        StringBuilder finalOutput = new StringBuilder();
        for(int i=0;i<len;i++){
            finalOutput.append(out[i]);
            finalOutput.append(" ");
            if((i+1)%25==0){
                finalOutput.append("\n");
            }
        }
        System.out.println(finalOutput);
    }

    public float period(float[] out,int len){
        int i;
        for(i=1;i<len;i++){
            if(out[i]==X0){
                break;
            }
        }
        return i;
    }

    public float density(float[] out,int len) {
        float[] denArr = new float[len];
        for (int i = 0; i < len; i++) {
            denArr[i] = (float) out[i] / m;
        }
        float sum = 0;
        for (int i = 1; i < m; i++) {
            sum = sum + Math.abs(denArr[i-1] - denArr[i]);
        }
        return sum / m ;
    }
}

```

KSTest.java

```

package com.sm;
import java.util.*;

```

```

public class KSTest {
    float[] randomNumbers(){
        RandomNumberGenerator randomNumber=new RandomNumberGenerator();
        float[] random=randomNumber.random(10);
        for(int i = 0; i < random.length; i++){
            random[i] = random[i]/100;
        }
        Arrays.sort(random);
        System.out.println("rando numbers: ");
        for(int i=0;i<random.length;i++){
            System.out.print(random[i]+" ");
        }
        System.out.println("\n");
        return random;
    }

    float dPlus(float[] random){
        float[] d=new float[random.length];
        for (float i=1;i<=random.length;i++){
            float temp=(i/random.length)-random[(int) (i-1)];
            if(temp<0)
                d[(int) (i-1)]=0;
            else
                d[(int) (i-1)]=temp;
        }
        System.out.println("DPlus: "+Arrays.toString(d) );

        float dPlus = d[0];
        for(int i = 1; i < d.length; i++){
            if(d[i] > dPlus)
                dPlus = d[i];
        }
        return dPlus;
    }

    float dMinus(float[] random){
        float[] d=new float[random.length];
        for (float i=1;i<random.length;i++){
            float temp=random[(int) (i-1)]-((i-1)/random.length);
            // System.out.println(temp);
            if(temp<0)
                d[(int) (i-1)]=0;
            else
                d[(int) (i-1)]=temp;
        }
        System.out.println("DMinus: "+Arrays.toString(d));

        float dMinus = d[0];
        for(int i = 1; i < d.length; i++){
            if(d[i] > dMinus)
                dMinus = d[i];
        }
        return dMinus;
    }

    String kSTest(float dPlus,float dMinus,int N){
        float max=Math.max(dPlus,dMinus);
        System.out.println("D value: "+max + "\n");
        float dAlpha= (float) ((float) 1.35810/Math.sqrt(N));
        if(max>dAlpha)
            return "rejected";
        else
            return "accepted";
    }
}

```

}

Output:

```
"C:\Program Files\Java\jdk-14.0.2\bin\java.exe" "-javaagent:D:\java\ecclipse\new intelliJ\IntelliJ IDEA Commu
randa numbers:
0.1 0.15 0.23 0.29 0.34 0.51 0.88 0.89 1.0 1.18

DPlus: [0.0, 0.049999997, 0.070000001, 0.110000014, 0.16, 0.090000003, 0.0, 0.0, 0.0, 0.0]
DMinus: [0.1, 0.050000004, 0.030000001, 0.0, 0.0, 0.009999999, 0.27999997, 0.19, 0.19999999, 0.0]
D value: 0.27999997

H0 is: accepted

Process finished with exit code 0
```

```
"C:\Program Files\Java\jdk-14.0.2\bin\java.exe" "-javaagent:D:\java\ecclipse\new intelliJ\IntelliJ
randa numbers:
0.12 0.15 0.2 0.49 0.54 1.19 1.63 1.86 2.29 2.4

DPlus: [0.0, 0.049999997, 0.100000001, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0, 0.0]
DMinus: [0.12, 0.050000004, 0.0, 0.19, 0.140000002, 0.690000006, 1.03, 1.16000001, 1.49, 0.0]
D value: 1.49

H0 is: rejected

Process finished with exit code 0
```

Questions:**1. List down the pros and cons of the Kolmogorov - Smirnov test and Chi- Square test.****Answer****Kolmogorov-Smirnov Test:****Pros:**

1. Non-parametric and distribution-free.
2. Sensitivity to differences in location and shape.
3. Applicable to both continuous and discrete data.

Cons:

1. Sensitivity to sample size, especially for small datasets.
2. Global comparison might miss local differences.
3. Less suitable for discrete data or data with ties.

Chi-Square Test:**Pros:**

1. Versatile for categorical data and counts.
2. Suitable for goodness-of-fit and testing independence.
3. Less sensitive to sample size than the Kolmogorov-Smirnov test.

Cons:

1. Assumes independence of observations.
2. Sensitive to small expected cell sizes.

3. Limited to categorical data; not ideal for continuous data or small sample sizes.

2. What is the minimum sample size to apply each of the uniformity and independence tests?

Answer

Uniformity Test - Chi-Square Test for Goodness-of-Fit:

- Minimum sample size depends on the number of categories and expected frequencies.
- At least five expected observations per category for reliability.
- Calculate sample size based on the expected distribution.

Independence Test - Chi-Square Test for Independence:

- Minimum sample size depends on the number of categories in variables and expected frequencies in the contingency table.
- Aim for at least five expected observations per cell for reliability.
- Calculate sample size considering categories in both variables and the expected distribution.

3. Why is it essential to test the random number generator?

Answer

- **Statistical Properties:** Ensure the RNG produces numbers with statistical properties akin to true randomness.
- **Validity of Simulations:** Validate the reliability of simulations and models relying on random numbers.
- **Security Concerns:** Guarantee the randomness quality in cryptographic applications to prevent vulnerabilities.
- **Reproducibility:** Testing ensures consistent and reproducible results across different environments.
- **Identifying Biases:** Detect and rectify biases or flaws in the RNG to avoid non-random patterns.
- **Compliance with Standards:** Ensure the RNG meets industry or application-specific standards for randomness.
- **Trust in Applications:** Build user and developer trust in the reliability and randomness of the generated numbers.
- **Preventing Predictability:** Avoid predictability issues, especially in applications where unpredictability is crucial.

Outcomes:

CO2: Generate pseudorandom numbers and perform empirical tests to measure the quality of a pseudo random number generator.

Conclusion:

Learned how to run the KS test on pseudo random numbers.

Grade: AA / AB / BB / BC / CC / CD /DD



Signature of faculty in-charge with date

References:

Books/ Journals/ Websites:

1. "[Linear Congruential Generators](#)" by Joe Bolte, [Wolfram Demonstrations Project](#).
2. Severance, Frank (2001). *System Modeling and Simulation*. John Wiley & Sons, Ltd. p. 86. [ISBN 0-471-49694-4](#).
3. The GNU C library's `rand()` in [stdlib.h](#) uses a simple (single state) linear congruential generator only in case that the state is declared as 8 bytes. If the state is larger (an array), the generator becomes an additive feedback generator and the period increases. See the [simplified code](#) that reproduces the random sequence from this library.
4. "[A collection of selected pseudorandom number generators with linear structures, K. Entacher, 1997](#)". Retrieved 16 June 2012.
5. "[How Visual Basic Generates Pseudo-Random Numbers for the RND Function](#)". *Microsoft Support*. Microsoft. Retrieved 17 June 2011.
6. In spite of documentation on [MSDN](#), `RtlUniform` uses LCG, and not Lehmer's algorithm, implementations before [Windows Vista](#) are flawed, because the result of multiplication is cut to 32 bits, before modulo is applied

7. [GNU Scientific Library: Other random number generators](#)
8. [Novice Forth library](#)
9. Matsumoto, Makoto, and Takuji Nishimura (1998) ACM Transactions on Modeling and Computer Simulation
10. S.K. Park and K.W. Miller (1988). "Random Number Generators: Good Ones Are Hard To Find". *Communications of the ACM***31** (10): 1192–1201. [doi:10.1145/63039.63042](#).
11. [D. E. Knuth](#). *The Art of Computer Programming*, Volume 2: *Seminumerical Algorithms*, Third Edition. Addison-Wesley, 1997. [ISBN 0-201-89684-2](#). Section 3.2.1: The Linear Congruential Method, pp. 10–26.
12. P. L'Ecuyer (1999). "[Tables of Linear Congruential Generators of Different Sizes and Good Lattice Structure](#)". *Mathematics of Computation***68** (225): 249–260. [doi:10.1090/S0025-5718-99-00996-5](#).
13. Press, WH; Teukolsky, SA; Vetterling, WT; Flannery, BP (2007), "[Section 7.1.1. Some History](#)", *Numerical Recipes: The Art of Scientific Computing* (3rd ed.), New York: Cambridge University Press, [ISBN 978-0-521-88068-8](#)
14. Gentle, James E., (2003). *Random Number Generation and Monte Carlo Methods*, 2nd edition, Springer, [ISBN 0-387-00178-6](#).
15. Joan Boyar (1989). "[Inferring sequences produced by pseudo-random number generators](#)". *Journal of the ACM***36** (1): 129–141. [doi:10.1145/58562.59305](#). (in this paper, efficient algorithms are given for inferring sequences produced by certain pseudo-random number generators).

