

Transformation Notes

Eric Desoiza

4.1 Inverse Transform Method

Suppose we want to generate the value of a discrete random variable X . To accomplish this, we generate a random number U which is uniformly distributed over $(0,1)$

After generating a random number U , we determine the value of X by finding the interval of $[F(x_i), F(x_j)]$ in which U lies or by finding the inverse $F(U)$. It is for this reason that the above is called the discrete inverse transform method for generating X .

Another way to generate a random permutation is to generate n random uniform variable and then use the indices of the successive values as the random permutation.

4.2 Generating a Poisson Random Variable

The key to using the inverse transform method to generate such a random variable is the following identity:

$$p_{i+1} = \frac{\lambda}{i+1} p_i, \quad i \geq 0$$

Upon using the above recursion to compute the Poisson probabilities as they become needed, the inverse transform algorithm is as follows

- 1) Generate U
- 2) $i = 0$, $p = e^{-\lambda}$, $F = p$.
- 3) If $U < F$, set $X = i$ and stop.
- 4) $p = \lambda p / (i + 1)$, $F = F + p$, $i = i + 1$.
- 5) Go to Step 3.

This above algorithm successively generates from 0 to 1 to 2 and on.

5.1 Inverse Transform Algorithm

Let U be a uniform $(0,1)$ random variable. For any continuous distribution function F the random variable X defined by

$$X = F^{-1}(U)$$

has distribution F .

5.2 Rejection Method

We can use an arbitrary density function $g(x)$ to assist in sampling $f(x)$ by establish some probability proportional to $f(Y)/g(Y)$.

Let c be a constant such that

$$\frac{f(y)}{g(y)} \leq c \quad \text{for all } y$$

- 1) Generate Y having density g
- 2) Generate a random number U
- 3) If $U \leq \frac{f(Y)}{cg(Y)}$, set $X = Y$. Otherwise, return to Step 1

This process is the exact same as the discrete process except the density has replaced the mass function

- i) The random variable generated by the rejection method has density f
- ii) The number of iterations of the algorithm that are needed is a geometric random variable with mean c