



Chapter 8

Random-Variate Generation

Banks, Carson, Nelson & Nicol
Discrete-Event System Simulation

Purpose & Overview



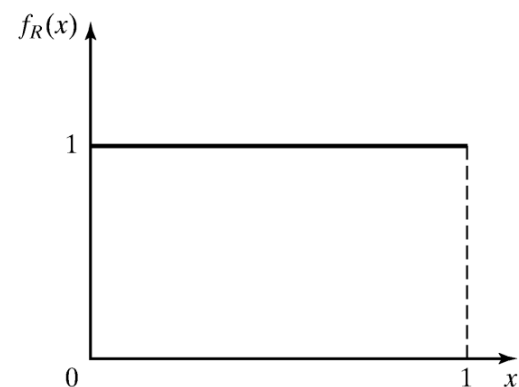
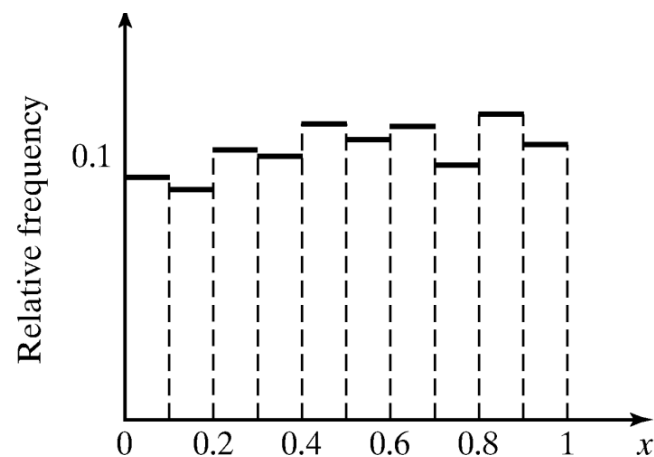
- Develop understanding of generating samples from a specified distribution as input to a simulation model.
- Illustrate some widely-used techniques for generating random variates.
 - Inverse-transform technique
 - Acceptance-rejection technique

Uniform Distribution

[Inverse-transform]

- Histogram for 200 R_i :
(empirical)

(theoretical)

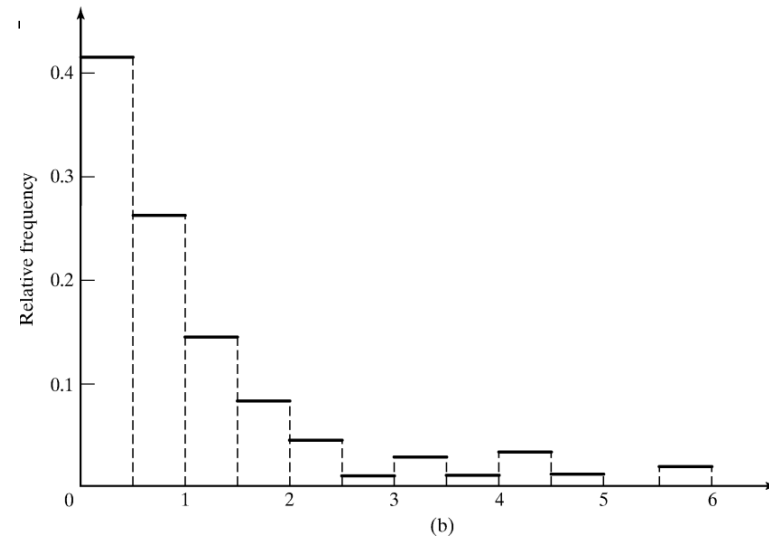


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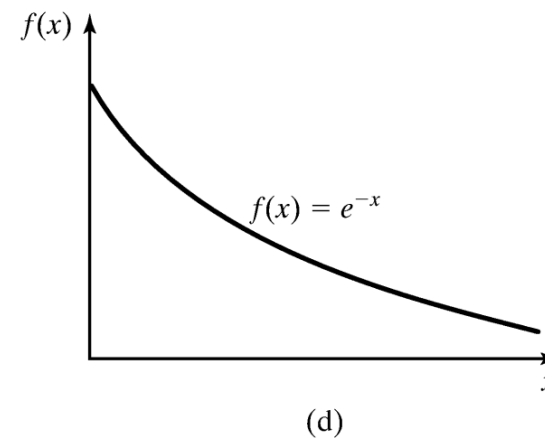
Exponential Distribution

[Inverse-transform]

- Histogram for 200 X_i :
(empirical)



(theoretical)

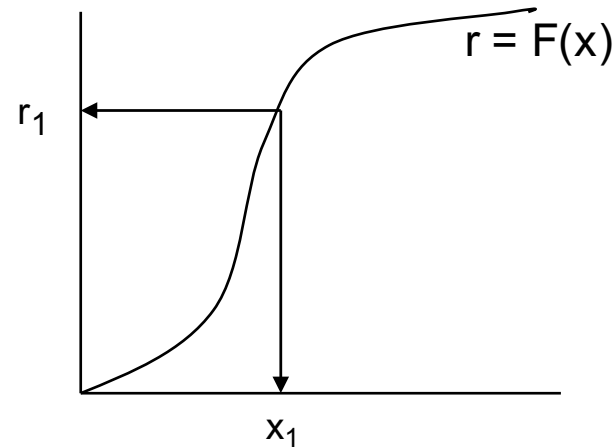


Inverse-transform Technique

- The concept:

- For cdf function: $r = F(x)$
- Generate r from uniform $(0,1)$
- Find x :

$$x = F^{-1}(r)$$



Exponential Distribution

[Inverse-transform]

- Exponential Distribution:

- Exponential cdf:

$$\begin{aligned} r &= F(x) \\ &= 1 - e^{-\lambda x} \quad \text{for } x \geq 0 \end{aligned}$$

- To generate $X_1, X_2, X_3 \dots$

$$\begin{aligned} X_i &= F^{-1}(R_i) \\ &= -(1/\lambda) \ln(1-R_i) \quad [\text{Eq'n 8.3}] \end{aligned}$$

$$X_i = -\frac{1}{\lambda} \ln R_i$$

Exponential Distribution

[Inverse-transform]

- Generate using the graphical view:

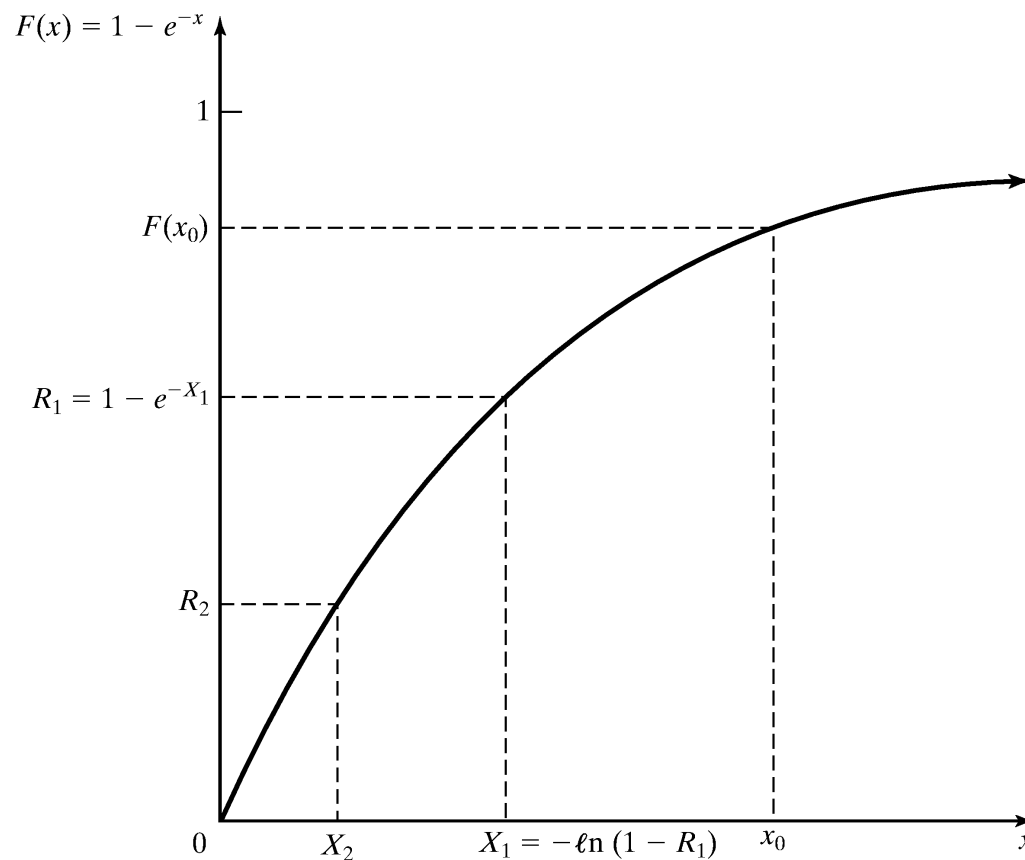


Figure: Inverse-transform technique for $\exp(\lambda = 1)$

Exponential Distribution

[Inverse-transform]

- Draw a horizontal line from R_1 (randomly generated), find to corresponding x to obtain X_1 .
- We can see that:
 - $X_1 \leq x_0$ when and only when $R_1 \leq F(x_0)$
so : $P(X_1 \leq x_0) = P(R_1 \leq F(x_0))$
 - $R_1 \sim U(0,1)$
so : $P(R_1 \leq F(x_0)) = F(x_0)$

Other Distributions

[Inverse-transform]

- Examples of other distributions for which inverse cdf works are:

- Uniform distribution

$$X \sim U(a, b) \Rightarrow X = a + (b - a)R$$

- Weibull distribution

($v = 0$)

$$f(x) = \begin{cases} \frac{\beta}{\alpha^\beta} x^{\beta-1} e^{-(x/\alpha)^\beta}, & x \geq 0 \\ 0, & \text{otherwise} \end{cases}$$

$$F(X) = 1 - e^{-(x/\alpha)^\beta}, x \geq 0$$

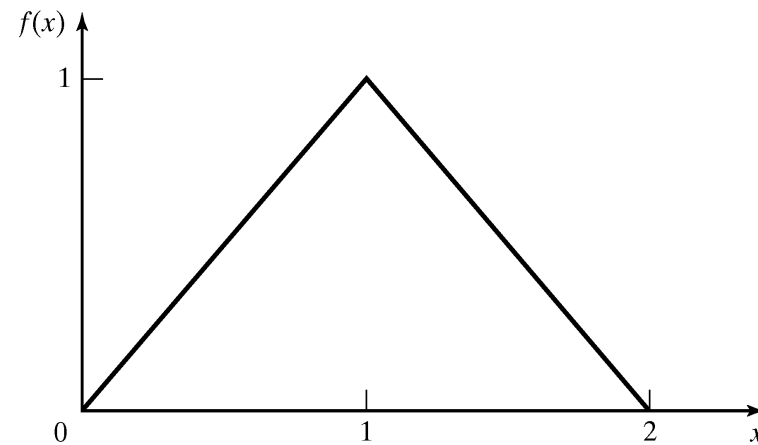
$$\Rightarrow X = \alpha[-\ln(1 - R)]^{1/\beta}$$

Other Distributions

[Inverse-transform]

□ Triangular distribution

$$f(x) = \begin{cases} x, & 0 \leq x \leq 1 \\ 2 - x, & 1 \leq x \leq 2 \\ 0 & \text{otherwise} \end{cases}$$



$$\Rightarrow X = \begin{cases} \sqrt{2R}, & 0 \leq R \leq \frac{1}{2} \\ 2 - \sqrt{2(1-R)}, & \frac{1}{2} < R \leq 1 \end{cases}$$

Empirical Continuous Dist'n [Inverse-transform]

- When theoretical distribution is not applicable
- To collect empirical data:
 - Resample the observed data
 - Interpolate between observed data points to fill in the gaps
- For a small sample set (size n):
 - Arrange the data from smallest to largest

$$X_{(1)} \leq X_{(2)} \leq \dots \leq X_{(n)}$$

- Assign the probability $1/n$ to each interval $X_{(i-1)} \leq X \leq X_{(i)}$

$$X = \hat{F}^{-1}(R) = x_{(i-1)} + a_i \left(R - \frac{(i-1)}{n} \right)$$

where

$$a_i = \frac{x_{(i)} - x_{(i-1)}}{i/n - (i-1)/n} = \frac{x_{(i)} - x_{(i-1)}}{1/n}$$

Empirical Continuous Dist'n [Inverse-transform]

- Five observations of fire-crew response times (in mins.):

□ 2.76 1.83 0.80 1.45 1.24

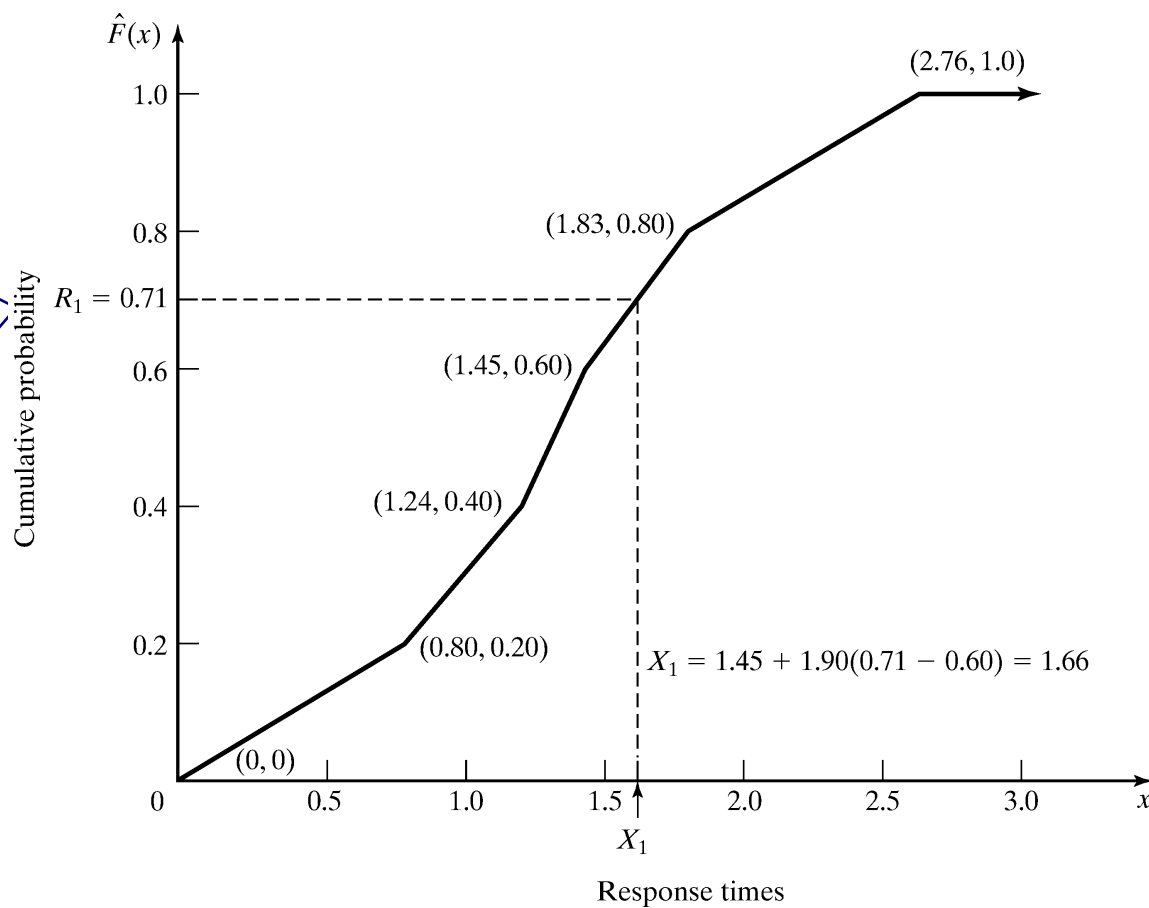
<i>i</i>	<i>Interval (Hours)</i>	<i>Probability 1/n</i>	<i>Cumulative Probability, i/n</i>	<i>Slope, a_i</i>
1	$0.0 \leq x \leq 0.80$	0.2	0.20	4.00
2	$0.8 \leq x \leq 1.24$	0.2	0.40	2.20
3	$1.24 \leq x \leq 1.45$	0.2	0.60	1.05
4	$1.45 \leq x \leq 1.83$	0.2	0.80	1.90
5	$1.83 \leq x \leq 2.76$	0.2	1.00	4.65

Empirical Continuous Dist'n [Inverse-transform]

Consider $R_1 = 0.71$:

$$(i-1)/n = 0.6 < R_1 < i/n = 0.8$$

$$\begin{aligned} X_1 &= x_{(4-1)} + a_4(R_1 - (4-1)/n) \\ &= 1.45 + 1.90(0.71 - 0.60) \\ &= 1.66 \end{aligned}$$



Empirical Continuous Dist'n [Inverse-transform]

- For a large sample set :
 - Summarize into frequency distribution with small number of intervals.
(equal intervals)
 $x_{(i-1)} < x \leq x_{(i)}$: i th interval
 - Fit a continuous empirical cdf to the frequency distribution.
if $c_{i-1} < R \leq c_i$ (c_i : cumulative frequency)

$$X = \hat{F}^{-1}(R) = x_{(i-1)} + a_i(R - c_{i-1})$$

Where

$$a_i = \frac{x_{(i)} - x_{(i-1)}}{c_i - c_{i-1}}$$

Empirical Continuous Dist'n [Inverse-transform]

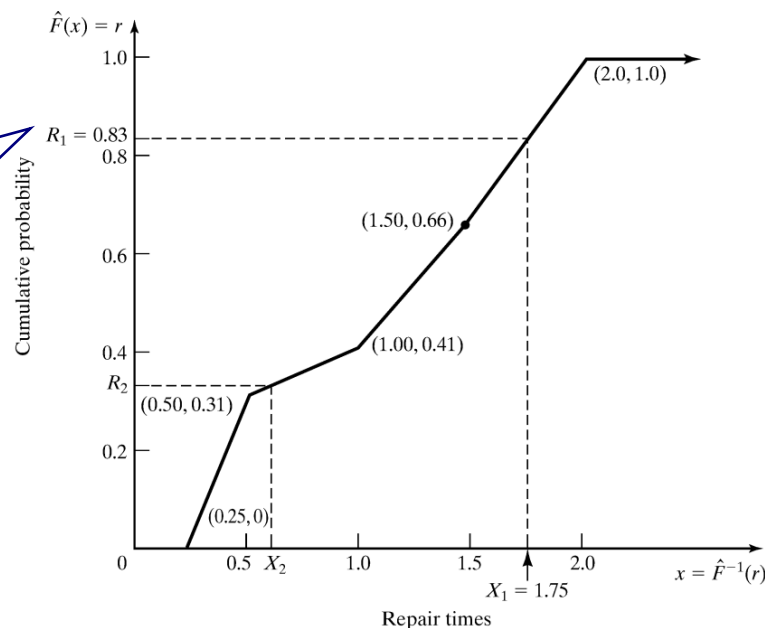
- Example: Suppose the data collected for 100 broken-widget repair times are:

i	Interval (Hours)	Frequency	Relative Frequency	Cumulative Frequency, c_i	Slope, a_i
1	$0.25 \leq x \leq 0.5$	31	0.31	0.31	0.81
2	$0.5 \leq x \leq 1.0$	10	0.10	0.41	5.0
3	$1.0 \leq x \leq 1.5$	25	0.25	0.66	2.0
4	$1.5 \leq x \leq 2.0$	34	0.34	1.00	1.47

Consider $R_1 = 0.83$:

$$c_3 = 0.66 < R_1 < c_4 = 1.00$$

$$\begin{aligned} X_1 &= x_{(4-1)} + a_4(R_1 - c_{(4-1)}) \\ &= 1.5 + 1.47(0.83 - 0.66) \\ &= 1.75 \end{aligned}$$



Discrete Distribution

[Inverse-transform]

- All discrete distributions can be generated via inverse-transform technique
- Method: numerically, table-lookup procedure, algebraically, or a formula
- Examples of application:
 - Empirical
 - Discrete uniform
 - Gamma

Discrete Distribution

[Inverse-transform]

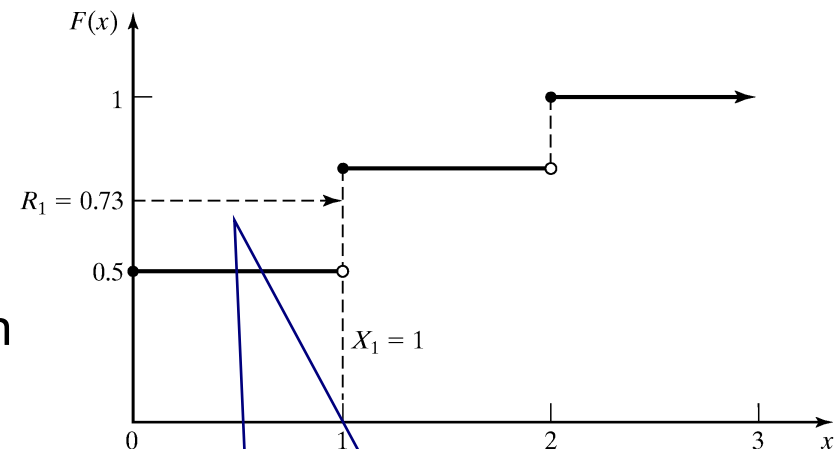
- Example: Suppose the number of shipments, x , on the loading dock of IHW company is either 0, 1, or 2

□ Data - Probability distribution:

x	$p(x)$	$F(x)$
0	0.50	0.50
1	0.30	0.80
2	0.20	1.00

□ Method - Given R , the generation scheme becomes:

$$x = \begin{cases} 0, & R \leq 0.5 \\ 1, & 0.5 < R \leq 0.8 \\ 2, & 0.8 < R \leq 1.0 \end{cases}$$



Consider $R_1 = 0.73$:

$$F(x_{i-1}) < R \leq F(x_i)$$

$$F(x_0) < 0.73 \leq F(x_1)$$

Hence, $x_1 = 1$

Acceptance-Rejection technique

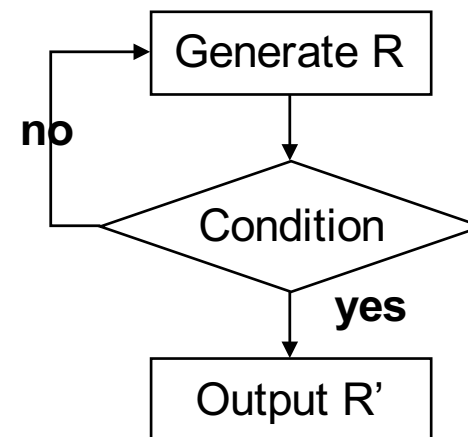
- Useful particularly when inverse cdf does not exist in closed form, a.k.a. thinning
- Illustration: To generate random variates, $X \sim U(1/4, 1)$

Procedures:

Step 1. Generate $R \sim U[0, 1]$

Step 2a. If $R \geq 1/4$, accept $X=R$.

Step 2b. If $R < 1/4$, reject R , return to Step 1



- R does not have the desired distribution, but R conditioned (R') on the event $\{R \geq 1/4\}$ does.
- Efficiency: Depends heavily on the ability to minimize the number of rejections.

Poisson Distribution

$$p(n) = P(N = n) = \frac{e^{-\alpha} \alpha^n}{n!}, n = 0, 1, 2, \dots$$

$$N = n$$

$$A_1 + A_2 + \dots + A_n \leq 1 < A_1 + \dots + A_n + A_{n+1}$$

$$\sum_{i=1}^n -\frac{1}{\alpha} \ln R_i \leq 1 < \sum_{i=1}^{n+1} -\frac{1}{\alpha} \ln R_i$$

$$\ln \prod_{i=1}^n R_i = \sum_{i=1}^n \ln R_i \geq -\alpha > \sum_{i=1}^{n+1} \ln R_i = \ln \prod_{i=1}^{n+1} R_i$$

Poisson Distribution

$$\prod_{i=1}^n R_i \geq e^{-\alpha} > \prod_{i=1}^{n+1} R_i$$

- **Step 1:** Set $n = 0$, $P = 1$.
- **Step 2:** Generate a random number R_{n+1} , and replace P by $P \cdot R_{n+1}$.
- **Step 3:** If $P < e^{-\alpha}$, then accept $N = n$, otherwise, reject the current n , increase n by one, and return to step 2.

Poisson Distribution

$$\alpha = 0.2 \Rightarrow e^{-\alpha} = 0.8187$$

n	R_{n+1}	P	<i>Accept/Reject</i>	<i>Result</i>
0	0.4357	0.4357	$P < e^{-\alpha}$ (accept)	$N = 0$
0	0.4146	0.4146	$P < e^{-\alpha}$ (accept)	$N = 0$
0	0.8353	0.8353	$P \geq e^{-\alpha}$ (reject)	
1	0.9952	0.8313	$P \geq e^{-\alpha}$ (reject)	
2	0.8004	0.6654	$P < e^{-\alpha}$ (accept)	$N = 2$

Summary



- Principles of random-variate generate via
 - Inverse-transform technique
 - Acceptance-rejection technique
- Important for generating continuous and discrete distributions