Problem-2:

Construct a combination of four Linear Congruential Generators to form a Combined linear congruential generator (CLCG) with the parameters for the four LCGs as:

$$a_1 = 8003; m_1 = 2^{64}; c_1 = 0$$

 $a_2 = 8005; m_2 = 2^{32}; c_2 = 0$
 $a_3 = 8083; m_3 = 2^{16}; c_3 = 0$
 $a_4 = 8085; m_4 = 2^8; c_4 = 0$

The system will arbitrarily choose a generated random number from its list and input it to the Hangman Game (which is shown here) and predict the number by guessing its digits (from 0 - 9) one at a time and the game continues.

At last, show that the datas obtained from the CLCG satisfy the Kolmogorov-Smirnov Test for Normality and hence discuss your CLCG.

(The reason we are taking these parameter values are described properly in the report)

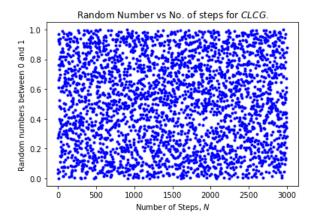
Solution-2:

we need to notice that the values of $c_1 = c_2 = c_3 = c_4 = 0$.

```
In [4]: | from pylab import show
           import random
           import matplotlib.pyplot as plt
           k = 4: N = 3000
                                   #defining the value of N and no. of LCGs (k=4).
           #setting the parameters for the 4 LCGs.
           a1 = 8003; m1 = 2**64; c1 = 0; x1 = random.randint(1, m1-1)
           a2 = 8005; m2 = 2**32; c2 = 0; x2 = random.randint(1, m2-1)
           a3 = 8083; m3 = 2**16; c3 = 0; x3 = random.randint(1, m3-1)
           a4 = 8085; m4 = 2**8; c4 = 0; x4 = random.randint(1, m4-1)
           results 1 = []; results 2 = []; results 3 = []; results 4 = [] #blank list for containing the values of Random numbers.
           yval = []; rval = []
           for i in range(N):
                                       #performing the algorithm.
               x1 = (a1*x1+c1)%m1
               x2 = (a2*x2+c2)%m2
               x3 = (a3*x3+c3)%m3
               x4 = (a4*x4+c4)%m4
               results 1.append(x1)
                                           #addding the results.
               results 2.append(x2)
               results_3.append(x3)
               results 4.append(x4)
               #solving the CLCG equation for the both.
               Y = (x1 - x2 + x3 - x4)%m1
               yval.append(Y)
               #calculating the random number between 0 and 1.
               if Y > 0:
                   r = Y/m1
               elif Y < 0:
                   r = Y/m1 + 1
               else:
                   r = (m1-1)/m1
               rval.append(r)
           print('A random number generated by the CLCG is:', Y)
           print('Similarly, a random number between 0 and 1 generated by the CLCG is:', r)
           plt.plot(rval,'.b', label = "clcg2")
                                                  #plotting r vs N.
           plt.title("Random Number vs No. of steps for $CLCG$.")
           plt.xlabel("Number of Steps, $N$")
           plt.ylabel("Random numbers between 0 and 1")
           plt.show()
           # GAME OF HANGMAN using the RNG#
           print('Ok, now let us play a game of Hangman. The number you will get will be random.')
           name2 = [str(i) for i in yval]
                                                  #converting the random numbers in the list to str.
           a = random.randint(0,len(yval))
                                                #choosing the random number.
           m = name2[a]; Y = []
                                              #choosing the indices.
           X = [char for char in m]
           for i in range(len(m)):
               Y.append(" ? ")
                                       #choosing the number length and starting the game.
                                      #counting the number of chances.
           CHANCES = int(len(m)*3/5)
           while CHANCES > 0:
               q = " "
               for j in range(len(Y)):
                                          #for chances greater than 0.
                   q += Y[j]
               print(q)
```

```
print("This random number has "+str(len(Y))+" digits.")
                                                               #displaying the necessary info.
   print("You have "+str(CHANCES)+" chances left to guess it correctly.")
   print("(type 'skip' to skip) ")
   answer = input("Guess a digit from 0 - 9 of the number.").upper() #taking the input from the player.
   if(answer in X):
       print("Wow, it's a correct guess!!!")
       for i in range(len(X)):
                                       #checking for the answer in the number.
           if X[i] == answer:
               Y[i] = answer
               if " ? " not in Y:
                                                  #when we have predicted all the digits.
                   print("Congratulations, You won! The random number was " + m + ".")
                                      #for chances == 0.
                   CHANCES = 0
   elif answer == "SKIP":
                                         #for skipping the game.
       CHANCES = 0
       print("Sorry to see you go, The random number was "+ m + ".")
   else:
                                                  #for the final part of the game in case of wrong answers.
       CHANCES -= 1
       print("Wrong guess! Try again.")
       if CHANCES == 0:
            print("So, Sorry. You lost the game. The random number was "+ m +".")
show()
```

A random number generated by the CLCG is: 16172260832451435169 Similarly, a random number between 0 and 1 generated by the CLCG is: 0.8767000164273039



```
1 ? ? ? ? ? ? ? ? ? 4 ? ? ? ? 1
This random number has 19 digits.
You have 11 chances left to guess it correctly.
(type 'skip' to skip)
Wrong guess! Try again.
1 ? ? ? ? ? ? ? ? ? ? ? ? ? ? ? 1
This random number has 19 digits.
You have 10 chances left to guess it correctly.
(type 'skip' to skip)
Wow, it's a correct guess!!!
1 ? ? ? 3 ? ? ? ? ? ? ? 4 ? ? ? ? ? 1
This random number has 19 digits.
You have 10 chances left to guess it correctly.
(type 'skip' to skip)
Wow, it's a correct guess!!!
1 ? ? ? 3 ? 7 ? ? 7 ? ? 4 ? 7 ? ? ? 1
This random number has 19 digits.
You have 10 chances left to guess it correctly.
(type 'skip' to skip)
Sorry to see you go, The random number was 1999397897894979861.
```

Now, we will check whether our Combined Linear Congruential Generator is really random or not.

We will implement The Kolmogorov-Smirnov test for Normality.

```
In [5]: ▶ import random
            from math import sqrt
            D_plus =[]; D_minus =[]; random_value =[] #setting up blank list for D+, D- and values.
            for i in range(0, len(rval)):
                                                #Ranking the N random numbers.
                random value.append(random.random())
                random value.sort()
            for i in range(1, len(rval) + 1):
                                                    #Calculating the max(i/N - R_i).
                x = i / len(rval) - random value[i-1]
                D plus.append(x)
            for i in range(1, len(rval) + 1):
                                                    #Calculating the max(R_i-(i-1)/N).
                y = (i-1)/len(rval)
                y = random_value[i-1]-y
                D_minus.append(y)
            ans = max(sqrt(len(rval))*D plus[i-1], sqrt(len(rval))*D minus[i-1]) #Calculating the max(D+, D-)
            D alpha = 1.36/sqrt(len(rval))
                                                    #from reference materials.
            print('The value of D is :', ans)
            print('The value of D_alpha is :', D_alpha)
            if ans > D alpha:
                print('So, we find that the results reject Uniformity.')
            else:
                print('It fails to reject the Null Hypothesis.')
            The value of D is: 0.11046467308898456
            The value of D alpha is : 0.024830089273567533
            So, we find that the results reject Uniformity.
        Exporting our random numbers to a .csv file for brevity.
In [6]: ► textfileclcg = open("random_values_clcg.csv", "w") #for the actual random numbers.
            name_clg = [str(i) for i in yval]
            for element in name_clg:
                textfileclcg.write(element + "\n")
            textfileclcg.close()
In [7]: ► textfileclcg2 = open("random_0_to_1_clcg.csv", "w") #for the random numbers generated between 0 and 1.
            name clg2 = [str(i) for i in rval]
            for element in name clg2:
                textfileclcg2.write(element + "\n")
            textfileclcg2.close()
```