MA 6.101 Probability and Statistics

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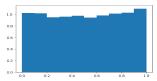
Agenda for the next two lectures

- Intro to Stochastic Simulation
 - We will generate samples from discrete or continuous r.v's using samples from uniform distribution.
- ► Limit theorems for Convergence of random variables
 - Sure convergence
 - Almost sure convergence & SLLN
 - Convergence in probability
 - ightharpoonup Convergence in r^{th} mean
 - Weak Convergence or Convergence in distribution & CLT

Generate samples using uniform distribution

Our aim: Obtain samples from a discrete random variable

- ▶ Suppose you have access to samples from a uniform random variable *U* over support [0, 1].
- import numpy as np import matplotlib.pyplot as plt uni_samples = np.random.uniform(0, 1, 5000) plt.hist(uni_samples, bins = 10, density = True) plt.show()



- uni_samples is a vector of 5000 realizations of uniform random variable U.
- You can also see it as a realization of $U_1, U_2, \dots U_{5000}$ i.i.d uniform variables.

How to simulate a dice using these samples?

► Can you use these 5000 samples and convert them into outcomes of a dice?

```
t=0
dice_samples=np.zeros(5000)
for u in uni_samples:
  if u < 1/6:
                                          (0.02, 0.8, 0.6, 0.03)
    dice_sample = 1
                                          ▶ [1, 5, 4, 1]
  if 1/6 < u < 2/6:
    dice_sample = 2
  if 2/6 < u < 3/6:
                                          0.200
                                          0.175
    dice_sample = 3
                                          0.150
  if 3/6 < u < 4/6:
                                          0.125
    dice_sample = 4
                                          0.100
                                          0.075
  if 4/6 < u < 5/6:
                                          0.050
    dice sample = 5
                                          0.025
  if 5/6 < u < 6/6:
                                          0.000
    dice_sample = 6
  dice_samples[t] = dice_sample
  t = t+1
plt.hist(dice_samples, bins = 6, density = True)
```

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Our aim: Obtain samples from a discrete random variable

- Consider a discrete random variable X with support set $\{x_0, x_1, \ldots\}$ and pmf $p_X(x_j) = p_j$ for $j = 0, 1, \ldots$ such that $\sum_j p_j = 1$.
- Cardinality of the support set of X could be finite or infinite.
- Our aim: Create i.i.d. samples of r.v. X using i.i.d. random samples of U.
- We shall now formally see the inverse transform method to do this.

The inverse transform method

- Aim: We wish to create i.i.d. samples of a discrete r.v. X with $p_X(x_j) = p_j$ using i.i.d. samples of a uniform r.v. U over [0,1].
- Let $u \in [0,1]$ be a realization of r.v. U. Then the corresponding sample of X is generated as follows

$$X = \begin{cases} x_0 \text{ if } \mathbf{u} < p_0 \\ x_1 \text{ if } p_0 \le \mathbf{u} < p_0 + p_1 \\ x_2 \text{ if } p_0 + p_1 \le \mathbf{u} < p_0 + p_1 + p_2 \\ \vdots \\ x_j \text{ if } \sum_{i=0}^{j-1} p_i \le \mathbf{u} < \sum_{i=0}^{j} p_i \\ \vdots \end{cases}$$

Why is this method correct? Why call it inverse transform method?

The inverse transform method

▶ A sample of X is generated using the sample of U as follows

$$X = x_j$$
 if $\sum_{i=0}^{j-1} p_i \le U < \sum_{i=0}^{j} p_i$

- Now $P(X = x_j) = p_j$ and hence the method is correct.
- ▶ Why the name "inverse transform method"?
- ▶ Recall that $F_X(x_j) = \sum_{i=0}^j p_i$. This implies that
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$$X = x_j$$
 if $F_X(x_{j-1}) \le U < F_X(x_j)$

- ▶ After generating a random number U, we determine the value of X by finding the interval $[F_X(x_{j-1}), F_X(x_j)]$ in which u lies.
- At a high level, we are performing $X = F_X^{-1}(U)$ but note that F_X is discontinuous so its inverse has to be cleverly defined.

How to generate samples of a continuous random variable

(Using samples of a continuous uniform variable over [0,1])

Our aim: Obtain samples from a continuous random variable

- ▶ Suppose you have access to samples from a uniform random variable *U* over support [0, 1].(We will not study how to generate such samples.)
- Consider a continuous random variable X with support set \mathcal{X} and let $F_X(x)$ denotes its cdf.
- ► Support set of *X* could be arbitrary.
- ightharpoonup Our aim: Create i.i.d. samples of r.v. X using i.i.d. samples of U.
- ▶ We shall again see the inverse transform method to do this.

Sampling from continuous random variables

Lemma

Let U be uniform random variable over [0,1]. Consider continuous r.v. X with cdf $F_X(.)$. Consider a random variable \hat{X} defined as follows

$$\hat{X} := F_X^{-1}(U)$$

Then the cdf of \hat{X} is $F_X(.)$.

Proof:

▶ Consider the cdf of \hat{X} , i.e., $F_{\hat{X}}(x) := \mathbb{P}[\hat{X} \leq x]$. Then

$$F_{\hat{X}}(x) = \mathbb{P}[F_X^{-1}(U) \le x]$$
$$= \mathbb{P}[U \le F_X(x)]$$
$$= F_X(x)$$

Sampling from continuous random variables

Lemma

Let U be uniform random variable over [0,1]. Consider continuous r.v. X with cdf $F_X(.)$. Consider a random variable \hat{X} defined as follows

$$\hat{X} := F_X^{-1}(U)$$

Then the cdf of \hat{X} is $F_X(.)$.

- Using this lemma, how to generate samples of a continuous random variable X using samples of uniform random variable U?
- ▶ **Answer:** Draw $u \sim U$ and obtain $F_X^{-1}(u)$. This is a sample from \hat{X} which has same distribution as X.
- Do you observe anything "special" about this lemma?

Application in data analysis

- ▶ Lemma: $\hat{X} = F_X^{-1}(U)$ has distribution $F_X(.)$.
- ▶ What will be cdf of a random variable $Y = F_X(\hat{X})$? **Uniform!**
- A consequence of this lemma is that $F_X(X)$ is a uniform distribution.
- This property is known as "probability integral transform or universality of uniform".
- ▶ This property is used to test whether a set of observations can be modelled as arising from a specified distribution G(.) or not.

Stochastic Simulation

- This was a brief introduction to this area of stochastic simulation.
- Refer the book Simulation by Sheldon Ross!
- Some popular techniques in simulation are:
- ► The inverse transform method
 - Accept-Reject method (rejection sampling)
 - Importance sampling
 - Markov Chain Monte Carlo (MCMC) methods
 - Hasting-Metropolis algorithm
 - Gibbs sampling
 - Slice sampling