

# Random Variate Generation



1. Inverse transformation
2. Rejection
3. Composition
4. Convolution
5. Characterization

# Random-Variate Generation

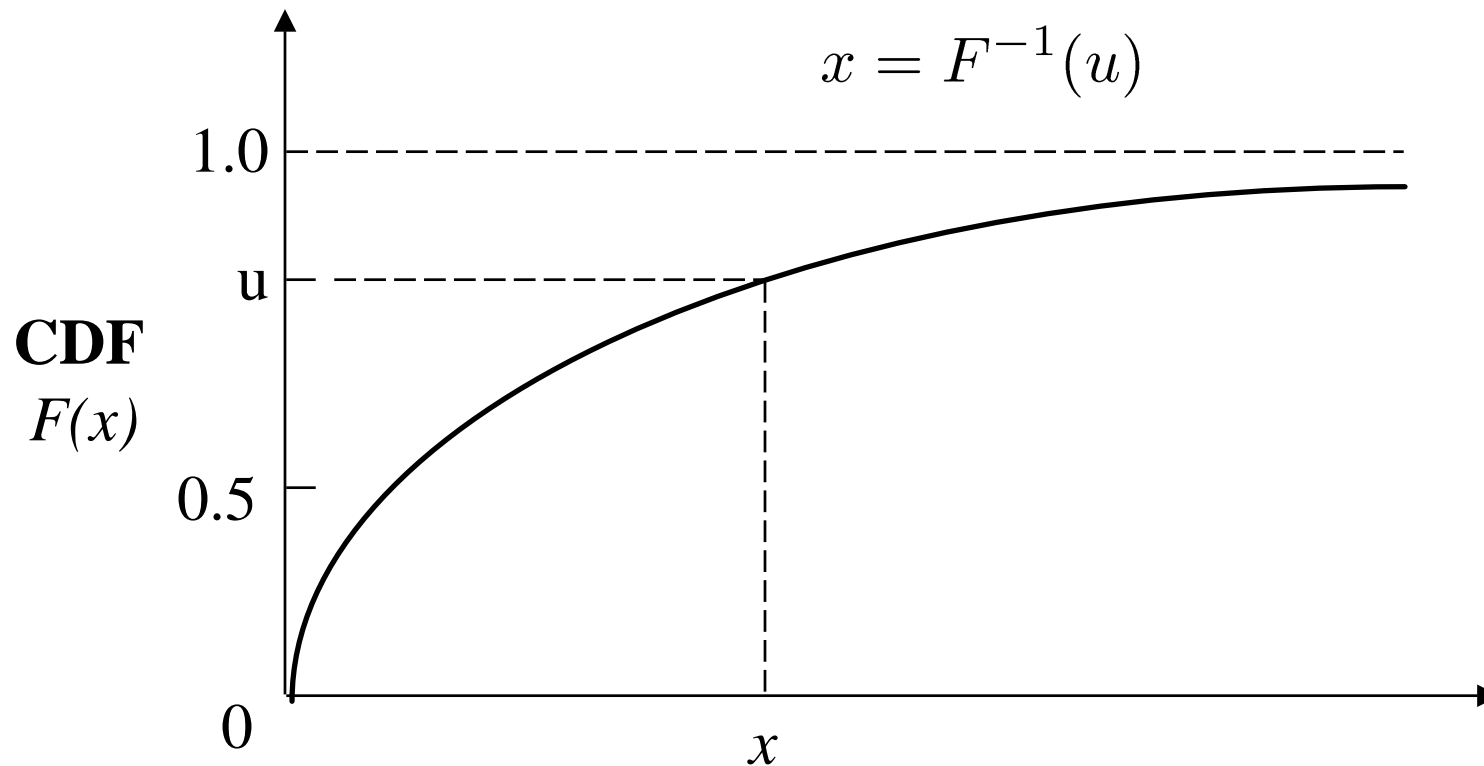
- ❑ General Techniques
- ❑ Only a few techniques may apply to a particular distribution
- ❑ Look up the distribution in Chapter 29

# Inverse Transformation

- Used when  $F^{-1}$  can be determined either analytically or empirically.

$$u = F(x) \sim U(0, 1)$$

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



# Proof

Let  $y = g(x)$ , so that  $x = g^{-1}(y)$ .

$$\begin{aligned}F_Y(y) &= P(Y \leq y) = P(x \leq g^{-1}(y)) \\ &= F_X(g^{-1}(y))\end{aligned}$$

If  $g(x) = F(x)$ , or  $y = F(x)$

$$F(y) = F(F^{-1}(y)) = y$$

And:

$$f(y) = dF/dy = 1$$

That is,  $y$  is uniformly distributed between 0 and 1.

## Example 28.1

- For exponential variates:

The pdf  $f(x) = \lambda e^{-\lambda x}$

The CDF  $F(x) = 1 - e^{-\lambda x} = u$  or,  $x = -\frac{1}{\lambda} \ln(1 - u)$

- If  $u$  is  $U(0,1)$ ,  $1-u$  is also  $U(0,1)$
- Thus, exponential variables can be generated by:

$$x = -\frac{1}{\lambda} \ln(u)$$

## Example 28.2

- The packet sizes (trimodal) probabilities:

Size	Probability
64 Bytes	0.7
128 Bytes	0.1
512 Bytes	0.2

- The CDF for this distribution is:

$$F(x) = \begin{cases} 0.0 & 0 \leq x < 64 \\ 0.7 & 64 \leq x < 128 \\ 0.8 & 128 \leq x < 512 \\ 1.0 & 512 \leq x \end{cases}$$

## Example 28.2 (Cont)

- The inverse function is:

$$F^{-1}(u) = \begin{cases} 64 & 0 < u \leq 0.7 \\ 128 & 0.7 < u \leq 0.8 \\ 512 & 0.8 < u \leq 1 \end{cases}$$

Generate  $u \sim U(0, 1)$

$u \leq 0.7 \Rightarrow \text{Size} = 64$

$0.7 < u \leq 0.8 \Rightarrow \text{size} = 128$

$0.8 < u \Rightarrow \text{size} = 512$

- Note: CDF is *continuous from the right*
  - $\Rightarrow$  the value on the right of the discontinuity is used
  - $\Rightarrow$  The inverse function is continuous from the left
  - $\Rightarrow u=0.7 \Rightarrow x=64$



# Applications of the Inverse-Transformation Technique

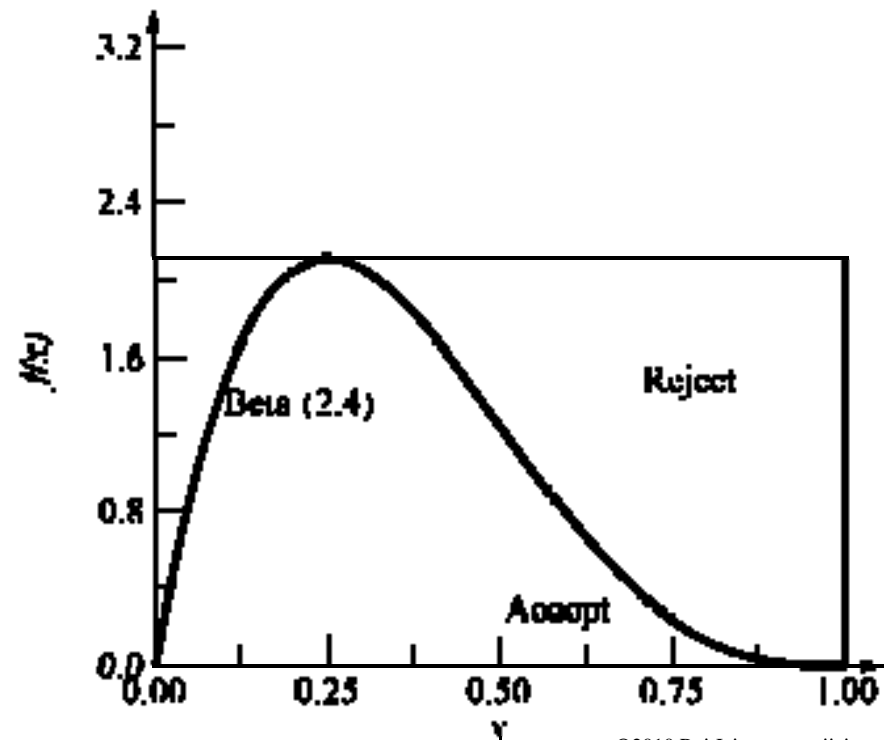
Distribution	CDF $F(x)$	Inverse
Exponential	$1 - e^{-x/a}$	$-a \ln(u)$
Extreme value	$1 - e^{-e^{\frac{x-a}{b}}}$	$a + b \ln \ln u$
Geometric	$1 - (1 - p)^x$	$\left[ \frac{\ln(u)}{\ln(1-p)} \right]$
Logistic	$1 - \frac{1}{1 + e^{\frac{x-\mu}{b}}}$	$\mu - b \ln\left(\frac{1}{u} - 1\right)$
Pareto	$1 - x^{-a}$	$1/u^{1/a}$
Weibull	$1 - e^{-(x/a)^b}$	$a(\ln u)^{1/b}$

# Rejection

- ❑ Can be used if a pdf  $g(x)$  exists such that  $c g(x)$  majorizes the pdf  $f(x) \Rightarrow c g(x) \geq f(x) \forall x$
- ❑ Steps:
  1. Generate  $x$  with pdf  $g(x)$ .
  2. Generate  $y$  uniform on  $[0, cg(x)]$ .
  3. If  $y \leq f(x)$ , then output  $x$  and return.  
Otherwise, repeat from step 1.  
 $\Rightarrow$  Continue *rejecting* the random variates  $x$  and  $y$  until  $y \geq f(x)$
- ❑ Efficiency = how closely  $c g(x)$  envelopes  $f(x)$   
Large area between  $c g(x)$  and  $f(x) \Rightarrow$  Large percentage of  $(x, y)$  generated in steps 1 and 2 are rejected
- ❑ If generation of  $g(x)$  is complex, this method may not be efficient.

## Example 28.2

- Beta(2.4) density function:  
 $f(x) = 20x(1-x)^3 \quad 0 \leq x \leq 1$   
 $c=2.11$  and  $g(x) = 1 \quad 0 \leq x \leq 1$
- Bounded inside a rectangle of height 2.11  
⇒ Steps:
  - Generate  $x$  uniform on  $[0, 1]$ .
  - Generate  $y$  uniform on  $[0, 2.11]$ .
  - If  $y \leq 20x(1-x)^3$ , then output  $x$  and return. Otherwise repeat from step 1.



# Composition

- Can be used if CDF  $F(x) =$  Weighted sum of  $n$  other CDFs.

$$F(x) = \sum_{i=1}^n p_i F_i(x)$$

- Here,  $p_i \geq 0$ ,  $\sum_{i=1}^n p_i = 1$ , and  $F_i$ 's are distribution functions.

- $n$  CDFs are composed together to form the desired CDF  
Hence, the name of the technique.

- The desired CDF is decomposed into several other CDFs  
 $\Rightarrow$  Also called **decomposition**.

- Can also be used if the pdf  $f(x)$  is a weighted sum of  $n$  other pdfs:

$$f(x) = \sum_{i=1}^n p_i f_i(x)$$

Steps:

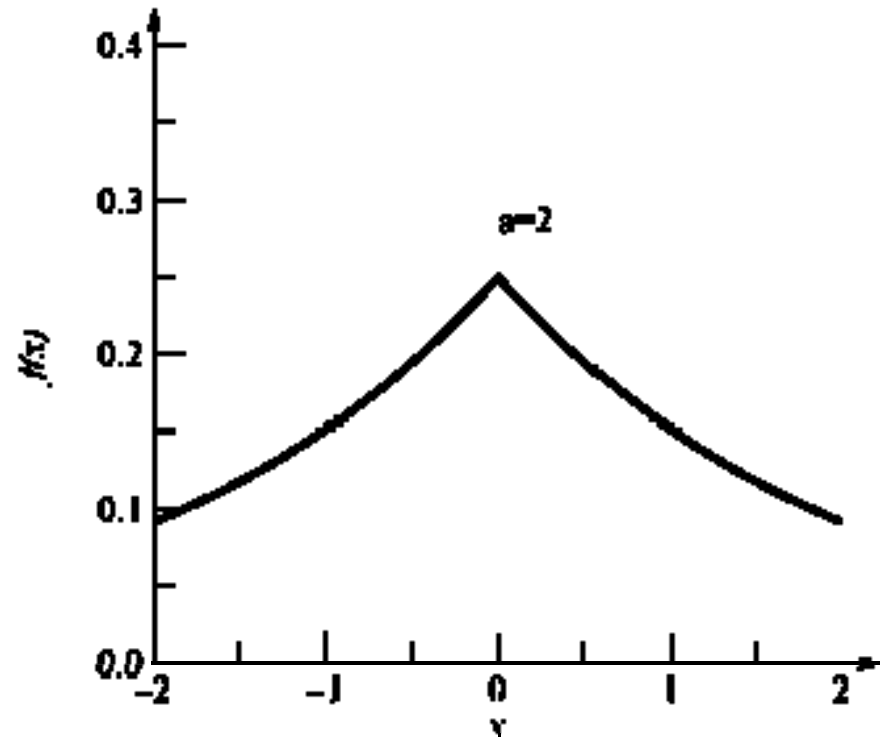
- ❑ Generate a random integer  $I$  such that:

$$P(I = i) = p_i$$

- ❑ This can easily be done using the inverse-transformation method.
- ❑ Generate  $x$  with the  $i$ th pdf  $f_i(x)$  and return.

## Example 28.4

- pdf:  $f(x) = \frac{1}{2a} e^{-|x|/a}$
- Composition of two exponential pdf's
- Generate
  - $u_1 \sim U(0, 1)$
  - $u_2 \sim U(0, 1)$
- If  $u_1 < 0.5$ , return; otherwise return  $x = a \ln u_2$ .
- Inverse transformation better for Laplace



# Convolution

- ❑ Sum of  $n$  variables:  $x = y_1 + y_2 + \cdots + y_n$
- ❑ Generate  $n$  random variate  $y_i$ 's and sum
- ❑ For sums of two variables, pdf of  $x =$  convolution of pdfs of  $y_1$  and  $y_2$ . Hence the name
- ❑ Although no convolution in generation
- ❑ If pdf or CDF = Sum  $\Rightarrow$  Composition
- ❑ Variable  $x =$  Sum  $\Rightarrow$  Convolution

$$f * g(t) = \int f(\tau)g(t - \tau)d\tau$$

# Convolution: Examples

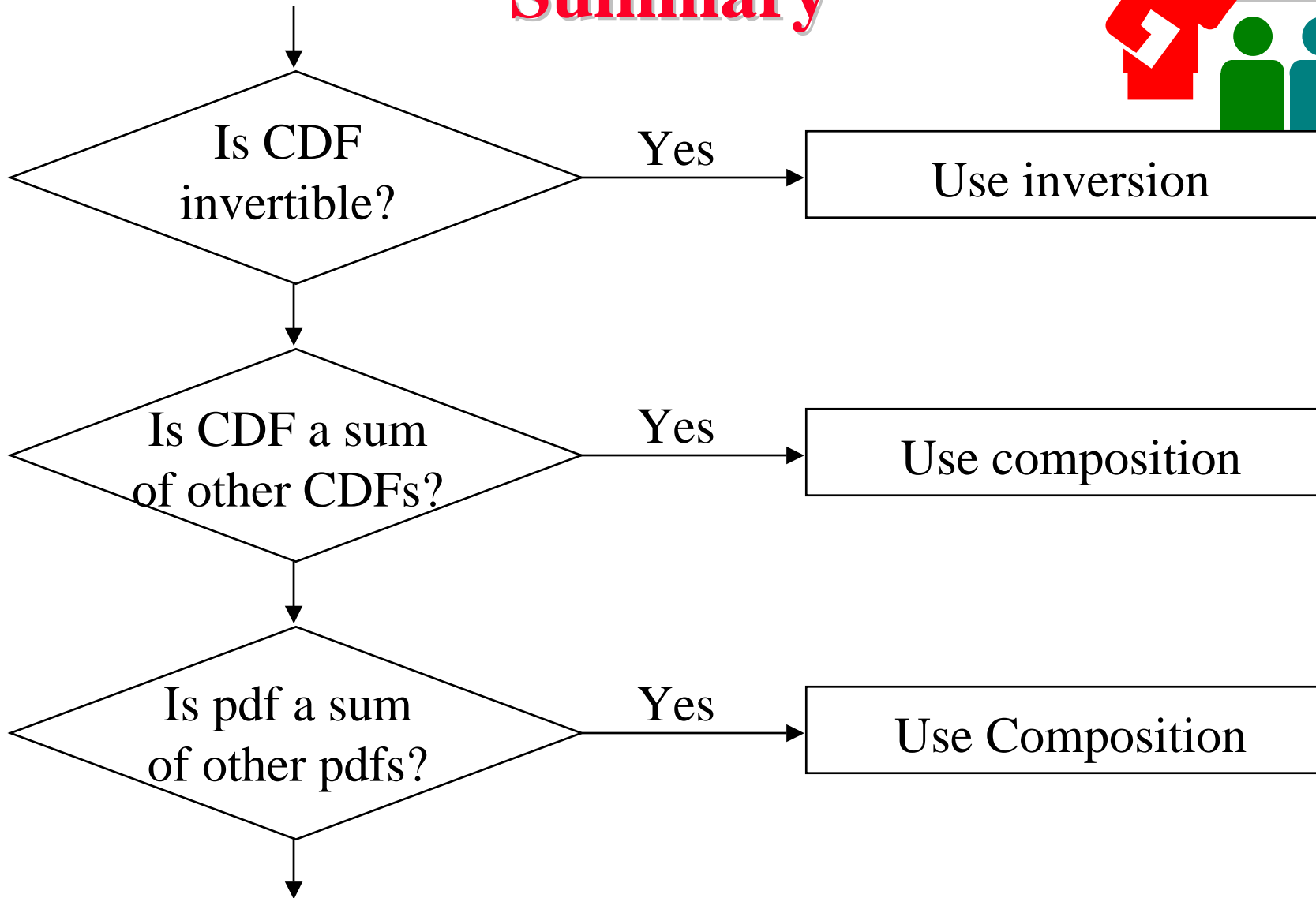
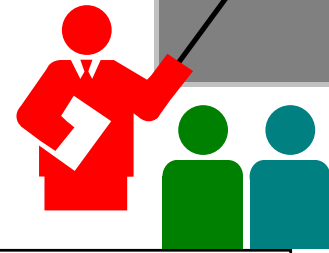
- Erlang- $k = \sum_{i=1}^k$  Exponential <sub>$i$</sub>
- Binomial( $n, p$ ) =  $\sum_{i=1}^n$  Bernoulli( $p$ )  
⇒ Generated  $n$  U(0,1),  
return the number of RNs less than  $p$
- $\chi^2(v) = \sum_{i=1}^v$  N(0,1)<sup>2</sup>
- $\Gamma(a, b_1) + \Gamma(a, b_2) = \Gamma(a, b_1 + b_2)$   
⇒ Non-integer value of  $b =$  integer + fraction
- $\sum_{i=1}^n$  Any = Normal ⇒  $\sum$  U(0,1) = Normal
- $\sum_{i=1}^m$  Geometric = Pascal
- $\sum_{i=1}^2$  Uniform = Triangular



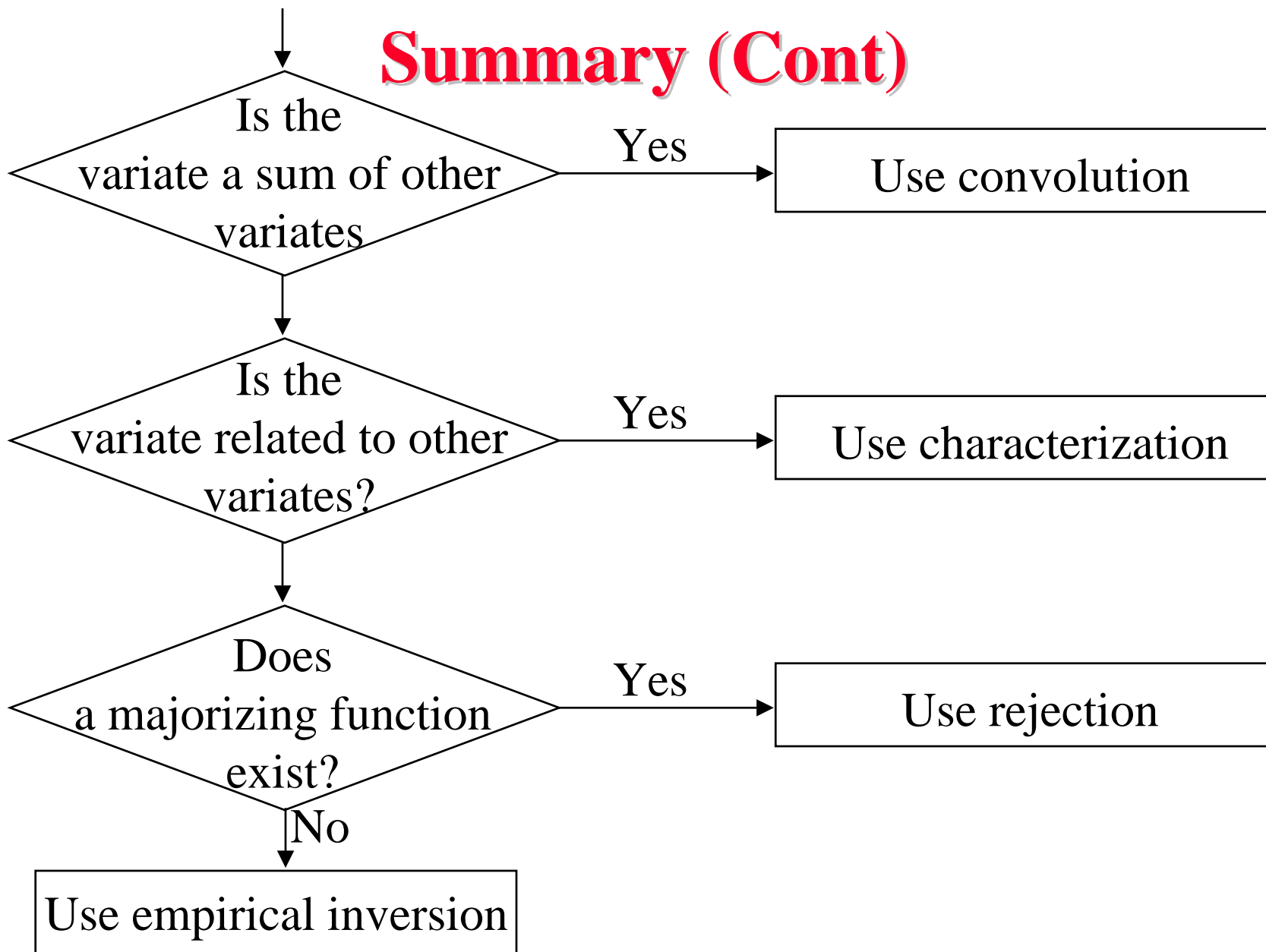
# Characterization

- ❑ Use special characteristics of distributions  $\Rightarrow$  **characterization**
- ❑ Exponential inter-arrival times  $\Rightarrow$  Poisson number of arrivals  $\Rightarrow$  Continuously generate exponential variates until their sum exceeds  $T$  and return the number of variates generated as the Poisson variate.
- ❑ The  $a^{\text{th}}$  smallest number in a sequence of  $a+b+1$   $U(0,1)$  uniform variates has a  $\beta(a, b)$  distribution.
- ❑ The ratio of two unit normal variates is a Cauchy(0, 1) variate.
- ❑ A chi-square variate with even degrees of freedom  $\chi^2(\nu)$  is the same as a gamma variate  $\gamma(2, \nu/2)$ .
- ❑ If  $x_1$  and  $x_2$  are two gamma variates  $\gamma(a, b)$  and  $\gamma(a, c)$ , respectively, the ratio  $x_1/(x_1+x_2)$  is a beta variate  $\beta(b, c)$ .
- ❑ If  $x$  is a unit normal variate,  $e^{\mu+\sigma x}$  is a lognormal( $\mu, \sigma$ ) variate.

# Summary



## Summary (Cont)



## Exercise 28.1

- A random variate has the following triangular density:

$$f(x) = \min(x, 2 - x) \quad 0 \leq x \leq 2$$

- Develop algorithms to generate this variate using each of the following methods:
  - a. Inverse-transformation
  - b. Rejection
  - c. Composition
  - d. Convolution

# Homework

- A random variate has the following triangular density:

$$f(x) = \frac{1}{16} \min(x, 8 - x) \quad 0 \leq x \leq 8$$

- Develop algorithms to generate this variate using each of the following methods:
  - a. Inverse-transformation
  - b. Rejection
  - c. Composition
  - d. Convolution