

# MEM6810 Engineering Systems Modeling and Simulation



## 工程系统建模与仿真

Theory Analysis

### Lecture 4: Random Variate Generation

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Spring 2024 (full-time)



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(Sino-US Global Logistics Institute)



- 1 Introduction
- 2 Random Number Generation
  - ▶ Definition
  - ▶ Pseudo-Random Numbers
  - ▶ Linear Congruential Generator
  - ▶ More Sophisticated RNGs
  - ▶ Tests for Random Numbers
- 3 Random Variate Generation
  - ▶ Inverse-Transform Technique
  - ▶ Acceptance-Rejection Technique
  - ▶ Other Ad-Hoc Methods
  - ▶ Generating Poisson Process



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- When simulating a system, we often need to generate random variates (e.g., interarrival time, service time) from all kinds of distributions (e.g., exponential distribution, arbitrary empirical distribution).

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  - Most simulation softwares have build-in functions to generate random variates from common distributions.
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  - To better understand the randomness in stochastic simulation.
  - Be alert to some inadequate random variate generator.
- To produce a sequence of random variates from a given distribution (of a random variable):
  - ① Start with random variates from  $\text{Unif}(0, 1)$  (called **random numbers**).
  - ② All random variates with given distribution are “transformed” from **random numbers**.

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- Statistical Properties
  - Uniformity: Each value on  $[0, 1]$  has equal likelihood.
  - Independence: Implies no correlation between successive numbers.

- Uniformity

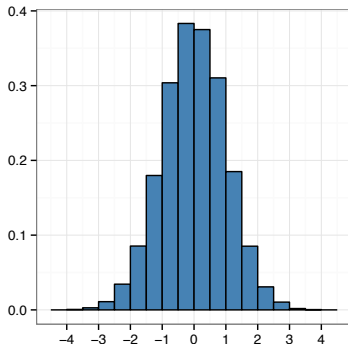
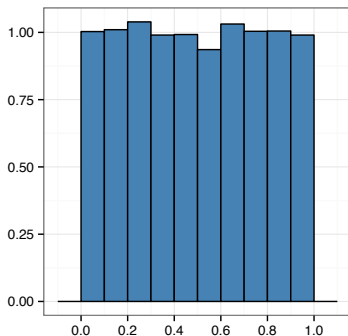


Figure: Empirical pdf (i.e., Scaled Histogram): Uniformity vs Nonuniformity (from [ZHANG Xiaowei](#))

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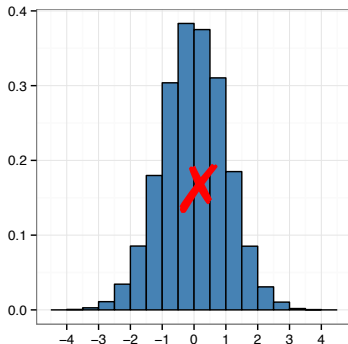
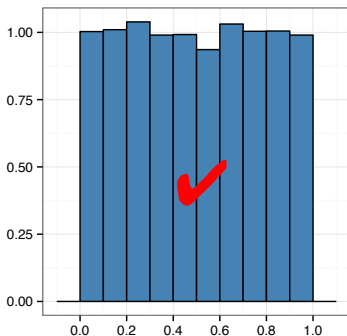


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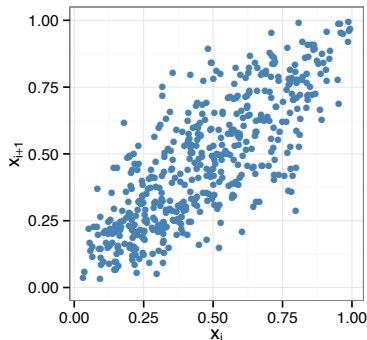
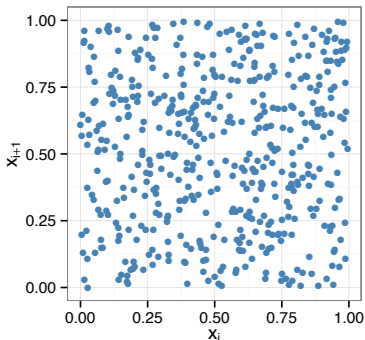


Figure: Scatter Plot: Uncorrelated vs Correlated (from [ZHANG Xiaowei](#))

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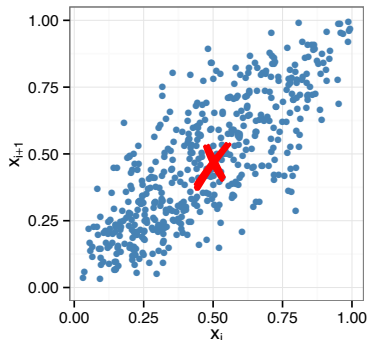
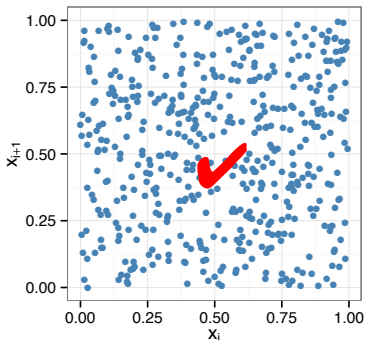


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  - Generating random numbers by a known method removes true randomness.
  - The set of pseudo-random numbers can be repeated.
- Goal: To produce a sequence of numbers in  $[0, 1]$  that imitates the ideal properties of random numbers.
  - Statistical properties are the most important.
  - True randomness is not the first priority.

- Properties of a good random number generator (RNG):
  - ① Pass statistical tests.
  - ② Solid theoretical support.
  - ③ Fast.
  - ④ Sufficiently long cycle (period).
  - ⑤ Portable to different computers.
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- Techniques for RNG:
  - Linear Congruential Generator (LCG)
  - Combined LCG
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- Possible values of  $u_i$ :  $\{0, \frac{1}{m}, \dots, \frac{m-1}{m}\}$ . (May not cover all!)
- The selection of the values for  $a$ ,  $c$ ,  $m$ , and  $x_0$  drastically affects the statistical properties and the cycle length.

- Example: Use LCG with  $x_0 = 27$ ,  $a = 17$ ,  $c = 43$ , and  $m = 100$ .

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- Try <https://xiaoweiz.shinyapps.io/randNumGen> for different parameters.



- An actual use of LCG ([Lewis et al. 1969](#)):  $a = 7^5$ ,  $c = 0$ ,  $m = 2^{31} - 1 = 2,147,483,647$  (a prime number).
  - It adopts  $u_i = \frac{x_i}{m+1}$ .
  - It passes many of the standard statistical tests.
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- Note: By letting modulus  $m$  be a power of 2 (or close), the modulo operation can be conducted efficiently, since most digital computers use a binary representation of numbers.
- As computing power has increased, LCG is not adequate nowadays; more sophisticated RNGs are used in practice.



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  - ② Calculate
 
$$x_{1,j+1} = a_1 x_{1,j} \bmod m_1,$$

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  - ③ Let  $x_{j+1} = (x_{1,j+1} - x_{2,j+1}) \bmod (m_1 - 1)$ .  
(*Remark:* mod uses floored division, i.e.,  $y \bmod m = y - m \lfloor \frac{y}{m} \rfloor$ .)
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$$u_{j+1} = \begin{cases} \frac{x_{j+1}}{m_1}, & \text{if } x_{j+1} > 0, \\ \frac{m_1 - 1}{m_1}, & \text{if } x_{j+1} = 0. \end{cases}$$
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It has cycle length  $(m_1 - 1)(m_2 - 1)/2 \approx 2 \times 10^{18}$ .



- Multiple Recursive Generator (MRG): Extends LCG by using a higher-order recursion:

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- A specific instance that has been widely implemented is MRG32k3a<sup>†</sup> (L'Ecuyer 1999), which is a *combined MRG* with  $J = 2$  and  $K = 3$ .
  - It has cycle length  $\approx 3 \times 10^{57}$ , which is enormous.
  - If you could generate one billion ( $10^9$ ) pseudo-random numbers per second, then it would take longer than the age of the universe to exhaust the period of MRG32k3a!

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- Tests based on generated sequences of numbers.
  - *Frequency Test* for uniformity (discussed in next lecture)
    - Kolmogorov–Smirnov test (柯尔莫哥洛夫–斯米尔诺夫检验)
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- Fortunately, the well-known RNGs which are widely used in simulation softwares and languages have been extensively tested and validated.
- Be careful when the RNG at hand is not explicitly known or documented!

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  - *Frequency Test* for uniformity (discussed in next lecture)
    - Kolmogorov–Smirnov test (柯尔莫哥洛夫–斯米尔诺夫检验)
    - chi-square test ( $\chi^2$  test, 卡方检验)
  - *Autocorrelation Test* for independence.
- There are also some *theoretical tests* without actually generating any numbers, e.g., spectral test (谱检验).
- Fortunately, the well-known RNGs which are widely used in simulation softwares and languages have been extensively tested and validated.
- Be careful when the RNG at hand is not explicitly known or documented!
  - Even RNGs that have been used for years in popular commercial softwares (e.g., **Excel**, Visual Basic), have been found to be inadequate ([L'Ecuyer 2001](#)).

- 1 Introduction
- 2 Random Number Generation
  - ▶ Definition
  - ▶ Pseudo-Random Numbers
  - ▶ Linear Congruential Generator
  - ▶ More Sophisticated RNGs
  - ▶ Tests for Random Numbers
- 3 Random Variate Generation
  - ▶ Inverse-Transform Technique
  - ▶ Acceptance-Rejection Technique
  - ▶ Other Ad-Hoc Methods
  - ▶ Generating Poisson Process



# Random Variate Generation

- Assumption: RNG is available, i.e. we have a sequence of random numbers (i.e.,  $\text{Unif}(0, 1)$  random variates).
- Goal: Produce random variates from a given probability distribution (e.g. exponential, Poisson, etc.).

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- Widely-used techniques<sup>†</sup>
  - Inverse-transform technique (generic)
  - Acceptance-rejection technique (generic)
  - Other ad-hoc methods for some specific distributions

---

<sup>†</sup> Methods introduced in this lecture are exact; there are also approximation methods such as MCMC.

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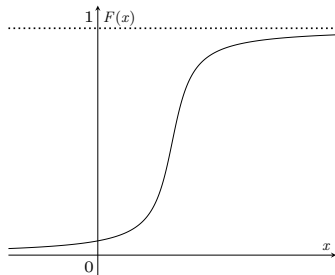


Figure: Continuous Random Variable

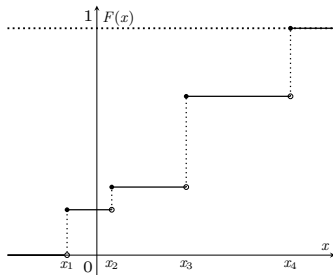


Figure: Discrete Random Variable

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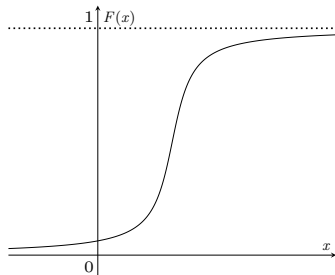


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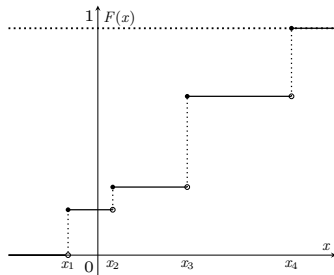


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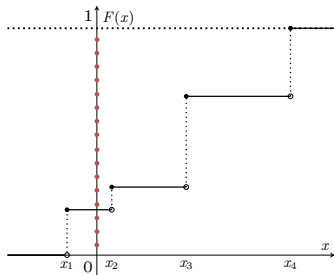
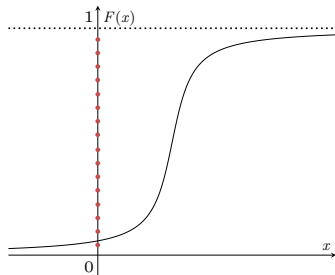


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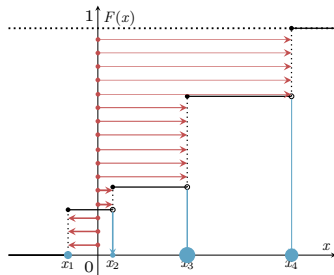
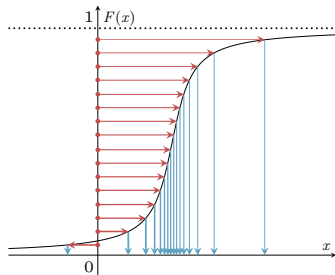


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- Procedures
  - 1 Generate (as needed) random numbers (on vertical axis).
  - 2 Map inversely to points on horizontal axis, which are the desired random variates from  $F(x)$ .

- The formal definition of inverse function is

$$F^{-1}(y) := \min\{x : F(x) \geq y\}, \quad 0 < y < 1.$$

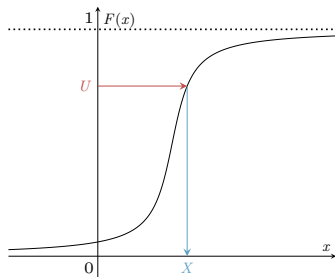


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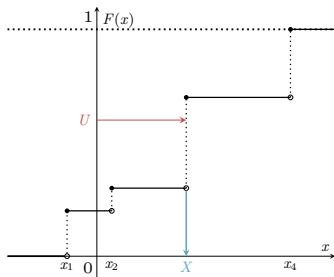


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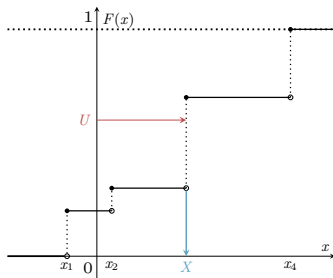
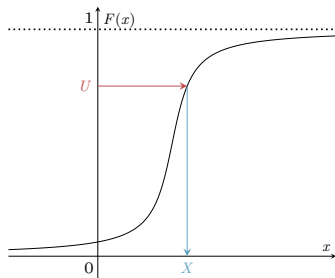


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- It can be used to sample from all (in principle) discrete distributions, e.g.,
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- *Remark:*  $1 - U \sim \text{Unif}(0, 1) \implies -\frac{1}{\lambda} \ln(U)$  is sufficient.
- Numerical test for  $\text{Exp}(1)$  in **Excel**.
  - ① Generate 200 random numbers.
  - ② Obtain 200 random variates via the inverse function.

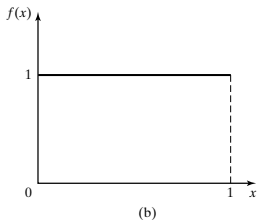
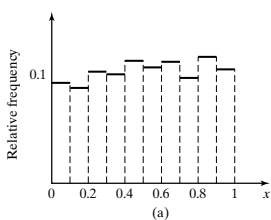


Figure:  
 (a) Empirical histogram of 200 generated uniform random numbers;  
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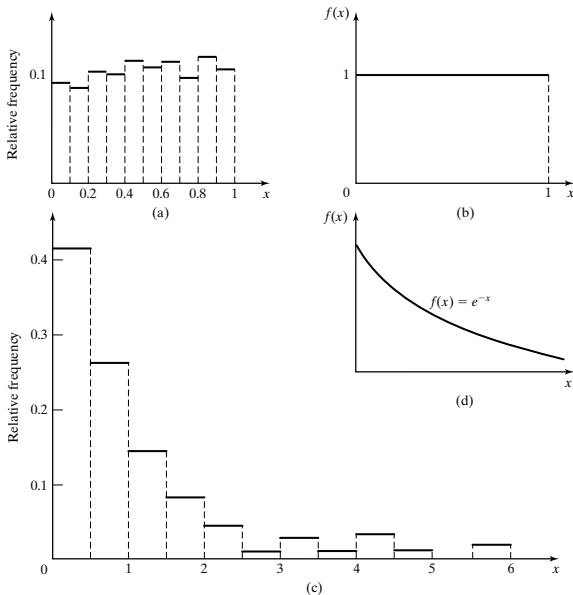


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(from [Banks et al. \(2010\)](#))

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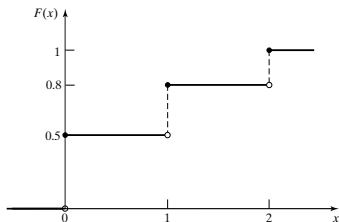
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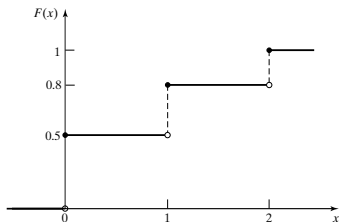
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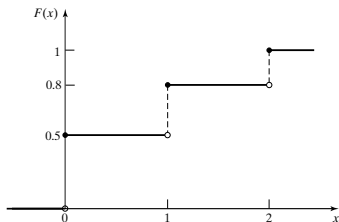


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Try it in Excel.



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  - Although you can solve the inverse transform via numerical methods anyway, the efficiency may be low.
- Acceptance-rejection technique is also useful for generating a *non-stationary Poisson process* (more details later).



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  - ② If  $u \geq 1/4$ , **accept**  $u$ , output  $u$  as the desired random variate; if  $u < 1/4$ , **reject**  $u$ , and return to Step 1.
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  - Whereas there exists a one-to-one mapping for the inverse-transform method.

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- Important Observation 2: The accepted values of  $U$  are **conditioned** values.
  - $U$  itself does not have the desired distribution.
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- For  $1/4 \leq x \leq 1$ ,

$$\mathbb{P}\{U \leq x | U \geq 1/4\} = \frac{\mathbb{P}\{U \leq x \text{ and } U \geq 1/4\}}{\mathbb{P}\{U \geq 1/4\}} = \frac{x - 1/4}{3/4},$$

which is exactly the desired CDF of  $X \sim \text{Unif}(1/4, 1)$ .

- Suppose we want to generate random variates from  $X$ , whose density  $f(x)$  has support  $[a, b]$  and is upper bounded by  $M$ .

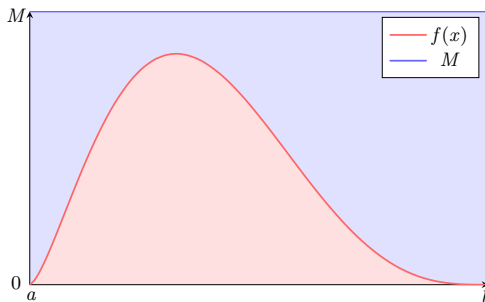


Figure: Bounded Support (original image from [ZHANG Xiaowei](#))

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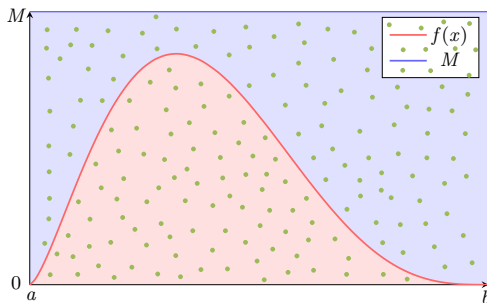


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- Generate random variate pairs  $(y_1, z_1), (y_2, z_2), \dots$ , from  $\text{uniform}\{(y, z) : a \leq y \leq b, 0 \leq z \leq M\}$ .



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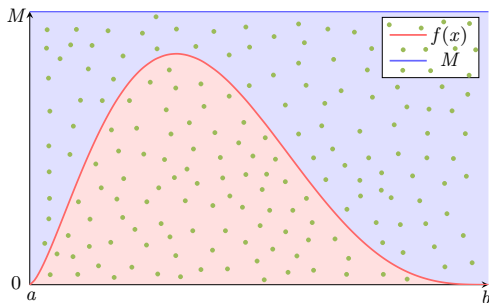


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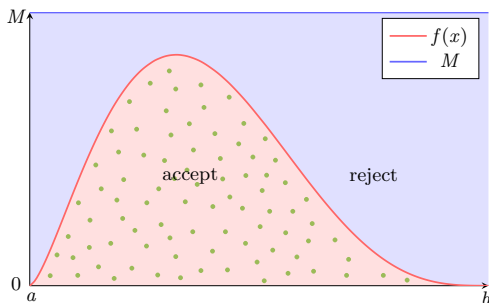


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- Accept the pair if  $z_i < f(y_i)$  and output  $y_i$  as random variate from  $X$  with density  $f(x)$ .

- $Y$  conditioned on the event  $\{Z < f(Y)\}$  has the same distribution as  $X$ , i.e., having density  $f(x)$ .
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Proof.

$$\mathbb{P}\{Y \leq x | Z < f(Y)\}$$

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$$\begin{aligned}\mathbb{P}\{Y \leq x | Z < f(Y)\} &= \frac{\mathbb{P}\{Y \leq x, Z < f(Y)\}}{\mathbb{P}\{Z < f(Y)\}} \\ &= \frac{\int_a^x \int_0^{f(y)} f_{Y,Z}(y, z) dz dy}{\int_a^b \int_0^{f(y)} f_{Y,Z}(y, z) dz dy}\end{aligned}$$

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Proof.

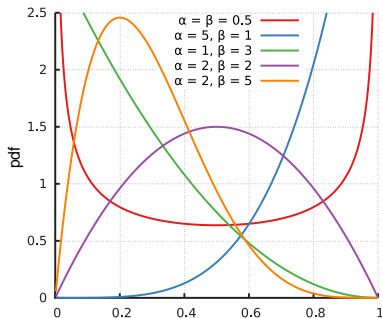
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 \end{aligned}$$

- The acceptance rate is  $\mathbb{P}\{Z < f(Y)\} = \frac{1}{(b-a)M}$ .

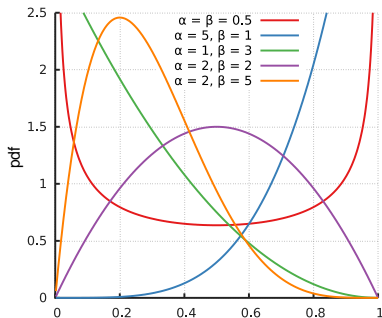


- Goal: Generate random variates from  $\text{Beta}(\alpha, \beta)$ , where the density is  $f(x) = \frac{x^{\alpha-1}(1-x)^{\beta-1}}{B(\alpha, \beta)}$ ,  $x \in [0, 1]$ .

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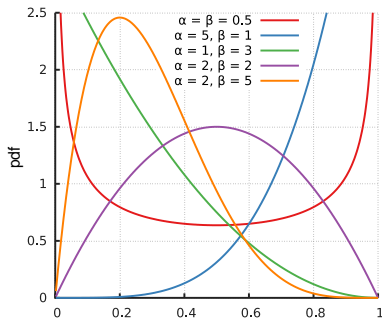
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- If  $\alpha > 1$  and  $\beta > 1$ , then  $f(x)$  is maximized at  $x = \frac{\alpha-1}{\alpha+\beta-2}$  and the maximum is  $M = \frac{(\alpha-1)^{\alpha-1}(\beta-1)^{\beta-1}}{(\alpha+\beta-2)^{\alpha+\beta-2}B(\alpha, \beta)}$ .



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- The acceptance rate is  $\frac{1}{(b-a)M} = \frac{1}{(1-0)M} = \frac{1}{M}$ .

- Generate random variates from  $X$ , whose density  $f(x)$  is upper bounded by  $Mg(x)$ , where  $g(x)$  is *instrumental* density.

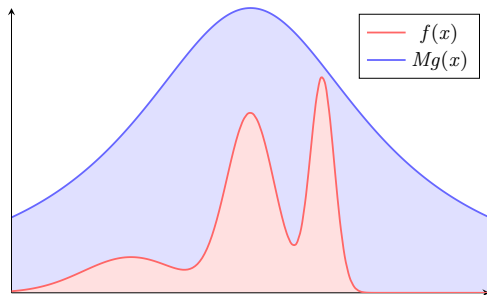


Figure: Unbounded Support (original image from [ZHANG Xiaowei](#))

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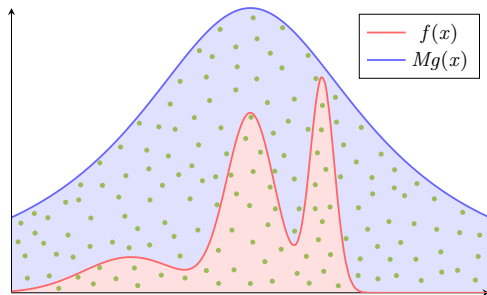


Figure: Unbounded Support (original image from [ZHANG Xiaowei](#))

- 1 Generate random variate pairs  $(y_1, z_1)$ ,  $(y_2, z_2)$ ,  $\dots$ , from  $\text{uniform}\{(y, z) : y \in \text{support of } g(\cdot), 0 \leq z \leq Mg(y)\}$ .

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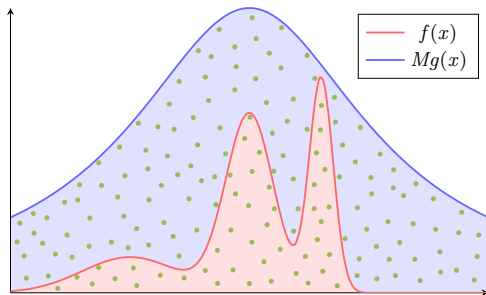


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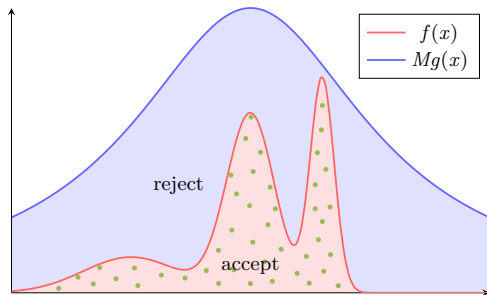


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  - $y_i$  from  $Y \sim g(\cdot)$ ,  $z_i$  from  $Z \sim \text{Unif}(0, Mg(y_i))$  (**why?**)
- Accept the pair if  $z_i < f(y_i)$  and output  $y_i$  as random variate from  $X$  with density  $f(x)$ .

- $Y$  conditioned on the event  $\{Z < f(Y)\}$  has the same distribution as  $X$ , i.e., having density  $f(x)$ .
  - Let  $\Theta$  denote  $\{(y, z) : y \in \text{support of } g(\cdot), 0 \leq z \leq Mg(y)\}$ .
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- The acceptance rate is

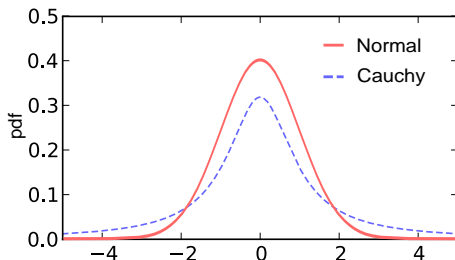
$$\mathbb{P}\{Z < f(Y)\} = \frac{1}{\Theta \text{ area}} = \frac{1}{\int_{-\infty}^{\infty} Mg(y) dy} = \frac{1}{M \int_{-\infty}^{\infty} g(y) dy} = \frac{1}{M}$$



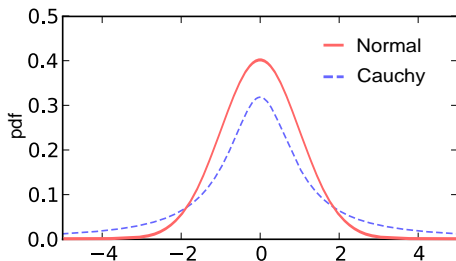
- Goal: Generate random variates from  $\mathcal{N}(0, 1)$ , where the density is  $f(x) = \frac{1}{\sqrt{2\pi}} e^{-\frac{x^2}{2}}$ ,  $x \in (-\infty, \infty)$ .

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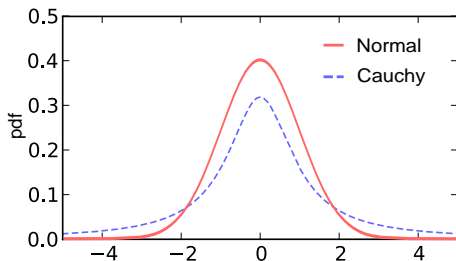


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- The acceptance rate is  $\frac{1}{M} = \sqrt{\frac{e}{2\pi}} \approx 0.6577$ .

- Box–Muller method for  $\mathcal{N}(0, 1)$  random variates:
  - ① Generate  $u_1$  and  $u_2$  independently from  $\text{Unif}(0, 1)$ .
  - ② Let  $z_1 = \sqrt{-2 \ln u_1} \cos(2\pi u_2)$  and  $z_2 = \sqrt{-2 \ln u_1} \sin(2\pi u_2)$ .

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$$Z_1^2, Z_2^2 \sim \chi_1^2, \quad Z_1^2 + Z_2^2 \sim \chi_2^2.$$
  - $X \sim \text{Exp}(1/2) \iff X \sim \chi_2^2$ .
  - $-2 \ln u_1$  is a random variate from  $\text{Exp}(1/2)$  (and thus  $\chi_2^2$ ).
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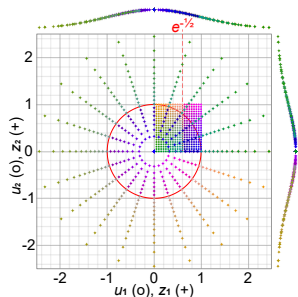


Figure: Box–Muller Method Visualisation  
(image by Cmglee / CC BY 3.0)

[Interactive Graph](#)

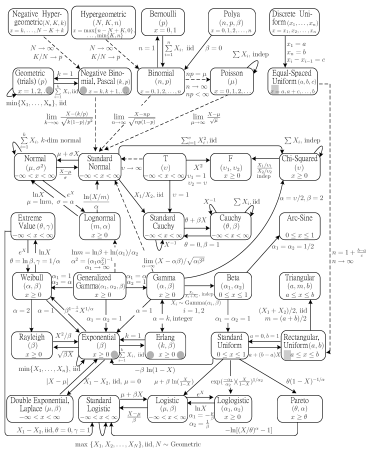


Figure: Relationships Among 35 Distributions (from Song (2005))

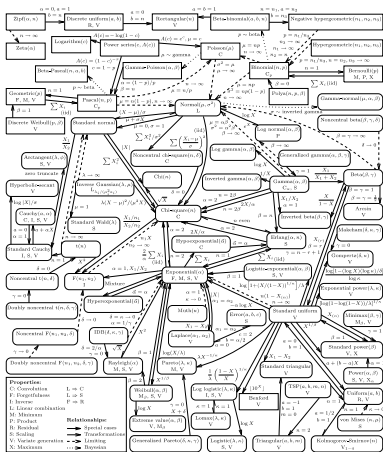


Figure: Relationships Among 76 Distributions (from Leemis & McQueston (2008))

- **Poisson process** with rate  $\lambda$ : Interarrival time distribution is exponential with rate  $\lambda$  (or mean  $1/\lambda$ ), and

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- **Nonhomogeneous Poisson process** with rate (intensity) function  $\lambda(t)$ :

$$N(t+h) - N(t) \sim \text{Poisson}(m(t+h) - m(t)),$$

where  $m(t) = \int_0^t \lambda(s) ds$ .



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  - ④ Go to Step 2.