

# Simulating Random Variables

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We have seen several methods from simulating random variables based on the ability to generate a random variable  $U$  that is uniformly distributed on  $[0, 1]$ .

For discrete random variables, the distribution function  $F_X$  is constant except for jumps  $f_X(x_i)$  at those  $x_1 < x_2 < \dots$  that  $X$  takes on with positive probability.

In this case, set  $x_0 = -\infty$ .

$$P\{F_X(x_i) < U \leq F_X(x_{i+1})\} = F_X(x_{i+1}) - F_X(x_i) = f_X(x_{i+1})$$

and we can simulate  $X$  by assigning the value  $x_{i+1}$  whenever  $F_X(x_i) < U \leq F_X(x_{i+1})$ .

## 1 The Probability Transform

For  $X$  a continuous random variable with a density  $f_x$  that is positive everywhere in its domain, the distribution function  $F_X$  is strictly increasing. In this case  $F_X$  has an inverse function. The **probability transform** follows from the fact that

$$U = F_X(X)$$

is uniformly distributed on  $[0, 1]$ . Thus, if we can simulate  $U$ , uniformly distributed on  $[0, 1]$ , we can simulate a random variable with distribution  $F_X$  via

$$X = F_X^{-1}(U).$$

## 2 Box-Muller Transform

For the Box-Muller transform, we require two random variables  $U, V$ , uniformly distributed on  $[0, 1]$ . Set

$$R = \sqrt{-2 \log V} \quad \text{and} \quad \Theta = 2\pi U.$$

and

$$Z_1 = R \cos \Theta = \sqrt{-2 \log V} \cos(2\pi U), \quad \text{and} \quad Z_2 = \sqrt{-2 \log V} \sin(2\pi U).$$

Then  $Z_1$  and  $Z_2$  are independent standard normal random variables. To obtain two standard normal random variables with correlation  $\rho$ , take

$$X = Z_1 \quad \text{and} \quad Y = \rho Z_1 + \sqrt{1 - \rho^2} Z_2.$$

### 3 Rejection Sampling

Let  $Y$  be a continuous random variable with density  $f_Y$  on an interval  $[0, 1]$  and choose  $c$  greater than the maximum value  $f_Y(y)$ .

Now choose a point  $(U, V) \in [0, 1] \times [0, c]$  uniformly on the rectangle. If the value is below the graph of  $f_Y$  then choose  $Y = y$ , otherwise reject the value and try again.

Then, consider

$$P\{V \leq y | U < f_Y(V)\} = \frac{P\{V \leq y, U < f_Y(V)\}}{P\{U < f_Y(V)\}}.$$

and

$$P\{V \leq y, U < f_Y(V)\} = \int_0^y \int_0^{f_Y(v)} \frac{1}{c} du dv = \frac{1}{c} \int_0^y f_Y(v) du dv = \frac{1}{c} P\{Y \leq y\}.$$

To find  $P\{U < f_Y(V)\}$ , take  $y = 1$  in the previous computation.

$$P\{U < f_Y(V)\} = \frac{1}{c} P\{Y \leq 1\} = \frac{1}{c}.$$

Taken together, we find that

$$P\{V \leq y | U < f_Y(V)\} = P\{Y \leq y\}.$$

Note that the probability of accepting the choice is  $1/c$ . To improve on this, we can choose a second density  $f_V$  so the distribution is easy to compute but looks like  $f_u$ . We could then transform both  $U$  and  $V$  using  $F_V$ . Then, the transformed  $Y$  is close to uniform and the using the algorithm above, the often accept the transformed value of  $Y$ . We then obtain the desired value by applying  $F_V^{-1}$ .

Combining all these steps, we have the method **rejection sampling**:

To generate a random variable  $Y$  with density  $f_Y$ , first set

$$c = \sup_y \frac{f_Y(y)}{f_V}.$$

Then,

1. Generate two independent variables -  $U$  that is uniform on  $[0, 1]$  and  $V$  with density  $f_V$
2. If  $U < f_Y(V)/(cf_V(v))$ , set  $Y = V$ . Otherwise, return to step 1.

As before,

$$P\{V \leq y | U < f_Y(V)/(cf_V(v))\} = \frac{P\{V \leq y, U < f_Y(V)/(cf_V(v))\}}{P\{U < f_Y(V)/(cf_V(V))\}}.$$

The numerator

$$\begin{aligned} P\{V \leq y, U < f_Y(V)/(cf_V(v))\} &= \int_0^y \int_0^{f_Y(v)/(cf_V(v))} f_V(v) du dv = \int_0^y \frac{f_Y(v)}{cf_V(v)} f_V(v) du dv \\ &= \frac{1}{c} \int_0^y f_Y(v) du dv = \frac{1}{c} P\{Y \leq y\} \end{aligned}$$

The value of the denominator  $1/c$  can be found taking  $y = \infty$  in the previous computation. Therefore,

$$P\{V \leq y | U < f_Y(V)/(cf_V(v))\} = P\{Y \leq y\}.$$