Statistical Computing (36-350)

Lecture 14: Simulation I: Generating Random Variables

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Agenda

- The basic random-variable commands
- Transforming uniform random variables to other distributions
 - The quantile method
 - The rejection method
- Where the uniform random numbers come from

Required Reading: Matloff, chapter 8

R Cookbook, chapter 8

Optional reading: Chambers, section 6.10

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All of these require drawing random variables from distributions

Built-in Random Variable Generators

runif, rnorm, rbinom, rpois, rexp, etc. etc.
First argument is always n, number of variables to generate
Subsequent arguments are parameters to distribution, and vary with the distribution

Many Distributions at Once

Parameters are recycled:

```
> rnorm(n=4,mean=c(-1000,1000),sd=1)
[1] -999.3637 1000.4710 -1000.4449 1000.1040
```

Each of the n draws can get its own parameters

sample

```
sample(x, size, replace=FALSE, prob=NULL)
```

draw random sample of size points from x, optionally with replacement and/or weights x can be anything where length() makes sense, basically

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draw random sample of size points from x, optionally with replacement and/or weights x can be anything where length() makes sense, basically sample(x) does a random permutation If x is a single number, treat it like 1:x

```
> sample(5)
[1] 1 4 3 2 5
```

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```
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diff.in.means <- function(m.or.f) {
  mean.male <- mean(cats$Hwt[m.or.f=="M"])
  mean.female <- mean(cats$Hwt[m.or.f=="F"])
  return(mean.male-mean.female)
}</pre>
```

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  mean.male <- mean(cats$Hwt[m.or.f=="M"])
  mean.female <- mean(cats$Hwt[m.or.f=="F"])</pre>
  return(mean.male-mean.female)
> (obs.diff <- diff.in.means(cats$Sex))</pre>
[1] 2.120553
> null.diffs <- replicate(1000.diff.in.means(sample(cats$Sex)))</pre>
> summarv(null.diffs)
            1st Qu. Median
                                    Mean
                                           3rd Qu.
                                                        Max.
     Min.
-1.363000 -0.274400 0.010620 0.008788 0.307500 1.122000
> mean(null.diffs > obs.diff)
Γ17 0
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Most basic possible permutation test; get much trickier

```
Define:
```

```
resample <- function(x) { sample(x, size=length(x), replace=TRUE) }</pre>
```

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```

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Resample the rows of a data frame:
cats[resample(1:nrow(cats),]</pre>
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```

Exercise: write an improved resample that works on vectors or data frames

```
diff.in.means2 <- function(df) {
  mean(df[df$Sex=="M","Hwt"]) - mean(df[df$Sex=="F","Hwt"])
}
resample.diffs <- replicate(1000,diff.in.means2(cats[resample(1:nrow(cats)),]))</pre>
```

```
diff.in.means2 <- function(df) {
    mean(df[df$Sex=="M","Hwt"]) - mean(df[df$Sex=="F","Hwt"])
}

resample.diffs <- replicate(1000,diff.in.means2(cats[resample(1:nrow(cats)),]))
> sd(resample.diffs)
[1] 0.316297
> quantile(resample.diffs,probs=c(0.025,0.975))
    2.5% 97.5%
1.459805 2.700566
```

Very close to t-test formulas...

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Bootstrap standard error and confidence limits

Again, gets much more sophisticated

Biased Coins

Given: uniform random variable U, success probability p

Wanted: A Bernoulli(p) random variable

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Return 1 if $U \le p$, else return 0

Biased Coins

```
Given: uniform random variable U, success probability p Wanted: A Bernoulli(p) random variable Return 1 if U \le p, else return 0 ifelse(runif(n) =< p, 1, 0) or just rbinom(n,size=1,prob=p)
```

Given: uniform U, category probabilities $p_1, p_2, \dots p_k$ Wanted: a categorical random variable with that p.m.f.

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min(which(u < cumsum(p)))

(needs some thought to vectorize)
```

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Wanted: a categorical random variable with that p.m.f.
If U \leq p_1, return 1
else if U \le p_1 + p_2, return 2
etc.
min(which(u < cumsum(p)))
(needs some thought to vectorize)
rmultinoulli <- function(n,prob) {
  return(sample(1:length(prob),replace=TRUE,size=n,prob=prob))
(rmultinom gives counts, not a sequence)
```

The Quantile Transform Method

Given: uniform random variable *U*, CDF *F*

Claim: $X = F^{-1}(U)$ is a random variable with CDF F

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Proof:

$$\mathbb{P}(X \le a) = \mathbb{P}(F^{-1}(U) \le a) = \mathbb{P}(U \le F(a)) = F(a)$$

 F^{-1} is the quantile function

:. if we can generate uniforms and we can calculate quantiles, we can generate non-uniforms

Less Mathematically

To turn U into a coin-toss with bias p: is $U \le p$ or not?

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Less Mathematically

To turn U into a coin-toss with bias p: is $U \le p$ or not? To turn U into a binomial: start with X=0; if $U \le F(X)$, stop, otherwise add 1 to X and check again Tedious do this iteratively No next value for continuous random variables Quantiles solve both difficulties

Categorical Random Variables Quantile Transform Rejection Method

Quantile functions often don't have closed form, and don't have nice numerical solutions

But we know the probability density function — can we use that?

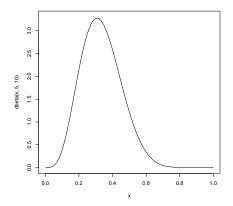
Suppose the pdf f is zero outside an interval [c,d], and $\leq M$ on the interval

Draw the rectangle $[c, d] \times [0, M]$, and the curve f

Area under the curve =1

Area under curve and $x \le a$ is F(a)

How can we uniformly sample area under the curve?

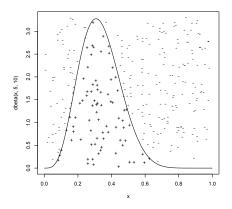


 $M \leftarrow 3.3$; curve(dbeta(x,5,10),from=0,to=1,ylim=c(0,M))

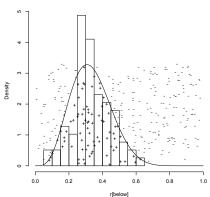
Categorical Random Variable Quantile Transform Rejection Method

We sample uniformly from the box, and take the points under the curve

We sample uniformly from the *box*, and take the points under the curve $R \sim \mathrm{Unif}(c,d)$ $U \sim \mathrm{Unif}(0,1)$ If $MU \leq f(R)$ then X = R, otherwise try again







hist(r[below],xlim=c(0,1),probability=TRUE); curve(dbeta(x,5,10),add=TRUE) points(r[below],M*u[below],pch="-"); points(r[-below],M*u[-below],pch="-")

If f doesn't go to zero outside [c,d], try to find another density ρ where

- $f(a) \leq M\rho(a)$ everywhere
- ullet we can generate from ho (say by quantiles)

Then $R \sim \rho$, and accept when $MU\rho(R) \leq f(R)$ (Uniformly distributed on the area under ρ)

Categorical Random Variables Quantile Transform Rejection Method

Need to make multiple "proposals" R for each X e.g., generated 300 for figure, only accepted 78 Important for efficiency to keep this ratio small Ideally: keep the proposal distribution close to the target

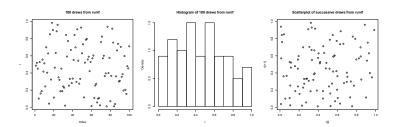
Where Do the Uniforms come From?

Uniform numbers come from finite algorithms, so really only pseudo-random

We want:

- Number of U_i in $[a, b] \subseteq [0, 1]$ is $\propto (b a)$
- No correlation between successive U_i
- No detectable dependences in larger or longer groupings

Modern pseudo-random generators are now very good at all three Too involved to go into here, but will show a simpler cousin



```
plot(r,main="100 draws from runif")
plot(hist(r),freq=FALSE,main="Histogram of 100 draws from runif")
plot(r[-100],r[-1],xlab="r[i]",ylab="r[i+1]",
    main="Scatterplot of successive draws from runif")
```

Rotations

Take

$$U_{i+1} = U_i + \alpha \mod 1$$

If α is irrational, this never repeats and is uniformly distributed If α is rational but the denominator is very large, the period is very long, and it is uniform on those points

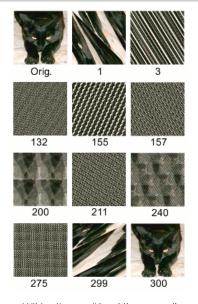
More Complicated Dynamics

Arnold Cat Map:

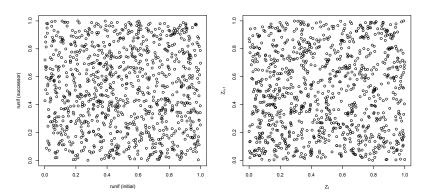
$$U_{t+1} = U_t + \phi_t \mod 1$$

$$\phi_{t+1} = U_t + 2\phi_t \mod 1$$

If we report only U_t , the result is uniformly distributed and hard to predict



Wikipedia, s.v. "Arnold's cat map" → ← ● → ← ■ → ← ■ → ● ◆ ●



successive values from runif vs. Arnold cat map



Similar ideas are built into the random-number generator in R (with more internal dimensions)

Generally: Long periods, rapid divergence of near-by points (unstable), uniform distribution, low correlation

Using the default generator is a very good idea, unless you really know what you are doing

Setting the Seed

The sequence of pseudo-random numbers depends on the initial condition, or **seed**Stored in .Random.seed, a global variable

To reproduce results exactly, set the seed

```
> old.seed <- .Random.seed # Store the seed
> set.seed(20010805) # Set it to the day I adopted my cat
> runif(2)
[1] 0.1378908 0.7739319
> set.seed(20010805) # Reset it
> runif(2)
[1] 0.1378908 0.7739319
> .Random.seed <- old.seed # Restore old seed</pre>
```

See Chambers, §6.10, for some subtleties about working with external programs

Summary

- Unstable dynamical systems give us something very like uniform random numbers
- We can transform these into other distributions when we can compute the distribution function
 - The quantile method when we can invert the CDF
 - The rejection method if all we have is the pdf
- The basic R commands encapsulate a lot of this for us