

# Random number generators and random processes

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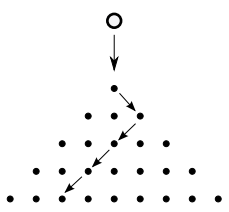
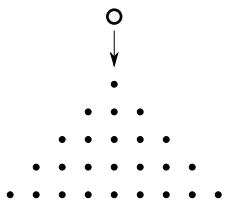

## Lecture 13

Mathematical and physical definition of probability ( $p$ ) of event 'x'

$$p_x = \lim_{N_{total} \rightarrow \infty} \frac{N_x}{N_{total}}$$

where

$N_x$  the number of registered event 'x'  
 $N_{total}$  the total number of all events



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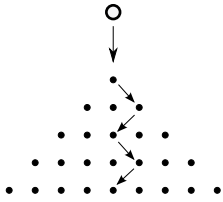
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# Peg board example



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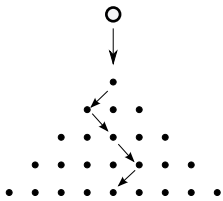
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# Peg board example



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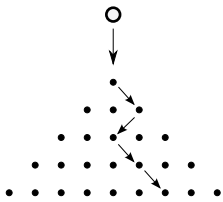
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# Peg board example



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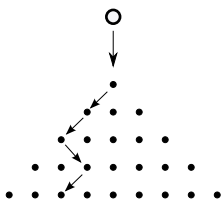
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# Peg board example



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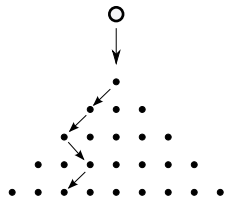
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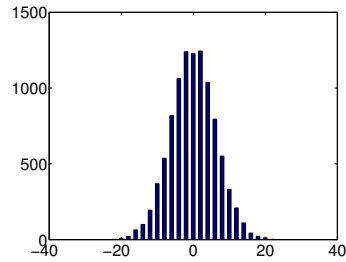
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## Peg board example



Example of  $10^4$  balls runs over 40 layers of nails

```
x=pegboard(10^4, 40);  
hist(x, [-25:25]);
```



Resulting distribution is Gaussian

## Probability for occurrence of the real number

The interval  $[0..1]$  has infinite amount of real numbers. This is true for any other non zero interval.

Since we cannot run  $\infty$  number of tests, there is very little or maybe zero chance that an event will repeat or even happen.

In this case, we should speak about probability density  $p(x)$ .

The best way to estimate it is to make a histogram.

Run  $N$  tests with numbers distributed between 0 and 1, split the interval of interest into  $m$  bins and calculate the number of events which occur in a given bin  $h(x_b)$ . Plot this vs bin positions.

### The probability density estimate

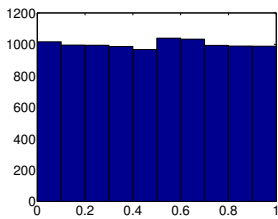
$$p(x) = \lim_{N, m \rightarrow \infty} \frac{h(x_b \text{ nearest to } x)}{N}$$

### Easy to do with Matlab

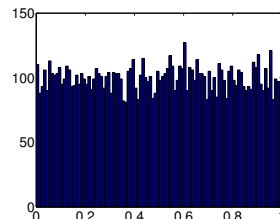
```
r=rand(1, N); hist(r, m);
```

## Uniform random distribution

```
r=rand(1, 10000);  
hist(r, 10);
```



```
r=rand(1, 10000);  
hist(r, 100);
```



## Random number generators

How can a computer, which is very accurate, precise, and **deterministic**, generate random numbers?

**It cannot!**

Instead we can generate a sequence of **pseudo** random numbers. By pseudo we mean that starting from the same initial conditions the computer will generate the same sequence of numbers (*very handy for debugging*). But otherwise it will look like random numbers and will have **statistical** properties of random numbers.

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## Linear Congruential Generator (LCG)

### Recursive formula

$$r_{i+1} = (ar_i + c) \bmod m$$

here

- $m$  the modulus
- $a$  multiplier,  $0 < a < m$
- $c$  increment,  $c \leq c < m$
- $r_1$  seed value,  $0 \leq r_1 < m$

All pseudo random generators have a period and this one is no exception. Note that once  $r_i$  repeats one of the previous values the sequence will restart.

This one can have at most a period of  $m$  distinct numbers (0.. $m$ ).

Navigation icons

## Linear Congruential Generator (LCG) continued

A bad choice of  $a, c, m$  will lead to an even a shorter period.

### Example

$m = 10, a = 2, c = 1, r_1 = 1$   
 $r = [1, 3, 7, 5, 1]$

While the LCG has advantage of speed and simplicity.

**Do not use the LCG whenever your money or reputation are at stake!**

While Matlab does not use LCG, many other programming languages use it as default in their libraries so be aware of it.

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## Random number generators period

Even the best pseudo random generators cannot have a period larger than  $2^B$ , where  $B$  is number of memory bits. Can you prove it?

While the period can be huge its not infinite. For example for Matlab R2007a the period is  $2^{19937} - 1$ .

Why bother?

Recall that the Monte Carlo integration method is  $\sim 1/\sqrt{N}$ .

This holds true only when  $N <$  than the period of random number generator ( $T$ ).

Otherwise the MC method cannot give uncertainty better than  $\sim 1/\sqrt{T}$ . Further increase of the number of random points will not bring any extra improvement.

Navigation icons

## How to check the random generator

Generally it is uneasy and probably impossible.

However for us only statistical properties are of importance.

So the easiest is to check that integral deviation calculated with Monte Carlo algorithm drops as  $1/\sqrt{N}$ .

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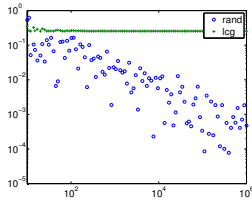
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## Simple random generator check

Let's compare the Matlab `rand` and the LCG seeded with a bad coefficients set  $m = 10$ ,  $a = 2$ ,  $c = 1$ ,  $r_1 = 1$



Circles correspond to the MC with `rand` and crosses to `lcgrand` seeded with the

```
function r= ...  
lcgrand(Nrows,Ncols, ...  
a,c,m, seed)  
  
r=zeros(Nrows, Ncols);  
r(1)=seed;  
cntr=1;  
for i=2:Nrows*Ncols;  
r(i)= mod( (a*r(i-1)+c), m);  
end  
r=r/(m-1); %normalization  
end
```

`check_lcgrand`

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