

where $\mu_k = \mathbb{E}[X^k]$ is the k th moment of X . The relationship can be seen as follows:

$$\begin{aligned}
 m_X(t) &= \mathbb{E}[e^{tX}] = \int e^{tx} p_X(x) dx \\
 &= \int \sum_{k=0}^{\infty} \frac{t^k x^k}{k!} p_X(x) dx = \sum_{k=0}^{\infty} \frac{t^k}{k!} \int x^k p_X(x) dx \\
 &= \sum_{k=0}^{\infty} \frac{t^k \mu_k}{k!} = \mu_0 + t\mu_1 + \frac{t^2}{2}\mu_2 + \dots
 \end{aligned}
 \tag{2.6}$$

If $X \sim \mathcal{N}(0, \sigma^2)$ is a Gaussian random variable, then $m_X(t) = e^{\sigma^2 t^2 / 2}$.

2.2.5 Random Number Generation

One of the basis tasks in stochastic simulations is to generate a sequence of random numbers satisfying a desired probability distribution. To this end, one first seeks to generate a random sequence with a common uniform distribution in $(0, 1)$. There are many available algorithms that have been well studied. The algorithms in practical implementations are all deterministic (typically using recursion) and can therefore at best mimic properties of uniform random variables. For this reason, the sequence of outputs is called a sequence of pseudorandom numbers. Despite some defects in the early work, the algorithms for generating pseudorandom numbers have been much improved. The readers of this book will do well with existing software, which is fast and certainly faster than self-made high-level-language routines, and will seldom be able to improve it substantially. Therefore, we will not spend time on this subject, and we refer interested readers to references such as [38, 59, 65, 87].

For nonuniform random variables, the most straightforward technique is via the inversion of a distribution function. Let $F_X(x) = P(X \leq x)$ be the distribution function of X . For the simple case where F_X is strictly increasing and continuous, then $x = F_X^{-1}(u)$ is the unique solution of $F_X(x) = u$, $0 < u < 1$. For distributions with nonconnected support or jumps, F_X is not strictly increasing, and more care is needed to find its inverse. We choose the left-continuous version

$$F_X^{-1}(u) \triangleq \inf\{x : F_X(x) \geq u\}. \tag{2.7}$$

We state here the following results that justify the inversion method for generating nonuniform random numbers.

Proposition 2.11. Let $F_X(x) = P(X \leq x)$ be the distribution function of X . Then the following results hold.

- $u \leq F_X(x) \iff F_X^{-1}(u) \leq x$.
- If U is uniform in $(0, 1)$, then $F_X^{-1}(U)$ has distribution function F_X .
- If F_X is continuous, then $F_X(x)$ is uniform in $(0, 1)$.

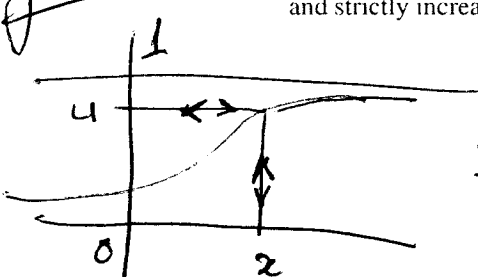
The part that is mainly used in simulation is the second statement, which allows us to generate X as $F_X^{-1}(U)$. The most common case is an F_X that is continuous and strictly increasing on an interval.

Wikipedia's article on Normal dist. refers to Ms. Pherson 1990 or 1980 for this

Discontinuity?!

left continuous

right continuous



First use of " ~ " ?

$$F_X^{-1}(u) \leq F_X^{-1}(u)$$

$$P(U \leq u)$$

$$F_U(u) = 1$$

Since $P(U \leq u) = 1 \implies F_U$ always for any u

Due to monotonicity of F_X

$$\begin{aligned}
 X &= F_X^{-1}(U) \\
 P(X \leq x) &= \int_{-\infty}^x f_X(t) dt \\
 &= P(F_X^{-1}(U) \leq x) \\
 &\iff U \leq F_X(x)
 \end{aligned}$$

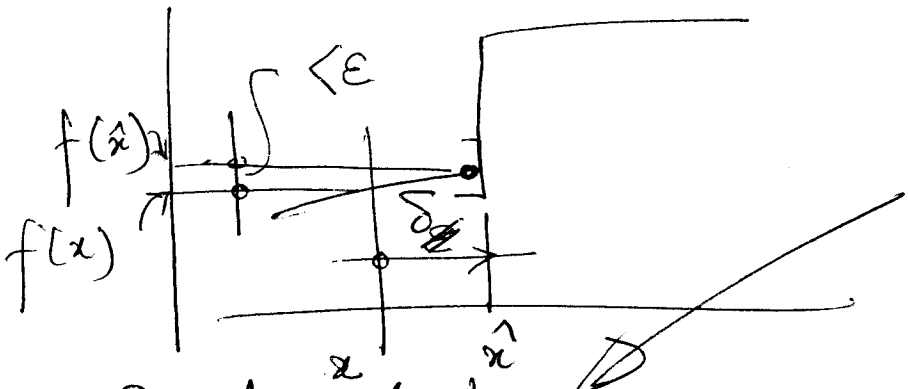
? Assumption

Continuity: $\forall \epsilon > 0 \exists \delta > 0$ st $\|x - \hat{x}\| \leq \delta \Rightarrow$

$x \rightarrow \hat{x}$ from both sides.

$\|f(x) - f(\hat{x})\| \leq \epsilon$

Left cont: $x \uparrow \hat{x}$ ($x \rightarrow \hat{x}$ from below)



On Prop. 2.11

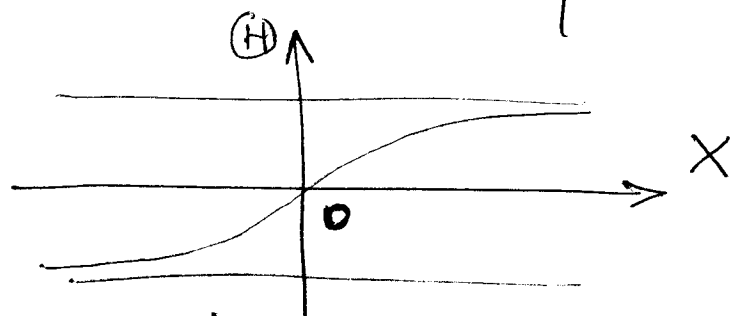
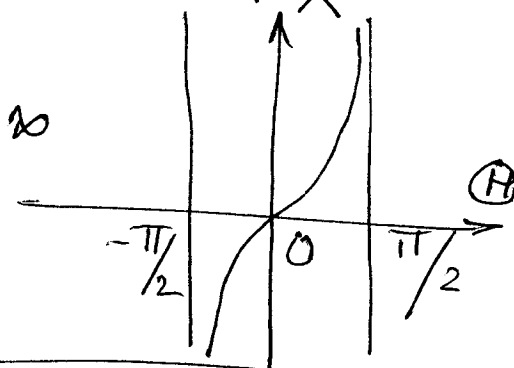
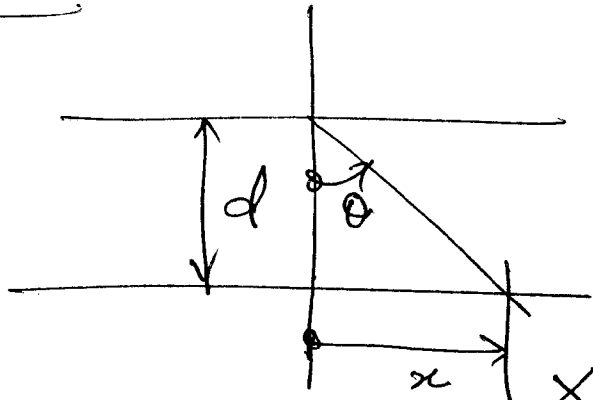
Cauchy distr:

$x = d \tan \theta$

$\Theta \sim U(-\frac{\pi}{2}, \frac{\pi}{2})$

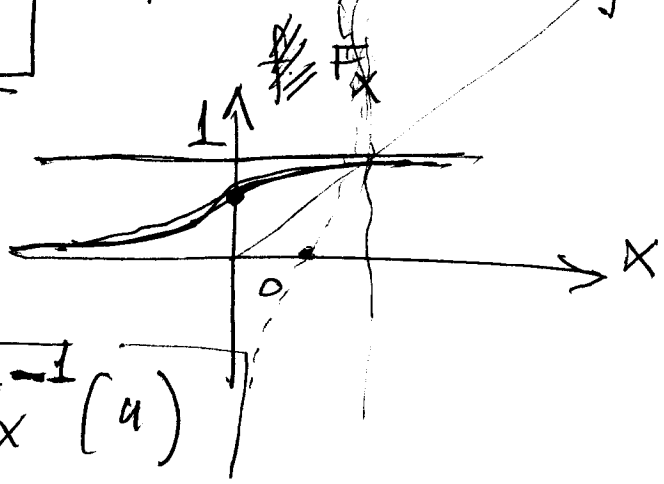
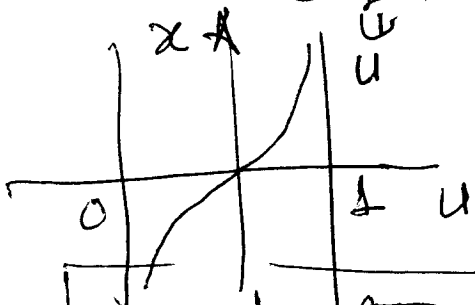
$X = d \tan \Theta$

Can omit since $|\tan \pm \frac{\pi}{2}| = \infty$



$\theta = \frac{\pi}{2}(u-1)$

$\theta(u) : [0, 1] \rightarrow [-\frac{\pi}{2}, \frac{\pi}{2}]$



$x = \tan\left(\frac{\pi}{2}(u-1)\right) = F_x^{-1}(u)$

$$x = \tan y \Rightarrow y = \tan^{-1} x = \frac{\pi}{2} (u-1)$$

$$\Rightarrow \boxed{u = \frac{2}{\pi} \tan^{-1} x + 1 = F_X(x) \in (0, 1)}$$

$$\frac{dF_X(x)}{dx} = f_X(x) = \frac{2}{\pi} (\tan^{-1} x)$$

$$y = \tan^{-1} x \Rightarrow x = \tan y \Rightarrow dx = (1 + \tan^2 y) dy$$

$$\Rightarrow \frac{dy}{dx} = \frac{1}{1 + \tan^2 y} = \frac{1}{1 + x^2}$$

$$\Rightarrow \boxed{f_X(x) = \frac{2}{\pi} \frac{1}{1 + x^2}}$$

Q₂ Consider $(f \circ g)(x)$ or $(F_Y \circ G_X)(x)$

$$\begin{aligned} \frac{d}{dx} (F_Y \circ G_X)(x) &= \frac{d}{dy} F_Y(y) \cdot \frac{dG_X(x)}{dx} \\ &= f_Y(y) g_X(x) \\ &= (f_Y \circ g_X)(x) \end{aligned}$$

$y = G_X(x)$
 $u = h^{-1}(x)$

Now consider $\left. \begin{matrix} x \rightarrow u \\ y \rightarrow x \end{matrix} \right\}$ i.e., $x = h(u)$

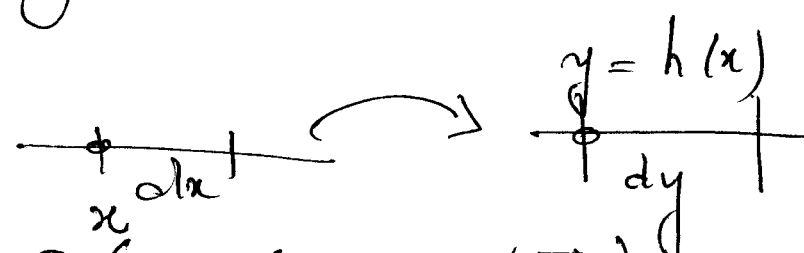
and u corresponds to $U \sim U(0, 1)$ i.e., uniform distr. on $(0, 1)$, i.e., $f_U(u) = 1$

Q₂ What is distr. of x ? what is $F_X(x)$?

$Y = h(X)$

Q: $y = h(x)$ and $F_X(x)$ is distrib. of X ; what is distrib. of Y ? Assuming $h^{-1}(y)$ exists.

$dy = \frac{dh(x)}{dx} dx$



$P(Y \in [y, y+dy]) = P(X \in [x, x+dx])$

$\frac{dG_Y(y)}{dy} dy = \frac{dF_X(x)}{dx} dx$

$\frac{dF_X(x)}{dx} dx$

$\Rightarrow \frac{dG_Y(y)}{dy} = \frac{dF_X(x)}{dx} \frac{dx}{dh}$

$\frac{dF_X(x)}{dx} = \frac{dF_X(h^{-1}(y))}{dy}$ since $x = h^{-1}(y)$

Application: ~~XXXXX~~ $X \equiv U \sim U(0,1)$ uniform distrib. on $(0,1) \Rightarrow \frac{dF_X(x)}{dx} = f_X(x) = 1$

$\Rightarrow \frac{dG_Y(y)}{dy} = \frac{dF_X(h^{-1}(y))}{dy} \Rightarrow G_Y(y) = F_X(h^{-1}(y))$

So if $Y \sim F$ $(k=0) \Rightarrow h = G_Y^{-1} + k$
 { since $G_Y(y) \rightarrow 0$ as $y \rightarrow -\infty$ and $h^{-1}(y) \rightarrow 0$ as $y \rightarrow -\infty$ } $\Rightarrow k=0$

\Rightarrow Prop 2.11 b: If $U \sim U(0,1)$ and $X = F_X^{-1}(U)$

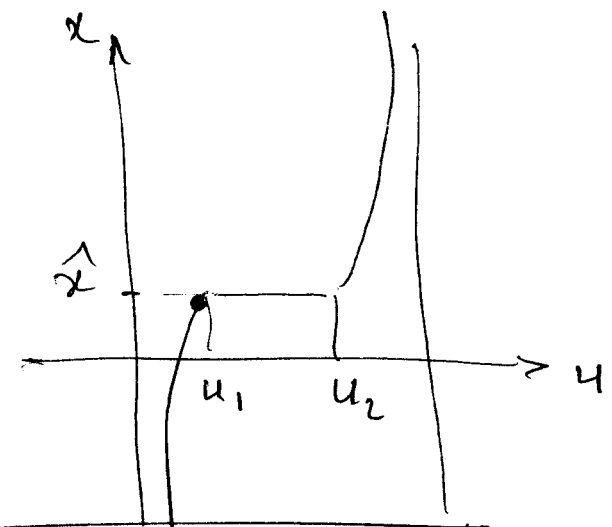
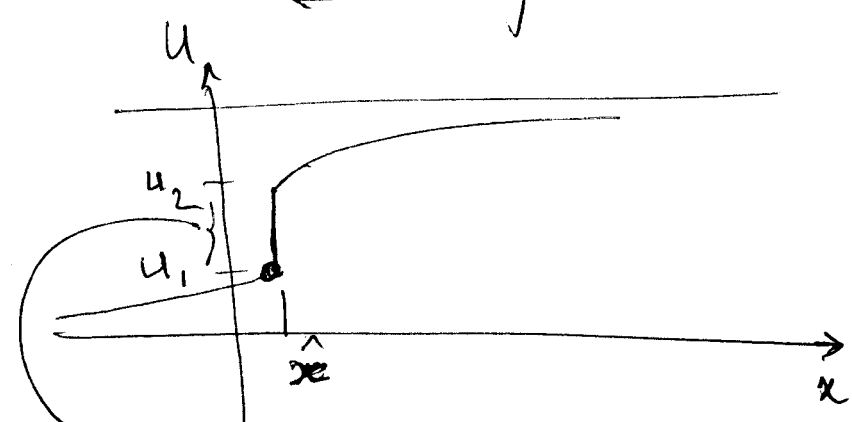
then X has distribution F_X .

(Prop 2.11/4)

Prop 2.11c: F_X continuous, ~~F_X~~ ~~U~~ ~~$F_X(X)$~~
 has uniform disto. $U(0,1)$.

$$\frac{dG_Y(y)}{dy} = \frac{dF_X(x)}{dx} \frac{dF_X^{-1}(y)}{dy} = 1$$

$\Rightarrow Y$ is uniform.



missing values
 $\Rightarrow U$ cannot be uniform
 since $\exists U \in (u_1, u_2)$

It's ok for F_X to have kinks, but not discont. in slope

