

GENERAZIONE di variabili aleatorie Metodo dell'INVERSIONE

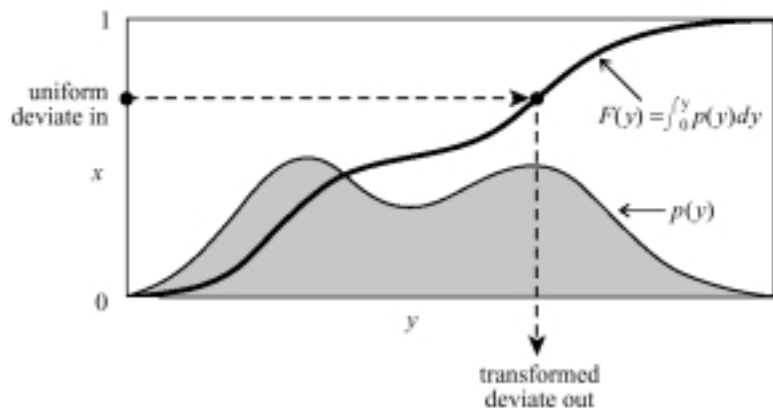


Figure 7.2.1. Transformation method for generating a random deviate y from a known probability distribution $p(y)$. The indefinite integral of $p(y)$ must be known and invertible. A uniform deviate x is chosen between 0 and 1. Its corresponding y on the definite-integral curve is the desired deviate.

GENERAZIONE di variabili aleatorie con DISTRIBUZIONE GAUSSIANA

$$y_1 = \sqrt{-2 \ln x_1} \cos 2\pi x_2$$

$$y_2 = \sqrt{-2 \ln x_1} \sin 2\pi x_2$$

$$p(y)dy = \frac{1}{\sqrt{2\pi}} e^{-y^2/2} dy$$

$$x_1 = \exp \left[-\frac{1}{2}(y_1^2 + y_2^2) \right]$$

$$x_2 = \frac{1}{2\pi} \arctan \frac{y_2}{y_1}$$

$$R^2 \equiv v_1^2 + v_2^2$$

$$\text{Sen} = v_1 / \sqrt{R^2}$$

$$\text{Cos} = v_2 / \sqrt{R^2}$$

```

PROGRAM gaussian(idum)
  INTEGER idum
  REAL gaussian
  DOUBLE REAL
  C Returns a normally distributed deviate with zero mean and unit variance, using ran1 (idum)
  as the source of uniform deviates.
  INTEGER iset
  REAL fac,gaus,rsq,v1,v2,rsml
  SAVE iset,gaus
  DATA iset/0/
  IF (idum.LT.0) iset=0
  IF (iset.EQ.0) THEN
    v1=2.*gaus(idum)-1.
    v2=2.*gaus(idum)-1.
    rsq=v1**2+v2**2
    IF (rsq.GE.1..OR.rsq.EQ.0.)GOTO 1
    fac=rsq* (-2.*LOG(rsq)/rsq)
    gaus=v1*fac
    gaussian=v2*fac
    iset=1
  ELSE
    gaussian=gaus
    iset=0
  ENDIF
  RETURN
END
    
```

Reinitializes.
We don't have an extra deviate handy, so pick two uniform numbers in the square extending from -1 to +1 in each direction, see if they are in the unit circle, and if they are not, try again. Now make the Box-Müller transformation to get two normal deviates. Return one and save the other for next time.
Set flag. We have an extra deviate handy, so return it, and unset the flag.

GENERAZIONE di variabili aleatorie Metodo dello scarto

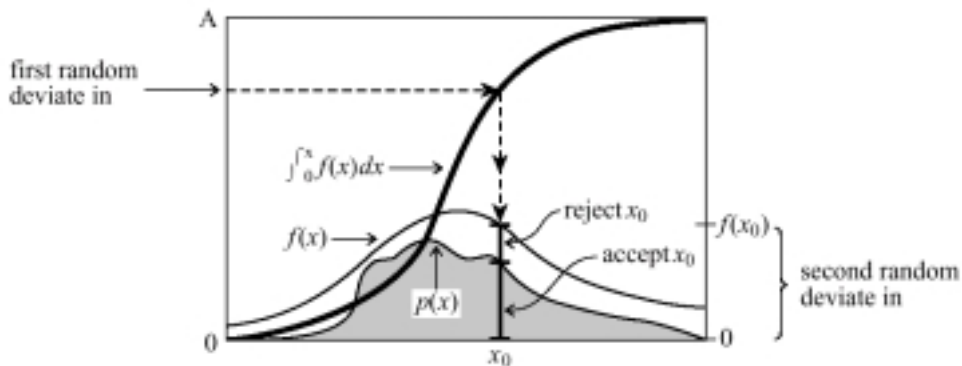


Figure 7.3.1. Rejection method for generating a random deviate x from a known probability distribution $p(x)$ that is everywhere less than some other function $f(x)$. The transformation method is first used to generate a random deviate x of the distribution f (compare Figure 7.2.1). A second uniform deviate is used to decide whether to accept or reject that x . If it is rejected, a new deviate of f is found; and so on. The ratio of accepted to rejected points is the ratio of the area under p to the area between p and f .