"Anyone who considers arithmetical methods of producing random digits is, of course, in a state of sin."

John von Neumann, 1951.

Thus, we will talk about PSEUDO-random number generators.

- They are the soul of a Monte Carlo code
- They imitate the estocastic nature of particle interactions.
- Do not ever use language-intrinsic RNG in "serious" MC simulations
- You should use well-known and tested RNG

Marsaglia planes





Linear congruential RNG (LCRNG)

$$X_{n+1} = \text{mod}(aX_n + c, 2^{32})$$
$$r_n = 1/2 + X_n/2^{32}$$

Period of 2^{32} for odd c.

Period of 2⁶⁴ for 64-bit integer numbers.

Monte Carlo in radiation transport.



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Cumulative probability function.



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Direct method. The distribution is inverted

$$x = c^{-1}(r)$$

A random number is generated and it is used to obtain the corresponding stochastic variable value.



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Rejection Method.

The distribution is scaled according to its maximum value

1- A random number r_1 is generated to get x

2- Another random number r_2 is generated 3- x is accepted if:

else, back to step 1.

$$f(x) = p(x)/p(x_{\max})$$

$$x = a + (b - a)r_1$$

$$r_2 < p(x)/p(x_{\max})$$





Mixed method.

Probability
$$p(x) \mathrm{d} x = N e^{-x^2} \frac{2x \mathrm{d} x}{(1+x^2)^2} \quad \ 0 \leq x < \infty$$
 density function

Devide it into two parts.

First one:

$$f(x)dx = \frac{2xdx}{(1+x^2)^2}dx \qquad 0 \le x < \infty$$

$$r = c(x) = 1 - \frac{1}{1+x^2} \qquad x = \sqrt{\frac{r}{1-r}}$$

Mixed method (cont.)

This is equivalent to:
$$u = 1 - \frac{1}{1 + x^2}$$
 $x = \sqrt{\frac{u}{1 - u}}$

Second part:

$$g(x)dx = \exp\left(-\frac{u}{1-u}\right)du \qquad 0 \le u \le 1$$

Then apply rejection method to this part:

Examples.

 $\begin{array}{ll} \text{Cylindrical beam.} \\ p(\rho,\phi) \ \text{d}\rho \ \text{d}\phi = \frac{1}{\pi\rho_0^2}\rho \ \text{d}\rho \ \text{d}\phi & 0 \leq \rho \leq \rho_0 \quad 0 \leq \phi \leq 2\pi \\ p(\rho,\phi) \ \text{d}\rho \ \text{d}\phi = \text{d}p_1(\rho) \ \text{d}p_2(\phi) \\ p_2(\phi) \ \text{d}\phi = \frac{1}{2\pi} \ \text{d}\phi & 0 \leq \phi \leq 2\pi \\ \end{array} \\ \text{After the inversion:} \quad \rho = \rho_0 \sqrt{r_1} \qquad \phi = 2\pi r_2 \end{array}$

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Examples.

z θ_0 F

Collimated isotropic point source.

$$p(\theta, \phi) d\theta d\phi = \frac{d\phi}{2\pi} \frac{\sin \theta \ d\theta}{1 - \cos \theta_0} \qquad 0 \le \theta \le \theta_0 \qquad 0 \le \phi \le 2\pi$$
$$p(\theta, \phi) d\theta d\phi = p_1(\theta) d\theta \ p_2(\phi) d\phi$$
$$p_1(\theta) d\theta = \frac{\sin \theta d\theta}{1 - \cos \theta_0} \qquad 0 \le \theta \le \theta_0$$
$$p_2(\phi) d\phi = \frac{1}{2\pi} d\phi \qquad 0 \le \phi \le 2\pi$$

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Example.



Collimated isotropic point source (cont).

$$\begin{aligned} c_1(\theta) &= \frac{1}{1 - \cos \theta_0} \int_0^{\theta} \sin \theta' d\theta' = \frac{1 - \cos \theta}{1 - \cos \theta_0} \\ c_2(\phi) &= c_2(\phi) = \frac{1}{2\pi} \int_0^{\phi} d\phi' = \frac{\phi}{2\pi} \\ &\cos \theta = 1 - r_1 [1 - \cos \theta_0] \\ \end{aligned}$$
Then, inversion: $\phi = 2\pi r_2$

Example. Two-variable distribution

Distribution.
$$p(x, y) dx dy = (x + y) dx dy$$
 $0 \le x, y \le 1$
Marginal probability $m(x) = \int_0^1 dy (x + y) = x + \frac{1}{2}$
Conditional probability $p(y|x) = \frac{p(x, y)}{m(x)} = \frac{x + y}{x + \frac{1}{2}}$
Determine x. $r_1 = c(x) = \int_0^x dx' \left(x' + \frac{1}{2}\right) = \frac{x^2}{2} + \frac{x}{2}$ $x = \frac{-1 + \sqrt{1 + 8r_1}}{2}$

Monte Carlo in radiation transport.

Example. Two-variable distribution (cont.)

After having determined x, let's find y using the conditional probability

$$r_{2} = c(y|x) = \int_{0}^{y} dy \ p(y|x) = \frac{y^{2} + 2xy}{2x + 1}$$
$$y = -x + \sqrt{x^{2} + r_{2}(2x + 1)}$$