

# SIMULATING RANDOMNESS

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## GOAL

Learning about random numbers and different methods to generate them. Developing a program to obtain pseudo-random numbers, prove their faithfulness and use them to perform experiments.

## RANDOM NUMBERS (RN)

Sequence of numbers that satisfy: uncorrelation (no relationship among numbers), uniformity (fairness) and uniqueness (nobody can have information about it).

True RN



METHODS OF GENERATION



Pseudo RN

FEATURES

- ✧ Uniformity
- ✧ Uncorrelation
- ✧ Uniqueness
- ✧ Inefficient
- ✧ Nondeterministic
- ✧ Aperiodic

- ✧ Nuclear decay of radiation source
- ✧ Quantum vacuum fluctuations
- ✧ Thermal noise



APPLICATIONS

- ✧ Lottery
- ✧ Raffles
- ✧ Gambling
- ✧ Security (cryptography)

- ✧ Computational algorithms:
  - Linear congruential generators (LCG)
  - Middle-square method

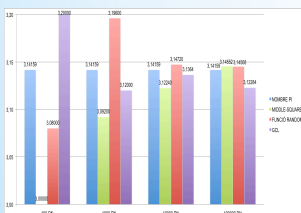


- ✧ Uniformity
- ✧ Correlation
- ✧ Nonuniqueness
- ✧ Efficient
- ✧ Deterministic
- ✧ Periodic

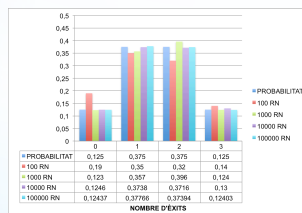
- ✧ Simulations
- ✧ Statistics
- ✧ Random sampling

## EXPERIMENTS AND TEST

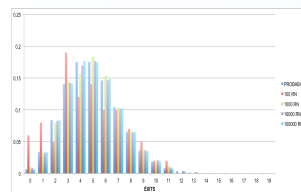
Approximation of Pi by Monte Carlo method



Simulation of a binomial distribution



Simulation of a Poisson distribution



Chi-squared test (analyse the randomness and frequency of the generated random numbers)

VALOR INFERIOR DE LA REGIO CRITICA	0,484
100 RN	4,9
1000 RN	1,02
10000 RN	3,067
100000 RN	3,9556
VALOR SUPERIOR DE LA REGIO CRITICA	11,14

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1 # Chi-squared test
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## CONCLUSIONS

Random numbers have a wide variety of applications. Depending on the use of the random numbers it is better to generate them by TRNG or PRNG.

All pseudo random numbers used in this work were generated by LCG and middle-square method