On Buffon Machines & Numbers

Philippe FLAJOLET,

INRIA-Rocquencourt, France

With Maryse PELLETIER & Michèle SORIA, LIP6, Paris

~~~ Bangkok, October 2009 ~~~

Arxiv & http://algo.inria.fr/flajolet/
~~~

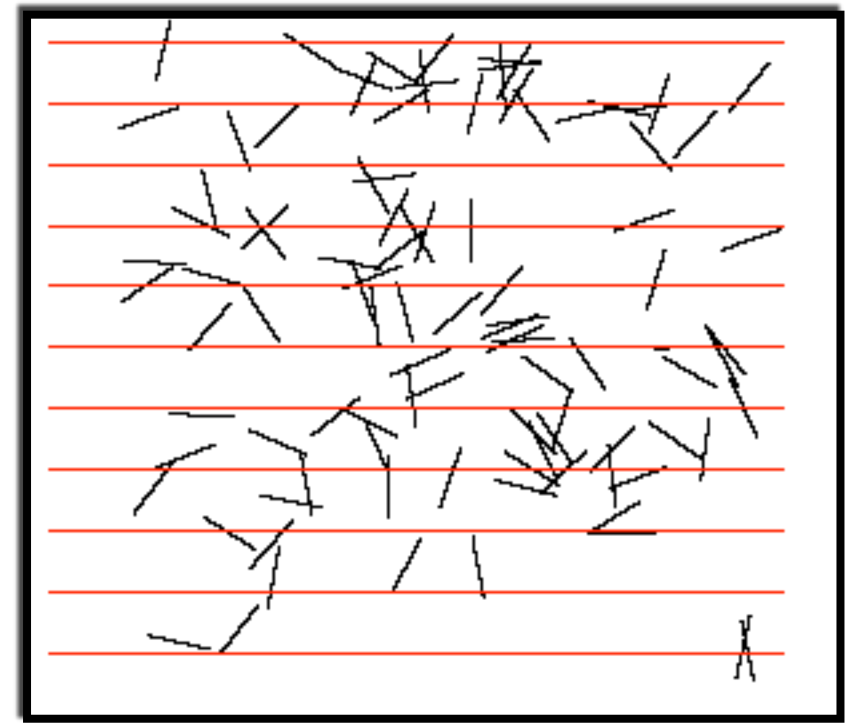
Themes:

- Computability theory: the power of probabilistic devices
- Simulation: how to be discrete & perfect?
- Further connexions: special functions, analytic combinatorics, discrete processes, analysis of algorithms [ASIAN Schools & Confs]....

1733: Countess Buffon drops her knitting kit on the floor.

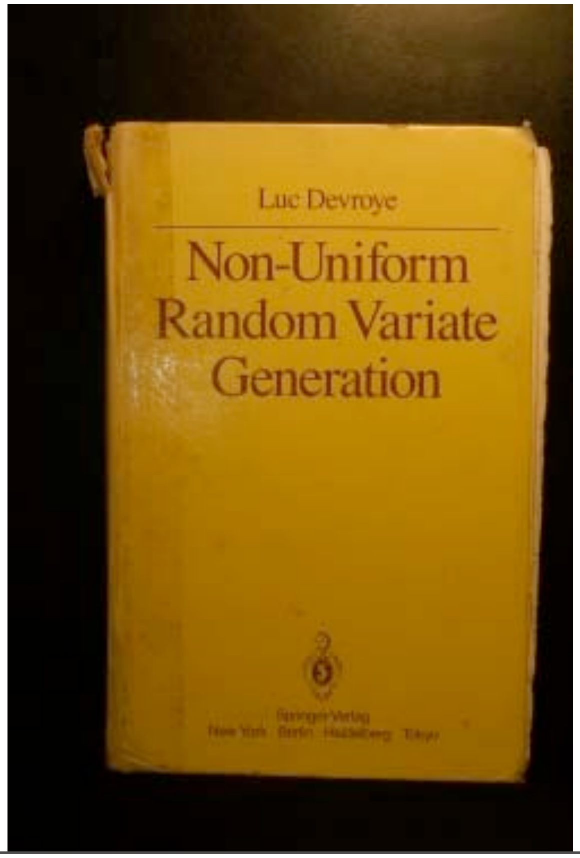
Count Buffon picks it up and notices that about 63% of the needles intersect a line on the floor.

Oh-Oh! 0.6366 is almost 2/pi (!)...



- A large body of literature on **real-number simulations**, starting with von Neumann, Ulam, Metropolis,...

- Luc Devroye's monumental synthesis, which is available on the web: @ http://cg.scs.carleton.ca/~luc/



What to do if you travel and don’t want to carry floor planks and knitting needles?

Assume you have a coin!

Insist on PERFECT simulations!

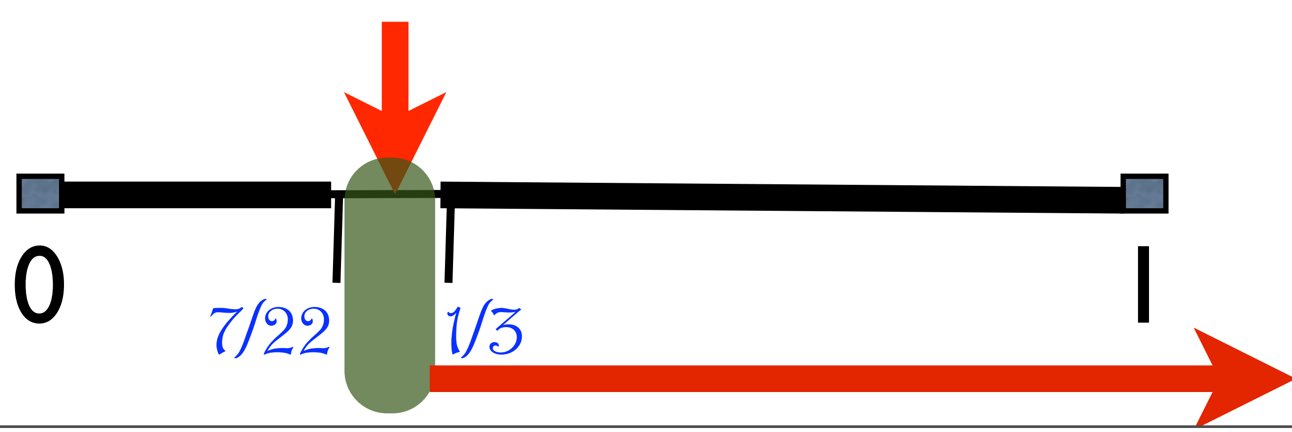
- **Assume you have a coin.**
  + Insist on perfect simulations.

- <u>The problem is trivial!!!!!!</u>
  Everything that is computable can be simulated.

- ***<u>Numbers</u>***: +

approximate α with $u_n < \alpha < v_n$, where $u_n, v_n \in \mathbb{Q}$.

1/π $\quad \frac{1}{3}, \frac{7}{22}, \frac{106}{333}, \frac{113}{355}, \frac{33102}{103993}, \frac{33215}{104348}$



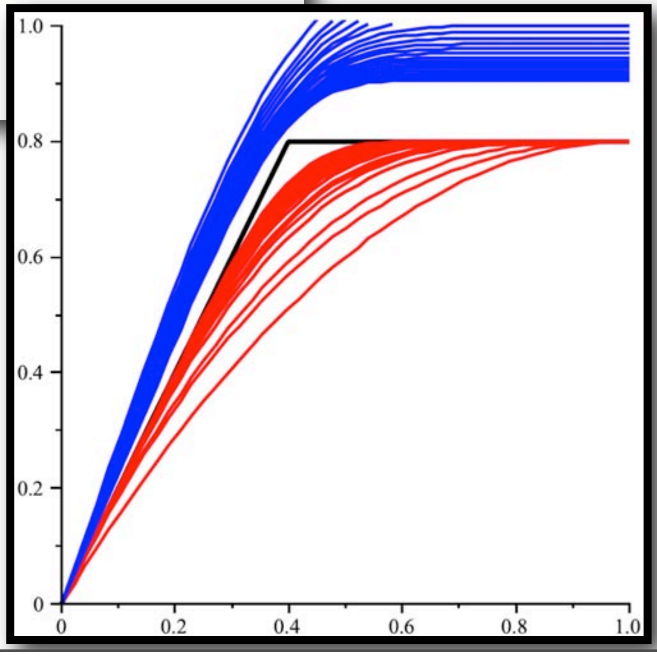
- **Assume you have a coin.**
  + Insist on perfect simulations.

☠ • <u>The problem is trivial!!!!!!</u>
☢ *Everything that is computable can be simulated.*

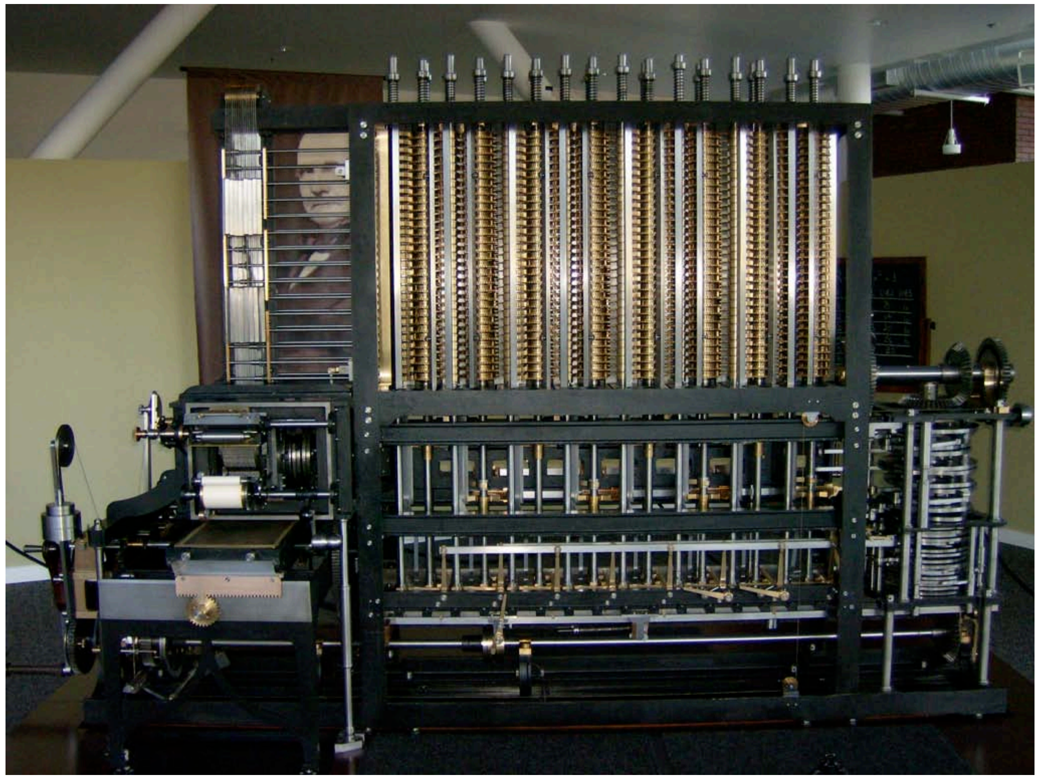
+

- ***<u>Functions</u>***:

approximate $\alpha(x)$ with $u_n(x) < \alpha(x) < v_n(x)$, where $u_n(x), v_n(x) \in \mathbb{Q}[x]$.



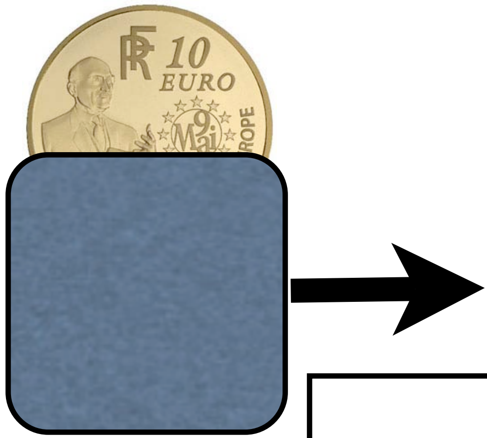
[Nacu & Peres 2005]



- Needs **large computational power**: requires arbitrary-precision routines; program size is HUGE & computational complexity is hard to assess precisely.

- Does not qualify as "**simple process**"; typically, not human-implementable.

1. The framework



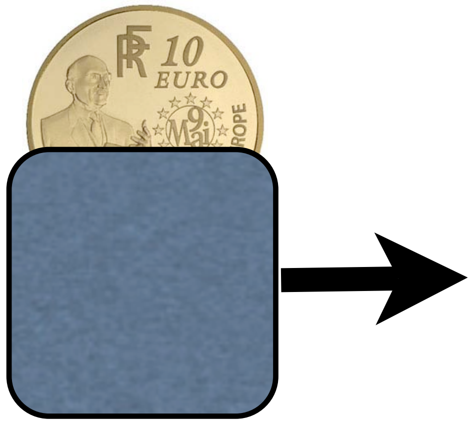
{0,1}

- A *Buffon machine* is a machine or program that has access to a pure source of perfect coin flips and outputs {0,1}-values, or, in some cases, integers.

- It **may not involve multi-precision arithmetics**, only basic probabilistic processes, be simple(!) and efficient(!).

- Buffon machines have no permanent memory => *they can only produce i.i.d random variables; typically, Bernoulli.*

ΓB(p)



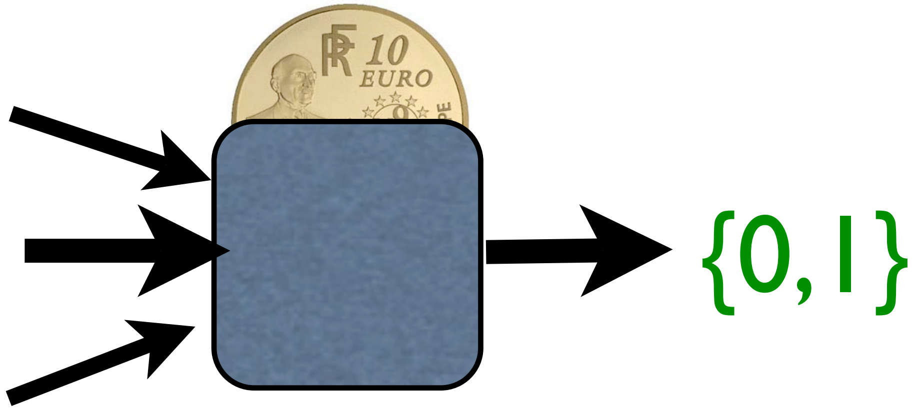
$\{0, 1\}$

- Can you do such numbers as

$$\boxed{1/\sqrt{2}, \quad e^{-1}, \quad \log 2, \quad \frac{1}{\pi}, \quad \pi - 3, \quad \frac{1}{e-1}, \quad ???}$$

with only basic coin flips and no arithmetics.

- <u>Simulation</u>: expected # flips is finite.
<u>Strong simulation</u>: + has exponential tails.



- A *Buffon machine* may *also* *call black boxes* sampling from Bernoulli distributions of unknown parameters.

- A machine computes $\varphi(p)$, if given a machine $\Gamma B(p)$ for Bern(p) [p unknown!] as subroutine, its output is a Bern($\varphi(p)$).

- In this way Buffon machines can be <u>composed</u> from simpler ones...

- **Meta-thorem**: *You can do, constructively, simply and efficiently:*

  - *All rational numbers and functions in (0,1)*
  - *All positive algebraic functions (context-free)*
  - *Closure under half-sum, product, composition*
  - *Exponentials, logarithms; polylogs; trig functions*
  - *Closure under integration; inverse trigs*
  - *Hypergeometrics of "binomial type"*
  - *+ Poisson and logarithmic-series generators*

- We shall see nine ways to get π, some with 5 coin flips on average, with typically about a dozen lines of code...

- Builds on ideas of
  von Neumann, Knuth-Yao

- Encapsulates constructions by
  Wästlund, Nacu, Peres, Mossel

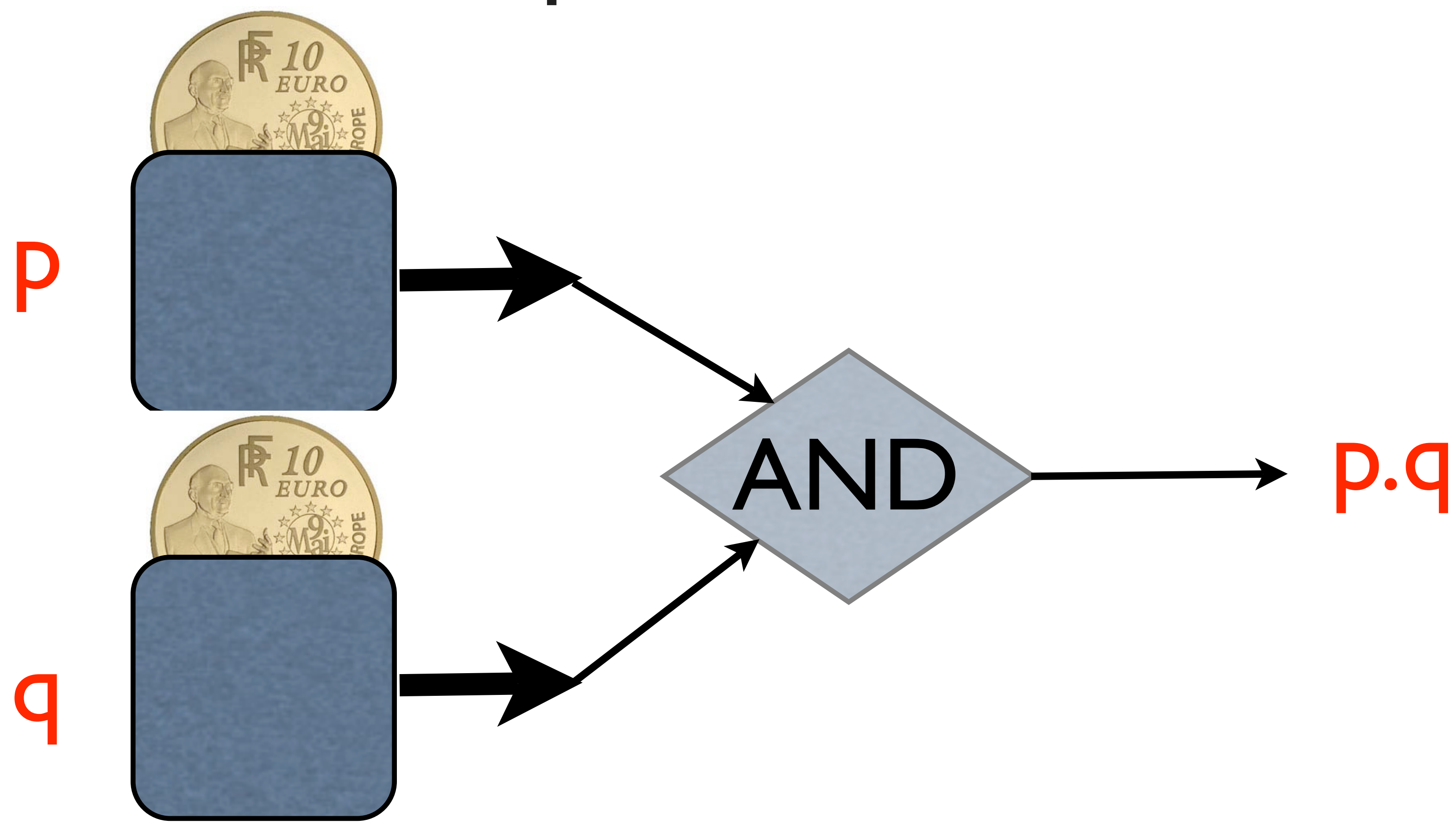
- Develops new constructions:
  VN-generator, integration; Poisson & logarithmic distributions.

2. Basic construction rules

- **Decision trees and loopless programs**

  Do Bernoulli of param. 3/8,5/8; *dyadic rationals*

  "Compute" *Boolean combinations*



p.q
1-p
(p+q)/2
p^2

Name	*realization*	*function*
Conjunction $(P \wedge Q)$	**if** $P() = 1$ **then** return$(Q())$ **else** return(0)	$p \wedge q = p \cdot q$
Disjunction $(P \vee Q)$	**if** $P() = 0$ **then** return$(Q())$ **else** return(1)	$p \vee q = p + q - pq$
Complementation $(\neg P)$	**if** $P() = 0$ **then** return(1) **else** return(0)	$1 - p$
Squaring	$(P \wedge P)$	p^2
Conditional $(P \rightarrow Q \vert R)$	**if** $R() = 1$ **then** return$(P())$ **else** return$(Q())$	$rp + (1 - r)q.$

- **Finite graphs and Markov chains**

- *Can do all rational p:*
  To do a ΓB(3/7), flip three times; in 3 cases, return(1); in 4 cases return(0); otherwise repeat.

- *do a geometric ΓG(p) from a Bernoulli ΓB(p)*

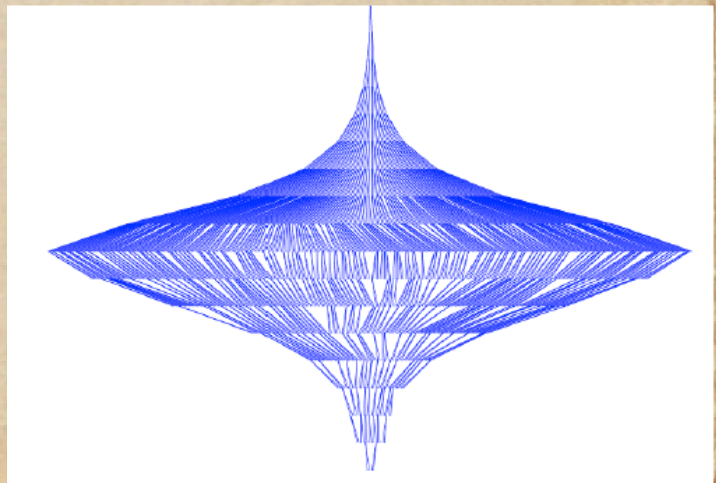
- From a ΓB(p); repeatedly try till **1** is observed. If number of trials is even, then return(**1**).
  Computes 1/(1+p) = $(1-p)[1+p^2+p^4+ \ldots]$

- Mossel, Nacu, Peres, Wästlund:

Theorem 1 ([21, 22, 27]). *(i) Any polynomial $f(x)$ with rational coefficients that maps $(0,1)$ into $(0,1)$ is strongly realizable by a finite graph. (ii) Any rational function $f(x)$ with rational coefficients that maps $(0,1)$ into $(0,1)$ is strongly realizable by a finite graph.*

- .... but it requires arbitrary-precision routines.

3. The von Neumann schema



- Choose a class of permutations with P_n the number of those of size *n*.

- *Draw* N∈Geo(λ) *uniform Random Variables over* [0,1].

- *Succeed if the order type is good = in* P_n.

geometric

$$
\begin{aligned}
&\Gamma\mathrm{VN}[\mathcal{P}](\lambda) := \{\ \mathbf{do}\ \{\\
&\qquad N := \Gamma\mathrm{G}(\lambda);\\
&\qquad \mathbf{let}\ \mathbf{U} := (U_1, \ldots, U_N)\ \text{be a vector of } [0,1]\text{–uniform variables.}\\
&\qquad \{\ \textit{bits of the } U_j \textit{ are produced on a call-by-need basis to determine } \sigma \textit{ and } \tau\ \}\\
&\qquad \mathbf{set}\ \tau := \mathrm{trie}(\mathbf{U});\ \mathbf{let}\ \sigma := \mathrm{type}(\mathbf{U});\\
&\qquad \mathbf{if}\ \sigma \in \mathcal{P}_N\ \mathbf{then}\ \mathrm{return}(N)\,\}\,\}.
\end{aligned}
$$

- Choose a class of permutations with P_n the number of those of size n. Draw N=Geom(lambda).

- Probability of success with $N=n$ is

$$\boxed{\frac{(1-\lambda)P_n\lambda^n/n!}{(1-\lambda)\sum_n P_n\lambda^n/n!} = \frac{1}{P(\lambda)}\frac{P_n\lambda^n}{n!}},$$

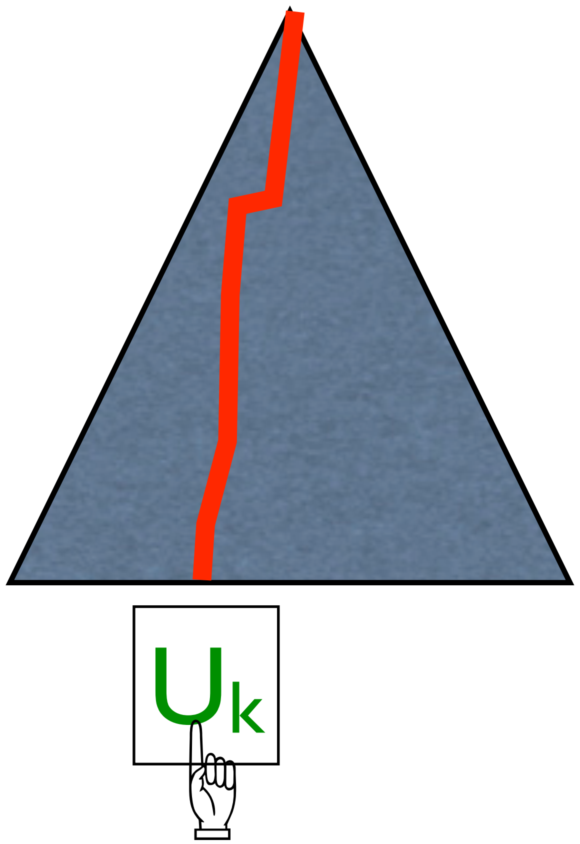
- Thus, get *Poisson and logarithmic distributions*

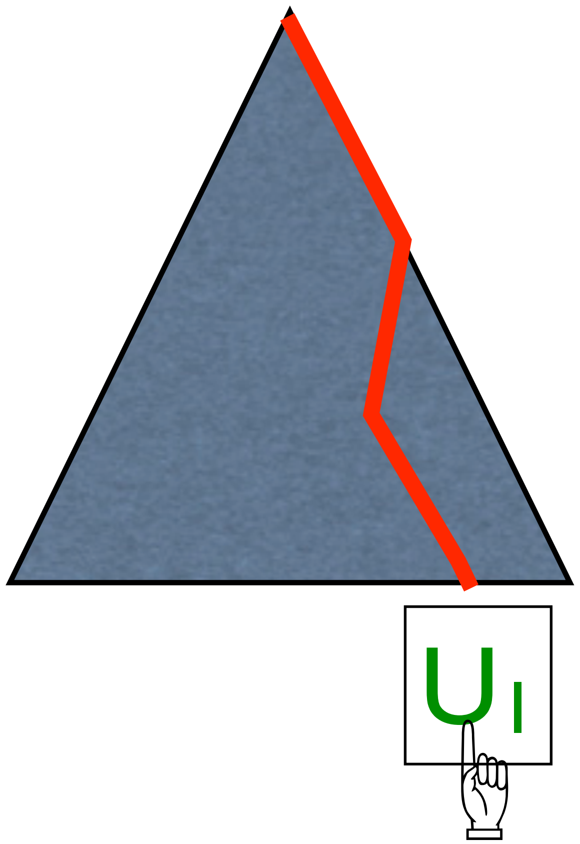
permutations $(\mathcal{P})$:	all $(\mathcal{Q})$	sorted $(\mathcal{R})$	cyclic $(\mathcal{S})$	
distribution:	$(1-\lambda)\lambda^n$	$e^{-\lambda}\frac{\lambda^n}{n!}$	$\frac{1}{L}\frac{\lambda^n}{n}$,	$L := \log(1-\lambda)^{-1}$
	geometric	Poisson	logarithmic.	

- Using a *digital tree* (aka *trie*), we only need a single string register to recognize perm classes for Poisson and logarithmic distribs!

- Poisson = sorted perms: $U_1 < U_2 < U_3$

- Logarithmic = max-first perms: $U_1 > U_2, U_3$





cf **Leader election**: Prodinger; Fill, Mahmoud, Szpankowski, Janson,...

- For **VN schema**, *path-length of tries* determines # coin flips.

PGF:

$$h_n(q) = \frac{1}{1-q^n 2^{1-n}} \sum_{k=1}^{n-1} \frac{1}{2^n} \binom{n}{k} h_k(q) h_{n-k}(q).$$

Proposition 1. *(i) Given a class $\mathcal{P}$ of permutations and a parameter $\lambda \in (0,1)$, the von Neumann schema $\Gamma\mathrm{VN}[\mathcal{P}](\lambda)$ produces* exactly *a discrete random variable with probability distribution*

$$\mathbb{P}(N=n) = \frac{1}{P(\lambda)} \frac{P_n \lambda_n}{n!}.$$

(ii) The number K of iterations has expectation $1/s$, where $s = (1-\lambda)P(\lambda)$, and its distribution is $1 + \mathrm{Geo}(s)$.

(iii) The number C of flips consumed by the algorithm (not counting[2] the ones in $\Gamma\mathrm{G}(\lambda)$) is a random variable with probability generating function

$$\mathbb{E}(q^C) = \frac{H^+(\lambda, q)}{1 - H^-(\lambda, q)}. \tag{10}$$

where H^+, H^- are determined by (9):

$$H^+(z,q) = (1-z) \sum_{n=0}^{\infty} \frac{P_n}{n!} h_n(q) z^n, \qquad H^-(z,q) = (1-z) \sum_{n=0}^{\infty} \left(1 - \frac{P_n}{n!}\right) h_n(q) z^n.$$

The distribution has exponential tails.

Theorem 2. *The Poisson and logarithmic distributions of parameter $\lambda \in (0,1)$ have a strong simulation by a Buffon machine that only uses a single string register.*

☛ • ***Poisson***: Declare success (1) if N=0; failure o.w. Get exp(-λ), etc.

☛ • **Check P:** Do only one run; return(1) if success. E.g, for Poisson, gives (1-λ)exp(λ)

☛ • Use alternating (zigzag) perms & get trigs!

Theorem 3. *The following functions admit a strong simulation:*

$$
\begin{gathered}
e^{-x},\ e^{x-1},\ (1-x)e^{x},\ xe^{1-x},\\
\frac{x}{\log(1-x)^{-1}},\ \frac{1-x}{\log(1/x)},\ (1-x)\log\frac{1}{1-x},\ x\log(1/x),\\
\frac{1}{\cos(x)},\ x\cot(x),\ (1-x)\cos(x),(1-x)\tan(x).
\end{gathered}
$$

- Polylogarithms, Bessel,...: do *r* experiments

$$\mathrm{Li}_r(z) := \sum_{n=1}^{\infty} \frac{z^n}{n^r},$$

$$\mathrm{Li}_2(1/2) = \frac{\pi^2}{12} - \frac{1}{2}\log^2 2, \qquad \mathrm{Li}_3(1/2) = \frac{1}{6}\log^3 2 - \frac{\pi^2}{12}\log 2 + \frac{7}{8}\zeta(3).$$

Get log(2), then $\pi^2/24$, in less than 10 flips on average

4. Square roots, algebraic & hypergeometric functions

- Generate N∈Geo(λ) and succeed if we get a balanced score from 2N flips.
- The probability of success:

$$\boxed{s(\lambda) := \sum_{n=0}^{\infty} (1-\lambda)\lambda^n \varpi_n = \sqrt{1-\lambda}}$$

$$\varpi_n = \frac{1}{2^{2n}}\binom{2n}{n}.$$

Theorem 4. *The square-root construction of Equation (11) provides an exact Bernoulli generator of parameter $\sqrt{1-\lambda}$, given a $\Gamma B(\lambda)$. The mean number of coin flips required, not counting the ones involved in the calls to $\Gamma B(\lambda)$, is $\frac{2\lambda}{1-\lambda}$. Hence the function $\sqrt{1-x}$ is strongly realizable.*

Theorem 5 ([21]). *To each bistoch grammar G and non-terminal S, there corresponds a construction (Figure 3), which can be implemented by a deterministic pushdown automaton and calls to a $\Gamma B(\lambda)$ and is of type $\Gamma B(\lambda) \longrightarrow \Gamma B\left(S\left(\frac{\lambda}{2}\right)\right)$, where $S(z)$ is the algebraic function canonically associated with the grammar G and non-terminal S.*

- Get hypergeometrics of binomial type.

Ramanujan:

$$\frac{1}{\pi} = \sum_{n=0}^{\infty} \binom{2n}{n}^3 \frac{6n+1}{2^{8n+4}},$$

procedure Rama(); $\{$*returns the value 1 with probability* $1/\pi\}$

S1. let $S := X_1 + X_2$, where $X_1, X_2 \in \mathrm{Geom}(\frac{1}{4})$;

S2. with probability $\frac{5}{9}$ do $S := S + 1$;

S3. for $j = 1, 2, 3$ do

S4. draw a sequence of $2S$ coin flippings;
if (# Heads − # Tails) $\neq 0$ then return(0);

S5. return(1).

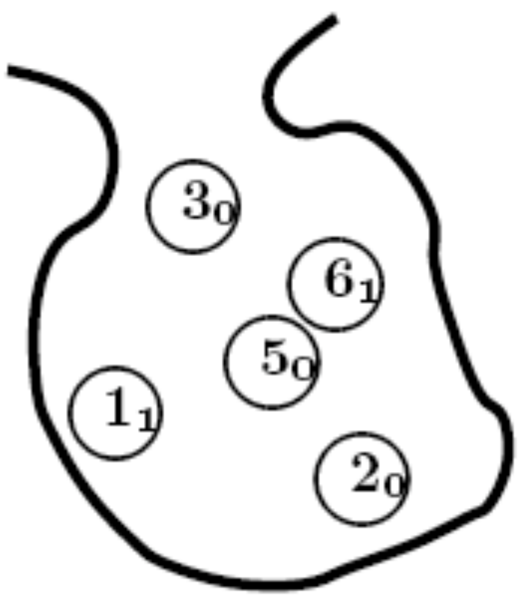
<11 coin flips on average

5. A Buffon integrator

- In a construction of a ΓB(φ(λ)) from a ΓB(λ), we substitute a ΓB(Uλ), with U uniform. Get an *integrator*:

$$\boxed{\Phi(\lambda) = \frac{1}{\lambda}\int_0^\lambda \phi(w)\,dw.}$$

- We can do *a product* *ΓB(Uλ)=ΓB(U).ΓB(λ)* *by an AND* (∧) as well as by *emulating a uniform U with a "bag":*

$U =$ 

$=$

9 :	?	
8 :	?	
7 :	?	$\Longleftarrow J$
6 :	1	
5 :	0	
4 :	?	
3 :	0	
2 :	0	
1 :	1	

```
Ghalf:=proc() local K;
# a geometric RV of param. 1/2
      K:=-1; do K:=K+1; if flip()=0
                then return(K) fi; od;

bag:=proc(U)  local J;
           J:=1+Ghalf();
           if type(U[J],name)
              then U[J]:=flip(); fi;
           return(U[J]); end;
```

Theorem 6. *Any construction* **C** *that produces a* $\Gamma\mathrm{B}(\phi(\lambda))$ *from a* $\Gamma\mathrm{B}(\lambda)$ *can be transformed into a construction of a* $\Gamma\mathrm{B}(\Phi(\lambda))$, *where* $\Phi(\lambda) = \frac{1}{\lambda}\int_0^\lambda \phi(w)\,dw$, *by addition of a geometric bag. In particular, if* $\phi(\lambda)$ *is realizable, then its integral taken starting from* 0 *is also realizable. If in addition* $\phi(\lambda)$ *is analytic at 0, then its integral is strongly realizable.*

- Chain: p $\rightarrow$ p^2 $\rightarrow$ $1/(1+p^2)$ $\xrightarrow{\int}$ arctan(x)

Theorem 7. *The following functions are strongly realizable* $(0 < x < 1)$:

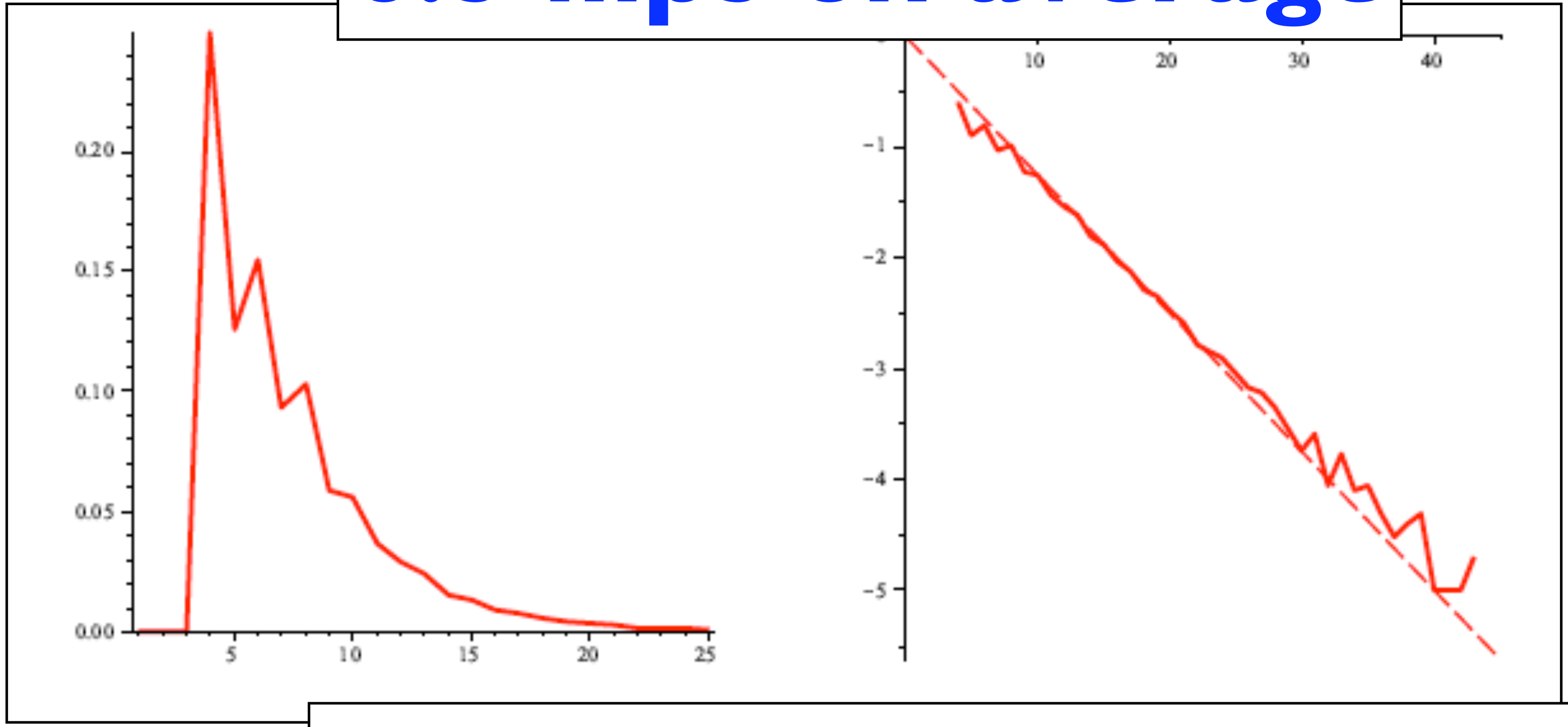
$$\log(1+x),\ \arctan(x),\ \frac{1}{2}\arcsin(x),\ \int_0^x e^{-w^2/2}\,dw.$$

- **Madhava-Gregory-Leibniz:** arctan(1)=π/4

```
MGL:=proc()    do
        if bag(U)=0 then return(1) fi;  if bag(U)=0 then return(1) fi;
        if bag(U)=0 then return(0) fi;  if bag(U)=0 then return(0) fi; od;  end.
```

- **Machin machine:** arctan(1/2)+arctan(1/3)=π/4.

6.5 flips on average



Distribution of costs (plain & log.)

6. Experiments

MAPLE:
an interpreter
~ 60 lines

```
> Z4:=expn(compl(ave(flip,ave(int1(int1(int1(even(prod(z, prod
  (x, y))), x, ONE), y, ONE), z, ONE),compl(sqrt0(int0(ave(logp
  (flip), sqrt0(prod(flip, int0(prod(Y, even(int0(even(prod(X,
  X)), X, expn(prod(flip,Z))))), Y, expn(prod(flip,flip))))),
  Z, flip))))))):
> test(Z4,10000);
mean_number_of_flips = 103.1645000
```

$$0.6313000000$$

```
> val(Z4);
```

$$e^{-\frac{1}{2}+\frac{3}{16}\zeta(3)-\frac{1}{4}\sqrt{2}\sqrt{\int_0^{\frac{1}{2}}\left(\frac{1}{2}\ln(2)+\frac{1}{4}\sqrt{\frac{e^{-\frac{1}{4}}}{1+\frac{\arctan\left(e^{-\frac{1}{2}Z}\right)}{e^{-\frac{1}{2}Z}}}}\right)dZ}}$$

```
> evalf(val(Z4));
```

$$0.6356033009$$

- Implements all earlier constructions: *it works*!

- Results for π-related constants:

$\mathrm{Li}_2(1/2)$	Rama	arcsin $[1; \frac{1}{\sqrt{2}}; \frac{1}{2}]$			arctan $[1/2 + 1/3; 1]$		$\zeta(4)$	$\zeta(2)$
$\frac{\pi^2}{24}$	$\frac{1}{\pi}$	$\frac{\pi}{4}$	$\frac{\pi}{8}$	$\frac{\pi}{12}$	$\frac{\pi}{4}$	$\frac{\pi}{8}$	$\frac{7\pi^4}{720}$	$\frac{\pi^2}{12}$
7.9	10.8	76.5 (∞)	16.2	4.9	4.5	26.7 (∞)	6.2	7.2.

Method; constant; mean # flips