

On Buffon Machines & Numbers

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~~~ ALÉA, Luminy, March 2010 ~~~

Arxiv & <http://algo.inria.fr/flajolet/>



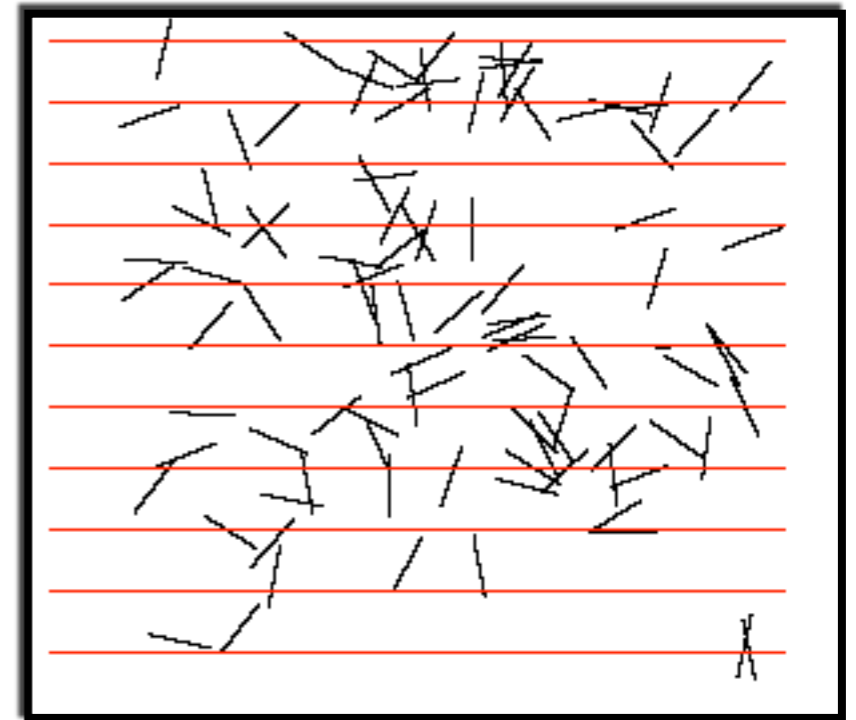


**1733:** Countess Buffon drops her knitting kit on the floor.

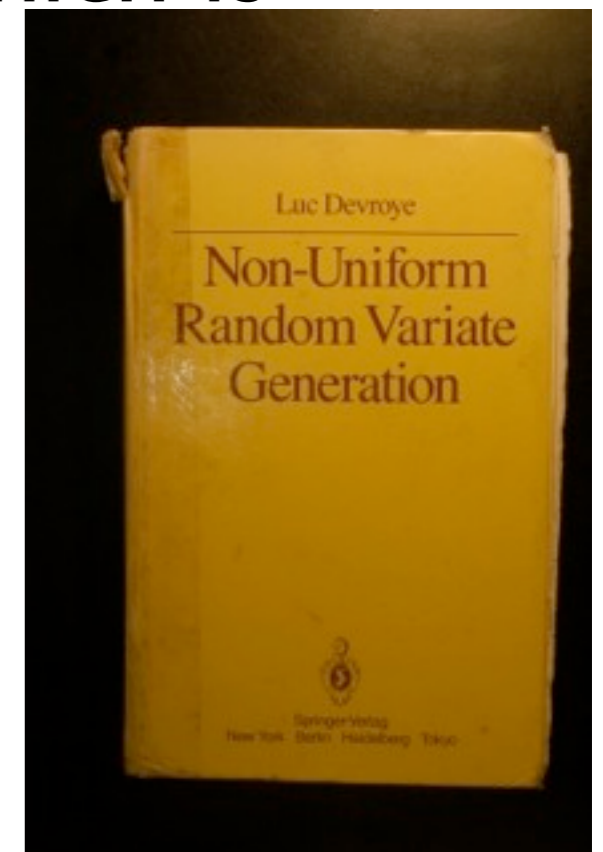
Count Buffon picks it up and notices that about 63% of the needles intersect a line on the floor.

**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!**





# Themes:

- ◆ Computability theory: the power of probabilistic devices
- ◆ Simulation: how to be discrete & perfect?
- ◆ Boltzmann samplers for combinatorics
- ◆ Further connexions: special functions, analytic combinatorics, discrete processes, analysis of algorithms ....

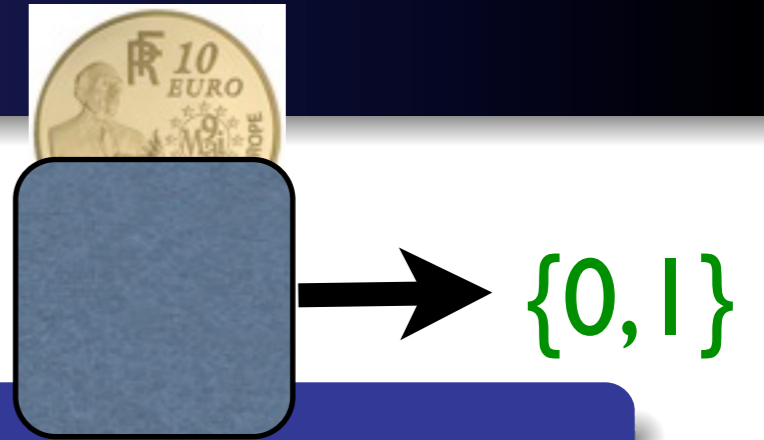




# 1. The framework



# Basic Buffon Machines

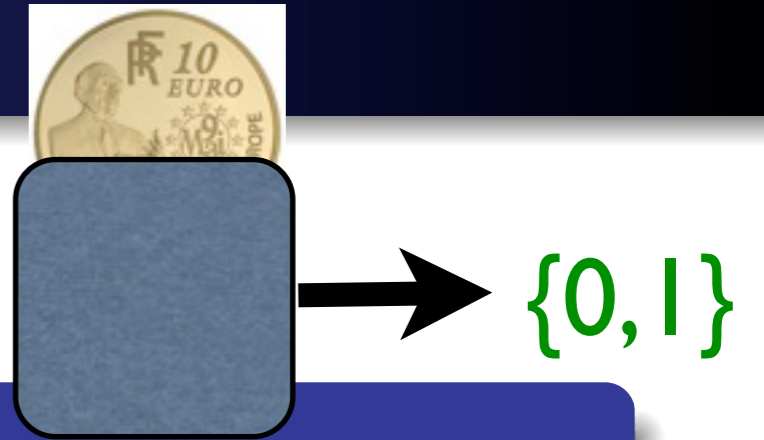


## Definition

A **basic Buffon Machine** is an algorithm or program that can call an external procedure *“flip”* that provides a source of **independent unbiased coin flips**. Its **output** is in  $\{0, 1\}$  (also, in  $\mathbb{Z}_{>0}$ ) and stops. It is assumed to terminate with probability 1.

Also: interpret **1** as **success** ( $\top$ ); **0** as **failure** ( $\perp$ ).

- Can be viewed as **device**, such as a Turing machine, with an external tape, or **oracle** that is a **random uniform**  $\{0, 1\}^\infty$  string.
- Read the first two symbols on the tape and output **1** if the tape starts **01....**. Succeeds with probability  $\frac{1}{4}$ .
- Scan tape until first **1** is encountered; output **1** if the position is even. Succeeds with probability  $\frac{1}{4} + \frac{1}{16} + \dots = \frac{1}{3}$ .



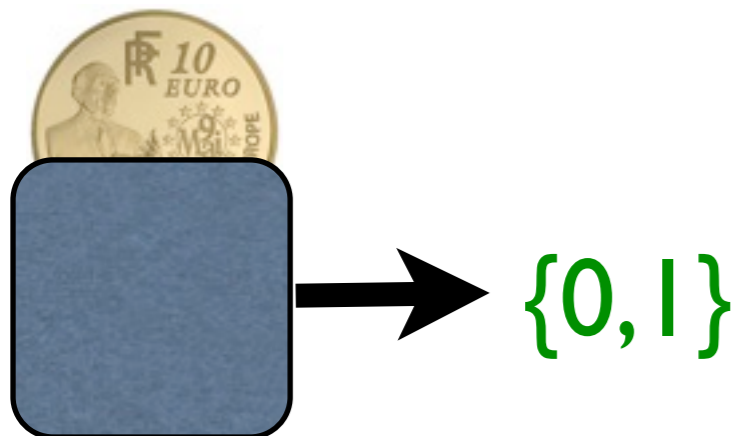
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# Facts about Buffon Machines (1)



- A Buffon Machine, when used repeatedly, produces **i.i.d** random variables. Since these are in  $\{0, 1\}$ , the BM produces a Bernoulli random variable with a certain probability  $p$  of success ( $1; \top$ ). That probability is a **computable real**  $\in [0, 1]$ :

$$p = \sum \frac{A_n}{2^n},$$

where  $A_n$  is the number of successful oracles of length  $n$ .

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



# Facts about Buffon Machines (2)

- Conversely, given any computable real  $x \in [0, 1]$ , we can construct a simple Buffon Machine that has probability of success  $x$ . Simplified version:
  - Compute on demand as many bits of  $x = (0.b_1b_2b_3 \cdots)_2$  as needed;
  - Compare with the oracle until a discrepant digit is found; output **1** if oracle loses (is smaller).

---

Optimization. To get a Bernoulli generator  $\Gamma B(p)$ , do:

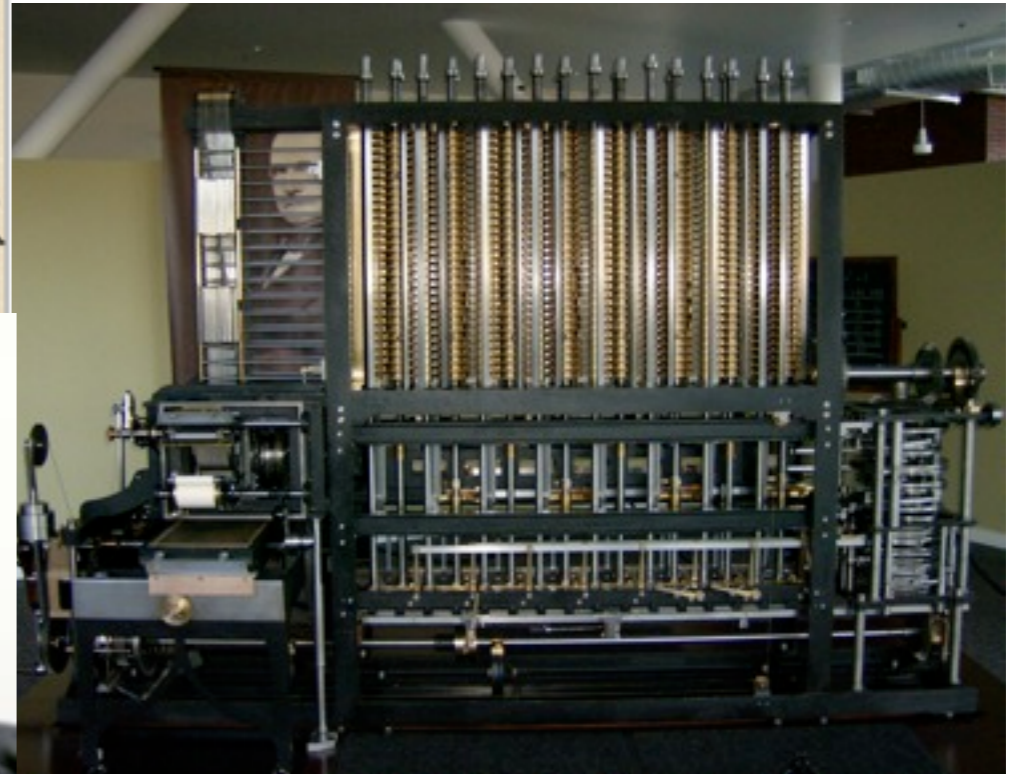


$\Gamma B(p)$

return  $\text{bit}_G(p)$ , where  $G \in 1 + \text{Geom}(\frac{1}{2})$ .

Generally, make use of a computable sequence of “framing” intervals.



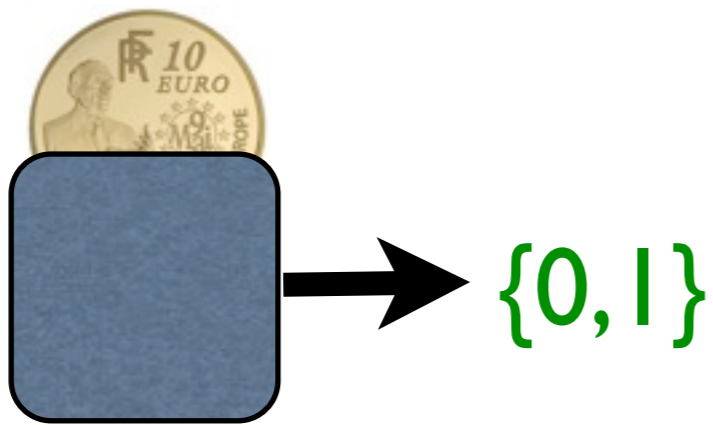


Problems with the universal construction of a  $\Gamma B(p)$ :

- ☠ Requires arbitrary-precision routines, so that program size is **HUGE**
- ☢ Does not qualify as “**simple process**”; e.g., is not human implementable.

**Main purpose here is *algorithmic design*.**





- Can you do such numbers as

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

with only basic coin flips and no arithmetics.



- Simulation: expected # flips is finite.  
Strong simulation: + has exponential tails.



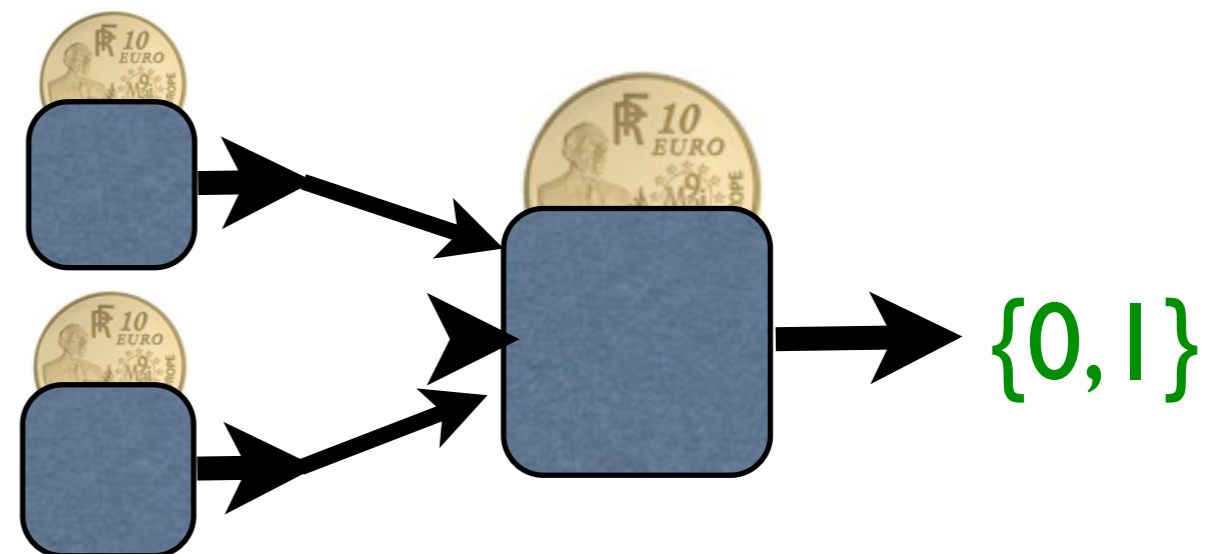
# Composition of Buffon Machines

## Definition (Extended Buffon Machines)

Extend the notion of (basic) Buffon machine, so that it can **read from several input streams** (of type  $\{0, 1\}$ ). In particular, it may call at will other Buffon Machines.

**This way, we can compose BMs.**

- Read input\_1; read input\_2. Output **1** only if received 1 and 1. Computes a logical and ( $\wedge$ ).
- If we plug in  $\Gamma B(p_1)$  and  $\Gamma B(p_2)$ , we get  $\Gamma B(p_1 p_2)$ ; this *without knowing  $p_1, p_2$  explicitly*. Computes a product ( $p_1 \times p_2$ ). !!!





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## Definition (Function computed by a BM)

An extended BM is said to compute  $\phi(p)$  if, given as input a machine that is a  $\Gamma B(p)$  [ $p$  unknown!], it produces a  $\Gamma B(\phi(p))$ .

Which of these can be computed?

$$p^2, \quad 2p - p^2, \quad \frac{p_1 + p_2}{2}, \quad 2p.$$



## Theorem (Class of BM computable functions $\varphi(p)$ )

*You can do constructively, simply, and efficiently:*

- *Closure under half sum, product, composition.*
- *All rational numbers  $p \in \mathbb{Q}$ ; many polynomials and rational functions with rational coeffs.*
- *Positive  $\mathbb{Q}$ -algebraic functions including  $\sqrt{p}$ .*
- *Exponentials; logarithms; trig functions.*
- *Closure under integration; inverse trigs.*
- *Hypergeometrics of binomial type.*
- *+ Poisson and logarithmic-series generators.*

[Nacu–Peres–Mossel]. With suitable (but costly) arithmetics, can do all polynomials and rational functions that map  $[0, 1]$  to  $(0, 1)$ . [Keane–O’Brien] Cannot do  $2p$ , without restrictions; do continuous functions by approximation.



- Builds on ideas of **von Neumann, Knuth-Yao**
- Encapsulates constructions by **Wästlund, Nacu, Peres, Mossel**
- Develops new constructions:  
**VN-generator, integration; Poisson & logarithmic distributions.**





```
3.141592653589793238462643383279502884197169399375105  
8299749445923078164062862089986280348253421170679821  
4808513282306647093844609550582231725359408128421117  
45028411770193852110555964462294895493038196402881097  
5665933446084756482337867831652712019091458485669234  
6034861045432084821339360726024914127371587006606315  
588174881520920928292540917153643670259036001133053  
05488204665213841400519415116094700572703657595919530  
92186117381932611793100118548072462379962749567351885  
7527248912279381830119491095367336244065664308602139  
49463952247371907021798609407027705392171762931767523  
846748184676694051320056812712263560827785771342757  
789609173637178721084409012249550014654958537105079  
22796892589235400199561121290219608600344181598136297  
7477130996050707211349999998372978049501059731732816  
0963185950244594553469083026425223082533408850352619  
311881010003137838752886587533208381420617107669147  
3070982534904287554687311595628638823537875937009577  
18577805321712268066130019278766111959092164201985
```

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



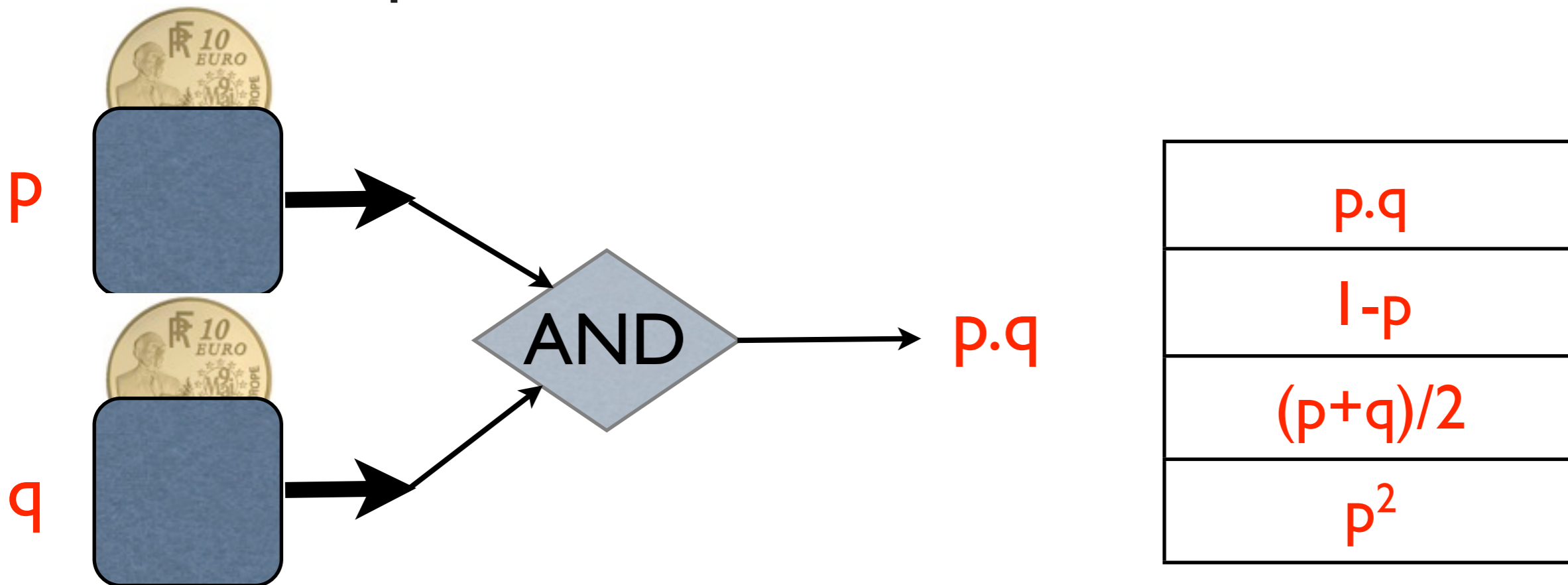
## 2. Basic construction rules



- Decision trees and loopless programs**

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

“Compute” *Boolean combinations*



| <i>Name</i>                           | <i>realization</i>                                     | <i>function</i>          |
|---------------------------------------|--------------------------------------------------------|--------------------------|
| 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 ( $P \rightarrow Q   R$ ) | if $R() = 1$ then return( $P()$ ) else return( $Q()$ ) | $\tau p + (1 - \tau)q.$  |

- **Finite graphs and Markov chains**

- Can do all rational  $p$ :

To do a  $\Gamma B(3/7)$ , flip three times; in 3 cases, return(1); in 4 cases return(0); otherwise repeat.

- *do a geometric  $\Gamma G(p)$  from a Bernoulli  $\Gamma B(p)$*

- From a  $\Gamma B(p)$ ; repeatedly try till 1 is observed. If number of trials is even, then return(1).

Computes  $1/(1+p) = (1-p)[1+p^2+p^4+ \dots]$



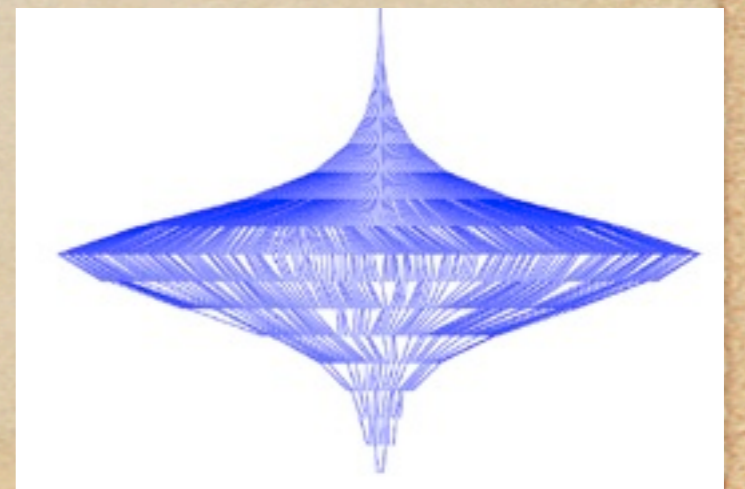
- Mossel, Nacu, Peres, Wästlund:

**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





# Von Neumann Schema (I)

- Choose a class of **permutations** with  $P_n$  the number of those of size  $n$ .
- Draw  $N \in \text{Geo}(\lambda)$  uniform Random Variables over  $[0, 1]$ .
- Succeed if the order type is good = in  $P_n$ .

$\Gamma\text{VN}[\mathcal{P}](\lambda) := \{ \text{do } \{$

$N := \Gamma\text{G}(\lambda);$  ← **geometric**

let  $\mathbf{U} := (U_1, \dots, U_N)$  be a vector of  $[0, 1]$ -uniform variables.  
*{ bits of the  $U_j$  are produced on a call-by-need basis to determine  $\sigma$  and  $\tau$  }*

set  $\tau := \text{trie}(\mathbf{U});$  let  $\sigma := \text{type}(\mathbf{U});$

if  $\sigma \in \mathcal{P}_N$  then return( $N$ ) } }.

# Von Neumann Schema (2)

- Choose a class of **permutations** with  $P_n$  the number of those of size  $n$ . Draw  $N = \text{Geom}(\lambda)$ .

- Probability of success** with  $N = n$  is

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

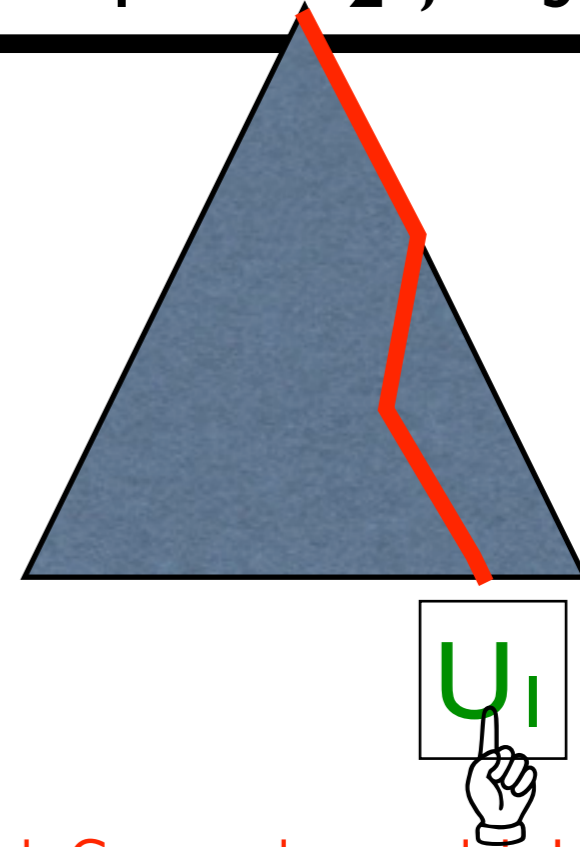
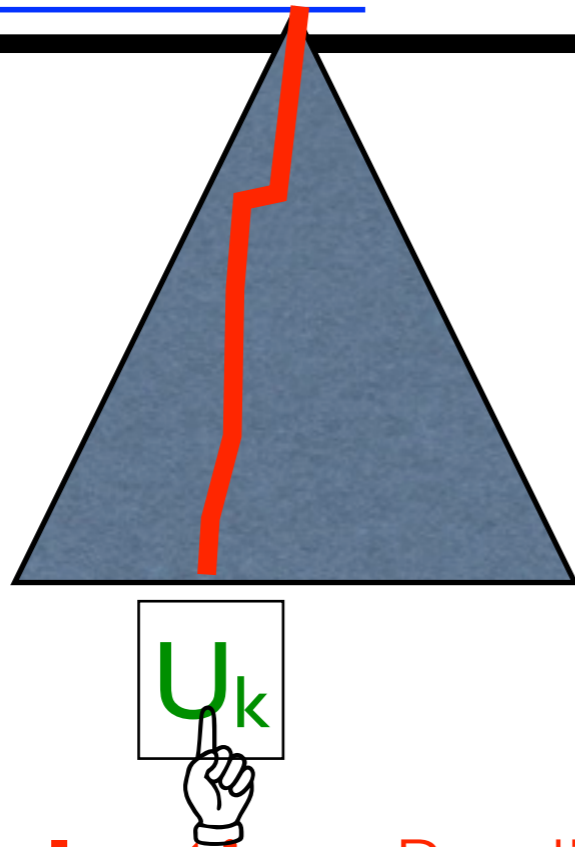
- Thus, get **Poisson and logarithmic distributions**

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



# Von Neumann Schema (3)

- 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**: Prodingler; 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  $\Gamma\text{VN}[\mathcal{P}](\lambda)$  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  $1 + \text{Geo}(s)$ .

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

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

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

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

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  $\exp(-\lambda)$ , etc.
- **Check P:** Do only one run; return(1) if success. E.g, for Poisson, gives  $(1-\lambda)\exp(\lambda)$
- Use alternating (**zigzag**) perms & get **trigs!**

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

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

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

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

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

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



4. Square roots, algebraic  
& hypergeometric functions



- Generate  $N \in \text{Geo}(\lambda)$  and succeed if we get a **balanced score** from  $2N$  flips.
- The probability of success:

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

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

**Theorem 4.** *The square-root construction of Equation (11) provides an exact Bernoulli generator of parameter  $\sqrt{1 - \lambda}$ , given a  $\Gamma\text{B}(\lambda)$ . The mean number of coin flips required, not counting the ones involved in the calls to  $\Gamma\text{B}(\lambda)$ , 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  $\Gamma\text{B}(\lambda)$  and is of type  $\Gamma\text{B}(\lambda) \rightarrow \Gamma\text{B}(S(\frac{\lambda}{2}))$ , 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/π}
S1. let S := X1 + X2, where X1, X2 ∈ Geom(1/4);
S2. with probability 5/9 do S := S + 1;
S3. for j = 1, 2, 3 do
S4.     draw a sequence of 2S coin flippings;
       if (# Heads - # Tails) ≠ 0 then return(0);
S5. return(1).

```

**< 1 coin flips on average**





# 5. A Buffon integrator



- In a **construction** of a  $\Gamma B(\varphi(\lambda))$  from a  $\Gamma B(\lambda)$ , we **substitute** a  $\Gamma B(U\lambda)$ , with **U uniform**. Get an **integrator**:

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

- We can do a product  $\Gamma B(U\lambda) = \Gamma B(U) \cdot \Gamma B(\lambda)$  by an AND ( $\wedge$ ), while emulating a **uniform U** with a “**bag**”:

U = =

|   |   |   |
|---|---|---|
| 9 | : | ? |
| 8 | : | ? |
| 7 | : | ? |
| 6 | : | 1 |
| 5 | : | 0 |
| 4 | : | ? |
| 3 | : | 0 |
| 2 | : | 0 |
| 1 | : | 1 |

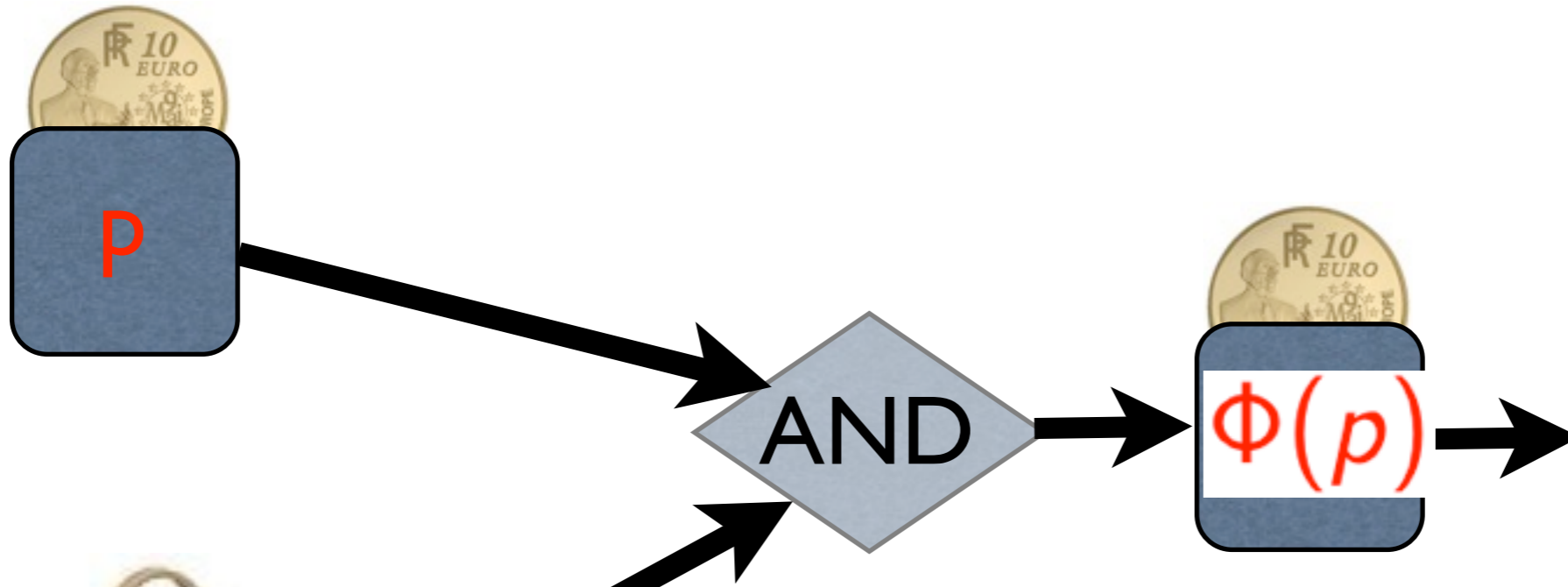
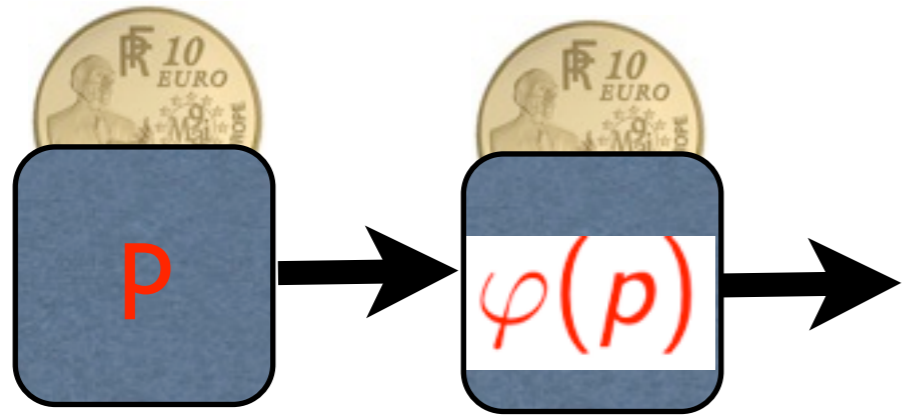
$\Leftarrow J$

```

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;

```



$$\Phi(p) := \frac{1}{p} \int_0^p \varphi(w) dw$$



**Theorem 6.** Any construction  $\mathbf{C}$  that produces a  $\Gamma\mathbf{B}(\phi(\lambda))$  from a  $\Gamma\mathbf{B}(\lambda)$  can be transformed into a construction of a  $\Gamma\mathbf{B}(\Phi(\lambda))$ , 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 ( $0 < x < 1$ ):

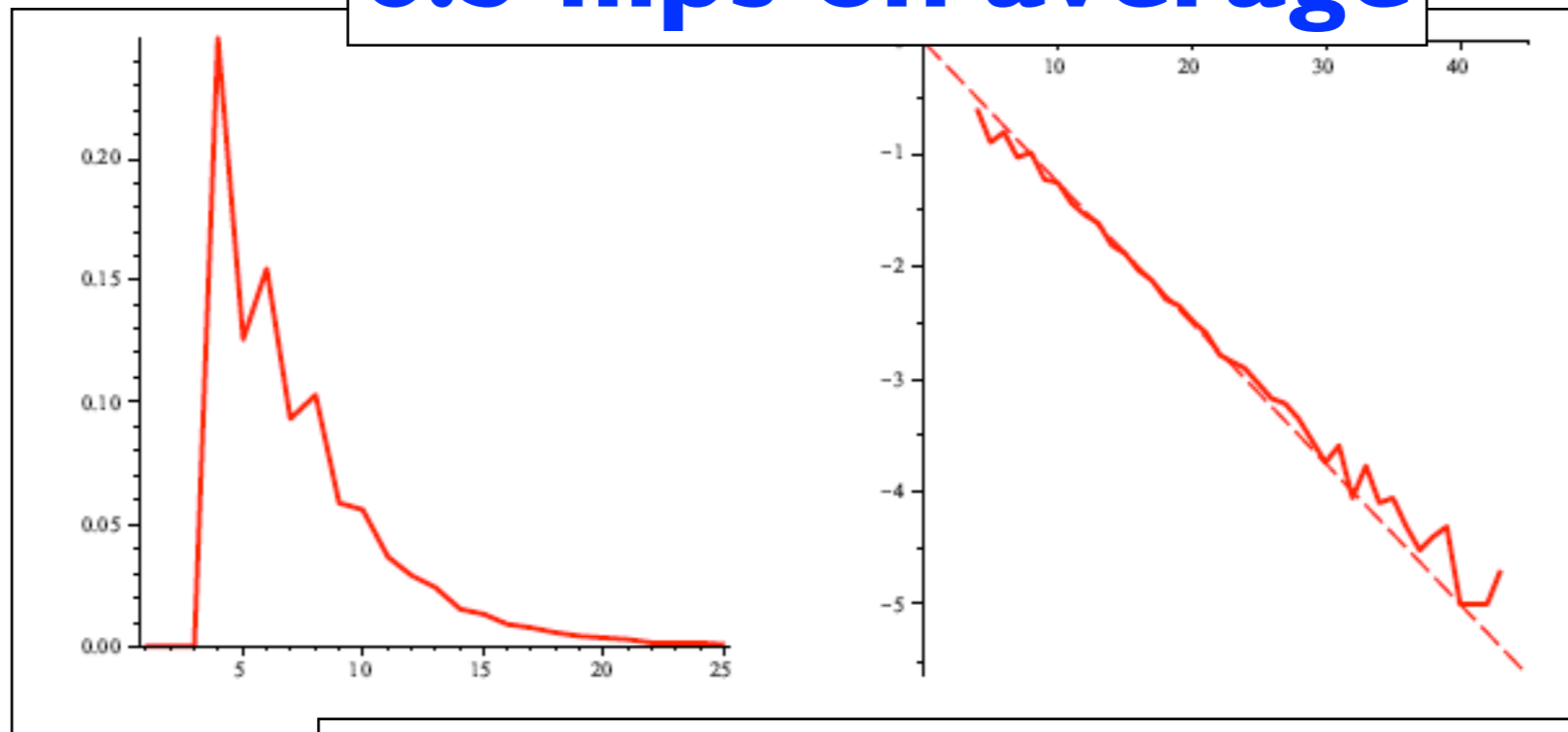
$$\log(1+x), \arctan(x), \frac{1}{2} \arcsin(x), \int_0^x e^{-w^2/2} dw.$$

- **Madhava-Gregory-Leibniz:**  $\arctan(1) = \pi/4$

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

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

**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);
```

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

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

```
0.6356033009
```



- Implements all earlier constructions: *it works!*
- Results for  $\pi$ -related constants:

| $\text{Li}_2(1/2)$ | 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 ( $\infty$ )                              | 16.2            | 4.9              | 4.5                      | 26.7 ( $\infty$ ) | 6.2                  | 7.2.               |

Method; constant; mean # flips