

An Example of the Alias Method

The Alias Method for Discrete Distributions

- ✓ One way to set up an alias table:
 - ✓ Set up vectors x , p , r and a each of length n .
 - Fill the vector x with the values x_1, x_2, \dots, x_n
 - Fill the vector p with the values p_1, p_2, \dots, p_n
 - Initialize the vector r with the values
 $r[i] = np[i]$
 - Initialize the vector a with the values
 $a[i] = x[i]$

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The Alias Method for Discrete Distributions

- ✓ Define sets H and L (“high” and “low”) to hold indices so that
 - $r[i] > 1 \Rightarrow i \in H$
 - $r[i] \leq 1 \Rightarrow i \in L$
- ✓ If H is empty, stop everything. This is a uniform distribution!
- ✓ If H is not empty...

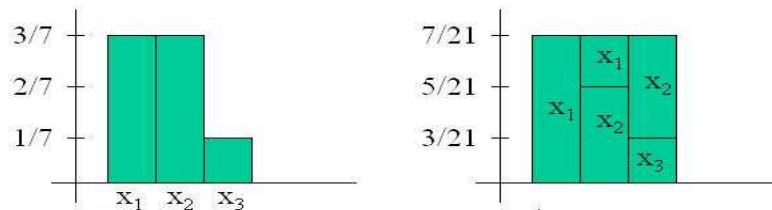
The Alias Method for Discrete Distributions

- ▼ select an index j from L and an index k from H
 - Set $a[j] = k$
 - Set $r[k] = r[k] + r[j] - 1$
 - ▼ If
 - $r[k] < 1$, add k to L
 - $r[k] \geq 1$, remove k from H
 - ▼ remove j from L
- If H is empty, stop, otherwise, return to

This was incorrectly written as $r[j] = r[k] + r[j] - 1$ on the slides in class.

The Alias Method for Discrete Distributions

Example:



now throw "uniform darts" at this

Starting alias table for this example:

i	x[i]	p[i]	a[i]	r[i]
1	x_1	3/7	1	9/7
2	x_2	3/7	2	9/7
3	x_3	1/7	3	3/7

Set $L=\{3\}$, $H=\{1,2\}$.

Since H is non-empty, we select an index j from L and k from H. Say $j=3$ and $k=1$.

Set $a[3]=1$, set $r[1]=r[1]+r[3]-1 = 5/7$

Since $r[1]<1$, we add 1 to L. Finally, we remove 3 from L.

The updated alias table for this example:

i	x[i]	p[i]	a[i]	r[i]
1	x_1	3/7	1	5/7
2	x_2	3/7	2	9/7
3	x_3	1/7	1	3/7

Now $L=\{1\}$, $H=\{2\}$.

Since H is non-empty, we select an index j from L and k from H. Say $j=1$ and $k=2$ (not much choice here!).

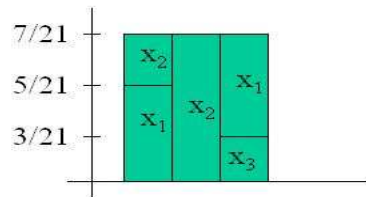
Set $a[1]=2$, set $r[2]=r[2]+r[1]-1 = 1$

Since $r[2]\geq 1$, we remove 2 from H. Finally, we remove 1 from L.

The updated alias table for this example:

i	$x[i]$	$p[i]$	$a[i]$	$r[i]$
1	x_1	$3/7$	2	$5/7$
2	x_2	$3/7$	2	1
3	x_3	$1/7$	1	$3/7$

Since H is empty, we are done.



Note that this division/labeling of blocks is not unique but that with our "uniform darts" we will indeed hit x_1 w.p. $3/7$, x_2 w.p. $3/7$, and x_3 w.p. $1/7$.