

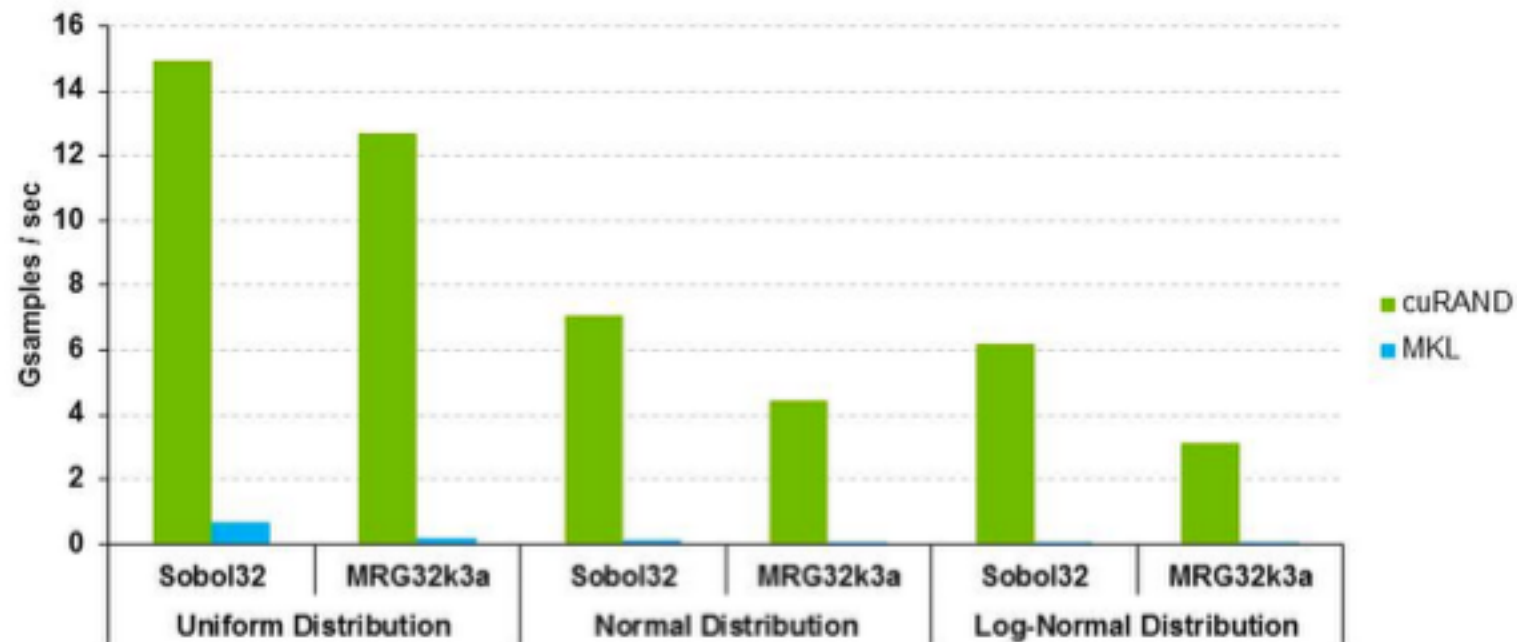
CURAND

Random number generation

presentation : <https://developer.nvidia.com/cuRAND>

toolkit documentation : <http://docs.nvidia.com/cuda/curand/#axzz3YKIBNyuA>

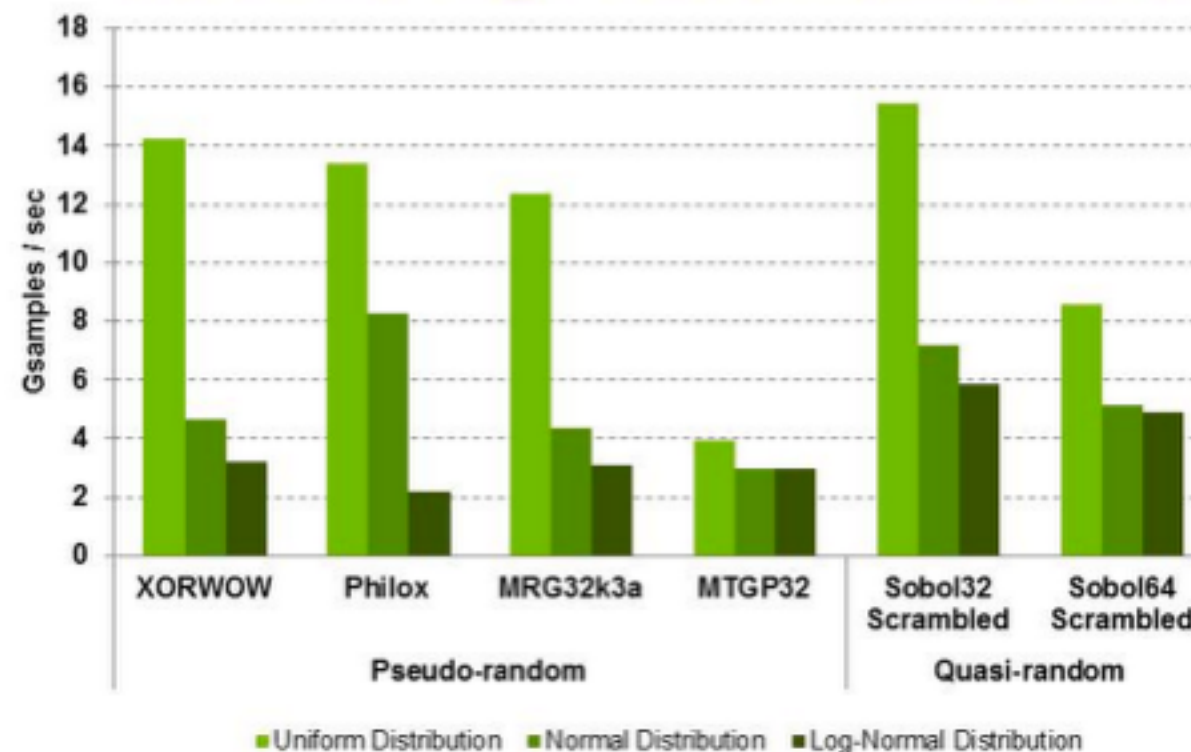
cuRAND: Up to 75x Faster vs. Intel MKL



Performance may vary based on OS version and motherboard configuration

- cuRAND 6.0 on K40c, ECC ON, double-precision input and output data on device
- MKL 11.0.1 on Intel SandyBridge 6-core E5-2620 @ 2.0 GHz

cuRAND: High Performance RNGs



Performance may vary based on OS version and motherboard configuration

- cuRAND 6.0 on K40m, ECC ON, double precision input and output data on device

Basic use : *host* side

1. Make a generator

```
curandGenerator_t gen;
```

2. Initialize

```
curandCreateGenerator(&gen, FLAG)
```

9 generators availables

3. Options

```
seed : curandSetPseudoRandomGeneratorSeed(gen, seed)
```

```
offset
```

```
...
```

4. `curandGenerate()` on allocated memory :

```
curandGenerateUniform(gen, &buffer, size)
```

```
curandGeneratePoisson(gen, &buffer, size, lambda)
```

```
curandGenerateNormal(gen, &buffer, size, mean, std)
```

```
...
```

5. Clean up :

```
curandDestroyGenerator()
```

Basic use : *device* side

#include <curand_kernel.h>

1.Create :

curandState s; (or curandState_t)

2.Initialize :

__device__ void curand_init (unsigned long long **seed**, unsigned long long **sequence**, unsigned long long **offset**, curandState_t ***state**)

3.From device :

curand_uniform (curandState_t *state) ([0 1])

curand_normal (curandState_t *state) (N(0,1))

curand_log_normal (curandState_t *state, float mean, float stddev)

curand_poisson (curandState_t *state, double lambda)

- Also : `curand_normal2 (curandState_t *state)`
advantages of box-muller transform
- other functions :
skipahead...
- Errors are returned as `curandStatus_t`

TP

Case 1 : generate a random vector from host side

- Generate a random vector of size N from a Poisson distribution from *host* side with parameter λ . Compute the mean (should be equal to λ).
- Pay attention to what you pass to `thrust::reduce`.
Hint : use `thrust::device_pointer_cast`
- Try varying the seed, and N

Case 2

- Generate a random vector on device using `curand_init`
- Try generating repetitive sequences