

# Random Numbers

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# 1. What are random numbers?

- Not really random, just very unpredictable.
- Often based on integer sequences:

$$r_{n+1} = ar_n + b \mod N$$

- $\Rightarrow$  they repeat, but only with a long period.
- A good generator passes statistical tests.

## 2. Random workflow

1. First there is the random engine which contains the mathematical random number generator.
2. The random numbers used in your code then come from applying a distribution to this engine.
3. Optionally, you can use a random seed, so that each program run generates a different sequence.

### 3. Random generators and distributions

- Random device

```
std::default_random_engine generator;  
% random seed:  
std::random_device r;  
std::default_random_engine generator{ r() };
```

- Distributions:

```
std::uniform_real_distribution<float> distribution(0.,1.);  
std::uniform_int_distribution<int> distribution(1,6);
```

- Sample from the distribution:

```
std::default_random_engine generator;  
std::uniform_int_distribution<> distribution(0,nbuckets-1);  
random_number = distribution(generator);
```

- Do not use the old C-style random!

## 4. Why so complicated?

- Large period wanted; C random has  $2^{15}$  (implementation dependent)
- Multiple generators, guarantee on quality.
- Simple transforms have a bias:

```
int under100 = rand() % 100
```

Simple example: period 7, mod 3



## 5. Dice throw

```
// set the default generator
std::default_random_engine generator;

// distribution: ints 1..6
std::uniform_int_distribution<int> distribution(1,6);

// apply distribution to generator:
int dice_roll = distribution(generator);
    // generates number in the range 1..6
```

## 6. Poisson distribution

Poisson distributed integers:

```
std::default_random_engine generator;  
float mean = 3.5;  
std::poisson_distribution<int> distribution(mean);  
int number = distribution(generator);
```

## 7. Local engine

Wrong approach: random generator local in the function.

Code:

```
1 // rand/static.cpp
2 int nonrandom_int(int max) {
3     std::default_random_engine engine;
4     std::uniform_int_distribution<>
        ints(1,max);
5     return ints(engine);
6 };
7     /* ... */
8 // call `nonrandom_int` three times
```

Output:

Three ints: 1, 1, 1.



## 8. Global engine

Good approach: single random generator static in the function.

Code:

```
1 // rand/static.cpp
2 int realrandom_int(int max) {
3     static
4         std::default_random_engine
5         static_engine;
6     std::uniform_int_distribution<>
7         ints(1,max);
8     return ints(static_engine);
9 };
```

Output:

*Three ints: 15, 98, 70.*

## 9. What does 'static' do?

- Static variable in function:  
persistent, shared between function calls
- Static variable in class:  
shared between all objects of that class

## 10. Class with static member

Class that counts how many objects have been generated:

Code:

```
1 // object/static.cpp
2 class Thing {
3 private:
4     static inline int number{0};
5     int mynumber;
6 public:
7     Thing() {
8         mynumber = number++;
9         cout << "I am thing "
10             << mynumber << '\n';
11     };
12 };
```

Output:

```
I am thing 0
I am thing 1
I am thing 2
```

# Optional exercise 1: 0

ptimize your prime number generator so that it remembers numbers already requested.

# 11. Generator in a class

Note the use of `static`:

```
// rand/randname.cpp
class generate {
private:
    static inline std::default_random_engine engine;
public:
    static int random_int(int max) {
        std::uniform_int_distribution<> ints(1,max);
        return ints(generate::engine);
    };
};
```

Usage:

```
auto nonzero_percentage = generate::random_int(100)
```