libsfmt607 Reference

PlayStation®Vita Programmer Tool Runtime Library Release 3.50

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Constants

SCE_SFMT607_ARRAY_SIZE

Array size for SFMT607 pseudo random number calculation

Definition

```
#include <libsfmt607.h>
#define SCE_SFMT607_ARRAY_SIZE      5       /* (607 / 128) + 1 */
```

Description

This constant defines the array size for pseudo random numbers in conformance with SFMT607.

In addition to indicating the array size that is maintained as state in the `SceSfmt607Context` structure, this constant is also used by the `sceSfmt607FillArray32()` and `sceSfmt607FillArray64()` functions to indicate the minimum size for generating random numbers.

See Also

`SceSfmt607Context`, `sceSfmt607FillArray32()`, `sceSfmt607FillArray64()`

Datatypes

SceSfmt607Context

Context information for SFMT607 pseudo random number calculation

Definition

```
#include <libsfmt607.h>
typedef struct SceSfmt607Context {
        unsigned int idx;
        unsigned int sfmt[SCE_SFMT607_ARRAY_SIZE][4];
} SceSfmt607Context;
```

Description

This structure is a work area for calculating pseudo random numbers in conformance with SFMT607. One instance of this work area must be prepared for each random number sequence.

See Also

SCE_SFMT607_ARRAY_SIZE, sceSfmt607InitGenRand(), sceSfmt607InitByArray()

Functions

sceSfmt607InitGenRand

Initialize SFMT607 pseudo random number work area

Definition

```
#include <libsfmt607.h>
SceInt32 sceSfmt607InitGenRand (
        SceSfmt607Context *pCtx,
        SceUInt32 seed
);
```

Calling Conditions

Multithread safe

Arguments

pCtx Pointer to an `SceSfmt607Context` structure, which represents a random number sequence as a context.

seed Specifies a random number sequence.

Return Values

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal completion

Description

This function uses a 32-bit seed to initialize an SFMT607 random number sequence, which is represented by the `SceSfmt607Context` structure. This function must be executed before the `sceSfmt607GenRand32()`, `sceSfmt607GenRand64()`, `sceSfmt607FillArray32()`, and `sceSfmt607FillArray64()` functions.

Since only the `SceSfmt607Context` structure indicated by *pCtx* is initialized, multiple random number sequences can be handled simultaneously by having multiple `SceSfmt607Context` structures.

See Also

`SceSfmt607Context`, `sceSfmt607InitByArray()`

sceSfmt607InitByArray

Initialize SFMT607 pseudo random number work area

Definition

```
#include <libsfmt607.h>
SceInt32 sceSfmt607InitByArray (
        SceSfmt607Context *pCtx,
        const SceUInt32 initkey[],
        SceUInt32 keylength
);
```

Calling Conditions

Multithread safe

Arguments

pCtx	Pointer to an SceSfmt607Context structure, which represents a random number sequence as a context.
initkey	Specifies the array to be used for initializing.
keylength	Number of elements in *initkey*.

Return Values

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal completion

Description

This function uses an array of 32-bit seeds to initialize an SFMT607 random number sequence, which is represented by the SceSfmt607Context structure. This function must be executed before the sceSfmt607GenRand32(), sceSfmt607GenRand64(), sceSfmt607FillArray32(), and sceSfmt607FillArray64() functions.

Since only the SceSfmt607Context structure indicated by *pCtx* is initialized, multiple random number sequences can be handled simultaneously by having multiple SceSfmt607Context structures.

See Also

SceSfmt607Context, sceSfmt607InitGenRand()

sceSfmt607GenRand32

Generate an SFMT607 32-bit pseudo random number

Definition

```
#include <libmt607.h>
SceUInt32 sceSfmt607GenRand32 (
        SceSfmt607Context *pCtx
);
```

Calling Conditions

Multithread safe

Arguments

pCtx Pointer to an `SceSfmt607Context` structure, which represents a random number sequence as a context.

Return Values

32-bit pseudo random number

Description

This function generates a 32-bit pseudo random number that conforms to SFMT607.

Before using this function, the `SceSfmt607Context` structure must be initialized by calling the `sceSfmt607InitGenRand()` or `sceSfmt607InitByArray()` functions.

See Also

`SceSfmt607Context`, `sceSfmt607InitGenRand()`, `sceSfmt607InitByArray()`

sceSfmt607GenRand64

Generate an SFMT607 64-bit pseudo random number

Definition

```
#include <libmt607.h>
SceUInt64 sceSfmt607GenRand64 (
        SceSfmt607Context *pCtx
);
```

Calling Conditions

Multithread safe

Arguments

pCtx Pointer to an `SceSfmt607Context` structure, which represents a random number sequence as a context.

Return Values

64-bit pseudo random number

Description

This function generates a 64-bit pseudo random number that conforms to SFMT607.

Before using this function, the `SceSfmt607Context` structure must be initialized by calling the `sceSfmt607InitGenRand()` or `sceSfmt607InitByArray()` functions.

Note that if the `sceSfmt607GenRand32()` and `sceSfmt607GenRand64()` functions are used together and the `sceSfmt607GenRand64()` function is called after the `sceSfmt607GenRand32()` function has been called an odd number of times, a full 64-bit random number will not be obtained. Instead, this function will return a 64-bit value in which the upper 32 bits are zero.

See Also

`SceSfmt607Context`, `sceSfmt607InitGenRand()`, `sceSfmt607InitByArray()`

sceSfmt607FillArray32

Generate an array of SFMT607 32-bit pseudo random numbers

Definition

```
#include <libmt607.h>
SceInt32 sceSfmt607FillArray32 (
        SceSfmt607Context *pCtx,
        SceUInt32 array[],
        SceUInt32 size
);
```

Calling Conditions

Multithread safe

Arguments

pCtx	Pointer to an `SceSfmt607Context` structure, which represents a random number sequence as a context.
array	Buffer for receiving the generated random numbers
size	Number of elements in *array* (multiple of 4 that is larger than `SCE_SFMT607_ARRAY_SIZE*4`)

Return Values

If an error occurs, a negative value is returned.

Value	Result
`SCE_OK`	Normal completion

Description

This function generates an arbitrary number of 32-bit pseudo random numbers that conform to SFMT607. *size* specifies the number of elements in *array* and must be a multiple of 4 that is larger than (`SCE_SFMT607_ARRAY_SIZE * 4`).

Before using this function, the `SceSfmt607Context` structure must be initialized by calling the `sceSfmt607InitGenRand()` or `sceSfmt607InitByArray()` functions.

When the `sceSfmt607FillArray32()` function is used together with the `sceSfmt607GenRand32()` function, the `sceSfmt607FillArray32()` function can be called only after the `sceSfmt607GenRand32()` function has been called (`SCE_SFMT607_ARRAY_SIZE * 4`) times.

When the `sceSfmt607FillArray32()` function is used together with the `sceSfmt607GenRand64()` function, the `sceSfmt607FillArray32()` function can be called only after the `sceSfmt607GenRand64()` function has been called (`SCE_SFMT607_ARRAY_SIZE * 2`) times.

See Also

`SceSfmt607Context`, `sceSfmt607InitGenRand()`, `sceSfmt607InitByArray()`

sceSfmt607FillArray64

Generate an array of SFMT607 64-bit pseudo random numbers

Definition

```
#include <libmt607.h>
SceInt32 sceSfmt607FillArray64 (
        SceSfmt607Context *pCtx,
        SceUInt64 array[],
        SceUInt32 size
);
```

Calling Conditions

Multithread safe

Arguments

pCtx	Pointer to an SceSfmt607Context structure, which represents a random number sequence as a context.
array	Buffer for receiving the generated random numbers
size	Number of elements in *array* (multiple of 2 that is larger than SCE_SFMT607_ARRAY_SIZE*2)

Return Values

If an error occurs, a negative value is returned.

Value	Result
SCE_OK	Normal completion

Description

This function generates an arbitrary number of 64-bit pseudo random numbers that conform to SFMT607. *size* specifies the number of elements in *array* and must be a multiple of 2 that is larger than (SCE_SFMT607_ARRAY_SIZE * 2).

Before using this function, the SceSfmt607Context structure must be initialized by calling the sceSfmt607InitGenRand() or sceSfmt607InitByArray() functions.

When the sceSfmt607FillArray64() function is used together with the sceSfmt607GenRand32() function, the sceSfmt607FillArray64() function can be called only after the sceSfmt607GenRand32() function has been called (SCE_SFMT607_ARRAY_SIZE * 4) times.

When the sceSfmt607FillArray64() function is used together with the sceSfmt607GenRand64() function, the sceSfmt607FillArray64() function can be called only after the sceSfmt607GenRand64() function has been called (SCE_SFMT607_ARRAY_SIZE * 2) times.

See Also

SceSfmt607Context, sceSfmt607InitGenRand(), sceSfmt607InitByArray()