

Seminar Algorithms for Big Data

Fast Random Integer Generation in an Interval Based on a paper of the same title by Daniel Lemire

Lukas Geis Supervised by Dr. Manuel Penschuck

29th February 2024 · Algorithm Engineering (Prof. Dr. Ulrich Meyer)







We want to efficiently draw a uniform random integer in an interval.





We want to efficiently draw a uniform random integer in an interval.

Where do we need this?



Motivation

What is our goal?



We want to efficiently draw a uniform random integer in an interval.

Where do we need this?

Shuffling





We want to efficiently draw a uniform random integer in an interval.

Where do we need this?

- Shuffling
- Complex Graph Generators

TBD

TBD

Motivation

What is our goal?



We want to efficiently draw a uniform random integer in an interval.

Where do we need this?

- Shuffling
- Complex Graph Generators
- Sampling







Table of Contents



- 1 Preliminaries
 - Formal Definition
 - Operations
 - The Naive Approach
- 2 Unbiased Algorithms
 - The OpenBSD Algorithm
 - The Java Algorithm
 - The Bitmask Algorithm
- 3 Lemire's Algorithm
 - Multiply-And-Shift
 - The Algorithm
- **4** Conclusion











3 / 15

Formal Definition



Setting:



Formal Definition



Setting:

■ Input: upper bound of interval $n \in \mathbb{N}$



Formal Definition



Setting:

- Input: upper bound of interval $n \in \mathbb{N}$
- **Output:** uniform random integer in interval [0, n)





Setting:

- Input: upper bound of interval $n \in \mathbb{N}$
- **Output:** uniform random integer in interval [0, n)

But what if we want a random integer in [a, b) for $a, b \in \mathbb{N}$, 0 < a < b instead?



Setting:

- Input: upper bound of interval $n \in \mathbb{N}$
- **Output:** uniform random integer in interval [0, n)

But what if we want a random integer in [a, b) for $a, b \in \mathbb{N}$, 0 < a < b instead?

We can map this to our setting by subtracting a!



Setting:

- Input: upper bound of interval $n \in \mathbb{N}$
- **Output:** uniform random integer in interval [0, n)

But what if we want a random integer in [a, b) for $a, b \in \mathbb{N}$, 0 < a < b instead?

We can map this to our setting by subtracting a!

■ Set n = b - a and draw a uniform random integer $x \in [0, n)$



Setting:

- **Input:** upper bound of interval $n \in \mathbb{N}$
- **Output:** uniform random integer in interval [0, n)

But what if we want a random integer in [a, b] for $a, b \in \mathbb{N}$, 0 < a < b instead?

We can map this to our setting by subtracting a!

- Set n = b a and draw a uniform random integer $x \in [0, n)$
- Return x + a

Operations









Definition (Common Operations)

■ Integer-Division: $x \div y \qquad \coloneqq |x/y|$



- Integer-Division: $x \div y \qquad := |x/y|$
- Remainder-Operation: $x \mod y := x (x \div y)y$



- Integer-Division: $x \div y := |x/y|$
- Remainder-Operation: $x \mod y := x (x \div y)y$
- $x \gg W := x \div 2^W$ Bit-RightShift:



- $x \div y = |x/y|$ ■ Integer-Division:
- $x \mod y \coloneqq x (x \div y)y$ ■ Remainder-Operation:
- $x \gg W := x \div 2^W$ Bit-RIGHTSHIFT:
- $x \ll W := x \cdot 2^W$ Bit-LeftShift:



■ Integer-Division:
$$x \div y := \lfloor x/y \rfloor$$

■ Remainder-Operation:
$$x \mod y := x - (x \div y)y$$

■ Bit-RightShift:
$$x \gg W := x \div 2^W$$

■ Bit-LeftShift:
$$x \ll W := x \cdot 2^W$$

■ Bitwise-And:
$$x \& y$$



- Integer-Division: $x \div y := \lfloor x/y \rfloor$
- Remainder-Operation: $x \mod y := x (x \div y)y$
- Bit-RightShift: $x \gg W := x \div 2^W$
- Bit-LeftShift: $x \ll W := x \cdot 2^W$
- Bitwise-And: $x \& y \to x \mod 2^W := x \& (2^W 1)$



Definition (Common Operations)

■ Integer-Division:
$$x \div y := \lfloor x/y \rfloor$$

■ Remainder-Operation:
$$x \mod y := x - (x \div y)y$$

■ Bit-RightShift:
$$x \gg W := x \div 2^W$$

■ Bit-LeftShift:
$$x \ll W := x \cdot 2^W$$

■ Bitwise-And:
$$x \& y \to x \mod 2^W \coloneqq x \& (2^W - 1)$$

Definition (Power Remainder)

For $W, n \in \mathbb{N}$, we write \mathcal{R}_n^W for $2^W \mod n$.







How do we get random numbers?





How do we get random numbers?

■ Generated by Pseudo-Random-Number-Generators (PRNGs)





How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)



How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)

 $rand() \mod n$



How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)

 $rand() \mod n$

Does this work?



How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)

 $rand() \mod n$

Does this work?

 \blacksquare Yes, the generated number is in [0, n).



How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)

 $rand() \mod n$

Does this work?

 \blacksquare Yes, the generated number is in [0, n).

Is this efficient?



How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)

$rand() \mod n$

Does this work?

 \blacksquare Yes, the generated number is in [0, n).

Is this efficient?

■ No, we require one expensive integer division operation.



How do we get random numbers?

- Generated by Pseudo-Random-Number-Generators (PRNGs)
- Generated as W-bit words, i.e. unsigned integers in $[0, 2^W)$ (typically $W \in \{32, 64\}$)

$rand() \mod n$

Does this work?

 \blacksquare Yes, the generated number is in [0, n).

Is this efficient?

■ No, we require one expensive integer division operation.

Is the generated number uniform in [0, n)?





Preliminaries

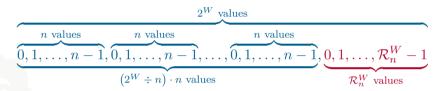
The Naive Approach

GOETHE UNIVERSITÄT FRANKFURT AM MAIN

In general, applying $x \mod n$ to $[0, 2^W)$ yields

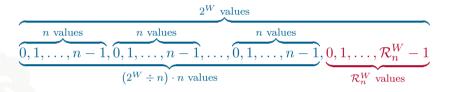


In general, applying $x \mod n$ to $[0, 2^W)$ yields





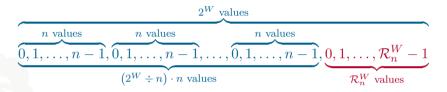
In general, applying $x \mod n$ to $[0, 2^W)$ yields



We have a leftover interval that introduces bias.



In general, applying $x \mod n$ to $[0, 2^W)$ yields

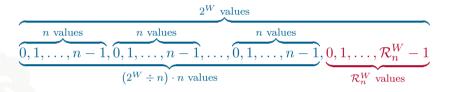


We have a leftover interval that introduces bias.

Every approach that maps every integer in $[0, 2^W)$ to a single number in [0, n)



In general, applying $x \mod n$ to $[0, 2^W)$ yields

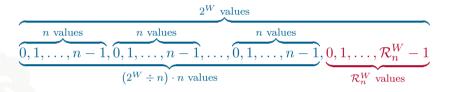


We have a leftover interval that introduces bias.

Every approach that maps every integer in $[0, 2^W)$ to a single number in [0, n) does not generate uniform random integers in one step



In general, applying $x \mod n$ to $[0, 2^W)$ yields

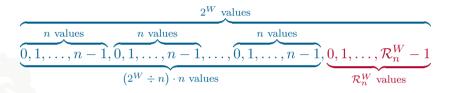


We have a leftover interval that introduces bias.

Every approach that maps every integer in $[0, 2^W)$ to a single number in [0, n) does not generate uniform random integers in one step whenever n does not divide 2^W .



In general, applying $x \mod n$ to $[0, 2^W)$ yields



We have a leftover interval that introduces bias.

Every approach that maps every integer in $[0, 2^W)$ to a single number in [0, n) does not generate uniform random integers in one step whenever n does not divide 2^W .

Idea: Use rejection sampling to achieve uniformity!









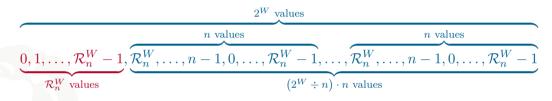
The OpenBSD Algorithm

GOETHE UNIVERSITÄT

■ We shift the rejection interval to the left:



■ We shift the rejection interval to the left:





■ We shift the rejection interval to the left:

$$\underbrace{0,1,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{R}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\ldots,n-1,0,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\ldots,n-1,0,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\text{ values}}}$$

Algorithm:



■ We shift the rejection interval to the left:

$$\underbrace{0,1,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{R}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\ldots,n-1,0,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\ldots,n-1,0,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\text{ values}}}$$

- Algorithm:
 - Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$



■ We shift the rejection interval to the left:

$$\underbrace{0,1,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{R}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\ldots,n-1,0,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\ldots,n-1,0,\ldots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\text{ values}}}$$

- Algorithm:
 - Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
 - \blacksquare Return $x \mod n$

The OpenBSD Algorithm

Algorithm:

- Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
- \blacksquare Return $x \mod n$





Algorithm:

- \blacksquare Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
- \blacksquare Return $x \mod n$

Efficiency



Algorithm:

- Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
- \blacksquare Return $x \mod n$

Efficiency

We require 2 integer division operations:

The OpenBSD Algorithm



Algorithm:

- Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
- \blacksquare Return $x \mod n$

Efficiency

We require 2 integer division operations:

 \blacksquare one for computing \mathcal{R}_n^W



Algorithm:

- Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
- \blacksquare Return $x \mod n$

Efficiency

We require 2 integer division operations:

- \blacksquare one for computing \mathcal{R}_n^W
- \blacksquare and one for computing $x \mod n$.



Algorithm:

- Generate a uniform random number $x \in [0, 2^W)$ until $x \geq \mathcal{R}_n^W$
- \blacksquare Return $x \mod n$

Efficiency

We require 2 integer division operations:

- \blacksquare one for computing \mathcal{R}_n^W
- \blacksquare and one for computing $x \mod n$.

Can we do better?

The Java Algorithm



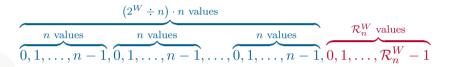


The Java Algorithm

GOETHE UNIVERSITÄT FRANKFURT AM MAIN

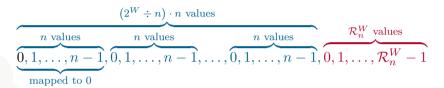
The Java Algorithm





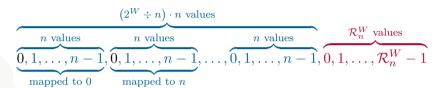
The Java Algorithm





The Java Algorithm

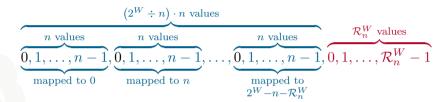




The Java Algorithm



■ Consider $x - (x \mod n)$ for $x \in [0, 2^W)$:

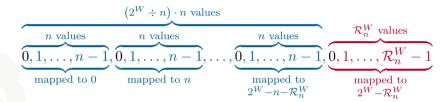


9 / 15

The Java Algorithm



■ Consider $x - (x \mod n)$ for $x \in [0, 2^W)$:

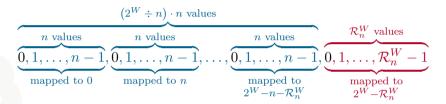


9 / 15

The Java Algorithm



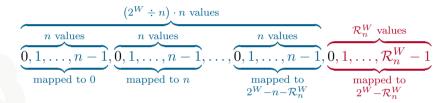
■ Consider $x - (x \mod n)$ for $x \in [0, 2^W)$:



 \blacksquare We map every number to the next-smallest multiple of n

The Java Algorithm

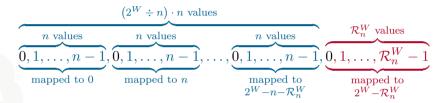




- We map every number to the next-smallest multiple of n
- Only numbers in the leftover interval get mapped to $2^W \mathcal{R}_n^W > 2^W n$

The Java Algorithm

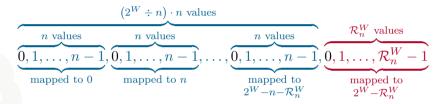




- We map every number to the next-smallest multiple of n
- Only numbers in the leftover interval get mapped to $2^W \mathcal{R}_n^W > 2^W n$
- Algorithm:

The Java Algorithm

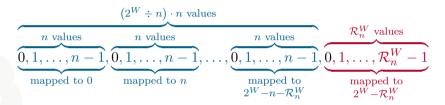




- We map every number to the next-smallest multiple of n
- Only numbers in the leftover interval get mapped to $2^W \mathcal{R}_n^W > 2^W n$
- Algorithm:
 - (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$

The Java Algorithm





- We map every number to the next-smallest multiple of n
- Only numbers in the leftover interval get mapped to $2^W \mathcal{R}_n^W > 2^W n$
- Algorithm:
 - (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
 - (2) Return r if $x r > 2^W n$ else goto (1)

The Java Algorithm



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

The Java Algorithm



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

Efficiency

The Java Algorithm



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

Efficiency

■ At least one integer division operation



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

- At least one integer division operation
- Number of integer divisions operations equal to number of rounds



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

- At least one integer division operation
- Number of integer divisions operations equal to number of rounds
- Return a number in round if $x < 2^W \mathcal{R}_n^W$



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

- At least one integer division operation
- Number of integer divisions operations equal to number of rounds
- Return a number in round if $x < 2^W \mathcal{R}_n^W$
- \blacksquare Happens with probability $\frac{2^W-\mathcal{R}_n^W}{2^W}>\frac{1}{2}$



Algorithm:

- (1) Draw $x \in [0, 2^W)$ and compute $r = x \mod n$
- (2) Return r if $x r > 2^W n$ else goto (1)

- At least one integer division operation
- Number of integer divisions operations equal to number of rounds
- Return a number in round if $x < 2^W \mathcal{R}_n^W$
- Happens with probability $\frac{2^W \mathcal{R}_n^W}{2^W} > \frac{1}{2}$
- Expected number of integer division operations is $\frac{2^W}{2^W \mathcal{R}_n^W} < 2$





Unbiased Algorithms

The Bitmask Algorithm

GOETHE UNIVERSITÄT

 \blacksquare Consider the binary representation of n:



 \blacksquare Consider the binary representation of n:

$$\underbrace{0,\dots,0}_{\text{only 0's}},\underbrace{1}_{\underbrace{0/1,\dots,0/1}},\underbrace{0/1,\dots,0/1}_{\text{series of 0's and 1's}},\underbrace{0/1,\dots,0/1}_{\underbrace{0/1,\dots,0/1}},\underbrace{0/1}_{\underbrace{0/1,\dots,0/1}}$$



 \blacksquare Consider the binary representation of n:

$$\underbrace{0,\dots,0}_{\text{only 0's}},\underbrace{1}^{2^{\lfloor \log_2 n \rfloor}},\underbrace{0/1,\dots,\underbrace{0/1}_{0/1},\underbrace{0/1}_{0/1}}_{\text{series of 0's and 1's}}$$

■ Every number $x \le n$ only needs the last $\lfloor \log_2 n \rfloor + 1$ bits



 \blacksquare Consider the binary representation of n:

$$\underbrace{0,\dots,0}_{\text{only 0's}},\underbrace{1}^{2^{\lfloor \log_2 n \rfloor}},\underbrace{0/1,\dots,\underbrace{0/1}_{\text{ories of 0's and 1's}}}^{2^1},\underbrace{0/1}_{\text{series of 0's and 1's}}$$

- Every number $x \le n$ only needs the last $\lfloor \log_2 n \rfloor + 1$ bits
- Get these bits with a bitwise-AND with $2^{\lfloor \log_2 n \rfloor + 1} 1$:



 \blacksquare Consider the binary representation of n:

$$\underbrace{0,\dots,0}_{\text{only 0's}},\underbrace{1}^{2^{\lfloor \log_2 n \rfloor}},\underbrace{0/1,\dots,\underbrace{0/1}_{\text{series of 0's and 1's}}^{2^1},\underbrace{0/1}_{\text{series of 0's and 1's}}^{2^0}$$

- Every number $x \le n$ only needs the last $\lfloor \log_2 n \rfloor + 1$ bits
- Get these bits with a bitwise-AND with $2^{\lfloor \log_2 n \rfloor + 1} 1$:

$$\underbrace{0,\ldots,0}_{\text{only 0's}},\underbrace{1,1,\ldots,1}_{\text{only 1's}},\underbrace{1}_{2^{1}}$$



 \blacksquare Consider the binary representation of n:

$$\underbrace{0,\ldots,0}_{\text{only 0's}},\underbrace{1}_{2^{\lfloor \log_2 n \rfloor}},\underbrace{0/1,\ldots,0/1}_{\text{series of 0's and 1's}},\underbrace{0/1}_{2^{l}}$$

- Every number $x \le n$ only needs the last $\lfloor \log_2 n \rfloor + 1$ bits
- Get these bits with a bitwise-AND with $2^{\lfloor \log_2 n \rfloor + 1} 1$:

$$\underbrace{0,\ldots,0}_{\text{only 0's}},\underbrace{\frac{2^{\lfloor \log_2 n \rfloor}}{1,1,\ldots,\frac{2^1}{1}},\frac{2^0}{1}}_{\text{only 1's}}$$

■ Every resulting number $x \& (2^{\lfloor \log_2 n \rfloor + 1} - 1)$ is at most



 \blacksquare Consider the binary representation of n:

$$\underbrace{0,\ldots,0}_{\text{only 0's}},\underbrace{1}^{2^{\lfloor \log_2 n \rfloor}},\underbrace{0/1,\ldots,0/1}_{\text{series of 0's and 1's}},\underbrace{0/1}_{\text{series of 0's and 1's}}$$

- Every number $x \le n$ only needs the last $\lfloor \log_2 n \rfloor + 1$ bits
- Get these bits with a bitwise-AND with $2^{\lfloor \log_2 n \rfloor + 1} 1$:

$$\underbrace{0,\ldots,0}_{\text{only 0's}},\underbrace{\frac{2^{\lfloor \log_2 n \rfloor}}{1},1,\ldots,\frac{2^1}{1},\frac{2^0}{1}}_{\text{only 1's}}$$

■ Every resulting number $x \& (2^{\lfloor \log_2 n \rfloor + 1} - 1)$ is at most $2^{\lfloor \log_2 n \rfloor + 1} - 1 < 2n$











Lemire's Algorithm

Multiply-And-Shift





Multiply-And-Shift



 $(rand() \cdot n) \gg W$



Multiply-And-Shift



$$(\mathtt{rand}()\cdot n)\gg W=(\mathtt{rand}()\cdot n)\div 2^W$$



The Algorithm





The Algorithm















expected number of integer division operations maximum number of Unbiased? integer division operations

Conclusion



	expected number of integer division operations	maximum number of integer division operations	Unbiased?
Modulo Reduction	1	1	X



	expected number of integer division operations	maximum number of integer division operations	Unbiased?
Modulo Reduction	1	1	X
Multiply-and-Shift	0	0	X



	expected number of integer division operations	maximum number of integer division operations	Unbiased?
Modulo Reduction	1	1	Х
Multiply-and-Shift	0	0	X
OpenBSD	2	2	/



	expected number of integer division operations	maximum number of integer division operations	Unbiased?
Modulo Reduction	1	1	X
Multiply-and-Shift	0	0	X
OpenBSD	2	2	✓
Java	$\frac{2^W}{2^W - (2^W \mod n)}$	∞	✓



	expected number of integer division operations	maximum number of integer division operations	Unbiased?
Modulo Reduction	1	1	Х
Multiply-and-Shift	0	0	X
OpenBSD	2	2	✓
Java	$\frac{2^W}{2^W - (2^W \mod n)}$	∞	✓
Bitmask	0	0	✓



	expected number of integer division operations	maximum number of integer division operations	Unbiased?
Modulo Reduction	1	1	X
Multiply-and-Shift	0	0	X
OpenBSD	2	2	✓
Java	$\frac{2^W}{2^W - (2^W \mod n)}$	∞	✓
Bitmask	0	0	✓
Lemire	$\frac{n}{2W}$	1	/





End of Talk