

#### Seminar Algorithms for Big Data

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

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







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





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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





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- Shuffling
- Complex Graph Generators

**TBD** 

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- Sampling







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### **Formal Definition**

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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:  $x \div y := \lfloor x/y \rfloor$ 



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$$x \mod y := x - (x \div y)y$$

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



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- $x \& y \rightarrow x \mod 2^W := x \& (2^W 1)$ Bitwise-AND:

#### **Definition (Power Remainder)**

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







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■ No, we require one expensive integer division operation.



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■ No, we require one expensive integer division operation.

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





#### **Preliminaries**

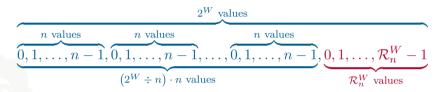
## The Naive Approach

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

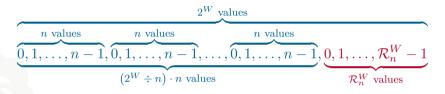


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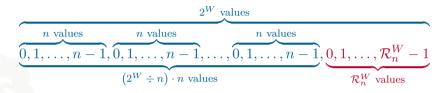
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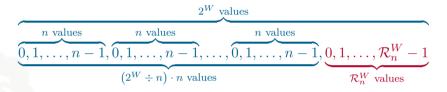


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Every approach that maps every integer in  $[0, 2^W)$  to a single number in [0, n) does not generate uniform random integers in one step



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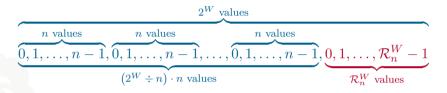
$$\underbrace{ \begin{array}{c|c} 2^W \text{ values} \\ \hline n \text{ values} & n \text{ values} \\ \hline 0, 1, \dots, n-1, \hline 0, 1, \dots, n-1, \dots, \hline 0, 1, \dots, n-1, \\ (2^W \div n) \cdot n \text{ values} \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\ \hline \end{array}}_{n \text{ values}} \underbrace{ \begin{array}{c} n \text{ values} \\ 0, 1, \dots, n-1, \\$$

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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  $2^W$ .



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Idea: Use rejection sampling to achieve uniformity!









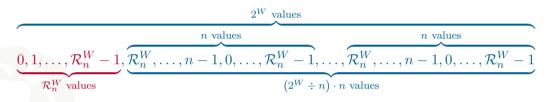
## The OpenBSD Algorithm

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■ We shift the rejection interval to the left:



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$$\underbrace{0,1,\dots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{R}_{n}^{W}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\dots,n-1,0,\dots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\times\mathbb{N}\text{ values}}},\underbrace{\mathcal{R}_{n}^{W},\dots,n-1,0,\dots,\mathcal{R}_{n}^{W}-1}_{\substack{\mathcal{L}_{n}^{W}\times\mathbb{N}\text{ values}}}$$

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



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We require 2 integer division operations:



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### **Efficiency**

We require 2 integer division operations: one for computing  $\mathcal{R}_n^W$  and one for computing  $x \mod n$ .

## The Java Algorithm



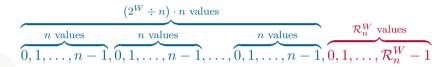


### The Java Algorithm

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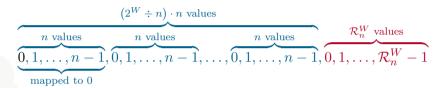
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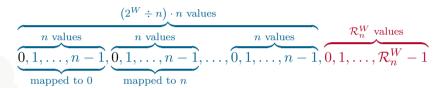
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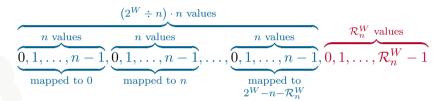
## The Java Algorithm





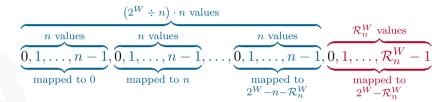
# The Java Algorithm





### The Java Algorithm

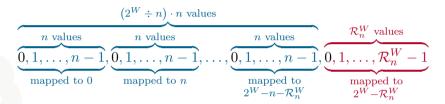




## The Java Algorithm



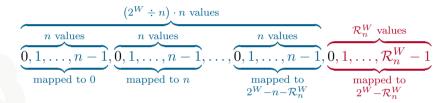
■ Consider  $x - (x \mod n)$  for  $x \in [0, 2^W)$ :



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

## The Java Algorithm

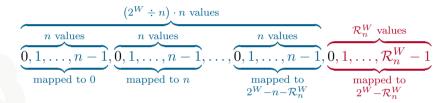




- We map every number to the next-smallest multiple of n
- Only numbers in the leftover interval get mapped to  $2^W \mathcal{R}_n^W > 2^W n$

### The Java Algorithm

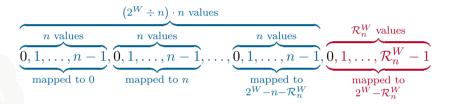




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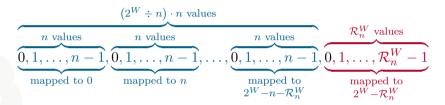




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  - (1) Draw  $x \in [0, 2^W)$  and compute  $r = x \mod n$

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### **Efficiency**

■ At least one integer division operation

### The Java Algorithm



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

## The Java Algorithm



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Algorithm:

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- 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  $\frac{2^W \mathcal{R}_n^W}{2^W} > \frac{1}{2}$

#### **Unbiased Algorithms**

#### 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
- 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  $\frac{2^W}{2^W \mathcal{R}_n^W} < 2$

# The Bitmask Algorithm





# The Bitmask Algorithm







Lemire's Algorithm

## Multiply-And-Shift





## Multiply-And-Shift





## 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



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Multiply-and-Shift	0	0	X



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Modulo Reduction	1	1	Х
Multiply-and-Shift	0	0	X
OpenBSD	2	2	/



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Modulo Reduction	1	1	X
Multiply-and-Shift	0	0	X
OpenBSD	2	2	✓
Java	$\frac{2^W}{2^W - (2^W \mod n)}$	$\infty$	✓



	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	$\frac{2^W}{2^W - (2^W \mod n)}$	$\infty$	✓
Bitmask	0	0	✓



	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	$\frac{2^W}{2^W - (2^W \mod n)}$	$\infty$	✓
Bitmask	0	0	✓
Lemire	$rac{n}{2^W}$	1	✓





## **End of Talk**