Design and Implementation of Vectorized Pseudorandom Number Generators

Master's Thesis Defense and Presentation

Markus Pawellek

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Outline

Introduction

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What do we need random numbers for?

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- Physical Simulations, based on Monte-Carlo Methods

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Pseudorandom Number Generators

True Randomness

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Disadvantages:

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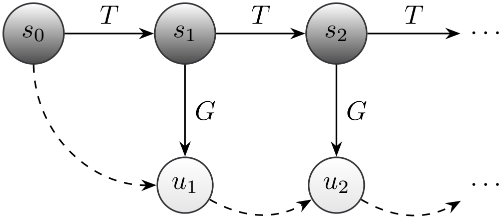
Disadvantages:

- Unreproducibility
- Speed Limitations

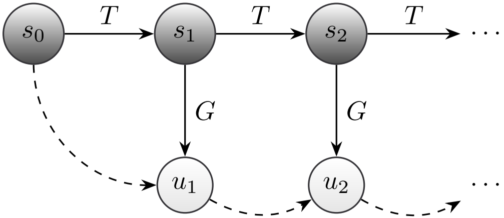
Pseudorandom Number Generator Definition



$$\mathcal{G} := (S, T, U, G), \qquad T \colon S \to S, \qquad G \colon S \to U$$

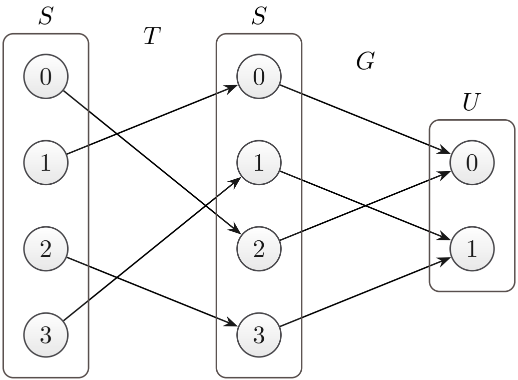
$$s_0 \in S, \qquad s_{n+1} := T(s_n), \qquad u_n := G(s_n)$$

Pseudorandom Number Generator Concept



$$s_0 \sim \mathcal{U}_S, \qquad u_1 \leftarrow \mathcal{G}(), \qquad u_2 \leftarrow \mathcal{G}(), \qquad u_3 \leftarrow \mathcal{G}(), \qquad \ldots$$

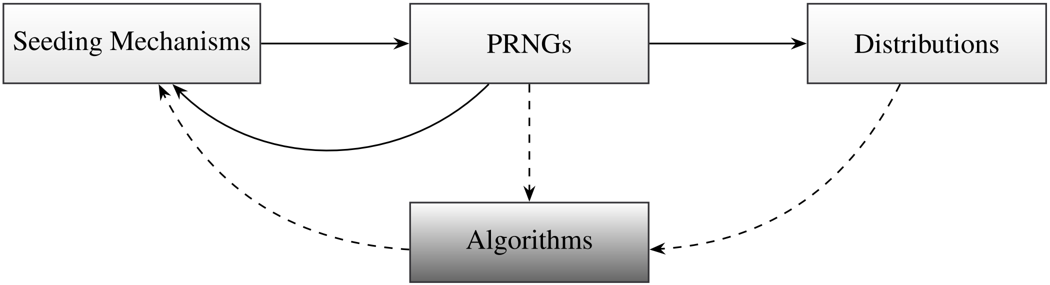
Pseudorandom Number Generator Example



$$s_0 := 0, \qquad (s_n) = \overline{2310}, \qquad (u_n) = \overline{0110}$$

Design of the Library

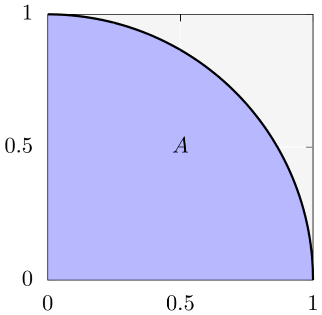
Design Components



Usage in C++

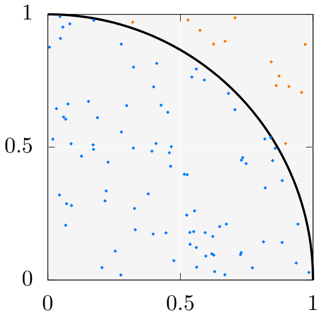
```cpp
#include <pxart/pxart.hpp>
//
std::random_device rd{};
//
pxart::mt19937 rng1{};
pxart::mt19937 rng1{rd};
pxart::mt19937 rng1{pxart::mt19937::default_seeder{rd()}};
//
pxart::xrsr128p rng2{rng1};
//
const auto x = pxart::uniform<float>(rng1);
//
const auto y = pxart::uniform(rng2, -1.0f, 1.0f);
```

Computation of π



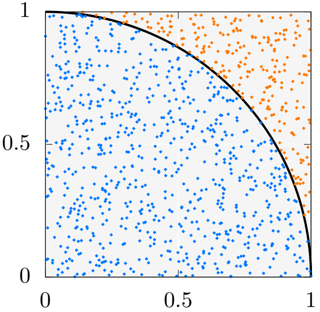
$$A = \frac{\pi}{4}, \qquad \hat{\pi} = \frac{4N_A}{N}$$

Computation of π



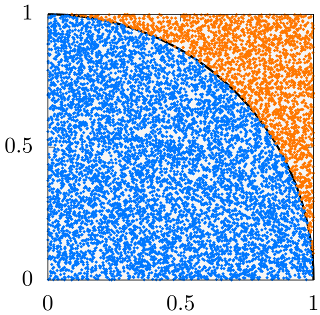
$$A = \frac{\pi}{4}, \qquad \hat{\pi} = \frac{4N_A}{N} = \frac{4 \cdot 87}{100} = 3.48$$

Computation of π



$$A = \frac{\pi}{4}, \qquad \hat{\pi} = \frac{4N_A}{N} = \frac{4 \cdot 765}{1000} = 3.06$$

Computation of π



$$A = \frac{\pi}{4}, \qquad \hat{\pi} = \frac{4N_A}{N} = \frac{4 \cdot 7856}{10000} = 3.1424$$

Example Usage

```cpp
// ...
#include <pxart/pxart.hpp>
// ...
pxart::mt19937 rng{};
const int samples = 100000000;
int pi = 0;
for (auto i = samples; i > 0; --i) {
  const auto x = pxart::uniform<float>(rng);
  const auto y = pxart::uniform<float>(rng);
  pi += (x * x + y * y <= 1);
}
pi = 4.0f * pi / samples;

// ...
```

Vectorization and SIMD Architectures

SIMD Architecture

x_7	x_6	x_5	x_4	x_3	x_2	x_1	x_0

$$+$$

y_7	y_6	y_5	y_4	y_3	y_2	y_1	y_0

$$=$$

$x_7 + y_7$	$x_6 + y_6$	$x_5 + y_5$	$x_4 + y_4$	$x_3 + y_3$	$x_2 + y_2$	$x_1 + y_1$	$x_0 + y_0$

- exploits data-level parallelism
- Intel CPUs use fixed-length vector registers
- vector operations are performed independently on all contained values at once

SIMD Features in C++

- SSE (128-bit registers) and AVX (256-bit registers) instruction set features
- Assembler vs. Automatic Vectorization vs. Manual Vectorization by Intrinsics

```
// 128-bit registers
__m128 a;
__m128d b;
__m128i c;

c = _mm_add_ps(a, b);

// 256-bit registers
__m256 a;
__m256i b;
__m256d c;

c = _mm256_add_ps(a, b);
```

SIMD Architecture

Why should we vectorize PRNGs manually?

- exploit full functionality of today's processors
- no automatic vectorization possible
- other vectorized code needs vectorized random numbers
- faster generation of numbers
- PRNGs are low-level, SIMD is low-level

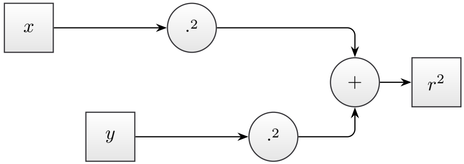
SIMD Architecture

What are conditions for good vectorization?

- no data dependency
- same processing pipeline
- branchless execution

SIMD Example

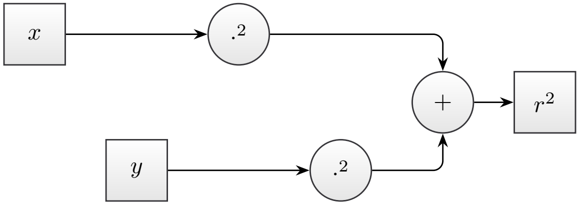
$$x, y \in \mathbb{R}, \qquad r^2 = x^2 + y^2$$



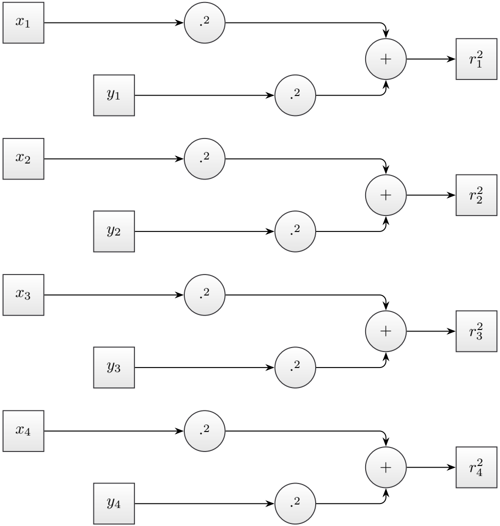

```cpp
double x = pxart::uniform<double>(rng);
double y = pxart::uniform<double>(rng);

double x2 = x * x;
double y2 = y * y;
double r2 = x2 + y2;
```

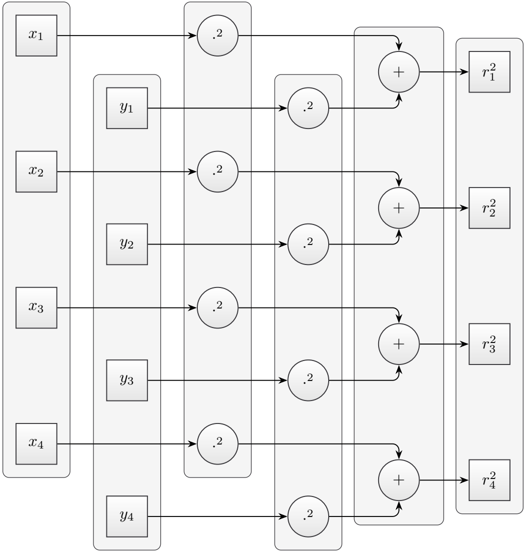
SIMD Example



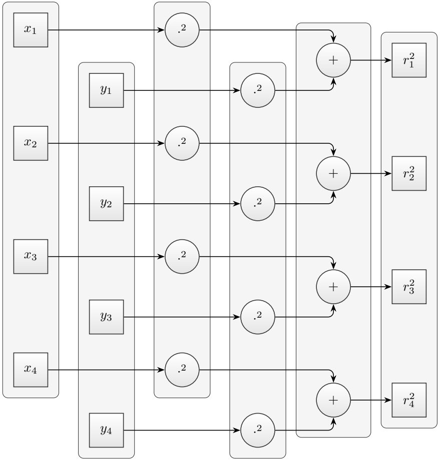
SIMD Example



SIMD Example



SIMD Example

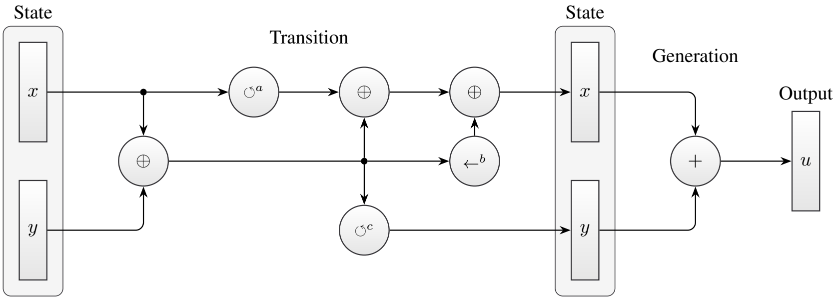



```
__m256d x = pxart::uniform<double>(vrng);
__m256d y = pxart::uniform<double>(vrng);

__m256d x2 = _mm256_mul_pd(x, x);
__m256d y2 = _mm256_mul_pd(y, y);
__m256d r2 = _mm256_add_pd(x2, y2);
```

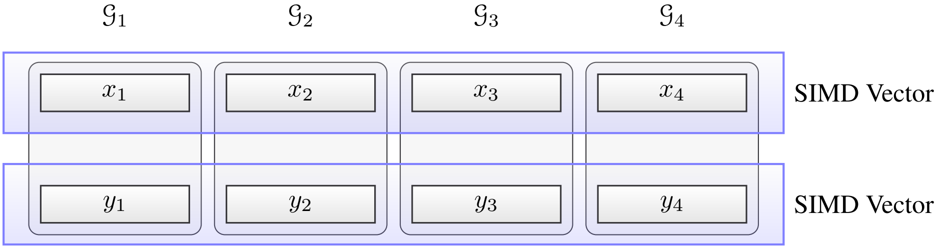
Implementation

Xoroshiro128+ Scheme



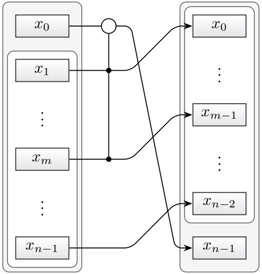
- scrambled linear PRNG
- 128-bit state, 64-bit output
- period: $2^{128} - 1$
- jump operations

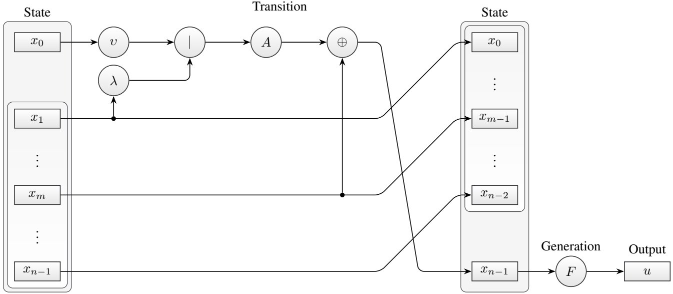
Xoroshiro128+ SIMD Scheme



- several parallelization techniques
- multiple instances of the same generator
- seeding variations

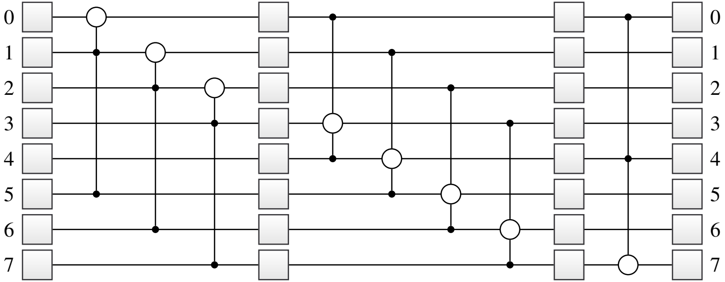
MT19937





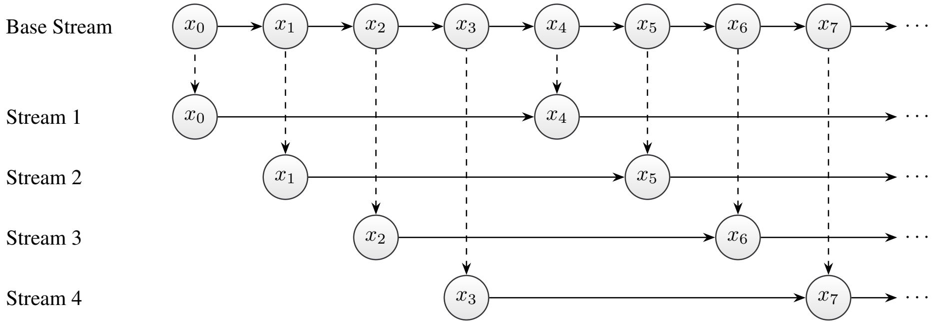
- de-facto standard
- linear PRNG
- 19937-bit / 19968-bit state, 32-bit output
- period: $2^{19937} - 1$
- 623-dimensional equidistributed

MT19937 Scalar Loop Scheme



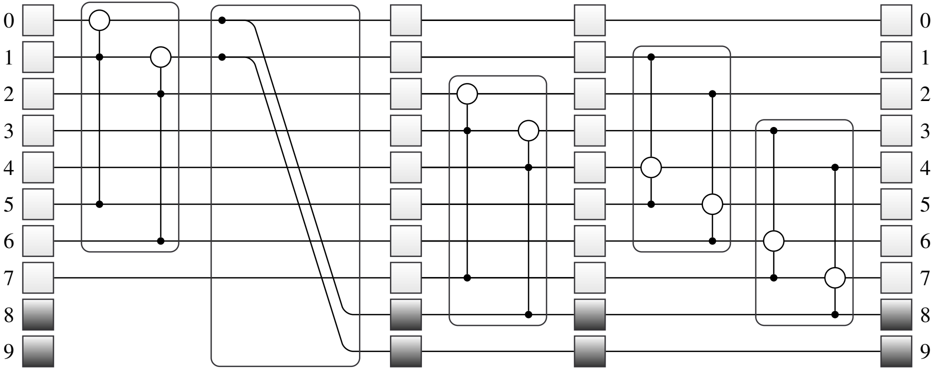
- implementation could be tested for the same output as the standard

MT19937 SIMD Leap Frogging

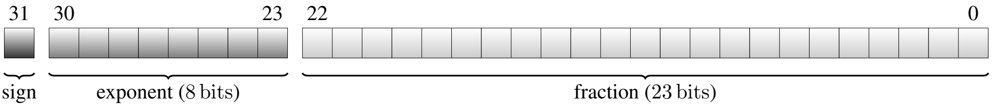


- vectorized generator will give same output as scalar one, only faster

MT19937 SIMD Loop Scheme



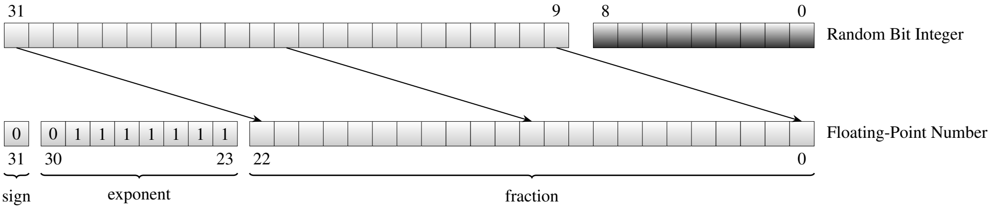
Real Uniform Distribution: Floating-Point Encoding



$$x = (-1)^s \cdot m \cdot 2^{e-o}$$

- IEEE 754
- we use only normalized numbers

Real Uniform Distribution



- get random integer
- shift bits with highest entropy into fraction part
- set sign and exponent to generate random floating-point value in $[1, 2)$
- subtract one
- due independent operations easily vectorizable

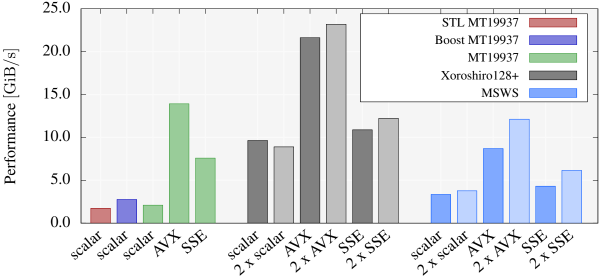
Integer Uniform Distribution

$$x \in \mathbb{N}_0, x < 2^{32}, \qquad y = \left\lfloor \frac{(b-a) \cdot x}{2^{32}} \right\rfloor + a$$

- only approximation possible with vectorization
- first use bound by next more accurate multiplication
- then add offset

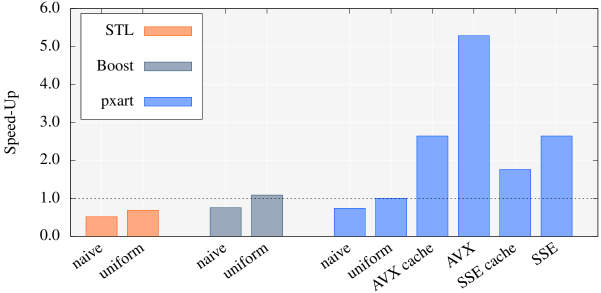
Evaluation and Results

Tests and Performance

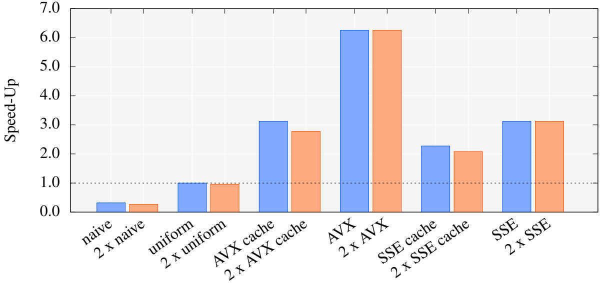


- Tests: TestU01, dieharder, Unit Tests, API Tests
- Performance: Benchmarks

MT19937 Speed-Up



Xoroshiro128+ Speed-Up



Conclusions and Future Work

Comparison

	pXart	RNGAVXLIB	Intel MKL
Portable	✔	✘	✘
User-Friendly API	✔	✘	✘
Header-Only	✔	✘	✘
Open Source	✔	✔	✘
Documentation	✔	✘	$\sim$
Distributions	✘	✔	✔
CMake and build2 Support	✔	✘	✘
Dependency-Free	✔	✔	$\sim$
Easy-to-get	✔	$\sim$	$\sim$
AVX512	✘	$\sim$	✔

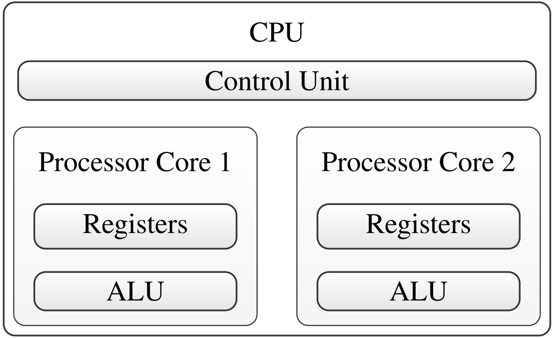
Conclusions and Future Work

- possible applications in simulations
- mt19937 vs. xoroshiro128+

Thank you for Your Attention!

References

Processor


CPU
Control Unit
Processor Core 1
Registers
ALU
Processor Core 2
Registers
ALU

Memory Hierarchy