Using the doRNG package

doRNG package – Version 1.5.4

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Introduction

Research reproducibility is an issue of concern, e.g. in bioinformatics [4, 9, 5]. Some analyses require multiple independent runs to be performed, or are amenable to a split-and-reduce scheme. For example, some optimisation algorithms are run multiple times from different random starting points, and the result that achieves the least approximation error is selected. The *foreach* package¹ [2] provides a very convenient way to perform parallel computations, with different parallel environments such as MPI or Redis, using a transparent loop-like syntax:

¹http://cran.r-project.org/package=foreach

```
options(width = 90)
library(knitr)
opts_chunk$set(size = "footnotesize")
```

```
# load and register parallel backend for multicore computations
library(doParallel)

## Loading required package: foreach
## Loading required package: iterators
## Loading required package: parallel

cl <- makeCluster(2)
registerDoParallel(cl)
# perform 5 tasks in parallel
x <- foreach(i = 1:5) %dopar% {
    i + runif(1)
}
unlist(x)

## [1] 1.574 2.578 3.071 4.045 5.955</pre>
```

For each parallel environment a *backend* is implemented as a specialised **%dopar%** operator, which performs the setup and pre/post-processing specifically required by the environment (e.g. export of variable to each worker). The **foreach** function and the **%dopar%** operator handle the generic parameter dispatch when the task are split between worker processes, as well as the reduce step – when the results are returned to the master worker.

When stochastic computations are involved, special random number generators must be used to ensure that the separate computations are indeed statistically independent – unless otherwise wanted – and that the loop is reproducible. In particular, standard "dopar" loops are not reproducible:

```
# with standard %dopar%: foreach loops are not reproducible
set.seed(123)
res <- foreach(i=1:5) %dopar% { runif(3) }
set.seed(123)
res2 <- foreach(i=1:5) %dopar% { runif(3) }
identical(res, res2)
## [1] FALSE</pre>
```

A random number generator commonly used to achieve reproducibility is the combined multiple-recursive generator from L'Ecuyer [6]. This generator can generate independent random streams, from a 6-length numeric seed. The idea is then to generate a sequence of random stream of the same length as the number of iteration (i.e. tasks) and use a different stream when computing each one of them.

The *doRNG* package² [3] provides convenient ways to implement reproducible parallel foreach loops, independently of the parallel backend used to perform the computation.

²http://cran.r-project.org/package=doRNG

We illustrate its use, showing how non-reproducible loops can be made reproducible, even when tasks are not scheduled in the same way in two separate set of runs, e.g. when the workers do not get to compute the same number of tasks or the number of workers is different. The package has been tested with the $doParallel^3$ and $doMPI^4$ packages [10, 1], but should work with other backends such as provided by the doRedis package⁵ [7].

1 The %dorng% operator

The doRNG package defines a new generic operator, %dorng%, to be used with foreach loops, instead of the standard %dopar%. Loops that use this operator are de facto reproducible.

```
# load the doRNG package
library(doRNG)
## Loading required package:
                               rngtools
## Loading required package:
                               methods
## Loading required package:
                               pkgmaker
## Loading required package:
                              registry
# using %dorng%: loops _are_ reproducible
set.seed(123)
res <- foreach(i=1:5) %dorng% { runif(3) }</pre>
set.seed(123)
res2 <- foreach(i=1:5) %dorng% { runif(3) }</pre>
identical(res, res2)
## [1] TRUE
```

1.1 How it works

For a loop with N iterations, the "dorng" operator internally performs the following tasks:

- 1. generate a sequence of random seeds $(S_i)_{1 \leq i \leq N}$ for the R random number generator "L'Ecuyer-CMRG" [6], using the function nextRNGStream from the *parallel* package⁶ [8], which ensure the different RNG streams are statistically independent;
- 2. modify the loop's R expression so that the random number generator is set to "L'Ecuyer-CMRG" at the beginning of each iteration, and is seeded with consecutive seeds in (S_n) : iteration i is seeded with S_i , $1 \le i \le N$;

```
3http://cran.r-project.org/package=doParallel
4http://cran.r-project.org/package=doMPI
5http://cran.r-project.org/package=doRedis
6http://cran.r-project.org/package=parallel
```

- 3. call the standard %dopar% operator, which in turn calls the relevant (i.e. registered) foreach parallel backend;
- 4. store the whole sequence of random seeds as an attribute in the result object:

```
attr(res, "rng")
## [[1]]
## [1]
               407
                     642048078
                                  81368183 -2093158836
                                                         506506973 1421492218 -1906381517
##
## [[2]]
## [1]
               407
                   1340772676 -1389246211
                                            -999053355
                                                        -953732024 1888105061 2010658538
## [[3]]
               407 -1318496690
                                                        -990823268 -1895972179 1275914972
## [1]
                               -948316584
                                             683309249
##
## [[4]]
## [1]
               407
                     524763474 1715794407
                                            1887051490 -1833874283
                                                                     494155061 -1221391662
##
## [[5]]
## [1]
               407 -1816009034 -580124020 1603250023
                                                         817712173
                                                                     190009158 -706984535
```

1.2 Seeding computations

Sequences of random streams for "L'Ecuyer-CMRG" are generated using a 6-length integer seed, e.g.,:

However, the **%dorng**% operator provides alternative – convenient – ways of seeding reproducible loops.

- set.seed: as shown above, calling set.seed before the loop ensure reproducibility of the results, using a single integer as a seed. The actual 6-length seed is then generated with an internal call to RNGkind("L'Ecuyer-CMRG").
- .options.RNG with single integer: the %dorng% operator support options that can be passed in the foreach statement, containing arguments for the internal call to set.seed:

```
# use a single numeric as a seed
s <- foreach(i = 1:5, .options.RNG = 123) %dorng% {
    runif(3)
}
s2 <- foreach(i = 1:5, .options.RNG = 123) %dorng% {</pre>
```

```
runif(3)
}
identical(s, s2)
## [1] TRUE
```

Note: calling set.seed before the loop is equivalent to passing the seed in .options.RNG. See Section 1.3 for more details.

The kind of Normal generator may also be passed in .options.RNG:

```
## Pass the Normal RNG kind to use within the loop results are identical if not using the
## Normal kind in the loop
optsN <- list(123, normal.kind = "Ahrens")</pre>
resN.U <- foreach(i = 1:5, .options.RNG = optsN) %dorng% {
    runif(3)
identical(resN.U[1:5], res[1:5])
## [1] TRUE
# Results are different if the Normal kind is used and is not the same
resN <- foreach(i = 1:5, .options.RNG = 123) %dorng% {
    rnorm(3)
resN1 <- foreach(i = 1:5, .options.RNG = optsN) %dorng% {
   rnorm(3)
resN2 <- foreach(i = 1:5, .options.RNG = optsN) %dorng% {
    rnorm(3)
identical(resN[1:5], resN1[1:5])
## [1] FALSE
identical(resN1[1:5], resN2[1:5])
## [1] TRUE
```

.options.RNG with 6-length: the actual 6-length integer seed used for the first RNG stream may be passed via options.RNG:

```
# use a 6-length numeric
s <- foreach(i = 1:5, .options.RNG = 1:6) %dorng% {
    runif(3)
}
attr(s, "rng")[1:3]</pre>
```

.options.RNG with 7-length: a 7-length integer seed may also be passed via options.RNG, which is useful to seed a loop with the value of .Random.seed as used in some iteration of another loop⁷:

```
# use a 7-length numeric, used as first value for .Random.seed
seed <- attr(res, "rng")[[2]]
s <- foreach(i = 1:5, .options.RNG = seed) %dorng% {
    runif(3)
}
identical(s[1:4], res[2:5])</pre>
## [1] TRUE
```

.options.RNG with complete sequence of seeds: the complete description of the sequence of seeds to be used may be passed via options.RNG, as a list or a matrix with the seeds in columns. This is useful to seed a loop exactly as desired, e.g. using an RNG other than "L'Ecuyer-CMRG", or using different RNG kinds in each iteration, which probably have different seed length, in order to compare their stochastic properties. It also allows to reproduce %dorng% loops without knowing their seeding details:

```
# reproduce previous %dorng% loop
s <- foreach(i = 1:5, .options.RNG = res) %dorng% {
    runif(3)
}
identical(s, res)

## [1] TRUE

## use completely custom sequence of seeds (e.g. using RNG 'Marsaglia-Multicarry') as a
## matrix
seedM <- rbind(rep(401, 5), mapply(rep, 1:5, 2))
seedM</pre>
```

⁷Note that the RNG kind is then always required to be the "L'Ecuyer-CMRG", i.e. the first element of the seed must have unit 7 (e.g. 407 or 107).

```
## [,1] [,2] [,3] [,4] [,5]
## [1,] 401 401 401 401 401
        1
## [2,]
             2
                  3
                       4
## [3,]
        1
               2
                  3
                        4
sM <- foreach(i = 1:5, .options.RNG = seedM) %dorng% {
   runif(3)
# same seeds passed as a list
seedL <- lapply(seq(ncol(seedM)), function(i) seedM[, i])</pre>
sL <- foreach(i = 1:5, .options.RNG = seedL) %dorng% {
   runif(3)
identical(sL, sM)
## [1] TRUE
```

1.3 Difference between set.seed and .options.RNG

While it is equivalent to seed %dorng% loops with set.seed and .options.RNG, it is important to note that the result depends on the current RNG kind 8:

```
# default RNG kind
RNGkind("default")
def <- foreach(i = 1:5, .options.RNG = 123) %dorng% {
    runif(3)
}
# Marsaglia-Multicarry
RNGkind("Marsaglia")
mars <- foreach(i = 1:5, .options.RNG = 123) %dorng% {
    runif(3)
}
identical(def, mars)

## [1] FALSE
# revert to default RNG kind
RNGkind("default")</pre>
```

This is a "normal" behaviour, which is a side-effect of the expected equivalence between set.seed and .options.RNG. This should not be a problem for reproducibility though, as R RNGs are stable across versions, and loops are most of the time used with the default RNG settings. In order to ensure seeding is independent from the current RNG, one has to pass a 7-length numeric seed to .options.RNG, which is then used directly as a value for .Random.seed (see below).

⁸See Section 7 about a bug in versions ; 1.4 on this feature.

2 Parallel environment independence

An important feature of %dorng% loops is that their result is independent of the underlying parallel physical settings. Two separate runs seeded with the same value will always produce the same results. Whether they use the same number of worker processes, parallel backend or task scheduling does not influence the final result. This also applies to computations performed sequentially with the doSEQ backend. The following code illustrates this feature using 2 or 3 workers.

```
# define a stochastic task to perform
task <- function() c(pid=Sys.getpid(), val=runif(1))</pre>
# using the previously registered cluster with 2 workers
set.seed(123)
res_2workers <- foreach(i=1:5, .combine=rbind) %dorng% {</pre>
        task()
# stop cluster
stopCluster(cl)
# Sequential computation
registerDoSEQ()
set.seed(123)
res_seq <- foreach(i=1:5, .combine=rbind) %dorng% {</pre>
        task()
#
# Using 3 workers
cl <- makeCluster(3)</pre>
registerDoParallel(cl)
set.seed(123)
res_3workers <- foreach(i=1:5, .combine=rbind) %dorng% {
        task()
# task schedule is different
pid <- rbind(res1=res_seq[,1], res_2workers[,1], res2=res_3workers[,1])</pre>
storage.mode(pid) <- 'integer'</pre>
##
       result.1 result.2 result.3 result.4 result.5
## res1
        31204 31204 31204 31204 31204
           31214
                    31222
                             31214
                                      31222
                                                31214
                           31251 31243
                                                31235
## res2
        31235
                  31243
# results are identical
identical(res_seq[,2], res_2workers[,2]) && identical(res_2workers[,2], res_3workers[,2])
## [1] TRUE
```

3 Reproducible %dopar% loops

The doRNG package also provides a non-invasive way to convert %dopar% loops into reproducible loops, i.e. without changing their actual definition. It is useful to quickly ensure the reproducibility of existing code or functions whose definition is not accessible (e.g. from other packages). This is achieved by registering the doRNG backend:

```
set.seed(123)
res <- foreach(i = 1:5) %dorng% {
   runif(3)
registerDoRNG(123)
res_dopar <- foreach(i = 1:5) %dopar% {</pre>
   runif(3)
identical(res_dopar, res)
## [1] TRUE
attr(res_dopar, "rng")
## [[1]]
## [1]
                                  81368183 -2093158836
               407
                     642048078
                                                         506506973 1421492218 -1906381517
## [[2]]
## [1]
              407 1340772676 -1389246211 -999053355
                                                        -953732024 1888105061 2010658538
##
## [[3]]
## [1]
              407 -1318496690 -948316584
                                            683309249
                                                        -990823268 -1895972179 1275914972
##
## [[4]]
## [1]
               407
                     524763474 1715794407 1887051490 -1833874283
                                                                    494155061 -1221391662
##
## [[5]]
## [1]
               407 -1816009034 -580124020 1603250023 817712173 190009158 -706984535
```

4 Reproducibile sets of loops

Sequences of multiple loops are reproducible, whether using the "dorng" operator or the registered doRNG backend:

```
set.seed(456)
s1 <- foreach(i=1:5) %dorng% { runif(3) }
s2 <- foreach(i=1:5) %dorng% { runif(3) }
# the two loops do not use the same streams: different results
identical(s1, s2)
## [1] FALSE</pre>
```

```
# but the sequence of loops is reproducible as a whole
set.seed(456)
r1 <- foreach(i=1:5) %dorng% { runif(3) }
r2 <- foreach(i=1:5) %dorng% { runif(3) }
identical(r1, s1) && identical(r2, s2)

## [1] TRUE

# one can equivalently register the doRNG backend and use %dopar%
registerDoRNG(456)
r1 <- foreach(i=1:5) %dopar% { runif(3) }
r2 <- foreach(i=1:5) %dopar% { runif(3) }
identical(r1, s1) && identical(r2, s2)</pre>
## [1] TRUE
```

5 Nested and conditional loops

Nested and conditional foreach loops are currently not supported and generate an error:

In this section, we propose a general work around for this kind of loops, that will eventually be incorporated in the **%dorng%** operator – when I find out how to mimic its behaviour from the operator itself.

5.1 Nested loops

The idea is to create a sequence of RNG seeds before the outer loop, and use each of them successively to set the RNG in the inner loop – which is exactly what %dorng% does for simple loops:

```
# doRNG must not be registered
registerDoParallel(cl)
# generate sequence of seeds of length the number of computations
n <- 10
p <- 5
rng <- RNGseq(n * p, 1234)
# run standard nested foreach loop
res \leftarrow foreach(i = 1:n) \%:\% foreach(j = 1:p, r = rng[(i - 1) * p + 1:p]) \%dopar\% 
    # set RNG seed
    rngtools::setRNG(r)
    # do your own computation ...
    c(i, j, rnorm(1))
# Compare against the equivalent sequential computations
k <- 1
res2 <- foreach(i = 1:n) %:% foreach(j = 1:p) %do% {
    # set seed
    rngtools::setRNG(rng[[k]])
    k < - k + 1
    # do your own computation ...
    c(i, j, rnorm(1))
}
stopifnot(identical(res, res2))
```

The following is a more complex example with unequal – but **known** *a priori* – numbers of iterations performed in the inner loops:

```
# generate sequence of seeds of length the number of computations
n <- 10
rng <- RNGseq(n * (n + 1)/2, 1234)
# run standard nested foreach loop
res <- foreach(i = 1:n) %:% foreach(j = 1:i, r = rng[(i - 1) * i/2 + 1:i]) %dopar% {
    # set RNG seed
   rngtools::setRNG(r)
    # do your own computation ...
    c(i, j, rnorm(1))
# Compare against the equivalent sequential computations
k <- 1
res2 <- foreach(i = 1:n) %:% foreach(j = 1:i) %do% {
   # set seed
   rngtools::setRNG(rng[[k]])
   k <- k + 1
    # do your own computation ...
    c(i, j, rnorm(1))
stopifnot(identical(res, res2))
```

5.2 Conditional loops

The work around used for nested loops applies to conditional loops that use the when() clause. It ensures that the RNG seed use for a given inner iteration does not depend on the filter, but only on its index in the unconditional-unfolded loop:

```
# un-conditional single loop
resAll <- foreach(i = 1:n, .options.RNG = 1234) %dorng% {
    # do your own computation ...
    c(i, rnorm(1))
# generate sequence of RNG
rng <- RNGseq(n, 1234)
# conditional loop: even iterations
resEven <- foreach(i = 1:n, r = rng) %:% when(i%%2 == 0) %dopar% {
    # set RNG seed
   rngtools::setRNG(r)
    # do your own computation ...
    c(i, rnorm(1))
# conditional loop: odd iterations
resOdd <- foreach(i = 1:n, r = rng) %:% when(i%%2 == 1) %dopar% {
    # set RNG seed
   rngtools::setRNG(r)
    # do your own computation ...
    c(i, rnorm(1))
# conditional loop: only first 2 and last 2
resFL <- foreach(i = 1:n, r = rng) %:% when(i %in% c(1, 2, n - 1, n)) %dopar% {
    # set RNG seed
    rngtools::setRNG(r)
    # do your own computation ...
    c(i, rnorm(1))
# compare results
stopifnot(identical(resAll[seq(2, n, by = 2)], resEven))
stopifnot(identical(resAll[seq(1, n, by = 2)], resOdd))
stopifnot(identical(resAll[c(1, 2, n - 1, n)], resFL))
```

5.3 Nested conditional loops

Conditional nested loops may use the same work around, as shown in this intricate example:

```
# generate sequence of seeds of length the number of computations n <-10 rng <- RNGseq(n * (n + 1)/2, 1234) # run standard nested foreach loop res <- foreach(i = 1:n) %:% when(i\%2 == 0) %:% foreach(j = 1:i, r = rng[(i - 1) * i/2 + 1:i]) %dopa {
```

6 Performance overhead

The extra setup performed by the <code>%dorng%</code> operator leads to a slight performance overhead, which might be significant for very quick computations, but should not be a problem for realistic computations. The benchmarks below show that a <code>%dorng%</code> loop may take up to two seconds more than the equivalent <code>%dopar%</code> loop, which is not significant in practice, where parallelised computations typically take several minutes.

```
# load rbenchmark
library(rbenchmark)
# comparison is done on sequential computations
registerDoSEQ()
rPar <- function(n, s = 0) {
    foreach(i = 1:n) %dopar% {
        Sys.sleep(s)
rRNG \leftarrow function(n, s = 0) {
    foreach(i = 1:n) %dorng% {
        Sys.sleep(s)
# run benchmark
cmp <- benchmark(rPar(10), rRNG(10), rPar(25), rRNG(25), rPar(50), rRNG(50), rPar(50, 0.01),</pre>
    rRNG(50, 0.01), rPar(10, 0.05), rRNG(10, 0.05), replications = 5)
# order by increasing elapsed time
cmp[order(cmp$elapsed), ]
##
                test replications elapsed relative user.self sys.self user.child sys.child
## 1
            rPar(10)
                                 5
                                     0.029
                                               1.000
                                                         0.028
                                                                   0.000
                                                                                   0
## 3
            rPar(25)
                                     0.055
                                               1.897
                                                         0.056
                                                                   0.000
```

-	## 2	rRNG(10)	5	0.055	1.897	0.052	0.004	0	0
-	## 4	rRNG(25)	5	0.092	3.172	0.092	0.000	0	0
-	## 5	rPar(50)	5	0.094	3.241	0.092	0.000	0	0
-	## 6	rRNG(50)	5	0.159	5.483	0.160	0.000	0	0
-	## 9	rPar(10, 0.05)	5	2.619	90.310	0.116	0.000	0	0
-	## 10	rRNG(10, 0.05)	5	2.637	90.931	0.132	0.000	0	0
-	## 7	rPar(50, 0.01)	5	2.950	101.724	0.420	0.004	0	0
	## 8	rRNG(50.0.01)	5	3.081	106 241	0 524	0.032	0	0

7 Known issues

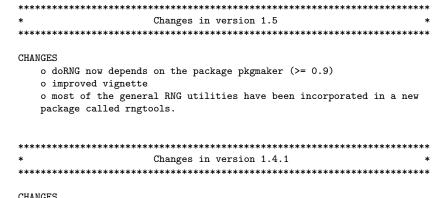
- Nested and/or conditional foreach loops using the operator %:% are not currently not supported (see Section 5 for a work around).
- An error is thrown in doRNG 1.2.6, when the package iterators was not loaded, when used with foreach i=1.4.
- There was a bug in versions prior to 1.4, which caused set.seed and .options.RNG not to be equivalent when the current RNG was "L'Ecuyer-CMRG". This behaviour can still be reproduced by setting:

```
doRNGversion("1.3")
```

To revert to the latest default behaviour:

doRNGversion(NULL)

8 News and changes



o when the current RNG was L'Ecuyer-CMRG, unseeded loops now use the current RNG stream as for the first stream in the RNG sequence and changes the current RNG to the next RNG stream of the last stream in the sequence.

BUG FIX

- o fix error "'iter' not found" due to changes in foreach package dependencies -- that was announced by Rich Calaway.
- o loops seeded with set.seed and .options.RNG were not reproducible when current RNG was L'Ecuyer-CMRG (reported by Zhang Peng)
- o separate unseeded loops were sharing most of their streams, when current RNG was L'Ecuyer-CMRG the RNG seed.
- o nested/conditional loops were crashing with a bad error. They are still not supported but the error message is nicer and a work around has been added to the vignette (reported by Chanhee Yi and Zhang Peng).

BUG FIX

o fixed error when running a %dorng% loop on a fresh session, with no parallel backend registered.

CHANGES

- o improved vignette
- o added more unit tests
- o changed the name of the RNG attribute on result of $\mbox{\sc Morng\%}$ looops from 'RNG' to 'rng'. It now contains the whole sequence of RNG seeds, instead of only the first one.
- o RNGseq now accepts a list or a matrix describing the whole sequence of seeds. See vignette for more details.
- o %dorng% loops can be seeded with a complete sequence of seeds passed as a list, a matrix, or an object with attribute 'rng', e.g. the results of %dorng% loops. See vignette for more details.

BUG FIX

o separate %dorng% loops were using the same seed.

NEW FEATURES

- o add unit tests
- o first seed is set as an attribute of the loop's result

CHANGES

- o function doRNGseed now returns the seed to use for the first iteration. $% \left(1\right) =\left(1\right) \left(1\right)$
- o RNGseq now change the current RNG state if called with no seed specific.

DEFUNCT

o removed function ${\tt CMRGseed}$

BUG FIX

o An error was thrown if using %dorng% loops before using any random generator. Thanks to Eric Lehmann for reporting this.

CHANGES

- o add vignette
- o use package doParallel in examples

instead of the implementation provided by the rstream package.

Cleanup

```
stopCluster(cl)
```

Session information

```
R Under development (unstable) (2013-09-09 r63889)
Platform: x86_64-unknown-linux-gnu (64-bit)
locale:
 [1] LC_CTYPE=en_US.UTF-8 LC_NUMERIC=C
                                                     LC_TIME=en_US.UTF-8
 [4] LC_COLLATE=en_US.UTF-8 LC_MONETARY=en_US.UTF-8 LC_MESSAGES=en_US.UTF-8
 [7] LC_PAPER=en_US.UTF-8
                           LC NAME=C
                                                     LC ADDRESS=C
[10] LC_TELEPHONE=C
                            LC_MEASUREMENT=en_US.UTF-8 LC_IDENTIFICATION=C
attached base packages:
[1] methods parallel stats graphics grDevices utils datasets base
other attached packages:
[1] doRNG_1.5.4 rngtools_1.2.2 pkgmaker_0.16.4 registry_0.2 doParallel_1.0.3
[6] iterators_1.0.6 foreach_1.4.1
                                   knitr_1.4.1
loaded via a namespace (and not attached):
[1] codetools_0.2-8 compiler_3.1.0 digest_0.6.3 evaluate_0.4.7 formatR_0.9
[6] highr_0.2.1 stringr_0.6.2 tools_3.1.0 xtable_1.7-1
```

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