Package ‘dqrng’

May 1, 2021

Type   Package
Title  Fast Pseudo Random Number Generators
Version 0.3.0

Description Several fast random number generators are provided as C++
header only libraries: The PCG family by O’Neill (2014
<https://www.cs.hmc.edu/tr/hmc-cs-2014-0905.pdf>) as well as
Xoroshiro128+ and Xoshiro256+ by Blackman and Vigna (2018
<arXiv:1805.01407>). In addition fast functions for generating random
numbers according to a uniform, normal and exponential distribution
are included. The latter two use the Ziggurat algorithm originally
proposed by Marsaglia and Tsang (2000, <doi:10.18637/jss.v005.i08>).
These functions are exported to R and as a C++ interface and are
enabled for use with the default 64 bit generator from the PCG family,
Xoroshiro128+ and Xoshiro256+ as well as the 64 bit version of the 20 rounds
Threearity engine (Salmon et al., 2011 <doi:10.1145/2063384.2063405>) as
provided by the package ‘sitmo’.

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Depends R (>= 3.1.0)
Imports Rcpp (>= 0.12.16)
LinkingTo Rcpp, BH (>= 1.64.0-1), sitmo (>= 2.0.0)
RoxygenNote 7.1.1
Suggests testthat, knitr, rmarkdown
VignetteBuilder knitr


BugReports https://github.com/daqana/dqrng/issues

Encoding UTF-8

NeedsCompilation yes

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Repository CRAN
Date/Publication 2021-05-01 10:30:02 UTC

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dqrng-package  dqrng: Fast Pseudo Random Number Generators

Description

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Author(s)

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**See Also**

Useful links:

- [https://daqana.github.io/dqrng/](https://daqana.github.io/dqrng/)
- [https://github.com/daqana/dqrng](https://github.com/daqana/dqrng)
- Report bugs at [https://github.com/daqana/dqrng/issues](https://github.com/daqana/dqrng/issues)

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**Description**

The *dqrng* package provides several fast random number generators together with fast functions for generating random numbers according to a uniform, normal and exponential distribution. These functions are modeled after the base functions *set.seed*, *RNGkind*, *runif*, *rnorm*, and *rexp*.

**Usage**

```r
dqRNGkind(kind, normal_kind = "ignored")
dqrunif(n, min = 0, max = 1)
dqrnorm(n, mean = 0, sd = 1)
dqrexp(n, rate = 1)
dqset.seed(seed, stream = NULL)
```

**Arguments**

- **kind**
  - string specifying the RNG (see details)
- **normal_kind**
  - ignored; included for compatibility with *RNGkind*
- **n**
  - number of observations
- **min**
  - lower limit of the uniform distribution
- **max**
  - upper limit of the uniform distribution
- **mean**
  - mean value of the normal distribution
- **sd**
  - standard deviation of the normal distribution
- **rate**
  - rate of the exponential distribution
- **seed**
  - integer scalar to seed the random number generator, or an integer vector of length 2 representing a 64-bit seed. Maybe NULL, see details.
- **stream**
  - integer used for selecting the RNG stream; either a scalar or a vector of length 2
Details

Supported RNG kinds:

**pcg64** The default 64 bit variant from the PCG family developed by Melissa O’Neill. See [https://www.pcg-random.org/](https://www.pcg-random.org/) for more details.

**Xoroshiro128+ and Xoshiro256+** RNGs developed by David Blackman and Sebastiano Vigna. They are used as default RNGs in Erlang and Lua. See [https://xoshiro.di.unimi.it/](https://xoshiro.di.unimi.it/) for more details.

**Threefry** The 64 bit version of the 20 rounds Threefry engine as provided by [sitmo-package](https://github.com/sitmo/sitmo).

Xoroshiro128+ is the default since it is the fastest generator provided by this package.

The functions `dqrnorm` and `dqrexp` use the Ziggurat algorithm as provided by [boost.random](http://www.boost.org/doc/html/random).

See `generateSeedVectors` for rapid generation of integer-vector seeds that provide 64 bits of entropy. These allow full exploration of the state space of the 64-bit RNGs provided in this package.

If the provided seed is `NULL`, a seed is generated from R’s RNG without state alteration.

**Value**

`dqrnorm`, `dqrnorm`, and `dqrexp` return a numeric vector of length `n`.

**See Also**

`set.seed`, `RNGkind`, `runif`, `rnorm`, and `rexp`

**Examples**

```r
library(dqrng)

# Set custom RNG.
dqRNGkind("Xoshiro256+")

# Use an integer scalar to set a seed.
dqset.seed(42)

# Use integer scalars to set a seed and the stream.
dqset.seed(42, 123)

# Use an integer vector to set a seed.
dqset.seed(c(31311L, 24123423L))

# Use an integer vector to set a seed and a scalar to select the stream.
dqset.seed(c(31311L, 24123423L), 123)

# Random sampling from distributions.
dqrnorm(5, mean = 5, sd = 3)
```

**dqsample**

*Unbiased Random Samples and Permutations*

**Description**

Unbiased Random Samples and Permutations

**Usage**

```r
dqsample(x, size, replace = FALSE, prob = NULL)
dqsample.int(n, size = n, replace = FALSE, prob = NULL)
```

**Arguments**

- `x` either a vector of one or more elements from which to choose, or a positive integer.
- `size` a non-negative integer giving the number of items to choose.
- `replace` should sampling be with replacement?
- `prob` a vector of probability weights for obtaining the elements of the vector being sampled.
- `n` a positive number, the number of items to choose from.

**See Also**

`link{sample}` and `sample.int`

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**generateSeedVectors**

*Generate seed as a integer vector*

**Description**

Generate seed as a integer vector

**Usage**

```r
generateSeedVectors(nseeds, nwords = 2L)
```

**Arguments**

- `nseeds` Integer scalar, number of seeds to generate.
- `nwords` Integer scalar, number of words to generate per seed.
Details

Each seed is encoded as an integer vector with the most significant bits at the start of the vector. Each integer vector is converted into an unsigned integer (in C++ or otherwise) by the following procedure:

1. Start with a sum of zero.
2. Add the first value of the vector.
3. Left-shift the sum by 32.
4. Add the next value of the vector, and repeat.

The aim is to facilitate R-level generation of seeds with sufficient randomness to cover the entire state space of pseudo-random number generators that require more than the ~32 bits available in an int. It also preserves the integer nature of the seed, thus avoiding problems with casting double-precision numbers to integers.

It is possible for the seed vector to contain NA_integer_ values. This should not be cause for alarm, as R uses ~INT_MAX to encode missing values in integer vectors.

Value

A list of length n, where each element is an integer vector that contains nwords words (i.e., 32*nwords bits) of randomness.

Author(s)

Aaron Lun

Examples

generateSeedVectors(10, 2)

generateSeedVectors(5, 4)
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