Tina's Random Number Generators Reference Manual

Generated by Doxygen 1.2.3

Tue Apr 30 12:03:08 2002

Contents

1 Tina's Random Number Generators' User Manual

Tina's Random Number Generators (TRNG) is a C^{++} parallel pseudo random number generators package.

1.1 Introduction

A lot of tasks in scientific computing can only be tackled by the power of parallel computers. Especially Monte Carlo simmulations are often well suited for parallel computers because of the inherent parallelism of these problems.

A straight forward way to generate pseudo random numbers in a parallel environment is to use the same serial pseudo random number generator on every processor but with (randomly chosen) different seeds or the same generator type but with different parameter sets. These methods are quiet arbitrary and it is not possible to enshure in every case that there are no correlations between the pseudo random number sequences.

To create a good pseudo random number generator for parallel applications we take an excellent sequential pseudo random number generator and distribute its numbers in a *well defined* way over the parallel jobs. There are two different approaches in distributing the numbers.

- **Sequence splitting** The sequential generator's series is split into different contiguous subsequences, which are distributed over the processors. The pseudo random number series r_i of a sequential generator is split into p non overlapping contiguous subsequences with k elements in each subsequence.

$$\begin{aligned} s_{0,i} &= r_i \\ s_{1,i} &= r_{i+k} \\ &\dots \\ s_{p-1,i} &= r_{i+(p-1)k} \end{aligned} \qquad i = 0, 1, \dots, k-1$$

  For a performand implementation it is necessary that r_{i+k} can be easy calculated from r_i even for large k.

- **Leapfrog method** With the leapfrog method the sequential generator's numbers r_i are alternated distributed over the different processors. For p processors we get the new sequences

$$\begin{aligned} t_{0,i} &= r_{pi} \\ t_{1,i} &= r_{pi+1} \\ &\dots \\ t_{p-1,i} &= r_{pi+(p-1)} \,. \end{aligned}$$

Figures 1 and 2 illustrate these different methods.

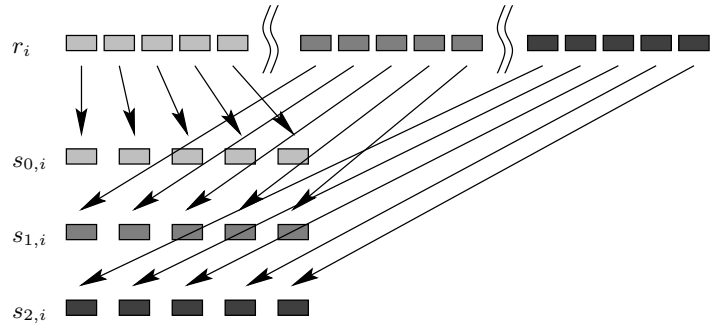


Figure 1: A sequential pseudo random number generator's parallelisation using sequence splitting.

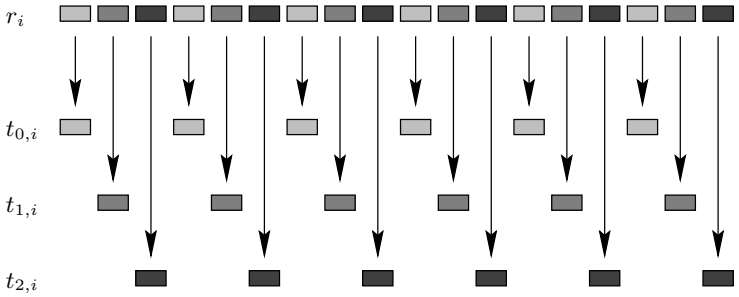


Figure 2: A sequential pseudo random number generator's parallelisation using leapfrog method.

A way to implement the leapfrog method could be to dedicate one processor to random number generation and spread these numbers via a network to the other processors. But this wold be a very inefficient way.

TRNG (Tina's Random Number Generators) is a library that gives you a powerfull tool for Monte Carlo simmulations on parallel computers. TRNG is a collection of random number generators specially designed for the needs of parallel Monte Carlo simmulations. With TRNG you can generate parallel streams of pseudo random numbers (with leapfrog or sequence splitting method) *without* any communication. Tina's Random Number Generators have a highly tuned implementation, have a long period and are empirically tested. Tina's Random Number Generators are easy to use and can be extendend by the user. It is a tool for your everyday work.

1.2 Software Distribution and Instalation

Tina's Random Number Generators are copyrighted by Heiko Bauke. You can contact TRNG's author via electronic mail to `heiko.bauke@student.uni-magdeburg.de` and get the software from `http://tina.nat.uni-magdeburg.de/TRNG`.

TRNG is free software; you can redistribute it and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation. This program is distributed *without any*

warranty; without even the implied warranty of *merchantability* or *fitness for a particular purpose*. See the GNU General Public License for more details.

Download the latest tar file from `http://tina.nat.uni-magdeburg.de/TRNG` and unpack and untar the file with `gzip -c -d trng-2.0.0.tar.gz | tar -xvf -`. Change into the directory `trng-2.0.0` and type `make`. After you have become root type `make install`. That's all!

If you don't have the GNU compiler but the SUN-Workshop compiler use the makefile `Makefile.SW` and type `make -f Makefile.SW` and `make -f Makefile.SW install`.

If you have installed TRNG successfully you can compile programs that use Tina's Random Number Generators, just include the header file `trng.h` and use the linker flag `-ltrng`.

TRNG comes with some example- and test-programs. You may compile these programs with `make examples` (or `make -f Makefile.SW examples`). The binaries are located in the directory `bin`. To compile the MPI-examples you need a MPI-Implementation with C++-support like LAM (`http://www.lam-mpi.org`). Start these programs without commandline arguments to get a short description. The reader should investigate the following programs.

- `plausibility` This program does some tests for leapfrog and sequence splitting.
- `diehard_file` With this program you can generate files for applying the diehard test [7].
- `pi` This MPI program shows how to use TRNG. It computes π by a Monte Carlo method.
- `pi_advanced` This is a version of the program pi where the result is independent of the number processors.
- `exception` This is an example for exception handling in TRNG.
- `template_demo` TRNG is implemeted by using templates. This example shows how hande these templates.
- `copy_demo` is a demo programm that shows the difference between random number assigment and the copy function.

The author hopes that TRNG is a useful tool that fulfils your needs for parallel Monte Carlo simmulations. Please send feedback and bug reports to `heiko.bauke@student.uni-magdeburg.de`.

1.3 An Example

In the following program we compute π by a Monte Carlo simmulation. The program uses MPI.

```
// ************************************************************
//
// Monte-Carlo-pi-Calulation
//
// ************************************************************


#include <cstdlib>
#include <cmath>
#include <iostream>
#include <trng.h>
#include <mpi++.h>

using namespace TRNG;
using namespace std;

int main(int argc, char *argv[]) {

  // number of points in quare
  const long all_samples=10000001;

  // pseudo random number generator object
  LCG64 r;
```

```
  // MPI initialisation
  MPI::Init(argc, argv);

  // get rank and number of processes
  int size=MPI::COMM_WORLD.Get_size();
  int rank=MPI::COMM_WORLD.Get_rank();

  // split sequence of pseudo random numbers by leapfrog method
  r.split(size, rank);

  // no points in the quare
  long in=0l;

  // compute number of points per processor
  long num_samples=all_samples/size;
  // all_samples is not a multiple of size
  if (all_samples%size>rank)
    ++num_samples;

  for (long i=0l; i<num_samples; ++i) {
    double x=r.uniform();
    double y=r.uniform();
    // is point in square
    if (x*x+y*y<=1.0)
      // yes? increment in
      ++in;
  }

  // collect results and print pi
  long in_all;
  MPI::COMM_WORLD.Reduce(&in, &in_all, 1, MPI::LONG, MPI::SUM, 0);
  if (rank==0) {
    double pi=4.0*static_cast<double>(in_all)/static_cast<double>(all_samples);
    cout << "pi = " << pi << endl;
  }

  // quit MPI
  MPI::Finalize();

  return EXIT_SUCCESS;
}
```

The first version of our program gives *not* rusults independent of number of processors. The second version shows how to make the program independent of the number of used processors. The trick is to use different generators to calculate the x- and y-coordinates.

```
// ************************************************************
//
// Monte-Carlo-pi-Calulation
//
// ************************************************************


#include <cstdlib>
#include <cmath>
#include <iostream>
#include <trng.h>
#include <mpi++.h>

using namespace TRNG;
using namespace std;

int main(int argc, char *argv[]) {

  // number of points in quare
```

```
  const long all_samples=10000001;

  // pseudo random number generator object
  LCG64 rx;
  LCG64 ry;
  // jump 2^26 steps ahead; 2^26 >> all_samples
  ry.jump2(26);

  // MPI initialisation
  MPI::Init(argc, argv);

  // get rank and number of processes
  int size=MPI::COMM_WORLD.Get_size();
  int rank=MPI::COMM_WORLD.Get_rank();

  // split sequence of pseudo random numbers by leapfrog method
  rx.split(size, rank);
  ry.split(size, rank);

  // no points in the quare
  long in=0l;

  // compute number of points per processor
  long num_samples=all_samples/size;
  // all_samples is not a multiple of size
  if (all_samples%size>rank)
    ++num_samples;

  for (long i=0l; i<num_samples; ++i) {
    double x=rx.uniform();
    double y=ry.uniform();
    // is point in square
    if (x*x+y*y<=1.0)
      // yes? increment in
      ++in;
  }

  // collect results and print pi
  long in_all;
  MPI::COMM_WORLD.Reduce(&in, &in_all, 1, MPI::LONG, MPI::SUM, 0);
  if (rank==0) {
    double pi=4.0*static_cast<double>(in_all)/static_cast<double>(all_samples);
    cout << "pi = " << pi << endl;
  }

  // quit MPI
  MPI::Finalize();

  return EXIT_SUCCESS;
}
```

If a TRNG function is called with an invalid argument this function throws an exception **TRNG::error** (p. 48). The next example shows how to handle these exceptions.

```
#include <cstdlib>
#include <iostream>
#include <trng.h>

using namespace std;
using namespace TRNG;


int main(void) {
  ParkMiller R;

  cout << R.normal_dist() << endl;
```

```
  try {
    R.jump2(16l);
    cout << "jumped forward" << endl;
    // you can't jump backwards
    R.jump2(-16l);
    cout << "jumped backward" << endl;
  }
  catch (error e) {
    cerr << "oops!! " << e.message << endl;
  }
  catch (...) {
    cerr << "something else went wrong" << endl;
  }
  return EXIT_SUCCESS;
}
```

Sometimes it is desired to use a random number generator object as a function argument. Tina's random number genrators are implemented by a template technique. The next program is an example with a function with a random number generator as an argument.

```
#include <cstdlib>
#include <iostream>
#include <trng.h>

using namespace std;
using namespace TRNG;

template<class RNG_type>
void foo(RNG_type &R) {
  cout << R.rand() << " is a random number from generator "
       << R.name() << endl;
}

int main(void) {
  ParkMiller R1;
  LCG64 R2;
  foo(R1);
  foo(R2);
  return EXIT_SUCCESS;
}
```

1.4 How to extent TRNG

Youd cant find your favourite Tina's Random Number Generators? No problem! Yust extend TRNG to your needs. In the following example we implement an exclusive or lagged fibonacci generator. This example shows only how TRNG could be extented in principle. Sequence splitting and leapfrog method are implemented in a very stupid way. Unused values are just thrown away. Don't uses this generator in your applications. Doun't use exclusive or lagged fibonacci generator at all, see [2].

```
// ------------------------------------------------------------------
// Time-stamp: <Freitag, 04.01.2002,  0:34:15; edited by heiko>
//
// Tina's random number generators TRNG
//
// lagged Fibonacci generator
//
// Copyright (C) 2001, 2002 Heiko Bauke
//
// heiko.bauke@student.uni-magdeburg.de
//
// TRNG is free software; you can redistribute it and/or
// modify it under the terms of the GNU General Public License
// as published by the Free Software Foundation. This program
```

```
// is distributed WITHOUT ANY WARRANTY; without even the implied
// warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE.
// See the GNU General Public License for more details.
//
// ------------------------------------------------------------------------

#ifndef FIBONACCI_H
#define FIBONACCI_H

#include <iostream>
#include <strstream>
#include <new>
#include <trng.h>

// This is an example for extending Tina's random number generators.
// We implement a exclusive or lagged Fibonacci generator.
//
//   r_i=r_(i-q) xor r_(i-p); p>q
//
// Sequence splitting and leapfrog method are implemented in a very stupid
// way. Unused values are just thrown away. Don't uses this generator in
// your applications.

// the template parametr determine the lags
template<long p1, long q1>
class Fibonacci : public TRNG::RNG<Fibonacci<p1, q1> > {
private:
  std::vector<long> r;
  long p, q, pointer, steps;
  TRNG::ParkMiller R_init;

  void backward(void) {
    for (long i=0l; i<steps; ++i) {
      r[pointer]=r[pointer]^r[(pointer+q)%p];
      pointer=(pointer-1l+p)%p;
    }
  }

public:
  // TRNG::user1_t for a user implemeneted rng
  static const TRNG::RNG_type type=TRNG::user1_t;

  const char * name(void) {
    return "Fibonacci";
  }

  void reset(void) {
    steps=1l;
    max_val=0x7fffffffl;
    max_val2=max_val/2l;
  }

  // set the seed table using the generator TRNG::ParkMiller
  void seed(long s) {
    long h1, h2;
    h1=0x7fffffffl;
    h2=0x40000000l;
    R_init.seed(s);
    for (long i=0l; i<p; ++i) {
      if (i<q) {
        r[i]=((R_init.rand()+1l) & h1) | h2;
        h1>>=1;
        h2>>=1;
        if (h2==0) {
          h1=0x7fffffffl;
          h2=0x40000000l;
        }
```

```
    } else
      r[i]=0l;
    for (long j=0l; j<31l; ++j) {
      r[i]<<=1l;
      if (R_init.boolean())
        ++r[i];
    }
  }
  pointer=p-1l;
}

// calculate the next random number
long rand(void) {
  for (long i=0l; i<steps; ++i) {
    ++pointer;
    if (pointer==p)
      pointer=0l;
    r[pointer]=r[pointer]^r[(pointer+q)<p ? (pointer+q) : (pointer+q-p)];
  }
  return(r[pointer]);
}

void split(long s, long n) {
  if (s<1l || n>s || n<0l)
    throw TRNG::error("invalid arguments for Fibonacci::split");
  if (s>1l) {
    for (long i=0l; i<=n; ++i)
      rand();
    steps*=s;
    backward();
  }
}

void jump2(long s) {
  if (s<0l)
    throw TRNG::error("invalid argument for Fibonacci::split");
  unsigned long long to=1ull<<s;
  for (unsigned long long i=0ull; i<to; ++i) {
    rand();
  }
}

void save_status(std::vector<long> &s) {
  s.resize(p+5);
  s[0]=type;
  s[1]=q;
  s[2]=p;
  s[3]=pointer;
  s[4]=steps;
  for (int i=0; i<p; ++i)
    s[i+5]=r[i];
}

void load_status(const std::vector<long> &s) {
  if (s[0]!=type)
    throw TRNG::error("Fibonacci::load_status wrong parameter");
  q=s[1];
  p=s[2];
  pointer=s[3];
  steps=s[4];
  r.resize(p);
    for (int i=0; i<p; ++i)
      r[i]=s[i+5];
}

Fibonacci(long seed_=0l) : r() {
  if (p1<0l || q1<0l || p1==q1)
```

```
      throw TRNG::error("bad arguments for Fibonacci::Fibonacci");
    if (p1>q1) {
      p=p1;
      q=q1;
    } else {
      p=q1;
      q=p1;
    }
    r.resize(p);
    reset();
    seed(seed_);
  }

  virtual ~Fibonacci() {};
};


#endif
```

2 Tina's Random Number Generators Namespace Index

2.1 Tina's Random Number Generators Namespace List

Here is a list of all documented namespaces with brief descriptions:

3 Tina's Random Number Generators Hierarchical Index

3.1 Tina's Random Number Generators Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

4 Tina's Random Number Generators Compound Index

4.1 Tina's Random Number Generators Compound List

Here are the classes, structs, unions and interfaces with brief descriptions:

5 Tina's Random Number Generators Namespace Documentation

5.1 TRNG Namespace Reference

Tina's random number generators namespace.

Compounds

- struct **TRNG::vector2d_struct**

- struct **TRNG::vector3d_struct**
- struct **TRNG::vector4d_struct**
- class **TRNG::RNG**
- class **TRNG::ParkMiller**
- class **TRNG::LCG32**
- class **TRNG::LCG64**
- class **TRNG::MRG2**
- class **TRNG::MRG3**
- class **TRNG::MRG4**
- class **TRNG::CLCG2**
- class **TRNG::CLCG3**
- class **TRNG::CLCG4**
- class **TRNG::EINV**
- class **TRNG::EINVLCG64**
- class **TRNG::error**

Typedefs

- typedef struct **vector2d_struct vector2d**
  two dimensional vector.
- typedef struct **vector3d_struct vector3d**
  three dimensional vector.
- typedef struct **vector4d_struct vector4d**
  four dimensional vector.

Enumerations

- enum **RNG_type** { **RNG_t**, **generic_MLCG_t**, **ParkMiller_t**, **LCG32_t**, **LCG64_t**, **MRG2_t**, **MRG3_t**, **MRG4_t**, **CLCG2_t**, **CLCG3_t**, **CLCG4_t**, **EINV_t**, **EINVLCG64_t**, **user1_t**, **user2_t**, **user3_t** }
  pseudo random number generator types.

Functions

- template<classRNG_type> void **copy** (**RNG<RNG_type>** &R1, **RNG<RNG_type>** &R2)
  pseudo random number generator copying.
- const char* **version** (void)
  TRNG version.
- long **modulo_invers** (long, long)
  modulo invers.
- void **gauss** (std::vector<long> &, std::vector<long> &, long)
  linear system solver in modular arithmetic.
- void **matrix_mult** (const std::vector<long> &, const std::vector<long> &, std::vector<long> &, long)

matrix multiplication.

- void **matrix_vec_mult** (const std::vector<long> &, const std::vector<long> &, std::vector<long> &, long)

  matrix vector multiplication.

- double **Gamma** (double)

  Γ-*function.*

- double **ln_Gamma** (double)

  ln *of* Γ-*function.*

- double **Gamma_P** (double, double)

  incomplete Γ-*function.*

- double **Gamma_Q** (double, double)

  incomplete Γ-*function.*

- double **incomp_Gamma** (double, double)

  incomplete Γ-*function.*

- double **comp_incomp_Gamma** (double, double)

  incomplete Γ-*function.*

- double **Gamma_ser** (double, double)

  incomplete Γ-*function.*

- double **Gamma_cf** (double, double)

  incomplete Γ-*function.*

- double **ln_factorial** (long)

  logarithm of the factorial function.

- long **binomial_coeff** (long, long)

  binomial coefficient.

- double **errf** (double)

  error function.

- double **chi_square_test** (const std::vector<double> &, const std::vector<double> &)

  Chisquare test.

- double **chi_square_prob** (double, long)

  chisquare test.

- double **Stirling_num2** (long, long)

  Stirling number.

- double **Student_t** (double, long, bool=true)

  values for Student's t-distribution.

- long **find_interval** (const std::vector<double> &, const double)

find interval.

- double **uniform_pdf** (double)
  probalility density.
- double **uniform_pdf** (double, double, double)
  probalility density.
- double **uniformco_pdf** (double)
  probalility density.
- double **uniformco_pdf** (double, double, double)
  probalility density.
- double **uniformcc_pdf** (double)
  probalility density.
- double **uniformcc_pdf** (double, double, double)
  probalility density.
- double **uniformoc_pdf** (double)
  probalility density.
- double **uniformoc_pdf** (double, double, double)
  probalility density.
- double **uniformoo_pdf** (double)
  probalility density.
- double **uniformoo_pdf** (double, double, double)
  probalility density.
- double **normal_dist_pdf** (double, double, double)
  probalility density.
- double **exp_dist_pdf** (double, double)
  probalility density.
- double **laplace_dist_pdf** (double, double)
  probalility density.
- double **tent_dist_pdf** (double, double)
  probalility density.
- double **Gamma_dist_pdf** (double, double, double)
  probalility density.
- double **Beta_dist_pdf** (double, double, double)
  probalility density.
- double **chi_square_dist_pdf** (double, double)
  probalility density.

- double **Student_t_dist_pdf** (double, double)
  probalility density.
- double **binomial_dist_pdf** (long, long, double)
  probalility density.
- double **poisson_dist_pdf** (long, double)
  probalility density.
- double **geometric_dist_pdf** (long, double)
  probalility density.

5.1.1 Detailed Description

Tina's random number generators namespace.

All function and classes are encapsulated by the namespace TRNG.

5.1.2 Typedef Documentation

5.1.2.1 typedef struct vector2d_struct TRNG::vector2d

This structure is for storing two dimensional vectors. The method **TRNG::RNG::spherical2d**(void) (p. 82) returns this structure.

Definition at line 76 of file trng.h.

5.1.2.2 typedef struct vector3d_struct TRNG::vector3d

This structure is for storing three dimensional vectors. The method **TRNG::RNG::spherical3d**(void) (p. 83) returns this structure.

Definition at line 93 of file trng.h.

5.1.2.3 typedef struct vector4d_struct TRNG::vector4d

This structure is for storing four dimensional vectors. The method **TRNG::RNG::spherical4d**(void) (p. 83) returns this structure.

Definition at line 112 of file trng.h.

5.1.3 Enumeration Type Documentation

5.1.3.1 enum TRNG::RNG_type

Every pseudo random number generator's type can be identified by a class member type which has anny value from this enumeration type.

Enumeration values:

RNG_t not specialized random number generator.

generic_MLCG_t generic multiplicative linear congruential random number generator.

ParkMiller_t random number generator class **ParkMiller** (p. 65).

LCG32_t random number generator class **LCG32** (p. 48).

LCG64_t random number generator class **LCG64** (p. 52).

MRG2_t random number generator class **MRG2** (p. 55).

MRG3_t random number generator class **MRG3** (p. 58).

MRG4_t random number generator class **MRG4** (p. 62).

CLCG2_t random number generator class **CLCG2** (p. 30).

CLCG3_t random number generator class **CLCG3** (p. 34).

CLCG4_t random number generator class **CLCG4** (p. 37).

EINV_t random number generator class **EINV** (p. 41).

EINVLCG64_t random number generator class **EINVLCG64** (p. 44).

user1_t user defined random number generator class nr 1.

user2_t user defined random number generator class nr 2.

user3_t user defined random number generator class nr 3.

Definition at line 44 of file trng.h.

5.1.4 Function Documentation

5.1.4.1 template<classRNG_type> void TRNG::copy (RNG< RNG_type >& *R1*, RNG< RNG_type >& *R2*)

Copies a pseudo random number generator's status to another.

Parameters:

R1 reference to generator to copy

R2 other pseudo random number generator

Author(s):
Heiko Bauke

Definition at line 1586 of file trng.h.

5.1.4.2 const char * TRNG::version (void)

This function returns a pointer to a zero termiated string with the TRNG version.

Returns:
pointer to a zero termiated string

Definition at line 30 of file trnglib.cc.

5.1.4.3 long TRNG::modulo_invers (long *a*, long *m*)

Solves the equation $a \cdot x = 1 \mod m$.

Returns:
the inverse of a.

Parameters:

a a positive integer.

m a prime modulus.

Exceptions:
error if $a \leq 0$ or $m \leq 1$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 46 of file trnglib.cc.

Referenced by gauss().

5.1.4.4 void TRNG::gauss (std::vector< long >& *a*, std::vector< long >& *b*, long *m*)

Solves a system of linear equations

$$\begin{pmatrix} a_{1,1} & a_{1,2} & \dots & a_{1,n} \\ a_{2,1} & a_{2,2} & \dots & a_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n,1} & a_{n,2} & \dots & a_{n,n} \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{pmatrix} = \begin{pmatrix} b_1 \\ b_2 \\ \vdots \\ b_n \end{pmatrix} \mod m$$

in modular arithmetic using Gau"s elimination.

Parameters:
a reference to the coefficient matrix, content is destroyed after function call

b reference to the inhomogenous right side, contains the solution $(x_1, x_2, \dots, x_n)^T$ after function call

m prime modulus m

Exceptions:
error if coefficient matrix is singular or the matrices have invalid sizes

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 96 of file trnglib.cc.

5.1.4.5 void TRNG::matrix_mult (const std::vector< long >& *a*, const std::vector< long >& *b*, std::vector< long >& *c*, long *m*)

Multiply two equal sized quadratic matrices a and b in modular arithmetic, $c = a \cdot b \mod m$.

Parameters:
a reference to matrix a

b reference to matrix b

c reference to matrix c

m modulus m

Exceptions:
error if the matrices are different sized

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 179 of file trnglib.cc.

5.1.4.6 void TRNG::matrix_vec_mult (const std::vector< long >& *a*, const std::vector< long >& *b*, std::vector< long >& *c*, long *m*)

Multiply a quadratic matrix a and a vector b in modular arithmetic, $c = a \cdot b \mod m$.

Parameters:
a reference to matrix a
b reference to vector b
c reference to vector c
m modulus m

Exceptions:
error if the matrices are different sized

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 212 of file trnglib.cc.

5.1.4.7 double TRNG::Gamma (double *x*)

Computes the Γ-function $\Gamma(x) = \int_0^\infty t^{x-1}\mathrm{e}^{-t}\,\mathrm{d}t$ for positive arguments.

Parameters:
x argument

Exceptions:
error if $x \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 285 of file trnglib.cc.

5.1.4.8 double TRNG::ln_Gamma (double *x*)

Computes the Γ-function's logarithm $\ln\Gamma(x) = \ln\int_0^\infty t^{x-1}\mathrm{e}^{-t}\,\mathrm{d}t$ for positive arguments. Method is discribed in [5].

Parameters:
x argument

Exceptions:
error if $x \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 248 of file trnglib.cc.

5.1.4.9 double TRNG::Gamma_P (double *a*, double *x*)

Computes the incomplete Γ-function $P(a,x) = \frac{1}{\Gamma(a)}\int_0^x t^{a-1}\mathrm{e}^{-t}\,\mathrm{d}t$ for positive arguments.

Parameters:
a argument a
x argument x

Exceptions:
error if $x < 0$ or $a \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 347 of file trnglib.cc.

5.1.4.10 double TRNG::Gamma_Q (double *a*, double *x*)

Computes the incomplete Γ-function $Q(a,x) = \frac{1}{\Gamma(a)}\int_x^\infty t^{a-1}\mathrm{e}^{-t}\,\mathrm{d}t$ for positive arguments.

Parameters:
a argument a
x argument x

Exceptions:
error if $x < 0$ or $a \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 371 of file trnglib.cc.

5.1.4.11 double TRNG::incomp_Gamma (double *a*, double *x*)

Computes the incomplete Γ-function $\gamma(a,x) = \int_0^x t^{a-1}\mathrm{e}^{-t}\,\mathrm{d}t$ for positive arguments.

Parameters:
a argument a
x argument x

Exceptions:
error if $x < 0$ or $a \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 395 of file trnglib.cc.

5.1.4.12 double TRNG::comp_incomp_Gamma (double *a*, double *x*)

Computes the complementary incomplete Γ-function $\Gamma(a,x) = \int_x^\infty t^{a-1}\mathrm{e}^{-t}\,\mathrm{d}t$ for positive arguments.

Parameters:
a argument a
x argument x

Exceptions:
error if $x < 0$ or $a \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 417 of file trnglib.cc.

5.1.4.13 double TRNG::Gamma_ser (double *a*, double *x*)

Computes incomplete Gamma function's ($P(a,x)$) power series representation for $x \leq a+1$.

Parameters:
a argument a
x argument x

Exceptions:
error if $x < 0$ or $a \leq 0$ or at convergence problems

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 438 of file trnglib.cc.

5.1.4.14 double TRNG::Gamma_cf (double *a*, double *x*)

Computes incomplete Gamma function's ($Q(a,x)$) continued fraction representation for $x \geq a+1$.

Parameters:
a argument a

x argument x

Exceptions:
error if $x < 0$ or $a \leq 0$ or at convergence problems

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 476 of file trnglib.cc.

5.1.4.15 double TRNG::ln_factorial (long *n*)

Returns:
$\ln(n!)$

Parameters:
n n

Exceptions:
error if $n < 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 523 of file trnglib.cc.

5.1.4.16 long TRNG::binomial_coeff (long *n*, long *k*)

Returns:
binomial coefficient $\binom{n}{k}$, if $n < 0$ or $k < 0$ or $k > n$ 0 is returned

Parameters:
n n

k k

Author(s):
Heiko Bauke

Definition at line 549 of file trnglib.cc.

5.1.4.17 double TRNG::errf (double *x*)

Computes the error function

$$errf(x) = \frac{1}{\sqrt{2\pi}} \int_{-\infty}^{x} \mathrm{e}^{-\frac{t^2}{2}}\,\mathrm{d}t\,.$$

Returns:
$errf(x)$

Author(s):
Heiko Bauke

Definition at line 569 of file trnglib.cc.

5.1.4.18 double TRNG::chi_square_test (const std::vector< double >& *prob*, const std::vector< double >& *observ*)

Applies a χ^2-test.

Returns:
χ^2-value

Parameters:
prob reference to a vector with some probabilities
observ reference to a vector with numbers of actual observations

Exceptions:
error if arguments are not equal sized or number of observations is less then five

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 588 of file trnglib.cc.

5.1.4.19 double TRNG::chi_square_prob (double *chi2*, long *df*)

Computes the probability corresponding to a χ^2-value. See [3] page 41 for details.

Parameters:
chi2 χ^2-value
df degrees of freedom

Exceptions:
error if degrees of freedom less than one

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 620 of file trnglib.cc.

5.1.4.20 double TRNG::Stirling_num2 (long *n*, long *m*)

Computes the Stirling number of the 2nd kind $\left\{ {n \atop m} \right\}$, see also [4] pp. 65ff.

Returns:
Stirling number of the 2nd kind $\left\{ {n \atop m} \right\}$

Parameters:
n 1st parameter
m 2nd parameter

Author(s):
Heiko Bauke

Definition at line 645 of file trnglib.cc.

5.1.4.21 double TRNG::Student_t (double *p*, long *nu*, bool *symmetric* = true)

Computes $t_{p,\nu}$ of the t-distribution. $t_{p,\nu}$ is defined in the symmetric case as

$$p = \frac{\Gamma((\nu+1)/2)}{\sqrt{\pi\nu}\,\Gamma(\nu/2)} \int_{-t_{p,\nu}}^{t_{p,\nu}} (1 + x^2/\nu)^{\frac{\nu+1}{2}}\,\mathrm{d}x$$

and in the asymmetric case as

$$p = \frac{\Gamma((\nu+1)/2)}{\sqrt{\pi\nu}\,\Gamma(\nu/2)} \int_{-\infty}^{t_{p,\nu}} (1 + x^2/\nu)^{\frac{\nu+1}{2}}\,\mathrm{d}x\,.$$

Parameters:
p probability p
nu degrees of freedom ν
symmetric is true for the symmetric case

Exceptions:
error if less than one degree of freedom or probability out of range $0 < p < 1$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 685 of file trnglib.cc.

5.1.4.22 long TRNG::find_interval (const std::vector< double >& *borders*, const *x*)

This function searches for the interval which contains x using an $O(\ln n)$ algorithm. The intervals are

$$I_0 = (-\infty, b_0]\,, \quad I_1 = (-b_0, b_1]\,, \quad I_2 = (-b_1, b_2]\,, \quad \ldots \quad I_{n-1} = (-b_{n-2}, \infty)$$

if b is a sorted vector with elements b_i with $0 \le i \le n-2$.

Returns:
interval number

Parameters:
borders reference to a sorted vector b_i with interval edges
x value that determs the interval

Author(s):
Heiko Bauke

Definition at line 756 of file trnglib.cc.

5.1.4.23 double TRNG::uniform_pdf (double *x*)

Calculates the probalility density function for in $[0,1)$ equidistributed random variate.

Returns:
1 if $x \in [0,1)$ else 0

Author(s):
Heiko Bauke

Definition at line 784 of file trnglib.cc.

5.1.4.24 double TRNG::uniform_pdf (double *x*, double *a*, double *b*)

Calculates the probalility density function for in $[a,b)$ equidistributed random variate.

Returns:
$\frac{1}{b-a}$ if $x \in [a,b)$ else 0

Author(s):
Heiko Bauke

Definition at line 795 of file trnglib.cc.

5.1.4.25 double TRNG::uniformco_pdf (double *x*)

Calculates the probalility density function for in $[0,1)$ equidistributed random variate.

Returns:
1 if $x \in [0,1)$ else 0

Author(s):
Heiko Bauke

Definition at line 808 of file trnglib.cc.

Referenced by uniform_pdf().

5.1.4.26 double TRNG::uniformco_pdf (double *x*, double *a*, double *b*)

Calculates the probalility density function for in $[a,b)$ equidistributed random variate.

Returns:
$\frac{1}{b-a}$ if $x \in [a,b)$ else 0

Author(s):
Heiko Bauke

Definition at line 822 of file trnglib.cc.

5.1.4.27 double TRNG::uniformcc_pdf (double *x*)

Calculates the probalility density function for in $[0,1]$ equidistributed random variate.

Returns:
1 if $x \in [0,1]$ else 0

Author(s):
Heiko Bauke

Definition at line 838 of file trnglib.cc.

5.1.4.28 double TRNG::uniformcc_pdf (double *x*, double *a*, double *b*)

Calculates the probalility density function for in $[a,b]$ equidistributed random variate.

Returns:
$\frac{1}{b-a}$ if $x \in [a,b]$ else 0

Author(s):
Heiko Bauke

Definition at line 853 of file trnglib.cc.

5.1.4.29 double TRNG::uniformoc_pdf (double *x*)

Calculates the probalility density function for in $(0,1]$ equidistributed random variate.

Returns:
1 if $x \in (0,1]$ else 0

Author(s):
Heiko Bauke

Definition at line 869 of file trnglib.cc.

5.1.4.30 double TRNG::uniformoc_pdf (double *x*, double *a*, double *b*)

Calculates the probalility density function for in $(a,b]$ equidistributed random variate.

Returns:
$\frac{1}{b-a}$ if $x \in (a,b]$ else 0

Author(s):
Heiko Bauke

Definition at line 883 of file trnglib.cc.

5.1.4.31 double TRNG::uniformoo_pdf (double *x*)

Calculates the probalility density function for in $(0,1)$ equidistributed random variate.

Returns:
1 if $x \in (0,1)$ else 0

Author(s):
Heiko Bauke

Definition at line 899 of file trnglib.cc.

5.1.4.32 double TRNG::uniformoo_pdf (double *x*, double *a*, double *b*)

Calculates the probalility density function for in (a, b) equidistributed random variate.

Returns:
$\frac{1}{b-a}$ if $x \in (a, b)$ else 0

Author(s):
Heiko Bauke

Definition at line 913 of file trnglib.cc.

5.1.4.33 double TRNG::normal_dist_pdf (double *x*, double *sigma* = 1.0, double *mu* = 0.0)

This function calculates the probalility density for a random variate with normal distribution. This distribution is defined as

$$p(x) = \frac{1}{\sqrt{2\pi}} \mathrm{e}^{-\frac{(x-\mu)^2}{2\sigma^2}}$$

with mean μ and variance σ.

Returns:
$p(x)$

Parameters:
x x
sigma variance σ
mu mean μ

Exceptions:
error if $\sigma \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 938 of file trnglib.cc.

5.1.4.34 double TRNG::exp_dist_pdf (double *x*, double *mu* = 1.0)

This function calculates the probalility density for a random variate with exponential distribution. This distribution is defined as

$$p(x) = \begin{cases} \frac{1}{\mu} \mathrm{e}^{-\frac{x}{\mu}} & x \geq 0 \\ 0 & \text{else} \end{cases}$$

with $\mu > 0$.

Returns:
$p(x)$

Parameters:
x x

Exceptions:
error if $\mu \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 965 of file trnglib.cc.

5.1.4.35 double TRNG::laplace_dist_pdf (double *x*, double *a* = 1.0)

This function calculates the probalility density for a random variate with Laplace distribution. This distribution is defined as

$$p(x) = \frac{1}{2a} \mathrm{e}^{-|x|/a}$$

with $a > 0$.

Returns:
$p(x)$

Parameters:
x x

Exceptions:
error if $a \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 990 of file trnglib.cc.

5.1.4.36 double TRNG::tent_dist_pdf (double *x*, double *a* = 1.0)

The tent shaped probability distribution is defined as

$$p(x) = \begin{cases} \dfrac{x+a}{a^2} & -a \leq x \leq 0 \\ \dfrac{a-x}{a^2} & 0 \leq x \leq a \\ 0 & \text{else} \end{cases}$$

with $a > 0$.

Returns:
$p(x)$

Parameters:
x x

Exceptions:
error if $a \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1016 of file trnglib.cc.

5.1.4.37 double TRNG::Gamma_dist_pdf (double *x*, double *a*, double *b*)

This function calculates the probalility density for a random variate with Γ-distribution. This distribution is defined as

$$p(x) = \begin{cases} \frac{1}{\Gamma(a)b^a} x^{a-1} \mathrm{e}^{-\frac{x}{b}} & x > 0 \\ 0 & \text{else} \end{cases}.$$

Returns:
$p(x)$

Parameters:
x x
a parameter a, $a > 0$
b parameter b, $b > 0$

Exceptions:
error if $a \leq 0$ or $b \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1047 of file trnglib.cc.

5.1.4.38 double TRNG::Beta_dist_pdf (double *x*, double *a*, double *b*)

This function calculates the probalility density for a random variate with B-distribution. This distribution is defined as

$$p(x) = \begin{cases} \frac{\Gamma(a+b)}{\Gamma(a)\Gamma(b)} x^{a-1}(1-x)^{b-1} & 0 \leq x \leq 1 \\ 0 & \text{else} \end{cases}.$$

Returns:
$p(x)$

Parameters:
x x
a parameter a, $a > 0$
b parameter b, $b > 0$

Exceptions:
error if $a \leq 0$ or $b \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1084 of file trnglib.cc.

5.1.4.39 double TRNG::chi_square_dist_pdf (double *x*, double *nu*)

This function calculates the probalility density for a random variate with χ^2-distribution. This distribution is defined as

$$p(x) = \begin{cases} \frac{\left(\frac{x}{2}\right)^{\frac{\nu}{2}-1}}{2\Gamma(\frac{\nu}{2})}\mathrm{e}^{-\frac{x}{2}} & x \geq 0 \\ 0 & \text{else} \end{cases} .$$

Returns:
$p(x)$

Parameters:
x x

nu parameter ν, $\nu \geq 1$

Exceptions:
error if $\nu < 1$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1116 of file trnglib.cc.

5.1.4.40 double TRNG::Student_t_dist_pdf (double *x*, double *nu*)

This function calculates the probalility density for a random variate with Student's t distribution. This distribution is defined as

$$p(x) = \frac{\Gamma\left(\frac{\nu-1}{2}\right)}{\sqrt{\nu\pi}\Gamma\left(\frac{\nu}{2}\right)}\left(1+\frac{x^2}{\nu}\right)^{-\frac{\nu+1}{2}} .$$

Returns:
$p(x)$

Parameters:
x x

nu parameter ν, $\nu \geq 1$

Exceptions:
error if $\nu \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1143 of file trnglib.cc.

5.1.4.41 double TRNG::binomial_dist_pdf (long *k*, long *n*, double *p* = 0.5)

This function calculates the probalility density for a random variate with binomial distribution. This distribution is defined as

$$p(k) = \frac{n!}{k!(n-k)!} p^k (1-p)^{n-k}\,, \qquad 0 \le k \le n\,.$$

Returns:
$p(k)$

Parameters:
n number of trails n
p probability p in each trail

Exceptions:
error if $p \le 0$ or $p > 1$ or $n \le 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1168 of file trnglib.cc.

5.1.4.42 double TRNG::poisson_dist_pdf (long *k*, double *mu*)

This function calculates the probalility density for a random variate with poisson distribution. This distribution is defined as

$$p(k) = \begin{cases} \frac{\mu^k}{k!}\mathrm{e}^{-\mu} & k \ge 0 \\ 0 & \text{else} \end{cases}$$

with mean $\mu \ge 0$.

Returns:
$p(k)$

Parameters:
n number of trails n
p probability p in each trail

Exceptions:
error if $p \le 0$ or $p > 1$ or $n \le 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1201 of file trnglib.cc.

5.1.4.43 double TRNG::geometric_dist_pdf (long *k*, double *q*)

This function calculates the probalility density for a random variate with geometric distribution. This distribution is defined as

$$p(k) = q(1-q)^{k-1}\,, \qquad k \geq 1\,.$$

Returns:
$p(k)$

Parameters:
q probability q

Exceptions:
error if $p \leq 0$ or $p > 1$ or $n \leq 0$

See also:
TRNG::error (p. 48)

Author(s):
Heiko Bauke

Definition at line 1223 of file trnglib.cc.

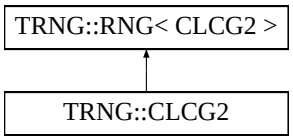
6 Tina's Random Number Generators Class Documentation

6.1 TRNG::CLCG2 Class Reference

combined generator.

`#include <trng.h>`

Inheritance diagram for TRNG::CLCG2:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)

next pseudo random number.

- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **CLCG2** (long a1= 376555083l, long m1=2147482951l, long a2=1028879659l, long m2=2147482949l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = CLCG2_t
  pseudo random number generator type.

6.1.1 Detailed Description

combined generator.

This is a combined linear congruential random number generator with two generators.

$$\begin{aligned} q_{1,i} &= a_1 \cdot q_{1,i-1} \mod m_1 \\ q_{2,i} &= a_2 \cdot q_{2,i-1} \mod m_2 \\ r_i &= q_{1,i} + q_{2,i} \mod m_1 - 1 \end{aligned}$$

See also [6].

Author(s):
Heiko Bauke

Definition at line 1324 of file trng.h.

6.1.2 Constructor & Destructor Documentation

6.1.2.1 TRNG::CLCG2::CLCG2 (long *a1* = 376555083l, long *m1* = 2147482951l, long *a2* = 1028879659l, long *m2* = 2147482949l, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator with

$$\begin{aligned} q_{1,i} &= 376\,555\,083 \cdot q_{1,i-1} \mod 2\,147\,482\,951 \\ q_{2,i} &= 1\,028\,879\,659 \cdot q_{2,i-1} \mod 2\,147\,482\,949 \\ r_i &= q_{1,i} + q_{2,i} \mod 2\,147\,482\,950\,. \end{aligned}$$

This generator has a period of $\frac{(2\,147\,482\,951-1)(2\,147\,482\,949-1)}{2} \approx 2^{61} \approx 2.31 \cdot 10^{18}$. The multipliers were found by an exhausive search applying the spectral test in up to eight dimensions.

Parameters:

a1 multiplier a_1

m1 prime modulus m_1

a2 multiplier a_2

m2 prime modulus m_2

seed_ default seed

6.1.3 Member Function Documentation

6.1.3.1 const char* TRNG::CLCG2::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:

pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.1.3.2 void TRNG::CLCG2::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.1.3.3 void TRNG::CLCG2::seed (long *s* = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 32) and **seed**() (p. 32) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:

s new seed

Exceptions:

error if $s < 0$

See also:

TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.1.3.4 long TRNG::CLCG2::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:

next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.1.3.5 void TRNG::CLCG2::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.1.3.6 void TRNG::CLCG2::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.1.3.7 void TRNG::CLCG2::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.1.3.8 void TRNG::CLCG2::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.1.4 Member Data Documentation

6.1.4.1 const RNG_type TRNG::CLCG2::type = CLCG2_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1330 of file trng.h.

The documentation for this class was generated from the following file:

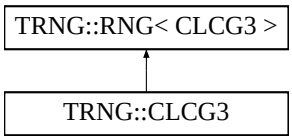
- **trng.h**

6.2 TRNG::CLCG3 Class Reference

combined generator.

`#include <trng.h>`

Inheritance diagram for TRNG::CLCG3:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **CLCG3** (long a1= 376555083l, long m1=2147482951l, long a2=10288796591, long m2=2147482949l, long a3= 225802979l, long m3=2147482943l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = CLCG3_t
  pseudo random number generator type.

6.2.1 Detailed Description

combined generator.

This is a combined linear congruential random number generator with three generators.

$$\begin{aligned} q_{1,i} &= a_1 \cdot q_{1,i-1} \mod m_1 \\ q_{2,i} &= a_2 \cdot q_{2,i-1} \mod m_2 \\ q_{3,i} &= a_3 \cdot q_{3,i-1} \mod m_3 \\ r_i &= q_{1,i} + q_{2,i} + q_{3,i} \mod m_1 - 1 \end{aligned}$$

See also [6].

Author(s):
Heiko Bauke

Definition at line 1382 of file trng.h.

6.2.2 Constructor & Destructor Documentation

6.2.2.1 TRNG::CLCG3::CLCG3 (long *a1* = 376555083l, long *m1* = 2147482951l, long *a2* = 1028879659l, long *m2* = 21474829491, long *a3* = 225802979l, long *m3* = 21474829431, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator with

$$\begin{aligned} q_{1,i} &= 376\,555\,083 \cdot q_{1,i-1} \mod 2\,147\,482\,951 \\ q_{2,i} &= 1\,028\,879\,659 \cdot q_{2,i-1} \mod 2\,147\,482\,949 \\ q_{3,i} &= 225\,802\,979 \cdot q_{3,i-1} \mod 2\,147\,482\,943 \\ r_i &= q_{1,i} + q_{2,i} + q_{3,i} \mod 2\,147\,482\,950\,. \end{aligned}$$

This generator has a period of $\frac{(2\,147\,482\,951-1)(2\,147\,482\,949-1)(2\,147\,482\,943-1)}{4} \approx 2^{91} \approx 2.48 \cdot 10^{27}$. The multipliers were found by an exhausive search applying the spectral test in up to eight dimensions.

Parameters:

a1 multiplier a_1

m1 prime modulus m_1

a2 multiplier a_2

m2 prime modulus m_2

a3 multiplier a_3

m3 prime modulus m_3

seed_ default seed

6.2.3 Member Function Documentation

6.2.3.1 const char* TRNG::CLCG3::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.2.3.2 void TRNG::CLCG3::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.2.3.3 void TRNG::CLCG3::seed (long $s = 0$l)

The pseudo random number generator's state is set. Calling **reset**() (p. 36) and **seed**() (p. 36) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.2.3.4 long TRNG::CLCG3::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.2.3.5 void TRNG::CLCG3::split (long s, long n)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences

n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.2.3.6 void TRNG::CLCG3::jump2 (long s)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.2.3.7 void TRNG::CLCG3::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.2.3.8 void TRNG::CLCG3::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.2.4 Member Data Documentation

6.2.4.1 const RNG_type TRNG::CLCG3::type = CLCG3_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1389 of file trng.h.

The documentation for this class was generated from the following file:

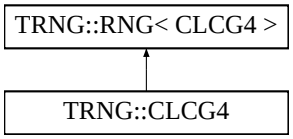
- **trng.h**

6.3 TRNG::CLCG4 Class Reference

combined generator.

`#include <trng.h>`

Inheritance diagram for TRNG::CLCG4:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **CLCG4** (long a1= 376555083l, long m1=2147482951l, long a2=1028879659l, long m2=2147482949l, long a3= 225802979l, long m3=2147482943l, long a4=2028073966l, long m4=2147482859l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = CLCG4_t
  pseudo random number generator type.

6.3.1 Detailed Description

combined generator.

This is a combined linear congruential random number generator with four generators.

$$
\begin{aligned}
q_{1,i} &= a_1 \cdot q_{1,i-1} \mod m_1 \\
q_{2,i} &= a_2 \cdot q_{2,i-1} \mod m_2 \\
q_{3,i} &= a_3 \cdot q_{3,i-1} \mod m_3 \\
q_{4,i} &= a_3 \cdot q_{4,i-1} \mod m_4 \\
r_i &= q_{1,i} + q_{2,i} + q_{3,i} + q_{4,i} \mod m_1 - 1
\end{aligned}
$$

See also [6].

Author(s):
Heiko Bauke

Definition at line 1447 of file trng.h.

6.3.2 Constructor & Destructor Documentation

6.3.2.1 TRNG::CLCG4::CLCG4 (long *a1* = 376555083l, long *m1* = 2147482951l, long *a2* = 1028879659l, long *m2* = 2147482949l, long *a3* = 225802979l, long *m3* = 2147482943l, long *a4* = 2028073966l, long *m4* = 2147482859l, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator with

$$\begin{aligned} q_{1,i} &= 376\,555\,083 \cdot q_{1,i-1} \mod 2\,147\,482\,951 \\ q_{2,i} &= 1\,028\,879\,659 \cdot q_{2,i-1} \mod 2\,147\,482\,949 \\ q_{3,i} &= 225\,802\,979 \cdot q_{3,i-1} \mod 2\,147\,482\,943 \\ q_{4,i} &= 2\,028\,073\,966 \cdot q_{3,i-1} \mod 2\,147\,482\,859 \\ r_i &= q_{1,i} + q_{2,i} + q_{3,i} + q_{4,i} \mod 2\,147\,482\,950\,. \end{aligned}$$

This generator has a period of $\frac{(2\,147\,482\,951-1)(2\,147\,482\,949-1)(2\,147\,482\,943-1)(2\,147\,482\,859-1)}{8} \approx 2^{121} \approx 2.66 \cdot 10^{36}$. The multipliers were found by an exhausive search applying the spectral test in up to eight dimensions.

Parameters:
a1 multiplier a_1
m1 prime modulus m_1
a2 multiplier a_2
m2 prime modulus m_2
a3 multiplier a_3
m3 prime modulus m_3
a4 multiplier a_4
m4 prime modulus m_4
seed_ default seed

6.3.3 Member Function Documentation

6.3.3.1 const char* TRNG::CLCG4::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.3.3.2 void TRNG::CLCG4::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.3.3.3 void TRNG::CLCG4::seed (long s = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 39) and **seed**() (p. 40) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.3.3.4 long TRNG::CLCG4::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.3.3.5 void TRNG::CLCG4::split (long s, long n)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.3.3.6 void TRNG::CLCG4::jump2 (long s)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.3.3.7 void TRNG::CLCG4::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.3.3.8 void TRNG::CLCG4::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.3.4 Member Data Documentation

6.3.4.1 const RNG_type TRNG::CLCG4::type = CLCG4_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1455 of file trng.h.

The documentation for this class was generated from the following file:

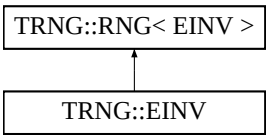
- **trng.h**

6.4 TRNG::EINV Class Reference

explicit inversive congruential generator.

`#include <trng.h>`

Inheritance diagram for TRNG::EINV:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.

- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **EINV** (long a_=1073741831l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = EINV_t
  pseudo random number generator type.

6.4.1 Detailed Description

explicit inversive congruential generator.

This is an explicit inversive congruential generator.

$$r_i = \overline{a \cdot i} \mod (2^{30} + 2^{28} + 3)$$

This generator has a period of $2^{30} + 2^{28} + 3 \approx 2^{30} \approx 1.34 \cdot 10^9$. This type has excelent statistical properties but its period is too short for large applications. You may combine this genrator with an other one. See also [1].

Author(s):
Heiko Bauke

Definition at line 1516 of file trng.h.

6.4.2 Constructor & Destructor Documentation

6.4.2.1 TRNG::EINV::EINV (long *a_* = 1073741831l, long *seed_* = 0l)

The default multiplier is 1 073 741 831.

Parameters:
a_ multiplier a
seed_ seed

6.4.3 Member Function Documentation

6.4.3.1 const char* TRNG::EINV::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.4.3.2 void TRNG::EINV::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.4.3.3 void TRNG::EINV::seed (long $s = 0$l)

The pseudo random number generator's state is set. Calling **reset**() (p. 43) and **seed**() (p. 43) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.4.3.4 long TRNG::EINV::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.4.3.5 void TRNG::EINV::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.4.3.6 void TRNG::EINV::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.4.3.7 void TRNG::EINV::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.4.3.8 void TRNG::EINV::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.4.4 Member Data Documentation

6.4.4.1 const RNG_type TRNG::EINV::type = EINV_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1521 of file trng.h.

The documentation for this class was generated from the following file:

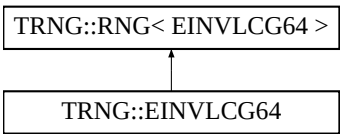
- **trng.h**

6.5 TRNG::EINVLCG64 Class Reference

combined generator.

`#include <trng.h>`

Inheritance diagram for TRNG::EINVLCG64:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **EINVLCG64** (long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = EINVLCG64_t
  pseudo random number generator type.

6.5.1 Detailed Description

combined generator.

This is a combined generator.

$$
\begin{aligned}
q_{1,i} &= \overline{1073741831 \cdot i} \mod (2^{30} + 2^{28} + 3) \\
q_{2,i} &= \left\lfloor \frac{q_{3,i}}{2^{33}} \right\rfloor \\
q_{3,i} &= 18\,145\,460\,002\,477\,866\,997 \cdot q_{3,i-1} + 1 \mod 2^{64} \\
r_i &= q_{1,i} + q_{2,i} \mod 2^{31}
\end{aligned}
$$

Author(s):
Heiko Bauke

Definition at line 1555 of file trng.h.

6.5.2 Constructor & Destructor Documentation

6.5.2.1 TRNG::EINVLCG64::EINVLCG64 (long *seed_* = 0l)

Parameters:
seed_ seed

6.5.3 Member Function Documentation

6.5.3.1 const char* TRNG::EINVLCG64::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.5.3.2 void TRNG::EINVLCG64::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.5.3.3 void TRNG::EINVLCG64::seed (long *s* = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 46) and **seed**() (p. 46) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.5.3.4 long TRNG::EINVLCG64::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.5.3.5 void TRNG::EINVLCG64::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.5.3.6 void TRNG::EINVLCG64::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.5.3.7 void TRNG::EINVLCG64::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.5.3.8 void TRNG::EINVLCG64::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.5.4 Member Data Documentation

6.5.4.1 const RNG_type TRNG::EINVLCG64::type = EINVLCG64_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1560 of file trng.h.

The documentation for this class was generated from the following file:

- **trng.h**

6.6 TRNG::error Class Reference

class for error handling.

`#include <trnglib.h>`

Public Methods

- **error** (const char * m)
  constructor.

Public Attributes

- const char* **message**
  error message.

6.6.1 Detailed Description

class for error handling.

This class is thrown, if an error occurs.

Definition at line 33 of file trnglib.h.

6.6.2 Constructor & Destructor Documentation

6.6.2.1 TRNG::error::error (const char * *m*) [inline]

Definition at line 38 of file trnglib.h.

6.6.3 Member Data Documentation

6.6.3.1 const char * TRNG::error::message

Definition at line 36 of file trnglib.h.

The documentation for this class was generated from the following file:

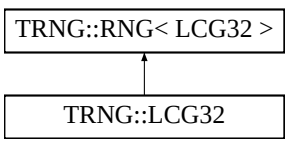
- **trnglib.h**

6.7 TRNG::LCG32 Class Reference

linear congruential generator.

`#include <trng.h>`

Inheritance diagram for TRNG::LCG32:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **LCG32** (unsigned long a_=69069ul, unsigned long b_=1ul, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = LCG32_t
  pseudo random number generator type.

6.7.1 Detailed Description

linear congruential generator.

This class implements a simple linear congruential pseudo random number generator with a power of two modulus in the form

$$q_i = a \cdot q_{i-1} + b \mod 2^{32}$$
$$r_i = \lfloor q_i/2 \rfloor .$$

r_i is the actual pseudo random number. To get a full period of 2^{32} a and b have to be choosen that $a \equiv 1 \mod 4$ and b is odd.

Author(s):
Heiko Bauke

Definition at line 1092 of file trng.h.

6.7.2 Constructor & Destructor Documentation

6.7.2.1 TRNG::LCG32::LCG32 (unsigned long *a_* = 69069ul, unsigned long *b_* = 1ul, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator used on VAX. This generator has a period of $2^{32} \approx 4.29 \cdot 10^9$. This generator is just a toy. Its period is too short and it has some bad statistical properties.

Parameters:

a_ multiplier a

b_ additive constant

seed_ default seed

6.7.3 Member Function Documentation

6.7.3.1 const char* TRNG::LCG32::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:

pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.7.3.2 void TRNG::LCG32::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.7.3.3 void TRNG::LCG32::seed (long *s* = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 50) and **seed**() (p. 50) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:

s new seed

Exceptions:

error if $s < 0$

See also:

TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.7.3.4 long TRNG::LCG32::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:

next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.7.3.5 void TRNG::LCG32::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences

n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.7.3.6 void TRNG::LCG32::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.7.3.7 void TRNG::LCG32::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.7.3.8 void TRNG::LCG32::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.7.4 Member Data Documentation

6.7.4.1 const RNG_type TRNG::LCG32::type = LCG32_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1099 of file trng.h.

The documentation for this class was generated from the following file:

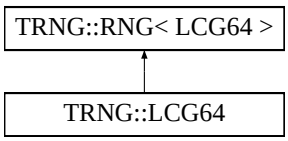
- **trng.h**

6.8 TRNG::LCG64 Class Reference

linear congruential generator.

`#include <trng.h>`

Inheritance diagram for TRNG::LCG64:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **LCG64** (unsigned long long a_=1814546000247786997ull, unsigned long long b_=1ul, long seed_=0ul)
  constructor.

Static Public Attributes

- const **RNG_type type** = LCG64_t
  pseudo random number generator type.

6.8.1 Detailed Description

linear congruential generator.

This class implements a simple linear congruential pseudo random number generator with a power of two modulus in the form

$$q_i = a \cdot q_{i-1} + b \mod 2^{64}$$
$$r_i = \lfloor q_i / 2^{33} \rfloor .$$

r_i is the actual pseudo random number. To get a full period of 2^{64} a and b have to be choosen that $a \equiv 1 \mod 4$ and b is odd.

Author(s):
Heiko Bauke

Definition at line 1138 of file trng.h.

6.8.2 Constructor & Destructor Documentation

6.8.2.1 TRNG::LCG64::LCG64 (unsigned long long *a_* = 18145460002477866997ull, unsigned long long *b_* = 1ul, long *seed_* = 0ul)

The constructor's default values implement a pseudo random number generator with $a = 18\,145\,460\,002\,477\,866\,997$ and $b = 1$. This generator has a period of $2^{64} \approx 1.84 \cdot 10^{19}$. **LCG64** (p. 52) is the quick and dirty generator in **TRNG** (p. 10).

Parameters:
a_ multiplier a
b_ additive constant
seed_ default seed

6.8.3 Member Function Documentation

6.8.3.1 const char* TRNG::LCG64::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.8.3.2 void TRNG::LCG64::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.8.3.3 void TRNG::LCG64::seed (long *s* = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 53) and **seed**() (p. 54) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.8.3.4 long TRNG::LCG64::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.8.3.5 void TRNG::LCG64::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.8.3.6 void TRNG::LCG64::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.8.3.7 void TRNG::LCG64::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.8.3.8 void TRNG::LCG64::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.8.4 Member Data Documentation

6.8.4.1 const RNG_type TRNG::LCG64::type = LCG64_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1145 of file trng.h.

The documentation for this class was generated from the following file:

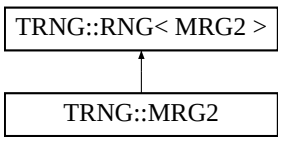
- **trng.h**

6.9 TRNG::MRG2 Class Reference

multiple recursive generator.

`#include <trng.h>`

Inheritance diagram for TRNG::MRG2:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.

- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **MRG2** (long a0_=1498809829l, long a1_=1160990996l, long modulus_=2147483647l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = MRG2_t
  pseudo random number generator type.

6.9.1 Detailed Description

multiple recursive generator.

This multiple recursive generator uses a linear recurrence of order two with a prime modulus.

$$r_i = a_1 \cdot r_{i-1} + a_2 \cdot r_{i-2} \mod m$$

Author(s):
Heiko Bauke

Definition at line 1180 of file trng.h.

6.9.2 Constructor & Destructor Documentation

6.9.2.1 TRNG::MRG2::MRG2 (long *a0_* = 1498809829l, long *a1_* = 1160990996l, long *modulus_* = 2147483647l, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator with $a_1 = 1\,498\,809\,829$, $a_2 = 1\,160\,990\,996$ and $m = 2^{31} - 1$ as proposed in [9]. This generator has a period of $2^{2\cdot 31} - 1 \approx 2^{62} \approx 4.61 \cdot 10^{18}$.

Parameters:
a0_ multiplier a_1
a1_ multiplier a_2
m_ prime modulus
seed_ default seed

6.9.3 Member Function Documentation

6.9.3.1 const char* TRNG::MRG2::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.9.3.2 void TRNG::MRG2::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.9.3.3 void TRNG::MRG2::seed (long *s* = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 57) and **seed**() (p. 57) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.9.3.4 long TRNG::MRG2::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.9.3.5 void TRNG::MRG2::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.9.3.6 void TRNG::MRG2::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.9.3.7 void TRNG::MRG2::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.9.3.8 void TRNG::MRG2::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.9.4 Member Data Documentation

6.9.4.1 const RNG_type TRNG::MRG2::type = MRG2_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1187 of file trng.h.

The documentation for this class was generated from the following file:

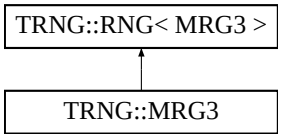
- **trng.h**

6.10 TRNG::MRG3 Class Reference

multiple recursive generator.

`#include <trng.h>`

Inheritance diagram for TRNG::MRG3:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **MRG3** (long a0_=20214220571, long a1_=18269923511, long a2_=19777534571, long modulus_=21474836471, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = MRG3_t
  pseudo random number generator type.

6.10.1 Detailed Description

multiple recursive generator.

This multiple recursive generator uses a linear recurrence of order three with a prime modulus.

$$r_i = a_1 \cdot r_{i-1} + a_2 \cdot r_{i-2} + a_3 \cdot r_{i-3} \mod m$$

Author(s):
Heiko Bauke

Definition at line 1224 of file trng.h.

6.10.2 Constructor & Destructor Documentation

6.10.2.1 TRNG::MRG3::MRG3 (long *a0_* = 20214220571, long *a1_* = 18269923511, long *a2_* = 19777534571, long *modulus_* = 21474836471, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator with $a_1 = 2\,021\,422\,057$, $a_2 = 1\,826\,992\,351$, $a_3 = 1\,977\,753\,457$ and $m = 2^{31} - 1$ as proposed in [9]. This generator has a period of $2^{3 \cdot 31} - 1 \approx 2^{93} \approx 9.90 \cdot 10^{27}$.

Parameters:

a0_ multiplier a_1

a1_ multiplier a_2

a2_ multiplier a_3

m_ prime modulus

seed_ default seed

6.10.3 Member Function Documentation

6.10.3.1 const char* TRNG::MRG3::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:

pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.10.3.2 void TRNG::MRG3::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.10.3.3 void TRNG::MRG3::seed (long *s* = 0l)

The pseudo random number generator's state is set. Calling **reset**() (p. 60) and **seed**() (p. 60) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:

s new seed

Exceptions:

error if $s < 0$

See also:

TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.10.3.4 long TRNG::MRG3::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:

next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.10.3.5 void TRNG::MRG3::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences

n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.10.3.6 void TRNG::MRG3::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.10.3.7 void TRNG::MRG3::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.10.3.8 void TRNG::MRG3::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.10.4 Member Data Documentation

6.10.4.1 const RNG_type TRNG::MRG3::type = MRG3_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1231 of file trng.h.

The documentation for this class was generated from the following file:

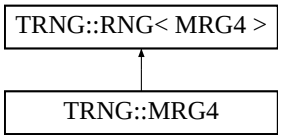
- **trng.h**

6.11 TRNG::MRG4 Class Reference

multiple recursive generator.

`#include <trng.h>`

Inheritance diagram for TRNG::MRG4:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **MRG4** (long a0_=2001982722l, long a1_=1412284257l, long a2_=1155380217l, long a3_=1668339922l, long modulus_=2147483647l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = MRG4_t
  pseudo random number generator type.

6.11.1 Detailed Description

multiple recursive generator.

This multiple recursive generator uses a linear recurrence of order four with a prime modulus.

$$r_i = a_1 \cdot r_{i-1} + a_2 \cdot r_{i-2} + a_3 \cdot r_{i-3} + a_4 \cdot r_{i-4} \mod m$$

Author(s):
Heiko Bauke

Definition at line 1271 of file trng.h.

6.11.2 Constructor & Destructor Documentation

6.11.2.1 TRNG::MRG4::MRG4 (long *a0_* = 2001982722l, long *a1_* = 1412284257l, long *a2_* = 1155380217l, long *a3_* = 1668339922l, long *modulus_* = 2147483647l, long *seed_* = 0l)

The constructor's default values implement a pseudo random number generator with $a_1 = 2\,001\,982\,722$, $a_2 = 1\,412\,284\,257$, $a_3 = 1\,155\,380\,217$, $a_4 = 1\,668\,339\,922$ and $m = 2^{31} - 1$ as proposed by [9]. This generator has a period of $2^{4\cdot 31} - 1 \approx 2^{124} \approx 2.13 \cdot 10^{37}$.

Parameters:
a0_ multiplier a_1
a1_ multiplier a_2
a2_ multiplier a_3
a3_ multiplier a_4
m_ prime modulus
seed_ default seed

6.11.3 Member Function Documentation

6.11.3.1 const char* TRNG::MRG4::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.11.3.2 void TRNG::MRG4::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.11.3.3 void TRNG::MRG4::seed (long $s = 0l$)

The pseudo random number generator's state is set. Calling **reset**() (p. 63) and **seed**() (p. 64) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.11.3.4 long TRNG::MRG4::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.11.3.5 void TRNG::MRG4::split (long s, long n)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences

n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.11.3.6 void TRNG::MRG4::jump2 (long s)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.11.3.7 void TRNG::MRG4::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.11.3.8 void TRNG::MRG4::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.11.4 Member Data Documentation

6.11.4.1 const RNG_type TRNG::MRG4::type = MRG4_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1278 of file trng.h.

The documentation for this class was generated from the following file:

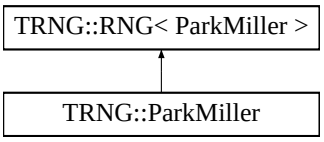
- **trng.h**

6.12 TRNG::ParkMiller Class Reference

linear congruential generator.

`#include <trng.h>`

Inheritance diagram for TRNG::ParkMiller:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.

- long **rand** (void)
  next pseudo random number.
- void **split** (long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **save_status** (std::vector<long> &s)
  status saving.
- void **load_status** (const std::vector<long> &s)
  status restoring.
- **ParkMiller** (long a_=16807l, long modulus_=2147483647l, long seed_=0l)
  constructor.

Static Public Attributes

- const **RNG_type type** = ParkMiller_t
  pseudo random number generator type.

6.12.1 Detailed Description

linear congruential generator.

This class implements a simple linear congruential pseudo random number generator with a prime modulus in the form

$$q_i = a \cdot q_{i-1} \mod m$$
$$r_i = q_i - 1\,.$$

r_i is the actual pseudo random number. The modulus m has to be a prime smaller than 2^{31} and a a generating element of the multiplicative group modulo m to generate a maxmal length period.

Author(s):
Heiko Bauke

Definition at line 1049 of file trng.h.

6.12.2 Constructor & Destructor Documentation

6.12.2.1 TRNG::ParkMiller::ParkMiller (long *a_* = 16807l, long *modulus_* = 2147483647l, long *seed_* = 0l)

The constructor's default values implement a modified random number generator proposed by Park and Miller. This generator has a period of $2^{31} - 2 \approx 2^{31} \approx 2.15 \cdot 10^9$. See also [8].

Parameters:
a_ multiplier a
modulus_ prime modulus m
seed_ default seed

6.12.3 Member Function Documentation

6.12.3.1 const char* TRNG::ParkMiller::name (void)

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented from **TRNG::RNG** (p. 72).

6.12.3.2 void TRNG::ParkMiller::reset (void)

The pseudo random number generator's parameters are set to some default values.

Reimplemented from **TRNG::RNG** (p. 73).

6.12.3.3 void TRNG::ParkMiller::seed (long $s = 0$l)

The pseudo random number generator's state is set. Calling **reset**() (p. 67) and **seed**() (p. 67) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 73).

6.12.3.4 long TRNG::ParkMiller::rand (void)

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented from **TRNG::RNG** (p. 73).

6.12.3.5 void TRNG::ParkMiller::split (long *s*, long *n*)

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences
n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 83).

6.12.3.6 void TRNG::ParkMiller::jump2 (long *s*)

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented from **TRNG::RNG** (p. 84).

6.12.3.7 void TRNG::ParkMiller::save_status (std::vector< long >& *s*)

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.12.3.8 void TRNG::ParkMiller::load_status (const std::vector< long >& *s*)

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented from **TRNG::RNG** (p. 85).

6.12.4 Member Data Documentation

6.12.4.1 const RNG_type TRNG::ParkMiller::type = ParkMiller_t [static]

This numerical value determins the random number generator type.

Reimplemented from **TRNG::RNG** (p. 85).

Definition at line 1053 of file trng.h.

The documentation for this class was generated from the following file:

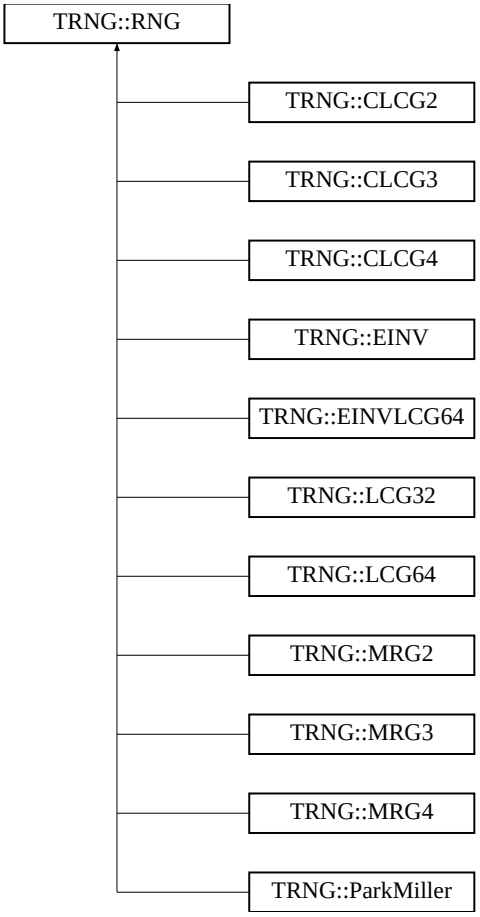
- **trng.h**

6.13 TRNG::RNG Class Template Reference

pseudo random number generator template.

`#include <trng.h>`

Inheritance diagram for TRNG::RNG:



Public Methods

- const char* **name** (void)
  pseudo random number generator's name.
- void **reset** (void)
  reset the pseudo random number generator.
- void **seed** (long s=0l)
  seed the pseudo random number generator.
- long **rand** (void)
  next pseudo random number.
- long **max** (void)
  maximal pseudo random number.
- bool **boolean** (void)
  pseudo random boolean.
- bool **boolean** (const double p)
  pseudo random boolean.

- double **uniform** (void)
  pseudo random number.
- double **uniform** (const double a, const double b)
  pseudo random number.
- double **uniformco** (void)
  pseudo random number.
- double **uniformco** (const double a, const double b)
  pseudo random number.
- double **uniformcc** (void)
  pseudo random number.
- double **uniformcc** (const double a, const double b)
  pseudo random number.
- double **uniformoc** (void)
  pseudo random number.
- double **uniformoc** (const double a, const double b)
  pseudo random number.
- double **uniformoo** (void)
  pseudo random number.
- double **uniformoo** (const double a, const double b)
  pseudo random number.
- long **uniforml** (const long b)
  pseudo random number.
- long **uniforml** (const long a, const long b)
  pseudo random number.
- double **normal_dist** (const double sigma=1.0, const double mu=0.0)
  pseudo random number.
- double **exp_dist** (const double mu=1.0)
  pseudo random number.
- double **laplace_dist** (const double a=1.0)
  pseudorandom number.
- double **tent_dist** (const double a=1.0)
  pseudorandom number.
- double **Gamma_dist** (const double a, const double b)
  pseudo random number.
- double **Beta_dist** (const double a, const double b)

pseudo random number.

- double **chi_square_dist** (const double nu)
  pseudo random number.
- long **binomial_dist** (long n, double p=0.5)
  pseudo random number.
- long **binomial_dist_tab** (long n, double p=0.5)
  pseudo random number.
- double **Student_t_dist** (const double nu)
  pseudo random number.
- long **poisson_dist** (double mu=1.0)
  pseudo random number.
- long **geometric_dist** (double q)
  pseudo random number.
- template<classt_function> double **rejection**<t_function> (t_function p, double a1, double a2, double p_max)
  pseudo random number.
- long **discrete_dist** (const std::vector<double> p)
  pseudo random number.
- **vector2d spherical2d** (void)
  pseudo random vector.
- **vector3d spherical3d** (void)
  pseudo random vector.
- **vector4d spherical4d** (void)
  pseudo random vector.
- void **split** (long s, long n)
  sequence splitting.
- void **jump** (long long s)
  sequence splitting.
- void **jump** (long long s, long n)
  sequence splitting.
- void **jump2** (long s)
  sequence splitting.
- void **jump2** (long s, long n)
  sequence splitting.
- void **save_status** (std::vector<long> &s)

status saving.

- void **load_status** (const std::vector<long> &s)
  status restoring.

Static Public Attributes

- const **TRNG::RNG_type type** = RNG_t
  pseudo random number generator type.

Protected Attributes

- long **max_val**
  maximum value that the random number gernerator's method **rand***()* (p. 73) *can return.*
- long **max_val2**
  the half of the maximum value that the random number gernerator's method **rand***()* (p. 73) *can return.*

6.13.1 Detailed Description

template<class RNG_type> template class TRNG::RNG

pseudo random number generator template.

All the pseudo random number generators are derived form this base class. Routines for generation of uniform and nonuniform variartes are implemented in this base class. Generator specific tasks like sequence splitting or leapfrog method are implementetd by the derived classes. The method **rand**() (p. 73), the generator's core method, has of course also to be reimplemented for every new generator.

Author(s):
Heiko Bauke

Definition at line 126 of file trng.h.

6.13.2 Member Function Documentation

6.13.2.1 template<classRNG_type> const char * TRNG<RNG_type>::RNG<RNG_type>::name (void) [inline]

Returns a pointer to a zero terminated string containing the pseudo random number generator's name.

Returns:
pointer to a zero termiated string

Reimplemented in **TRNG::ParkMiller** (p. 67), **TRNG::LCG32** (p. 50), **TRNG::LCG64** (p. 53), **TRNG::MRG2** (p. 57), **TRNG::MRG3** (p. 60), **TRNG::MRG4** (p. 63), **TRNG::CLCG2** (p. 32), **TRNG::CLCG3** (p. 35), **TRNG::CLCG4** (p. 39), **TRNG::EINV** (p. 43), and **TRNG::EINVLCG64** (p. 46).

Definition at line 150 of file trng.h.

6.13.2.2 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::reset (void) [inline]

The pseudo random number generator's parameters are set to some default values.

Reimplemented in **TRNG::ParkMiller** (p. 67), **TRNG::LCG32** (p. 50), **TRNG::LCG64** (p. 53), **TRNG::MRG2** (p. 57), **TRNG::MRG3** (p. 60), **TRNG::MRG4** (p. 63), **TRNG::CLCG2** (p. 32), **TRNG::CLCG3** (p. 36), **TRNG::CLCG4** (p. 39), **TRNG::EINV** (p. 43), and **TRNG::EINVLCG64** (p. 46).

Definition at line 159 of file trng.h.

6.13.2.3 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::seed (long *s* = 0l) [inline]

The pseudo random number generator's state is set. Calling **reset**() (p. 73) and **seed**() (p. 73) with the seed value used by the initialisation will set the generator in the same state as after initialisation.

Parameters:
s new seed

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented in **TRNG::ParkMiller** (p. 67), **TRNG::LCG32** (p. 50), **TRNG::LCG64** (p. 54), **TRNG::MRG2** (p. 57), **TRNG::MRG3** (p. 60), **TRNG::MRG4** (p. 64), **TRNG::CLCG2** (p. 32), **TRNG::CLCG3** (p. 36), **TRNG::CLCG4** (p. 40), **TRNG::EINV** (p. 43), and **TRNG::EINVLCG64** (p. 46).

Definition at line 172 of file trng.h.

6.13.2.4 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::rand (void) [inline]

This is the generator's core method. It calculates the next pseudo random number. It's an integer number r with $0 \leq r \leq \max$. You can determine the upper bound max by calling the method **max**() (p. 73).

Returns:
next integer pseudo random number

Reimplemented in **TRNG::ParkMiller** (p. 67), **TRNG::LCG32** (p. 50), **TRNG::LCG64** (p. 54), **TRNG::MRG2** (p. 57), **TRNG::MRG3** (p. 60), **TRNG::MRG4** (p. 64), **TRNG::CLCG2** (p. 32), **TRNG::CLCG3** (p. 36), **TRNG::CLCG4** (p. 40), **TRNG::EINV** (p. 43), and **TRNG::EINVLCG64** (p. 46).

Definition at line 184 of file trng.h.

6.13.2.5 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::max (void) [inline]

Returns:
maximal pseudo random number returned by **rand**() (p. 73)

Definition at line 192 of file trng.h.

6.13.2.6 template<classRNG_type> bool TRNG<RNG_type>::RNG<RNG_type>::boolean (void) [inline]

Returns:
pseudo random boolean with probability $\frac{1}{2}$ for return value true

Definition at line 201 of file trng.h.

6.13.2.7 template<classRNG_type> bool TRNG<RNG_type>::RNG<RNG_type>::boolean (const double *p*) [inline]

Returns:
pseudo random boolean with probability p for return value true

Definition at line 210 of file trng.h.

6.13.2.8 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniform (void) [inline]

Returns:
a in $[0, 1)$ uniform distributed random number

Definition at line 218 of file trng.h.

6.13.2.9 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniform (const double *a*, const double *b*) [inline]

Returns:
a in $[a, b)$ uniform distributed random number

Parameters:
a lower bound
b upper bound

Definition at line 228 of file trng.h.

6.13.2.10 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformco (void) [inline]

Returns:
a in $[0, 1)$ uniform distributed random number

Definition at line 236 of file trng.h.

6.13.2.11 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformco (const double *a*, const double *b*) [inline]

Returns:
a in $[a, b)$ uniform distributed random number

Parameters:
a lower bound
b upper bound

Definition at line 247 of file trng.h.

6.13.2.12 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformcc (void) [inline]

Returns:
a in $[0, 1]$ uniform distributed random number

Definition at line 256 of file trng.h.

6.13.2.13 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformcc (const double *a*, const double *b*) [inline]

Returns:
a in $[a, b]$ uniform distributed random number

Parameters:
a lower bound
b upper bound

Definition at line 267 of file trng.h.

6.13.2.14 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformoc (void) [inline]

Returns:
a in $(0, 1]$ uniform distributed random number

Definition at line 276 of file trng.h.

6.13.2.15 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformoc (const double *a*, const double *b*) [inline]

Returns:
a in $(a, b]$ uniform distributed random number

Parameters:
a lower bound
b upper bound

Definition at line 287 of file trng.h.

6.13.2.16 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformoo (void) [inline]

Returns:
a in $(0, 1)$ uniform distributed random number

Definition at line 296 of file trng.h.

6.13.2.17 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::uniformoo (const double *a*, const double *b*) [inline]

Returns:
a in (a, b) uniform distributed random number

Parameters:
a lower bound
b upper bound

Definition at line 307 of file trng.h.

6.13.2.18 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::uniforml (const long *b*) [inline]

Returns:
If $b > 0$ a in $[0, b)$ uniform distributed natural random number is returned, if $b < 0$ return value is in $(b, 0]$.

Parameters:
b upper bound

Definition at line 317 of file trng.h.

6.13.2.19 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::uniforml (const long *a*, const long *b*) [inline]

Returns:
a in $[a, b)$ uniform distributed natural random number

Parameters:
a lower bound
b upper bound

Definition at line 327 of file trng.h.

6.13.2.20 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::normal_dist (const double *sigma* = 1.0, const double *mu* = 0.0) [inline]

A normal distributed random variate has a probability density

$$p(x) = \frac{1}{\sqrt{2\pi}\sigma} \mathrm{e}^{-\frac{x^2}{2\sigma^2}} .$$

This method uses the polar (Box-Mueller) method, see [3] for details.

Returns:
a normal distributed random number with mean μ and variance σ

Parameters:
sigma variance σ
mu mean μ

Exceptions:
error if $\sigma \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 347 of file trng.h.

6.13.2.21 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::exp_dist (const double *mu* = 1.0) [inline]

A exponential distributed random variate has a probability density

$$p(x) = \begin{cases} \frac{1}{\mu} \mathrm{e}^{-\frac{x}{\mu}} & x \geq 0\,, \qquad \mu > 0 \\ 0 & \text{else} \end{cases}\,.$$

The transformation method is discribed in [3]. One random number is used to get one random number with exponential distribution.

Returns:
a exponential distributed random number with mean μ

Parameters:
mu mean μ

Exceptions:
error if $\mu \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 388 of file trng.h.

6.13.2.22 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::laplace_dist (const double *a* = 1.0) [inline]

The two-sided exponential probability distribution is

$$p(x) = \frac{1}{2a} \mathrm{e}^{-|x|/a}\,, \qquad a > 0\,.$$

It is also known as the Laplace distribution. The is implementation adopted from the GNU scientific library and uses a simple transformation method. One random number is used to get one random number with Laplace distribution.

Returns:
a pseudo random number with probability density $p(x)$

Parameters:
a parameter a, $a > 0$

Exceptions:
error if $a \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 410 of file trng.h.

6.13.2.23 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::tent_dist (const double *a* = 1.0) [inline]

This method generates a pseudo randeom number with a tent shaped probability distribution.

$$p(x) = \begin{cases} \frac{x+a}{a^2} & -a \le x \le 0 \\ \frac{a-x}{a^2} & 0 \le x \le a \\ 0 & \text{else} \end{cases}, \qquad \text{with } a > 0$$

The implementation uses a simple transformation method. One random number is used to get one random number with a tent shaped distribution.

Returns:
a pseudo random number with probability density $p(x)$

Parameters:
a parameter a, $a > 0$

Exceptions:
error if $a \le 0$

See also:
TRNG::error (p. 48)

Definition at line 441 of file trng.h.

6.13.2.24 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::Gamma_dist (const double *a*, const double *b*) [inline]

A gamma distributed random number has a probability density

$$p(x) = \begin{cases} \frac{1}{\Gamma(a) b^a} x^{a-1} \mathrm{e}^{-\frac{x}{b}} & x > 0 \\ 0 & \text{else} \end{cases}.$$

The is implemetation adopted from the GNU scientific library. See also [3].

Returns:
a gamma distributed random number

Parameters:
a parameter a

b parameter b

Exceptions:
error if $a \le 0$ or $b \le 0$

See also:
TRNG::error (p. 48)

Definition at line 471 of file trng.h.

6.13.2.25 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::Beta_dist (const double *a*, const double *b*) [inline]

A Beta distributed random number has a probability density

$$p(x) = \begin{cases} \dfrac{\Gamma(a+b)}{\Gamma(a)\Gamma(b)} x^{a-1}(1-x)^{b-1} & 0 \le x \le 1 \\ 0 & \text{else} \end{cases}$$

The method is discribed in [3] pp. 129-130.

Returns:
a Beta distributed random number

Parameters:
a parameter a, $a > 0$
b parameter b, $b > 0$

Exceptions:
error if $a \le 0$ or $b \le 0$

See also:
TRNG::error (p. 48)

Definition at line 549 of file trng.h.

6.13.2.26 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::chi_square_dist (const double *nu*) [inline]

The χ^2-distribution is just a special case of the Γ-distribution with $a = \nu/2$ and $b = 1$.

$$p(x) = \frac{\left(\frac{x}{2}\right)^{\frac{\nu}{2}-1}}{2\Gamma(\frac{\nu}{2})} \mathrm{e}^{-\frac{x}{2}}, \qquad x \le 0$$

The method is discribed in [3] p. 130.

Returns:
a chi square distributed random number

Parameters:
nu degrees of freedom ν

Exceptions:
error if $\nu < 1$

See also:
TRNG::error (p. 48)

Definition at line 574 of file trng.h.

6.13.2.27 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::binomial_dist (long *n*, double *p* = 0.5) [inline]

The binomial distribution is a discrete distribution with

$$p(k) = \frac{n!}{k!(n-k)!} p^k (1-p)^{n-k}, \qquad 0 \le k \le n\,.$$

The method is discribed in [3] p. 131. The implemetation is adopted from the GNU scientific library.

Returns:
a binomial distributed pseudo random number

Parameters:
n number of trails n

p probability p in each trail

Exceptions:
error if $p \leq 0$ or $p > 1$ or $n \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 596 of file trng.h.

6.13.2.28 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::binomial_dist_tab (long *n*, double *p* = 0.5) [inline]

The binomial distribution is a discrete distribution with

$$p(k) = \frac{n!}{k!(n-k)!} p^k (1-p)^{n-k}\,, \qquad 0 \leq k \leq n\,.$$

This method's implementation uses a lookup table and is very fast if this method is called often with the same parameter set.

Returns:
a binomial distributed pseudo random number

Parameters:
n number of trails n

p probability p in each trail

Exceptions:
error if $p \leq 0$ or $p > 1$ or $n \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 636 of file trng.h.

6.13.2.29 template<classRNG_type> double TRNG<RNG_type>::RNG<RNG_type>::Student_t_dist (const double *nu*) [inline]

Student's t-distribution with ν degrees of freedom is defined as

$$p(x) = \frac{\Gamma\left(\frac{\nu-1}{2}\right)}{\sqrt{\nu\pi}\,\Gamma\left(\frac{\nu}{2}\right)} \left(1 + \frac{x^2}{\nu}\right)^{-\frac{\nu+1}{2}}\,.$$

This method's implementation is adopted from the GNU scientific library, see also [3].

Returns:
a random number with Student's-t distribution with ν degrees of freedom

Parameters:
nu degrees of freedom, $\nu > 0$

Exceptions:
error if $\nu \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 682 of file trng.h.

6.13.2.30 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::poisson_dist (double *mu* = 1.0) [inline]

The probability distribution for Poisson variates is

$$p(k) = \frac{\mu^k}{k!}\mathrm{e}^{-\mu}\,, \qquad k \geq 0\,.$$

This method's implementation is adopted from the GNU scientific library, see also [3].

Returns:
a poisson distributed pseudo random number

Parameters:
mu mean μ

Exceptions:
error if $\mu \leq 0$

See also:
TRNG::error (p. 48)

Definition at line 714 of file trng.h.

6.13.2.31 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::geometric_dist (double *q*) [inline]

The geometric probability distribution is

$$p(k) = q(1-q)^{k-1}\,, \qquad k \geq 1\,.$$

This method's implementation is adopted from the GNU scientific library, see also [3].

Returns:
a geometric distributed pseudo random number

Parameters:
q probability q

Exceptions:
error if $q \leq 0$ or $q > 1$

See also:
TRNG::error (p. 48)

Definition at line 752 of file trng.h.

6.13.2.32 template<classRNG_type> template<classt_function> double TRNG<RNG_type>::RNG<RNG_type>::rejection (t_function *p*, double *a1*, double *a2*, double *p_max*) [inline]

Returns a random number calculated by the rejection method. Assume your desired probability distribution is $p(x) = \frac{3}{4}(1 - x^2)$ for $x \in [-1, 1]$. Write a class that calculates this probability distribution

```
class p {
public:
  double operator()(double x) {
    return 0.75*(1.0-x*x);
  }
};
```

and use

```
my_rng.rejection(p(), -1.0, 1.0, 0.75)
```

to generate a pseudo random number with probability distribution $p(x)$.

Returns:
random number

Parameters:
p function object, a function describing the probability density in the range between a_1 and a_2
a1 lower bound a_1
a2 upper bound a_2
p_max maximum of the probability function $p(x)$ for $x \in [a_1, a_2]$

Definition at line 789 of file trng.h.

6.13.2.33 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::discrete_dist (const std::vector< double > *p*) [inline]

This method can be used to generate discrete random variates with an arbitrary probability distribution. The algorithm is $O(\ln n)$. If you need a faster algorithm see [10].

Returns:
random number k, $0 \leq k \leq n - 1$

Parameters:
p n dimensional commulative probability vector $p_0, p_1, \ldots p_{n-1}$, with $p_i < p_{i+1}$ and $p_{n-1} = 1$

Exceptions:
error if vector empty

See also:
TRNG::error (p. 48)

Definition at line 811 of file trng.h.

6.13.2.34 template<classRNG_type> vector2d TRNG<RNG_type>::RNG<RNG_type>::spherical2d (void) [inline]

This method calculates a unit vector with a uniform distributed direction in two dimensions. For a vector uniform distributed inside the unit citcle multiply the vector with $\sqrt{u}$ where u is uniforum distributed in $[0, 1)$. The vector is stored in a structure **vector2d** (p. 14).

Returns:
a two dimensional unit vector

Definition at line 838 of file trng.h.

6.13.2.35 template<classRNG_type> vector3d TRNG<RNG_type>::RNG<RNG_type>::spherical3d (void) [inline]

This method calculates a unit vector with a uniform distributed direction in three dimensions. For a vector uniform distributed inside the unit shere multiply the vector with $\sqrt[3]{u}$ where u is uniforum distributed in $[0, 1)$. The vector is stored in a structure **vector3d** (p. 14).

Returns:
a three dimensional unit vector

Definition at line 862 of file trng.h.

6.13.2.36 template<classRNG_type> vector4d TRNG<RNG_type>::RNG<RNG_type>::spherical4d (void) [inline]

This method calculates a unit vector with a uniform distributed direction in four dimensions. For a vector uniform distributed inside the unit hyper-shere multiply the vector with $\sqrt[4]{u}$ where u is uniforum distributed in $[0, 1)$. The vector is stored in a structure **vector4d** (p. 14).

Returns:
a four dimensional unit vector

Definition at line 886 of file trng.h.

6.13.2.37 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::split (long *s*, long *n*) [inline]

The pseudo random number generator's sequence is splitted into s sequences using the leapfrog method. Sequence number n is selected. $0 \leq n < s$

Parameters:
s number of sequences

n selected sequence

Exceptions:
error if $s < 1$ or $n \geq s$ or $n < 0$

See also:
TRNG::error (p. 48)

Reimplemented in **TRNG::ParkMiller** (p. 67), **TRNG::LCG32** (p. 51), **TRNG::LCG64** (p. 54), **TRNG::MRG2** (p. 57), **TRNG::MRG3** (p. 61), **TRNG::MRG4** (p. 64), **TRNG::CLCG2** (p. 32), **TRNG::CLCG3** (p. 36), **TRNG::CLCG4** (p. 40), **TRNG::EINV** (p. 43), and **TRNG::EINVLCG64** (p. 46).

Definition at line 917 of file trng.h.

6.13.2.38 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::jump (long long *s*) [inline]

The pseudo random number generator jumps s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Definition at line 928 of file trng.h.

6.13.2.39 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::jump (long long *s*, long *n*) [inline]

The pseudo random number generator jumps $n \cdot s$ steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$ or $n < 0$

See also:
TRNG::error (p. 48)

Definition at line 947 of file trng.h.

6.13.2.40 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::jump2 (long *s*) [inline]

The pseudo random number generator jumps 2^s steps ahead.

Parameters:
s determines the jump size

Exceptions:
error if $s < 0$

See also:
TRNG::error (p. 48)

Reimplemented in **TRNG::ParkMiller** (p. 68), **TRNG::LCG32** (p. 51), **TRNG::LCG64** (p. 54), **TRNG::MRG2** (p. 58), **TRNG::MRG3** (p. 61), **TRNG::MRG4** (p. 64), **TRNG::CLCG2** (p. 33), **TRNG::CLCG3** (p. 36), **TRNG::CLCG4** (p. 40), **TRNG::EINV** (p. 44), and **TRNG::EINVLCG64** (p. 47).

Definition at line 963 of file trng.h.

6.13.2.41 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::jump2 (long *s*, long *n*) [inline]

The pseudo random number generator jumps $n \cdot 2^s$ steps ahead.

Parameters:
s determines the jump size

n determines the jump size

Exceptions:
if $s < 0$ or $n < 0$

See also:
TRNG::error (p. 48)

Definition at line 975 of file trng.h.

6.13.2.42 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::save_status (std::vector< long >& *s*) [inline]

The status of the pseudo random number generator is saved into a vector.

Parameters:
s reference to a vector of long

Reimplemented in **TRNG::ParkMiller** (p. 68), **TRNG::LCG32** (p. 51), **TRNG::LCG64** (p. 55), **TRNG::MRG2** (p. 58), **TRNG::MRG3** (p. 61), **TRNG::MRG4** (p. 65), **TRNG::CLCG2** (p. 33), **TRNG::CLCG3** (p. 37), **TRNG::CLCG4** (p. 41), **TRNG::EINV** (p. 44), and **TRNG::EINVLCG64** (p. 47).

Definition at line 992 of file trng.h.

6.13.2.43 template<classRNG_type> void TRNG<RNG_type>::RNG<RNG_type>::load_status (const std::vector< long >& *s*) [inline]

The status of the pseudo random number generator is restored from a vector.

Parameters:
s reference to a vector of long

Reimplemented in **TRNG::ParkMiller** (p. 68), **TRNG::LCG32** (p. 51), **TRNG::LCG64** (p. 55), **TRNG::MRG2** (p. 58), **TRNG::MRG3** (p. 61), **TRNG::MRG4** (p. 65), **TRNG::CLCG2** (p. 33), **TRNG::CLCG3** (p. 37), **TRNG::CLCG4** (p. 41), **TRNG::EINV** (p. 44), and **TRNG::EINVLCG64** (p. 47).

Definition at line 1002 of file trng.h.

6.13.3 Member Data Documentation

6.13.3.1 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::max_val [protected]

Definition at line 134 of file trng.h.

6.13.3.2 template<classRNG_type> long TRNG<RNG_type>::RNG<RNG_type>::max_val2 [protected]

Definition at line 136 of file trng.h.

6.13.3.3 template<classRNG_type> const TRNG<RNG_type>::RNG_type TRNG<RNG_type>::RNG<RNG_type>::type = RNG_t [static]

This numerical value determins the random number generator type.

Reimplemented in **TRNG::ParkMiller** (p. 68), **TRNG::LCG32** (p. 51), **TRNG::LCG64** (p. 55), **TRNG::MRG2** (p. 58), **TRNG::MRG3** (p. 61), **TRNG::MRG4** (p. 65), **TRNG::CLCG2** (p. 33), **TRNG::CLCG3** (p. 37), **TRNG::CLCG4** (p. 41), **TRNG::EINV** (p. 44), and **TRNG::EINVLCG64** (p. 47).

Definition at line 142 of file trng.h.

The documentation for this class was generated from the following file:

- **trng.h**

6.14 TRNG::vector2d_struct Struct Reference

two dimensional vector structure.

`#include <trng.h>`

Public Attributes

- double **x1**
  1st element.
- double **x2**
  2nd element.

6.14.1 Member Data Documentation

6.14.1.1 double TRNG::vector2d_struct::x1

Definition at line 66 of file trng.h.

6.14.1.2 double TRNG::vector2d_struct::x2

Definition at line 68 of file trng.h.

The documentation for this struct was generated from the following file:

- **trng.h**

6.15 TRNG::vector3d_struct Struct Reference

three dimensional vector structure.

`#include <trng.h>`

Public Attributes

- double **x1**
  1st element.
- double **x2**
  2nd element.

- double **x3**
  3rd element.

6.15.1 Member Data Documentation

6.15.1.1 double TRNG::vector3d_struct::x1

Definition at line 81 of file trng.h.

6.15.1.2 double TRNG::vector3d_struct::x2

Definition at line 83 of file trng.h.

6.15.1.3 double TRNG::vector3d_struct::x3

Definition at line 85 of file trng.h.

The documentation for this struct was generated from the following file:

- **trng.h**

6.16 TRNG::vector4d_struct Struct Reference

four dimensional vector structure.

`#include <trng.h>`

Public Attributes

- double **x1**
  1st element.
- double **x2**
  2nd element.
- double **x3**
  3rd element.
- double **x4**
  4th element.

6.16.1 Member Data Documentation

6.16.1.1 double TRNG::vector4d_struct::x1

Definition at line 98 of file trng.h.

6.16.1.2 double TRNG::vector4d_struct::x2

Definition at line 100 of file trng.h.

6.16.1.3 double TRNG::vector4d_struct::x3

Definition at line 102 of file trng.h.

6.16.1.4 double TRNG::vector4d_struct::x4

Definition at line 104 of file trng.h.

The documentation for this struct was generated from the following file:

- **trng.h**

References

[1] J. Eichenauer-Hermann. Statistical independence of a new class of inversive congruential pseudorandom numbers. *Mathematics of Computation*, 60:375–384, 1993.

[2] Alan M. Ferrenberg and D. P. Landau. Monte carlo simulations: Hidden errors from "good" random number generators. *Physical Review Letters*, 69(23):3382–3384, 1992.

[3] Donald E. Knuth. *The art of computer programming*, volume 2. Addison-Wesley, Reading, Messachusetts, 2nd edition, 1981.

[4] Donald E. Knuth. *The art of computer programming*, volume 1. Addison-Wesley, Reading, Messachusetts, 2nd edition, 1981.

[5] C. Lanczos. *SIAM Journal on Numerical Analysis, ser. B*, 1:86–96, 1964.

[6] Pierre L'Ecuyer. Efficient and protable random number generators. *Communications of the ACM*, 31(6):742–749, 774, Juni 1988.

[7] George Marsaglia. `http://stat.fsu.edu/pub/diehard/cdrom/`; `http://stat.fsu.edu/~geo/`, 1995.

[8] Stephen K. Park and Keith W. Miller. Random number generators: good ones are hard to find. *Communications of the ACM*, 31(10):1192–1201, Oktober 1988.

[9] Raymond Couture Pierre L'Ecuyer, François Blouin. A search for good multiple recursive random number generators. *ACM Transactions on Modeling and Computer Simulation*, 3(2):87–98, April 1993.

[10] Alastair J. Walker. An efficient method for generating discrete random variables with general distributions,. *ACM Trans on Mathematical Software*, 3:253–256, 1977.

Index