CS61B Lecture #32

Today:

- Pseudo-random Numbers (Chapter 11)
- What use are random sequences?
- What are “random sequences”?
- Pseudo-random sequences.
- How to get one.
- Relevant Java library classes and methods.
- Random permutations.
Why Random Sequences?

- Choose statistical samples
- Simulations
- Random algorithms
- Cryptography:
  - Choosing random keys
  - Generating streams of random bits (e.g., SSL xor's your data with a regeneratable, pseudo-random bit stream that only you and the recipient can generate).
- And, of course, games
What Is a “Random Sequence”? 

- How about: “a sequence where all numbers occur with equal frequency”?
  - Like 1, 2, 3, 4, …?

- Well then, how about: “an unpredictable sequence where all numbers occur with equal frequency?”
  - Like 0, 0, 0, 1, 1, 2, 2, 2, 2, 3, 4, 4, 0, 1, 1, 1,…?

- Besides, what is wrong with 0, 0, 0, 0, … anyway? Can’t that occur by random selection?
Pseudo-Random Sequences

- Even if definable, a “truly” random sequence is difficult for a computer (or human) to produce.

- For most purposes, need only a sequence that satisfies certain statistical properties, even if deterministic.

- Sometimes (e.g., cryptography) need sequence that is hard or impractical to predict.

- **Pseudo-random sequence**: deterministic sequence that passes some given set of statistical tests.

- For example, look at lengths of runs: increasing or decreasing contiguous subsequences.

- Unfortunately, statistical criteria to be used are quite involved. For details, see Knuth.
Generating Pseudo-Random Sequences

- Not as easy as you might think.
- Seemingly complex jumbling methods can give rise to bad sequences.
- **Linear congruential method** is a simple method used by Java:
  
  \[
  X_0 = \text{arbitrary seed} \\
  X_i = (aX_{i-1} + c) \mod m, \quad i > 0
  \]

- Usually, \(m\) is a large power of 2.
- For best results, want \(a \equiv 5 \mod 8\), and \(a, c, m\) with no common factors.
- This gives generator with a **period of** \(m\) (length of sequence before repetition), and reasonable **potency** (measures certain dependencies among adjacent \(X_i\).)
- Also want bits of \(a\) to “have no obvious pattern” and pass certain other tests (see Knuth).
- **Java uses** \(a = 25214903917, c = 11, m = 2^{48}\), to compute 48-bit pseudo-random numbers. It’s good enough for many purposes, but not **cryptography secure**.
What Can Go Wrong (I)?

- Short periods, many impossible values: E.g., \(a, c, m\) even.
- Obvious patterns. E.g., just using lower 3 bits of \(X_i\) in Java's 48-bit generator, to get integers in range 0 to 7. By properties of modular arithmetic,

\[
X_i \mod 8 = (25214903917X_{i-1} + 11 \mod 2^{48}) \mod 8 \\
= (5(X_{i-1} \mod 8) + 3) \mod 8
\]

so we have a period of 8 on this generator; sequences like

\[
0, 1, 3, 7, 1, 2, 7, 1, 4, \ldots
\]

are impossible. This is why Java doesn't give you the raw 48 bits.
What Can Go Wrong (II)?

Bad potency leads to bad correlations.

- The infamous IBM generator RANDU: $c = 0, a = 65539, m = 2^{31}$.
- When RANDU is used to make 3D points: $(X_i/S, X_{i+1}/S, X_{i+2}/S)$, where $S$ scales to a unit cube, ...
- ...points will be arranged in parallel planes with voids between. So “random points” won’t ever get near many points in the cube:

![Graph showing parallel planes with voids between points](Credit: Luis Sanchez at English Wikipedia - Transferred from en.wikipedia to Commons by sevela.p., CC BY-SA 3.0, https://commons.wikimedia.org/w/index.php?curid=3832343)
Additive Generators

- Additive generator:
  \[ X_n = \begin{cases} 
  \text{arbitrary value}, & n < 55 \\
  (X_{n-24} + X_{n-55}) \mod 2^e, & n \geq 55 
  \end{cases} \]

- Other choices than 24 and 55 possible.
- This one has period of \( 2^f(2^{55} - 1) \), for some \( f < e \).
- Simple implementation with circular buffer:
  ```
i = (i+1) \% 55;
X[i] += X[(i+31) \% 55]; \quad \text{// Why +31 (55-24) instead of -24?}
return X[i]; \quad \text{/*/ modulo } 2^{32} */
```
- where \( X[0 .. 54] \) is initialized to some “random” initial seed values.
Cryptographic Pseudo-Random Number Generators

- The simple form of linear congruential generators means that one can predict future values after seeing relatively few outputs.

- Not good if you want *unpredictable* output (think on-line games involving money or randomly generated keys for encrypting your web traffic.)

- A *cryptographic pseudo-random number generator (CPRNG)* has the properties that
  - Given $k$ bits of a sequence, no polynomial-time algorithm can guess the next bit with better than 50% accuracy.
  - Given the current state of the generator, it is also infeasible to reconstruct the bits it generated in getting to that state.
Cryptographic Pseudo-Random Number Generator

Example

- Start with a good block cipher—an encryption algorithm that encrypts blocks of \( N \) bits (not just one byte at a time as for Enigma). AES is an example.

- As a seed, provide a key, \( K \), and an initialization value \( I \).

- The \( j^{th} \) pseudo-random number is now \( E(K, I + j) \), where \( E(x, y) \) is the encryption of message \( y \) using key \( x \).
Adjusting Range and Distribution

- Given raw sequence of numbers, $X_i$, from above methods in range (e.g.) 0 to $2^{48}$, how to get uniform random integers in range 0 to $n - 1$?

- If $n = 2^k$, is easy: use top $k$ bits of next $X_i$ (bottom $k$ bits not as “random”)

- For other $n$, be careful of slight biases at the ends. For example, if we compute $X_i/(2^{48}/n)$ using all integer division, and if $(2^{48}/n)$ gets rounded down, then you can get $n$ as a result (which you don’t want).

- If you try to fix that by computing $(2^{48}/(n - 1))$ instead, the probability of getting $n - 1$ will be wrong.
Adjusting Range (II)

- To fix the bias problems when \( n \) does not evenly divide \( 2^{48} \), Java throws out values after the largest multiple of \( n \) that is less than \( 2^{48} \):

```java
/** Random integer in the range 0 .. n-1, n>0. */
int nextInt(int n) {
    long X = next random long (0 \leq X < 2^{48});
    if (n is \( 2^k \) for some \( k \))
        return top \( k \) bits of \( X \);

    int MAX = largest multiple of \( n \) that is < \( 2^{48} \);
    while (\( X_i \) \geq \( MAX \))
        \( X = next random long (0 \leq X < 2^{48}) \);
    return \( X_i / (MAX/n) \);
}
```
Arbitrary Bounds

• How to get arbitrary range of integers ($L$ to $U$)?

• To get random float, $x$ in range $0 \leq x < d$, compute

  \[
  \text{return } d \times \text{nextInt}(1<<24) / (1<<24);
  \]

• Random double a bit more complicated: need two integers to get enough bits.

  \[
  \text{long bigRand} = ((\text{long}) \text{nextInt}(1<<26)) \ll 27 + (\text{long}) \text{nextInt}(1<<27);
  \]

  \[
  \text{return } d \times \text{bigRand} / (1L \ll 53);
  \]
Generalizing: Other Distributions

• Suppose we have some desired probability distribution function, and want to get random numbers that are distributed according to that distribution. How can we do this?

• Example: the normal distribution:

\[ P(Y \leq X) \]

- Curve is the desired probability distribution. \( P(Y \leq X) \) is the probability that random variable \( Y \) is \( \leq X \).
Other Distributions

Solution: Choose $y$ uniformly between 0 and 1, and the corresponding $x$ will be distributed according to $P$.

$$P(X \leq Y)$$
Java Classes

- Math.random(): random double in [0..1).
- Class java.util.Random: a random number generator with constructors:
  - Random() generator with “random” seed (based on time).
  - Random(seed) generator with given starting value (reproducible).
- Methods
  - next(k) $k$-bit random integer
  - nextInt(n) int in range [0..n).
  - nextLong() random 64-bit integer.
  - nextBoolean(), nextFloat(), nextDouble() Next random values of other primitive types.
  - nextGaussian() normal distribution with mean 0 and standard deviation 1 (“bell curve”).
- Collections.shuffle($L, R$) for list $R$ and Random $R$ permutes $L$ randomly (using $R$).
Shuffling

- A **shuffle** is a random permutation of some sequence.
- Obvious dumb technique for sorting \( N \)-element list:
  - Generate \( N \) random numbers
  - Attach each to one of the list elements
  - Sort the list using random numbers as keys.
- Can do quite a bit better:

```java
void shuffle(List L, Random R) {
    for (int i = L.size(); i > 0; i -= 1)
        swap element i-1 of L with element R.nextInt(i) of L;
}
```

- Example:

<table>
<thead>
<tr>
<th>Swap items</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Start</td>
<td>A♣</td>
<td>2♣</td>
<td>3♣</td>
<td>A♥</td>
<td>2♥</td>
<td>3♥</td>
</tr>
<tr>
<td>5 ↔ 1</td>
<td>A♣</td>
<td>3♥</td>
<td>3♣</td>
<td>A♥</td>
<td>2♥</td>
<td>2♣</td>
</tr>
<tr>
<td>4 ↔ 2</td>
<td>A♣</td>
<td>3♥</td>
<td>2♥</td>
<td>A♥</td>
<td>3♣</td>
<td>2♣</td>
</tr>
</tbody>
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<th>4</th>
<th>5</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 ↔ 3</td>
<td>A♣</td>
<td>3♥</td>
<td>2♥</td>
<td>A♥</td>
<td>3♣</td>
<td>2♣</td>
</tr>
<tr>
<td>2 ↔ 0</td>
<td>2♥</td>
<td>3♥</td>
<td>A♣</td>
<td>A♥</td>
<td>3♣</td>
<td>2♣</td>
</tr>
<tr>
<td>1 ↔ 0</td>
<td>3♥</td>
<td>2♥</td>
<td>A♣</td>
<td>A♥</td>
<td>3♣</td>
<td>2♣</td>
</tr>
</tbody>
</table>
Random Selection

- Same technique would allow us to select $N$ items from list:

```java
/** Permute L and return sublist of K>=0 randomly * chosen elements of L, using R as random source. */
List select(List L, int k, Random R) {
    for (int i = L.size(); i+k > L.size(); i -= 1)
        swap element i-1 of L with element
            R.nextInt(i) of L;
    return L.sublist(L.size()-k, L.size());
}
```

- Not terribly efficient for selecting random sequence of $K$ distinct integers from $[0..N)$, with $K \ll N$. 
Alternative Selection Algorithm (Floyd)

/** Random sequence of K distinct integers  
  * from 0..N-1, 0<=K<=N. */
IntList selectInts(int N, int K, Random R)
{
    IntList S = new IntList();

    for (int i = N-K; i < N; i += 1) {
        // All values in S are < i
        int s = R.randInt(i+1); // 0 <= s <= i < N
        if (s == S.get(j) for some j)
            // Insert value i (which can’t be there 
            // yet) after the s (i.e., at a random 
            // place other than the front)
            S.add(j+1, i);
        else
            // Insert random value s at front
            S.add(0, s);
    }
    return S;
}

Example

<table>
<thead>
<tr>
<th>i</th>
<th>s</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>4</td>
<td>[4]</td>
</tr>
<tr>
<td>6</td>
<td>2</td>
<td>[2, 4]</td>
</tr>
<tr>
<td>7</td>
<td>5</td>
<td>[5, 2, 4]</td>
</tr>
<tr>
<td>8</td>
<td>5</td>
<td>[5, 8, 2, 4]</td>
</tr>
<tr>
<td>9</td>
<td>4</td>
<td>[5, 8, 2, 4, 9]</td>
</tr>
</tbody>
</table>

selectRandomIntegers(10, 5, R)