

SFMT Pseudo Random Number Generator for Erlang



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RNG libraries in Erlang/OTP

crypto module: OpenSSL API

- rand_bytes/1, rand_uniform/2
- strong_rand_bytes/1, strong_rand_mpint/3
- NIFs since R14B

random module: Wichmann-Hill AS183

- published in 1982 for 16-bit calculations
- period is very short ($\sim 7 \times 10^{12}$)
- Written solely in Erlang



random module code of AS183

```
%% from lib/stdlib/src/random.erl  
%% of Erlang/OTP R14B02
```

```
uniform() ->
```

```
    {A1, A2, A3} = case get(random_seed) of  
                    undefined -> seed0();  
                    Tuple -> Tuple  
                    end,
```

```
    B1 = (A1*171) rem 30269,
```

```
    B2 = (A2*172) rem 30307,
```

```
    B3 = (A3*170) rem 30323,
```

```
    put(random_seed, {B1, B2, B3}),
```

```
    R = A1/30269 + A2/30307 + A3/30323,
```

```
    R - trunc(R).
```



Issues needed to be solved

Source code audit needed

- Erlang ssh module session key revelation

Fixed on R14B03, US-CERT VU#178990

In ssh module of R14B02 only AS183 was used

Longer period for non-crypto RNGs

- AS183 is good, but we need something better
only holds ~ 81 days for 1 million numbers/sec

Faster generation for non-crypto RNGs

- Faster algorithm for integer use
- Maybe even faster with NIFs



SIMD-Oriented Mersenne Twister

A very good and fast PRNG

- very good = very long period
typical: $2^{19937} - 1$, up to $2^{216091} - 1$
(depending on the internal state table size)
- Open source and (new) BSD licensed
- Implementations available for:
C, C++, Java, Python, R, etc.
- Supporting SSE2/altivec SIMD features



SFMT Step 1: reentrant C code

Revised the SFMT reference code

- Removed all static arrays

The internal state table was defined as static
the ultimate form of **the shared memory evil!**

- Rewritten the code so that the internal state tables must be passed by the pointers

Allowing concurrent operation of the functions

- Removed the altivec and 64bit features
no testing environment available



SFMT Step 2: pure Erlang version

SFMT itself can be written as a recursion

$$a[X]=r(a[X-N], a[X-(N-POS1)], a[X-1], a[X-2])$$

Extensive use of head-and-tail list

- Making lists for each recursive argument
- list head addition + lists:reverse/1 is 50% faster than using the ++ (append) operator
- See Figs. 1 and 3 of the paper for the details

Still ~ 300 times slower than the C Code



C to Erlang conversion tips

Erlang integers are **BIGNUMs**

- Bitmasking by band needed for C-like integers whenever overflow is possible (e.g., `bs1`)

Erlang `bsr` is **arithmetic shift right**

- e.g., `-1 == -10 bsr 4` is true
- For **logical** shift right, **use positive numbers**

Avoid arrays; lists are cheaper

- The array module object is **immutable**
i.e., `array:set/3` makes a modified copy



SFMT Step 3: NIF programming

NIFs are C **static** code, shared-everything

- One .c file per each module
- Make the copy first before modifying a binary
Without this you may face a heisenbug
Erlang binaries are supposed to be **immutable;**
so the content must stay unmodified!
- Study the erl_nif manual under erts
Learn `enif_*()` functions for efficient coding
R14 crypto module is another good example



A case study: table handling on SFMT

Case 1: list processing

- NIF: internal table -> integer list
- generating PRN by [head|tail] operation

Case 2: random access through NIF

- generating PRN each time by calling a NIF with the internal table and the index number

Result: Case 1 is faster than Case 2

- on a 2-core SMP VM - parallelism discovered?
- Lesson learned: **profile before optimize**



So how fast the SFMT NIF code is?

Wall clock time of $100 * 100000$ PRNs

- When $n=19937$, $N=156$
- on Kyoto University ACCMS Supercomputer Thin Cluster node (Fujitsu HX600)

AMD Opteron 2.3GHz amd64 16 cores/node

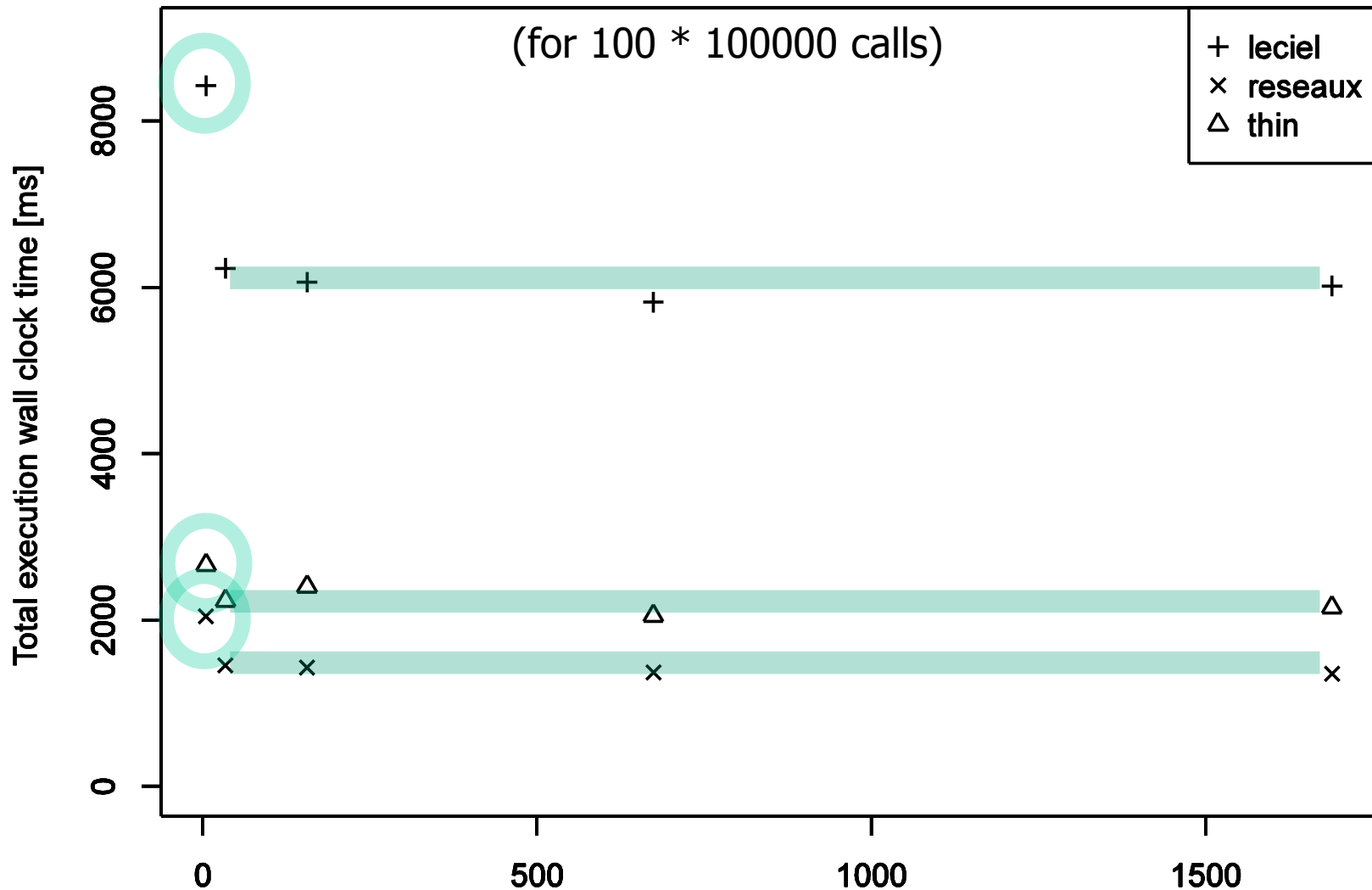
RedHat Enterprise Linux AS V4

Erlang R14B03, running in a batch queue

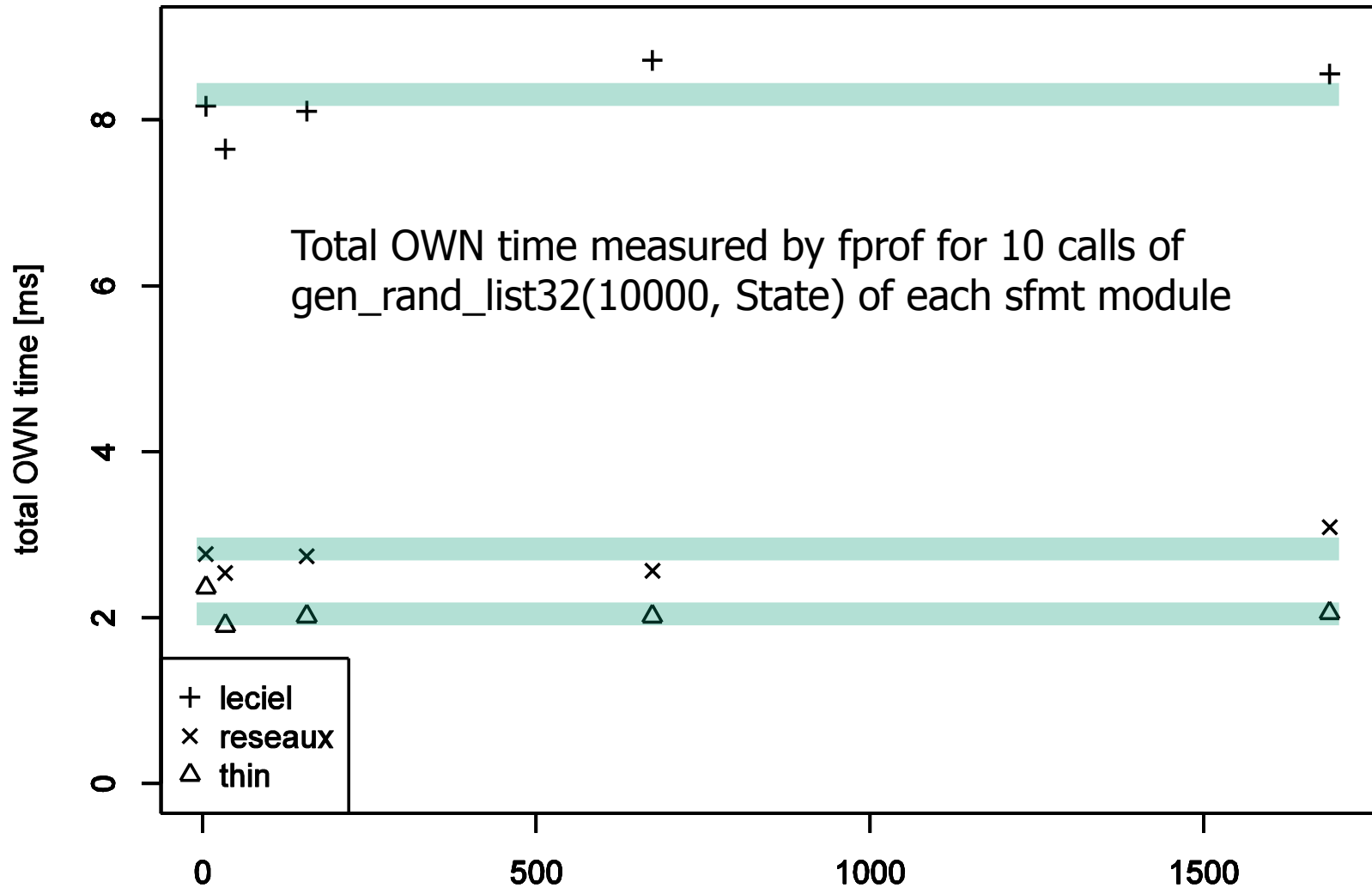
sfmt: gen_rand_lis t32/2	sfmt: uniform_s/1	random: uniform_s/1	sfmt: gen_rand32_m ax/2	random: uniform_s/2
240ms	2430ms	7680ms	2440ms	8310ms
x1.0	x10.1	x32.0	x10.2	x34.6



Total exec time of sfmt:gen_rand32_max .vs. SFMT internal table length



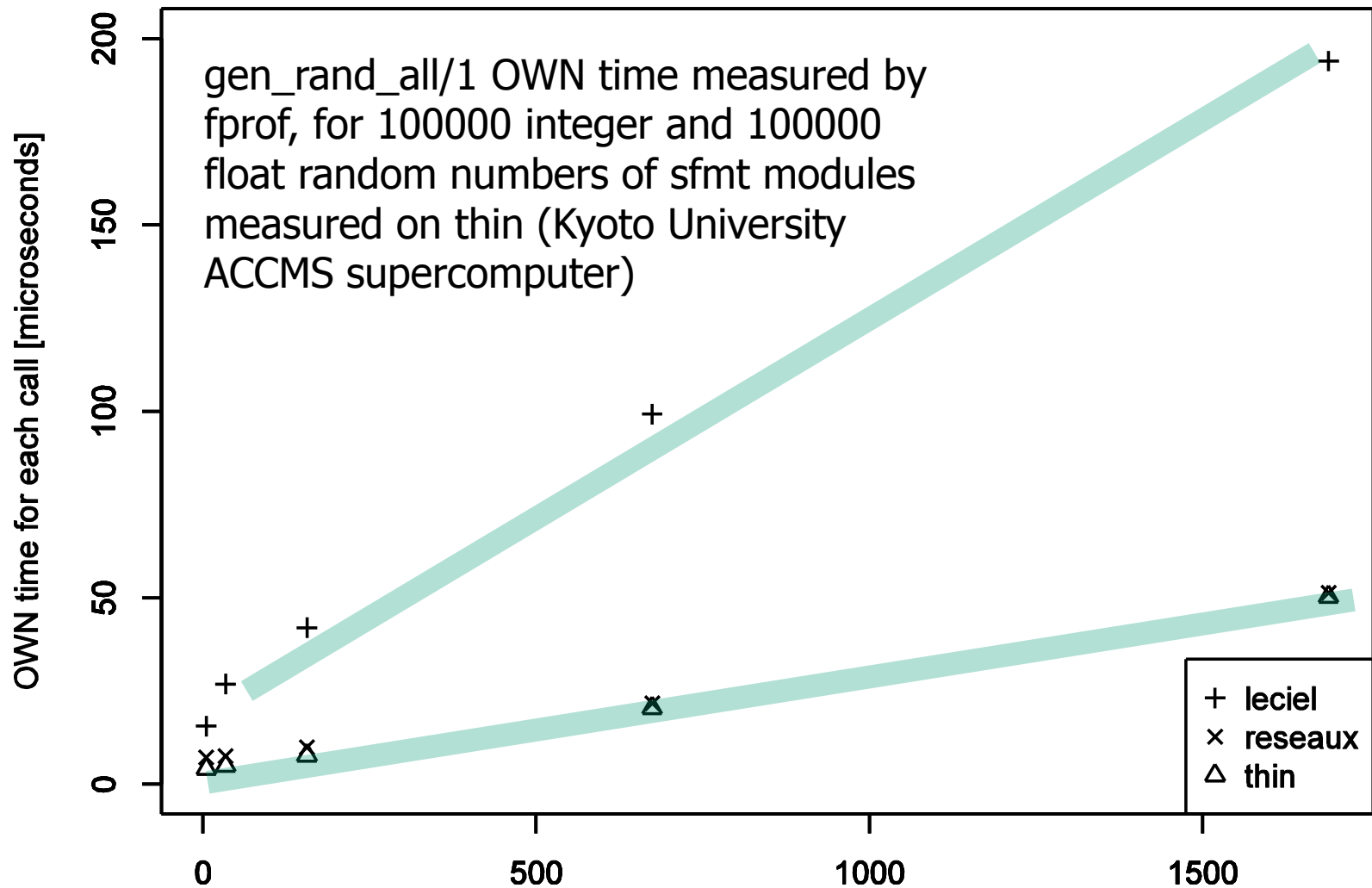
SFMT gen_rand32_list/2 performance



N (internal table length [of 128bit words]) for N = [5, 34, 156, 674, 1689]



SFMT gen_rand_all/1 performance



N (internal table length [of 128bit words]) for N = [5, 34, 156, 674, 1689]



Summary of the performance evaluation

SFMT NIF: $\times 3 \sim 4$ faster than random

High exec overhead for shorter period

- especially for $2^{607} - 1$

Exec own time of list generation are same

Exec own time per NIF call to update the internal table is proportional to the length

These characteristics remain the same between three different exec environments



Related Works

Wichmann-Hill 2006 (random_wh06)

- Period: $\sim 2^{120}$, state: 4 x 31-bit integers
- Key-generation support of independent streams
- Pure Erlang version tested at EF SF Bay 2011
- Exec time increase from random module:
 - <10% with sufficient floating-point support
 - >60% on Atom (lesser capability)

Tiny Mersenne Twister (TinyMT)

- Period: $2^{127} - 1$, state: 127bits
- Jump function for n-th fast-forward calculation
 - Generation of discrete sub-sequences possible
- Evaluation for Erlang ongoing



Conclusion and future works

SFMT with NIFs is practical on Erlang

- State generation may affect the scheduling

Future works: exploring parallelism

- Multiple streams as sub-sequences
- New algorithms needed for faster speed and smaller memory footprint

SFMT looks too heavy-weight for parallelism

Candidates: Wichman-Hill 2006, TinyMT

