

PSEUDO-RANDOM NUMBER GENERATOR TEST PROGRAM

Judging by the number of programs for generating pseudo-random numbers that have appeared in the PPC Journal, there is considerable interest in generating reasonably random numbers. If we could access the clock in the 41C and measure the time between key entries, we would have a true random number generator (RNG), since the clock runs several orders of magnitude faster than controllable human reaction time. Since no one has yet figured out how to do that, we must settle for pseudo-random number generators (PRNGs). All PRNG programs are not equally good, and some are very poor, especially if you take many outputs from a single seed value.

A true RNG has two important properties. First, the probability of any output is equal to that of any other output, so as a series gets longer the proportion of any particular output to the total output approaches $1/C$, where C is the number of output choices of the RNG. Second, there is no sequential dependency between numbers, that is, the probability of any number following some previous output number or sequence of such numbers is equal to that of any other number following that previous output number or sequence of numbers. This also means that no matter what output numbers have already been generated, they give you no useful way of predicting what the next outputs will be.

The adequacy of a RNG or PRNG can be evaluated statistically by testing a large sample of outputs for equiprobability and lack of sequential dependency. A common way of doing this testing is to count up not only single outputs (\emptyset , 1s, 2s, etc., called singlets), but also sequential outputs (\emptyset followed by \emptyset , \emptyset followed by 1, \emptyset followed by 2, etc., called doublets). Sequential output testing usually includes doublets, and, if there is a theoretical reason to suspect higher order sequential dependencies, triplets, quadruplets, etc.

The following test program was designed to check the PRNG subroutine used in an ESP test program (V8N6P62), where nonpredictability is extremely important. It requires a printer and extended memory. By putting in your own PRNG subroutine as step $\emptyset 56$ and calling it LBL $\emptyset 5$, substituting for steps $\emptyset 56$ through $\emptyset 66$ in the present program, you can test it. The test program assumes a PRNG integer output between \emptyset and 9, a scaling factor stored in register $\emptyset 8$, and a seed stored in register $\emptyset 9$. LBL $\emptyset 1$ prompts for a seed for the PRNG and stores it in register $\emptyset 9$. I use the time, to the nearest second, as a convenient way of getting a starting seed that is beyond my control, entering the seconds as a decimal.

Detailed operation notes are listed with the program. Briefly, the TESTRNG program starts with housekeeping chores of clearing registers and flags, then prompts for the total number

of outputs, trials, wanted from the PRNG (TOTAL N?) in this run, for the number of choices (2 to 10) the PRNG is to have, whether you want the raw PRNG output printed (enter "N" for no, otherwise just press R/S), and whether you want the PRNG output accumulated for later statistical analysis (ANALYZE?) (again enter "N" for no, otherwise R/S).

A note on limitations. A singlet analysis can be carried out if your PRNG output is 0 to 9, but TESTRNG can carry out a doublet analysis only if there are no more than 5 choices (outputs 0 to 4). Doublet analysis will be automatically skipped if $C > 5$. This is due to the difficulty of addressing enough registers: as it is, registers 00 through 60 (size 061) are used. In general I suspect that if your PRNG routine shows no singlet or doublet biases for outputs 0 through 4 it probably doesn't have them for outputs 5 through 9, but don't count on it. I would be happy if some one worked out how to analyze doublet frequencies from 0 through 9.

The TESTRNG program then prompts for a time or other seed number (SEED?), following which it accesses the PRNG subroutine until it has collected N outputs. This can take a while. For my particular PRNG subroutine, it takes about 4 minutes to collect 100 outputs. When N outputs are present the total number of outputs to date are printed ($\Sigma\Sigma =$) and a beep signals that a new seed is wanted. Total outputs equal N on the first run of TESTRNG. This feature exists because I usually use my PRNG in the ESP test program for runs of 25 trials or less and then enter a new time seed for each run to assure better randomness. Your N should be the usual number of outputs you use at a time from your PRNG, or an even larger sample.

At this point you can enter a new time seed and get N more outputs from the PRNG. For analysis purposes, these outputs are accumulated with the preceding batches of N outputs. For example, if you used a binary PRNG and in 100 trials had 48 0s and 52 1s, then ran another 100 trials with 46 0s and 54 1s, the storage registers would cumulate 94 0s and 106 1s.

If you elected to store data for analysis, at the end of any run of N trials you can XEQ "CHI" to start analysis of the cumulated results. This analysis does not affect data storage registers, so you can cumulate more data after such an analysis. CHI is a Chi-square statistical test at the singlet and (if $C < 5$) the doublet levels. The resulting values of Chi-square can be looked up in the table included here, for various Cs. If the value you obtain is less than the tabulated value, it would occur by chance alone 94 times in 100 trials, assuming your PRNG output is indeed random, i.e., your PRNG passed the test! This is a simplified overview of the statistical testing, of course, and those who have very stringent requirements for randomness should consult appropriate statistics texts. Note also that if the expected value of any particular PRNG output is less than 5, the

Chi-square test is generally not valid: the TESTRNG program will automatically print "E < 5" to alert you when this happens.

Here's an example of TESTRNG's operation. Run 20 trials of a 3-choice PRNG and analyze, using the current PRNG subroutine. The time_seed is 935.54. The PRNG raw output printed is

```
2. 1. 2. 0. 1. 2.  
1. 1. 1. 0. 1. 0.  
1. 2. 1. 2. 0. 2.  
2. 1.
```

(If anyone knows how to suppress the printing of the decimal point, which takes up useless space here, I would like to hear from you). Upon executing "CHI" the printer gives us

```
4. 9. 7.  
S CHI SQ = 1.900
```

indicating that 0 was generated 4 times, 1 was generated 9 times, and 2 was generated 7 times. The Chi-square analysis uses the formula

$$\text{Chi-square} = \sum \frac{(O-E)^2}{E}$$

For each possible output category (0, 1, or 2 in this case) the observed number of appearances of that output (O) has the expected number of appearances (E, 20/3 in this case) subtracted from it, the result is squared and then divided by E, and the results are summated for all possible outputs.

The doublet analysis subroutine then prints out

```
0. 3. 1.  
2. 2. 4.  
2. 4. 1.  
D CHI SQ = 7.053  
E < 5
```

indicating that an output of 0 was followed by 0 zero times, 0 was followed by 1 three times, 1 was followed by 0 two times, etc. Chi-square is computed by the same formula, but note that we only have 19 doublets in 20 trials, and we sum over 9 output categories. Because the expected frequencies in each category were less than 5, "E < 5" is printed out as a warning that this particular analysis is not valid.

Now we need some devoted member to check every PRNG program published to date and tabulate under what conditions it is or isn't adequately random.

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<u>Number of Choices</u>	Chi-Square Value	
	<u>Singlet</u>	<u>Doublet</u>
2	3.841	9.488
3	5.991	16.919
4	7.815	26.296
5	9.488	37.652
6	11.070	
7	12.592	
8	14.067	
9	16.919	
10	18.307	

```

01 LBL "TESTRNG"
02 CF 00          Clear flags, store loop control #
03 CF 01          for register clear.
04 CF 02
05 CF 03
06 0.05901
07 STO 60
08 LBL 02          Loop for storing 0s in register
09 0              00 through 59.
10 STO IND 60
11 ISG 60
12 GTO 02
13 FIX 0
14 "TOTAL N?"
15 PROMPT
16 STO 05
17 LBL 07          Prompts for number of outputs of
18 "CHOICES?"     PRNG, choices, C.
19 PROMPT
20 STO 08
21 1              Computes and stores C-1 for later
22 -              computational ease.
23 STO 46
24 10             Limits C to maximum of 10.
25 RCL 08
26 X>Y?
27 GTO 07
28 5              Test: C > 5? If so, no doublet analysis data
29 RCL 08          will be stored.
30 X>Y?
31 SF 02
32 "N"           Should raw PRNG output be printed? Enter "N"
33 ASTO Y         if not, R/S if you want it.
34 AON
35 "PRINT RAW?"
36 PROMPT
37 AOFF
38 ASTO X
39 X=Y?
40 SF 00

```

41	"N"	Should singlet and doublet data be stored for
42	ASTO Y	analysis? Enter "N" if not, R/S if you
43	AON	want it.
44	"ANALYZE?"	
45	PROMPT	
46	AOFF	
47	ASTO X	
48	X=Y?	
49	SF 01	
<hr/>		
50	LBL 01	Prompts for a seed value for the PRNG.
51	TONE 6	
52	"SEED?"	
53	PROMPT	
54	LN	
55	ABS	
56	STO 09	
<hr/>		
57	LBL 05	Pseudo-Random Number Generator, PRNG routine.
58	PI	Your routine should be entered here. This
59	RCL 09	one takes transformed seed from reg. 09,
60	+	adds pi, raises sum to 5th power and
61	5	stores fractional part in reg. 09.
62	Y↑X	Lines 65-67 scale result to range of C
63	FRC	and take integer.
64	STO 09	
65	RCL 08	
66	*	
67	INT	
68	STO 16	
<hr/>		
69	FS? 00	Test: accumulate PRNG output for later
70	GTO 04	analysis?
<hr/>		
71	LBL 03	Accumulate PRNG output in print buffer,
72	ACX	with spaces, for later printing.
73	1	
74	SKPCHR	
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75	LBL 04	Increment trials counter (reg. 06)
76	1	by one.
77	ST+ 06	
<hr/>		
78	FS? 01	Test: analysis wanted?
79	GTO 06	
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80	RCL 16	Add 50 to PRNG output number to get control
81	50	number so proper singlet count register
82	+	will be incremented. Increment by one.
83	STO 17	
84	1	
85	ST+ IND 17	
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86	FS? 02	Test: doublet analysis OK?
87	GTO 11	
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88 RCL 06	Test: first trial of run? If so, skip
89 1	lines 91-96 to increment a doublet
90 X=Y?	register.
91 GTO 06	
92 RCL 18	Add 10x previous PRNG output to current
93 RCL 16	PRNG output to determine doublet storage
94 +	register number.
95 STO 19	
96 1	Increment appropriate doublet register
97 ST+ IND 19	by one.
98 LBL 06	Multiply current PRNG output by 10, store,
99 RCL 16	use for doublet increment addressing on
100 10	next trial.
101 *	
102 STO 18	
103 LBL 11	Test: end of run? If not, activate another
104 RCL 06	PRNG output.
105 RCL 05	
106 X>Y?	
107 GTO 05	
108 PRBUF	Print accumulated PRNG output. Add trials
109 RCL 06	of current run to grand trials counter.
110 ST+ 07	
111 RCL 07	Print grand total of PRNG trials to date.
112 "ΣΣ = "	
113 ARCL X	
114 AVIEW	
115 0	Reset trials counter to 0.
116 STO 06	
117 GTO 01	
118 LBL "CHI"	CHI-SQUARE ANALYSES
119 0	
120 STO 26	Clear Chi-square total registers.
121 STO 35	
122 50	Compute control number for indirect RCL of
123 STO 27	singlet registers 50 through 50+(C-1).
124 RCL 46	
125 +	
126 1 E3	$\# = \frac{(50 + [C-1])}{1,000} + .000001$
127 /	
128 1 E-5	
129 +	$= 50.00(C-1)01$
130 ST+ 27	
131 STO 28	
132 RCL 07	Computed expected singlet frequency, E,
133 RCL 08	where
134 /	$E = N/C$
135 STO 25	

136	5	Test: E<5? If so, SF 03.
137	X>Y?	
138	SF 03	
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139	LBL 08	Accumulate frequencies of various singlets
140	RCL IND 27	for later printing.
141	ACX	
142	1	
143	SKPCHR	
<hr/>		
144	RCL IND 27	Compute singlet Chi-square
145	RCL 25	
146	-	Chi-square = $\sum \frac{(O-E)^2}{E}$
147	X↑2	
148	RCL 25	
149	/	O = observed frequency, each output
150	ST+ 26	E = expected frequency of each PRNG output
151	ISG 27	
152	GTO 08	
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153	FIX 3	
154	PRBUF	Print singlet Chi-square.
155	RCL 26	
156	"S CHI SQ= "	
157	ARCL X	
158	AVIEW	
159	PSE	
160	CLA	
161	FIX 0	
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162	FS? 03	Test: E<5? If so, print "E<5".
163	XEQ 13	
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164	CF 03	
165	FS? 02	Test: doublet analysis OK?
166	GTO 12	
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167	RCL 07	Compute reduced N for doublet analysis
168	ENTER↑	(one trial lost on each run).
169	ENTER↑	
170	RCL 05	
171	/	
172	-	
<hr/>		
173	RCL 08	Compute expected doublet frequency, E.
174	X↑2	
175	/	
176	STO 25	
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177	5	Test: E<5? If so, SF 03.
178	X>Y?	
179	SF 03	
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180 RCL 46	Compute control number for indirect RCL
181 1 E3	of doublet registers 00 through 0(C-1),
182 /	10 through 1(C-1), etc.
183 1 E-5	
184 +	
185 STO 27	
186 STO 29	
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187 LBL 09	Nested loops for computing Chi-square
188 LBL 10	values and printing doublet frequency
189 FIX 0	table. LBL 10 moves across a row of
190 RCL IND 27	the table, LBL 09 moves down to
191 ACX	the next row. Lines 204 to 209 change
192 1	the loop control value to step to the next
193 SKPCHR	row.
194 RCL IND 27	
195 RCL 25	
196 -	
197 X↑2	
198 RCL 25	
199 /	
200 ST+ 35	
201 ISG 27	
202 GTO 10	
203 PRBUF	
204 10	
205 RCL 08	
206 -	
207 .01	
208 +	
209 ST+ 27	
210 ISG 29	
211 GTO 09	
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212 FIX 3	Print doublet Chi-square
213 RCL 35	
214 "D CHI SQ= "	
215 ARCL X	
216 AVIEW	
217 PSE	
218 CLA	
219 FIX 0	
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220 FS? 03	Test: E<5? If so, print "E<5".
221 XEQ 13	
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222 CF 03	Go to seed prompt routine to generate
223 GTO 01	another run.
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224 LBL 12	Print "No DBLT ANAL" if C>5.
225 "NO DBLT ANAL"	
226 AVIEW	
227 PSE	
228 GTO 01	
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229 LBL 13
230 SF 12
231 "E<5"
232 AVIEW
233 CF 12
234 RTN
235 END

Print "E<5" to warn that Chi-square analysis
probably not valid.