

# Package ‘dqrng’

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**Type** Package

**Title** Fast Pseudo Random Number Generators

**Version** 0.4.1

**Description** Several fast random number generators are provided as C++ header only libraries: The PCG family by O'Neill (2014 <<https://www.cs.hmc.edu/tr/hmc-cs-2014-0905.pdf>>) as well as the Xoroshiro / Xoshiro family by Blackman and Vigna (2021 <[doi:10.1145/3460772](https://doi.org/10.1145/3460772)>). In addition fast functions for generating random numbers according to a uniform, normal and exponential distribution are included. The latter two use the Ziggurat algorithm originally proposed by Marsaglia and Tsang (2000, <[doi:10.18637/jss.v005.i08](https://doi.org/10.18637/jss.v005.i08)>). The fast sampling methods support unweighted sampling both with and without replacement. These functions are exported to R and as a C++ interface and are enabled for use with the default 64 bit generator from the PCG family, Xoroshiro128+/+/\* and Xoshiro256+/+/\* as well as the 64 bit version of the 20 rounds Threefry engine (Salmon et al., 2011, <[doi:10.1145/2063384.2063405](https://doi.org/10.1145/2063384.2063405)>) as provided by the package 'sitmo'.

**License** AGPL-3

**Depends** R (>= 3.5.0)

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**VignetteBuilder** knitr

**URL** <https://daqana.github.io/dqrng/>, <https://github.com/daqana/dqrng>

**BugReports** <https://github.com/daqana/dqrng/issues>

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## Contents

dqrng-package . . . . .	2
dqrmvnorm . . . . .	3
dqRNGkind . . . . .	4
dqsample . . . . .	6
generateSeedVectors . . . . .	7
register_methods . . . . .	8

**Index** **10**

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dqrng-package

*dqrng: Fast Pseudo Random Number Generators*

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## Description

Several fast random number generators are provided as C++ header only libraries: The PCG family by O'Neill (2014 <https://www.cs.hmc.edu/tr/hmc-cs-2014-0905.pdf>) as well as the Xoroshiro / Xoshiro family by Blackman and Vigna (2021 [doi:10.1145/3460772](https://doi.org/10.1145/3460772)). In addition fast functions for generating random numbers according to a uniform, normal and exponential distribution are included. The latter two use the Ziggurat algorithm originally proposed by Marsaglia and Tsang (2000, [doi:10.18637/jss.v005.i08](https://doi.org/10.18637/jss.v005.i08)). The fast sampling methods support unweighted sampling both with and without replacement. These functions are exported to R and as a C++ interface and are enabled for use with the default 64 bit generator from the PCG family, Xoroshiro128+/+/\*\* and Xoshiro256+/+/\*\* as well as the 64 bit version of the 20 rounds Threefry engine (Salmon et al., 2011, [doi:10.1145/2063384.2063405](https://doi.org/10.1145/2063384.2063405)) as provided by the package 'sitmo'.

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**See Also**

Useful links:

- <https://daqana.github.io/dqrng/>
- <https://github.com/daqana/dqrng>
- Report bugs at <https://github.com/daqana/dqrng/issues>

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dqrnorm

*Multivariate Distributions*

---

**Description**

Multivariate Distributions

**Usage**

```
dqrnorm(n, ...)
```

**Arguments**

n	number of observations
...	forwarded to <a href="#">rmvnorm</a>

**Value**

numeric matrix of multivariate normal distributed variables

**See Also**

[rmvnorm](#)

## Examples

```
sigma <- matrix(c(4,2,2,3), ncol=2)
x <- dqrmvnorm(n=500, mean=c(1,2), sigma=sigma)
colMeans(x)
var(x)
plot(x)
```

---

dqRNGkind

*R interface*

---

## Description

The dqrng package provides several fast random number generators together with fast functions for generating random numbers according to a uniform, normal and exponential distribution. These functions are modeled after the base functions `set.seed`, `RNGkind`, `runif`, `rnorm`, and `rexp`. However, note that the functions provided here do not accept vector arguments for the number of observations as well as the parameters describing the distribution functions. Please see [register\\_methods](#) if you need this functionality.

`dqrrademacher` uses a fast algorithm to generate random Rademacher variables (-1 and 1 with equal probability). To do so, it generates a random 64 bit integer and then uses each bit to generate a 0/1 variable. This generates 64 integers per random number generation.

`dqrng_get_state` and `dqrng_set_state` can be used to get and set the RNG's internal state. The character vector should not be manipulated directly.

## Usage

```
dqRNGkind(kind, normal_kind = "ignored")

dqrng_get_state()

dqrng_set_state(state)

dqrnorm(n, min = 0, max = 1)

dqrnorm(n, mean = 0, sd = 1)

dqrexp(n, rate = 1)

dqrrademacher(n)

dqset.seed(seed, stream = NULL)
```

**Arguments**

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

**Details**

Supported RNG kinds:

**pcg64** The default 64 bit variant from the PCG family developed by Melissa O'Neill. See <https://www.pcg-random.org/> for more details.

**Xoroshiro128++ and Xoshiro256++** RNGs developed by David Blackman and Sebastiano Vigna. See <https://prng.di.unimi.it/> for more details. The older generators Xoroshiro128+ and Xoshiro256+ should be used only for backwards compatibility.

**Threefry** The 64 bit version of the 20 rounds Threefry engine as provided by [sitmo-package](#)

Xoroshiro128++ is the default since it is fast, small and has good statistical properties.

The functions `dqrnorm` and `dqrexp` use the Ziggurat algorithm as provided by `boost.random`.

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

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

**Value**

`dqrnorm`, `dqrnorm`, and `dqrexp` return a numeric vector of length `n`. `dqrrademacher` returns an integer vector of length `n`. `dqrng_get_state` returns a character vector representation of the RNG's internal state.

**See Also**

[set.seed](#), [RNGkind](#), [runif](#), [rnorm](#), and [rexp](#)

**Examples**

```
library(dqrng)

# Set custom RNG.
dqRNGkind("Yoshiro256++")

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

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

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

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

# Random sampling from distributions.
dqrnif(5, min = 2, max = 10)
dqrexp(5, rate = 4)
dqrnorm(5, mean = 5, sd = 3)

# get and restore the state
(state <- dqrng_get_state())
dqrnif(5)
dqrng_set_state(state)
dqrnif(5)
```

---

dgsample

*Unbiased Random Samples and Permutations*

---

**Description**

Unbiased Random Samples and Permutations

**Usage**

```
dgsample(x, size, replace = FALSE, prob = NULL)
```

```
dgsample.int(n, size = n, replace = FALSE, prob = NULL)
```

**Arguments**

x	either a vector of one or more elements from which to choose, or a positive integer.
size	a non-negative integer giving the number of items to choose.

replace	should sampling be with replacement?
prob	a vector of probability weights for obtaining the elements of the vector being sampled.
n	a positive number, the number of items to choose from.

**See Also**

vignette("sample", package = "dqrng"), [sample](#) and [sample.int](#)

---

generateSeedVectors     *Generate seed as a integer vector*

---

**Description**

Generate seed as a integer vector

**Usage**

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

**Arguments**

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

**Details**

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

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

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

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

**Value**

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

**Author(s)**

Aaron Lun

**Examples**

```
generateSeedVectors(10, 2)
```

```
generateSeedVectors(5, 4)
```

---

register_methods	<i>Registering as user-supplied RNG</i>
------------------	---

---

**Description**

The random-number generators (RNG) from this package can be registered as user-supplied RNG. This way all `r<dist>` functions make use of the provided fast RNGs.

**Usage**

```
register_methods(kind = c("both", "rng"))
```

```
restore_methods()
```

**Arguments**

`kind` Which methods should be registered? Either "both" or "rng".

**Details**

Caveats:

- While `runif` and `dqruniform` as well as `rnorm` and `dqnorm` will produce the same results, this is not the case for `rexp` and `dqexp`.
- The `dqr<dist>` functions are still faster than `r<dist>` when many random numbers are generated.
- You can use only the RNG from this package using `register_method("rng")` or both the RNG and the Ziggurat method for normal draws with `register_method("both")`. The latter approach is used by default. Using only the Ziggurat method will give *undefined* behavior and is not supported!
- Calling `dqset.seed(NULL)` re-initializes the RNG from R's RNG. This no longer makes sense when the RNG has been registered as user-supplied RNG. In that case `set.seed{NULL}` needs to be used.
- With R's in-build RNGs one can get access to the internal state using `.Random.seed`. This is not possible here, since the internal state is a private member of the used C++ classes.

You can automatically register these methods when loading this package by setting the option `dqrng.register_methods` to `TRUE`, e.g. with `options(dqrng.register_methods=TRUE)`.

Notes on seeding:

- When a user-supplied RNG is registered, it is also seeded from the previously used RNG. You will therefore get reproducible (but different) whether you call `set.seed()` before or after `register_methods()`.
- When called with a single integer as argument, both `set.seed()` and `dqset.seed()` have the same effect. However, `dqset.seed()` allows you to call it with two integers thereby supplying 64 bits of initial state instead of just 32 bits.

### Value

Invisibly returns a three-element character vector of the RNG, normal and sample kinds *before* the call.

### See Also

[RNGkind](#) and [Random.user](#)

### Examples

```
register_methods()
# set.seed and dqset.seed influence both (dq)runif and (dq)rnorm
set.seed(4711); runif(5)
set.seed(4711); dqrnif(5)
dqset.seed(4711); rnorm(5)
dqset.seed(4711); dqnorm(5)
# similarly for other r<dist> functions
set.seed(4711); rt(5, 10)
dqset.seed(4711); rt(5, 10)
# but (dq)rexp give different results
set.seed(4711); rexp(5, 10)
set.seed(4711); dqrexp(5, 10)
restore_methods()
```

# Index

dqrexp (dqRNGkind), 4  
dqrmvnorm, 3  
dqrng (dqrng-package), 2  
dqrng-package, 2  
dqrng\_get\_state (dqRNGkind), 4  
dqrng\_set\_state (dqRNGkind), 4  
dqRNGkind, 4  
dqrnorm (dqRNGkind), 4  
dqrrademacher (dqRNGkind), 4  
dqrunif (dqRNGkind), 4  
dqsample, 6  
dqset.seed (dqRNGkind), 4  
  
generateSeedVectors, 5, 7  
  
Random.user, 9  
register\_methods, 4, 8  
restore\_methods (register\_methods), 8  
rexp, 4, 5  
rmvnorm, 3  
RNGkind, 4, 5, 9  
rnorm, 4, 5  
runif, 4, 5  
  
sample, 7  
sample.int, 7  
set.seed, 4, 5