

[...] recursively generate

{ ... }

true/false

1234

"a"

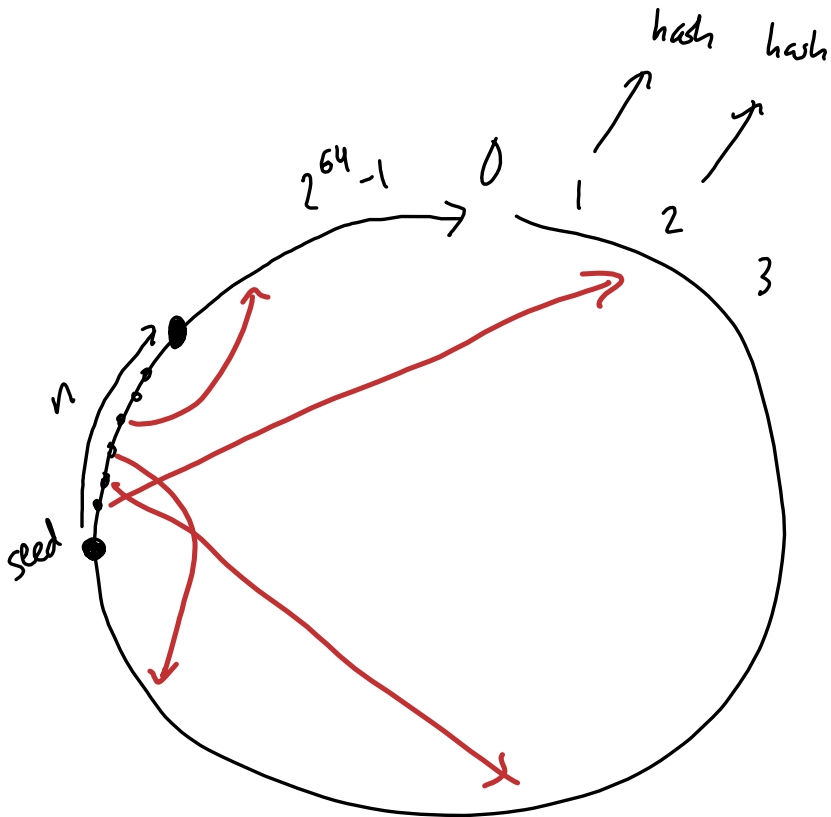
64 bit

seed = int

hash(seed)

seed $\rightarrow$ seed + 1

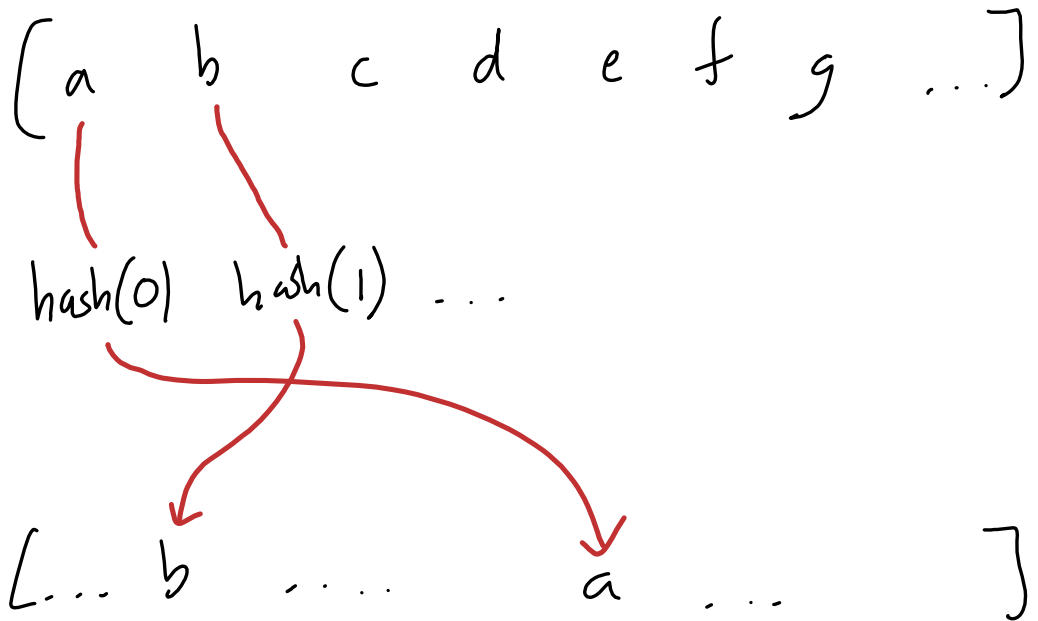
split(seed, i) =
hash(seed + i)



Knuth-Fisher-Yates Shuffle
(sequential shuffle)

array A swap(i, j)

for i from 0 to n-2:
 j = random-int(i, n)
 swap(i, j)



Could use: Radix Sort
"integer sorting"

$$O(K \cdot n) \text{ work}$$

$K = \text{bit width}$

Parallel Counting Sort

elem	[	a	b	c	d	e	f	...	]
key	[	10	1	1	2	20	...	]	



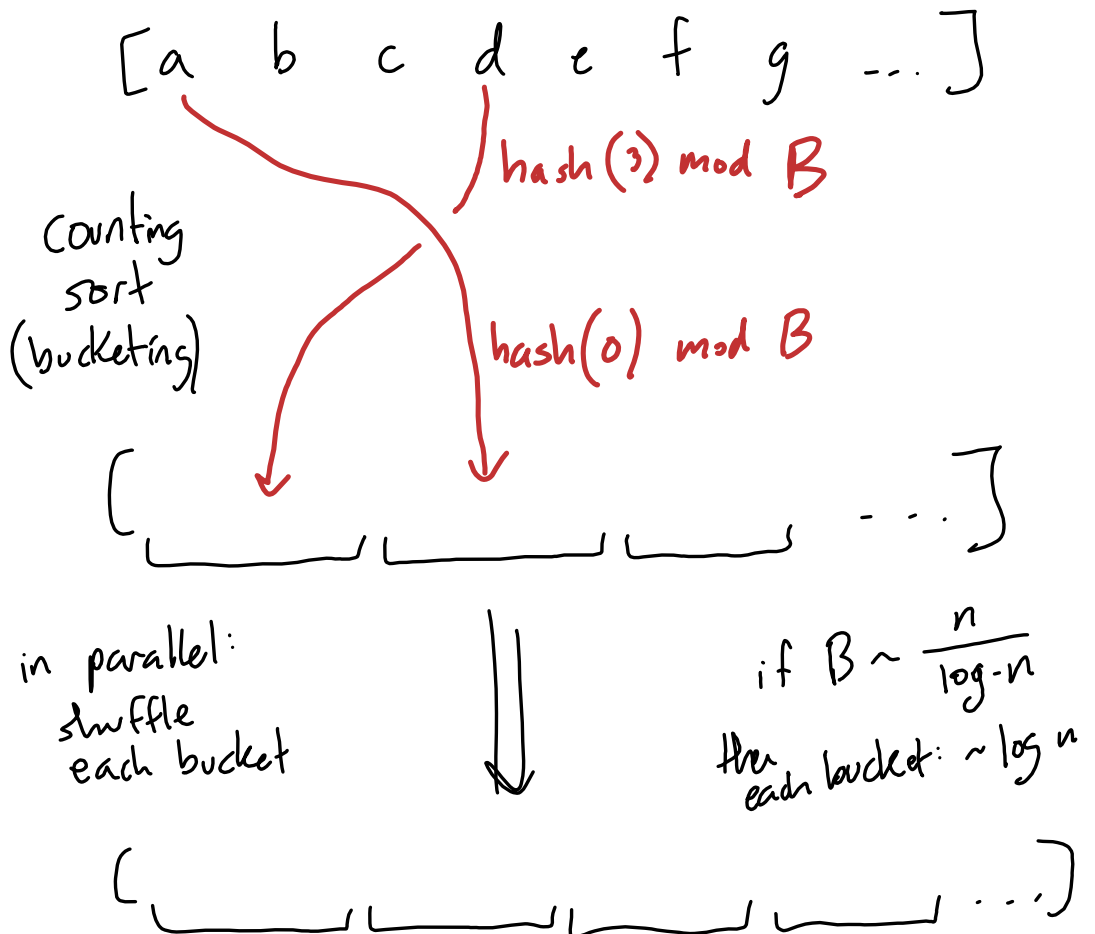
[Key 0 , Key 1 , Key 2 , ...]

Building Blocks:

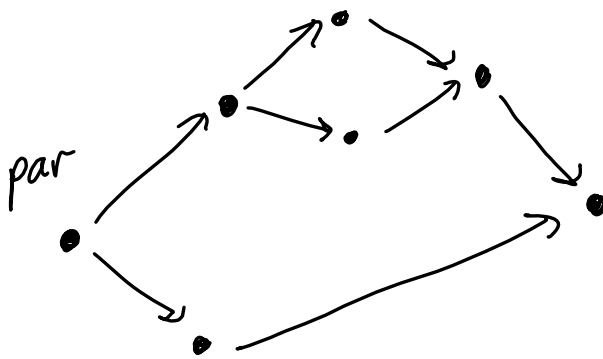
sequential shuffle

counting sort (bucket-by-key)

hash functions, etc



let x = Rand.gen-real ()



let x = Rand.gen-int (...)

De Pa

/

depths and paths

