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Subject: random numbers in version 4.0

Posted by [Kirt Schaper](#) on Tue, 25 Nov 1997 08:00:00 GMT

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Has anyone else encountered odd behavior with random numbers in IDL version 4.0? Specifically, if you repeatedly generate an odd number of random numbers with the same seed, you don't get the same numbers (strictly speaking, you do get the same numbers, but shifted one position). For example:

```
% idl
```

```
IDL. Version 4.0.1 (sunos sparc).
```

```
Copyright 1989-1995, Research Systems, Inc.
```

```
All rights reserved. Unauthorized reproduction prohibited.
```

```
Installation number: XXXXXXXX.
```

```
Licensed for use by: XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
```

```
Initial setup: quiet=1, order=0
```

```
IDL> seed = 10.
```

```
IDL> s = seed & print,randomn(s,3)
```

```
2.10917 1.36675 -1.02318
```

```
IDL> s = seed & print,randomn(s,3)
```

```
-0.568035 2.10917 1.36675
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This behavior has been repeated on HPUNIX, Digital UNIX and Solaris version of IDL. It seems to have gone away in version 5 but we are stuck with version 4.0 until the convolv 2X slowdown in version 5 is fixed.

kt

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