
Subject: Re: Random selection

Posted by [Kenneth P. Bowman](#) on Sun, 12 Nov 2006 04:09:45 GMT

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In article <MPG.1fbff8149c4b0217989db8@news.frii.com>,
David Fanning <news@dfanning.com> wrote:

> Jean H. writes:

>

>> What do you mean? that there is another method or that it can not return
>> more than once the same index? ... I would be interested in knowing
>> another method!!!

>>

>> IDL> a = (Round(Randomu(seed, 100) * 1000))

The problem with this approach is that it is actually rather likely
that you will generate two (or more) numbers that round to the
same 3-digit integer.

Sorting floats, on the other hand, involves no loss of precision.

If you really want to avoid duplicates, generate double-precision
random numbers

r = RANDOMU(seed, 1000, /DOUBLE)

Cheers, Ken
