

---

Subject: Re: randomn problem

Posted by [Ingo von Borstel](#) on Mon, 12 Mar 2007 08:03:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi,

> I was playing around with randomn and noticed some weird behavior:

>

> IDL> print, stddev(randomn(seed, 1e7))

>

> I consistently get back numbers around ~0.992. I've tried it on a

IDL> print, !version

{ x86 linux unix linux 6.1 Jul 14 2004 32 64}

IDL> print, stddev(randomn(seed,1e7))

1.00015

IDL> print, stddev(randomn(seed,1e7))

1.00013

IDL> print, stddev(randomn(seed,1e7))

0.999803

IDL> print, stddev(randomn(seed,1e7))

0.999735

IDL> print, stddev(randomn(seed,1e7))

0.999860

IDL> print, stddev(randomn(seed,1e7))

0.999887

IDL> print, stddev(randomn(seed,1e7))

1.00021

IDL> print, stddev(randomn(seed,1e7))

0.999798

IDL> print, stddev(randomn(seed,1e7))

1.00019

I cannot test it reasonably with  $10^8$  elements, either.

Sorry, no idea.

Best regards,

Ingo

--

Ingo von Borstel <[newsgroups@planetmaker.de](mailto:newsgroups@planetmaker.de)>

Public Key: <http://www.planetmaker.de/ingo.asc>

If you need an urgent reply, replace newsgroups by vgap.

---