Subject: Re: random musings
Posted by news.verizon.net on Mon, 19 Mar 2007 20:58:47 GMT
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On Mar 19, 4:30 pm, Christopher Thom <c...@oddjob.uchicago.edu> wrote:
> Hi all,
>
> this morning I started writing some monte carlo code, in which I'm
> generating random arrays, and scaling/shifting them to fit the (gaussian)
> distribution parameters I need. One thing is not clear in the online help:
> Which random function is "better"? Should I be using randomn() or
> randomu()?

I believe these functions are identical.   In the ancient days, IDL had two types of randomn number generators: RANDOMU, for a uniform distribution, and RANDOMN for a normal distribution.   When addition distributions (e.g. binomial, Poisson, Gamma) were added (in V5.0 I believe), RSI chose against adding additional RANDOM* functions, and instead made all the distributions available from either RANDOMU or RANDOMN.

This is one of those case where IDL suffers from having a long history.

--Wayne