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Subject: Re: Randomu seed initialization  
Posted by [Chris\[6\]](#) on Thu, 12 Nov 2009 21:49:22 GMT  
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On Nov 12, 10:32 am, sav...@nsidc.org wrote:

```
> Jeremy Bailin <astroco...@gmail.com> writes:
>> If I had to speculate, I'd say that the variable that you're passing
>> as the seed isn't undefined like you think it is. Have you tried doing
>> a "help, seed" right before the randomu call?
>
> If I was going to speculate, I would guess the undefined seed gets set
> to the same value internally every time. Thereby starting the same
> string of pseudo-random numbers.
>
> I usually use:
> seed = long(systime(/seconds) )
>
> To initialize my seed. It's not perfect, but it's a start.
>
> Also remember from the docs: "Each independent random number sequence
> should maintain its own state variable. To maintain a state over
> repeated calls to a procedure, the seed variable may be stored in a
> COMMON block."
>
> Matt
>
> --
> Matthew Savoie - Scientific Programmer
> National Snow and Ice Data Center
> (303) 735-0785 http://nsidc.org
```

I've hit this issue before - calling RANDOMU with an undefined seed many times produces collections of random numbers with very similar properties. It's weird.

Successive calls to randomu which save the seed value avoid this problem. Whenever I use randomu in a function, I do something like

```
function junk
common junk_seed, seed
x = randomu(seed)
return, x
end
```

which keeps track of the seed value automatically.

chris

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