
Subject: Random Sampling Without Replacement
Posted by [David Fanning](#) on Wed, 13 Oct 2010 15:46:09 GMT
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Folks,

Has anyone coded up an IDL algorithm to do random sampling without replacement?

For example, suppose I want to sample values in my 2D image. I want, say, 100 values that represent individual pixel locations in the image. How can I make sure I get 100 unique, but random, locations?

Cheers,

David

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Coyote's Guide to IDL Programming: <http://www.dfanning.com/>
Sepore ma de ni thui. ("Perhaps thou speakest truth.")
