
Subject: Re: histogram produces extra bin in 64-bit IDL 8.0

Posted by [penteado](#) on Fri, 13 May 2011 14:13:22 GMT

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On May 13, 11:08 am, David Fanning <n...@idlcoyote.com> wrote:

> Eric Tittley writes:

>> Consider the following code:

>> IDL> D=randomu(32,3200);

>> IDL> N=histogram(D,min=0.,max=1.,binsize=0.1,Locations=X)

>

>> In IDL 32-bit:

>> IDL> print, size(N)

>> 1 10 3 10

>> IDL> print, X

>> 0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9

>> IDL> print, !version

>> { x86 linux unix linux 8.0 Jun 18 2010 32 64}

>

>> In 64-bit IDL:

>> IDL> print, size(N)

>> 1 11 3 11

>> IDL> print, X

>> 0.0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0

>> IDL> print, !version

>> { x86_64 linux unix linux 8.0 Jun 18 2010 64 64}

>

>> As you can see, the 64-bit version produces an extra erroneous bin, contrary to the what is expected from the help pages for histogram.

>

> Undoubtedly a consequence of the razor's edge:

>

> http://www.idlcoyote.com/math_tips/razoredge.html

That is what I was thinking, considering both results to be normal and expected. But I was wondering what changed between versions.
