Subject: Re: Generating N random numbers that add to a TOTAL
Posted by cgguido on Thu, 07 Aug 2014 04:24:25 GMT
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Looking at the output of the above, it didn't seem like the numbers were uniformally distributed, so to speak...

Just had a thought:

If I generate N-1 numbers between 0 and TOTAL, then I could use the intervals between the sorted numbers no?

Something like:

```
n = 4
total = 100
r=randomu(seed,n-1)*total
sr=[r[sort(r)],  total]
res= sr-shift(sr,1)
res[0] = sr[0]
print, res, total(res)
```

Still have problems if I round the result. Don't always get total(res)=TOTAL...