Subject: Re: Generating N random numbers that add to a TOTAL
Posted by Michael Galloy on Mon, 18 Aug 2014 21:21:30 GMT

On 8/14/14, 8:55 AM, superchromix wrote:
>> The source code looks to be all there. Look in the Supporting
>> Information section - it's called "File_S1.zip". There are .cu and
>> .cuh files, along with some matlab stuff.
>
> link:
>   http://www.plosone.org/article/info%3Adoi%2F10.1371%2Fjourna
l.pone.0076665#pone.0076665.s001

They have a lot of source code, but not for the main fitting routine
GPU_LMFit -- they just provide pre-compiled .lib files for Windows.

Mike
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