Subject: randomn problem
Posted by askemer on Sun, 11 Mar 2007 18:24:21 GMT
View Forum Message <> Reply to Message

Hi all,

I was playing around with randomn and noticed some weird behavior:

IDL> print, stddev(randomn(seed, 1e7))

I consistently get back numbers around ~0.992. I've tried it on a
different computer, and the result was not exactly the same, but
similar. If I change 1e7 to 1e8, the problem gets worse, and I get
~0.853. I've tried the syntax with floats, integers, and longs, and I
still get the same answer. Does anyone know what could be going on?

-Andy

Subject: Re: randomn problem
Posted by askemer on Tue, 13 Mar 2007 17:05:00 GMT
View Forum Message <> Reply to Message

Thanks for all the help. It's still curious that older versions of
IDL seem to do better (ie default use double), and that David
Fanning's windows 6.3 works while the linux versions don't.

-Andy

Subject: Re: randomn problem
Posted by David Fanning on Tue, 13 Mar 2007 18:15:38 GMT
View Forum Message <> Reply to Message

askemer@gmail.com writes:

> Thanks for all the help. It's still curious that older versions of
> IDL seem to do better (ie default use double), and that David
> Fanning's windows 6.3 works while the linux versions don't.

I wouldn't read TOO much into that! :-)

Cheers,

David

--
David Fanning, Ph.D.

Fanning Software Consulting, Inc.
Coyote's Guide to IDL Programming: http://www.dfanning.com/
Sepore ma de ni thui. ("Perhaps thou speakest truth.")