
Subject: CUDA version of RANDOMN?

Posted by hotplainrice@gmail.co on Fri, 15 Aug 2008 14:11:12 GMT

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Hey guys,

I need to write a kernel to replace the IDL RANDOMN POISSON

```
for loop
  for loop
    for loop
      c = data[x,y,b]
      if c gt 0.0 then begin
        n = RANDOMN( seedP, POISSON=c )
      endif else begin
        n = 0
      endelse
      data[x,y,b] = n
    endfor
  endfor
endfor
```

Could someone point out an example code of how RANDOMN POISSON so that I can implement it in CUDA?

Thanks
Zaki
