
Subject: Re: tested random # generator?

Posted by [Tim Patterson](#) on Fri, 13 Sep 1996 07:00:00 GMT

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Fronefield Crawford wrote:

>
> Does anyone have a random number generator written in IDL that's been
> tested to work? I've tried linking in ran1.c (from Numerical Recipes)
> via call_external, but I am having trouble doing that. For me it would
> be easiest to use a routine already written in IDL would be best. Many
> thanks.
>
> Froney Crawford
> crawford@mit.edu

In IDL 4.0.1 there are two routines RANDOMN and RANDOMU that generate random floating point numbers. I don't know if these were available in earlier versions.

Tim

Subject: Re: tested random # generator?

Posted by [peter](#) on Fri, 13 Sep 1996 07:00:00 GMT

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Fronefield Crawford (crawford@space.mit.edu) wrote:

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: tested to work? I've tried linking in ran1.c (from Numerical Recipes)
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```
IDL> print, randomn(seed,5)
-0.921359  0.709662 -0.0300814  0.556668  0.0501184
IDL> print, randomu(seed,5)
0.0368400  0.169594  0.364733  0.0678048  0.594544
```

Seems to work...

Peter

Subject: Re: tested random # generator?

Posted by [offenbrg](#) on Mon, 16 Sep 1996 07:00:00 GMT

Tim Patterson <tim@raptor.lpl.arizona.edu> writes:

> Fronefield Crawford wrote:

>>

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>> tested to work? I've tried linking in ran1.c (from Numerical Recipes)
>> via call_external, but I am having trouble doing that. For me it would
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>> Froney Crawford
>> crawford@mit.edu

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> generate random floating point numbers. I don't know if these
> were available in earlier versions.

> Tim

RANDOMU and RANDOMN have been around for quite a while. Note, however,
that these are not true random number generators, but are pseudo-random
number generators...I don't know of an actual random number generator that
works in IDL.

Joel

--

"...And I am unanimous in this" - Mrs. Slocumbe

| Joel D Offenberg | offenbrg@fondue.gsfc.nasa.gov |
| Hughes STX, NASA/GSFC/LASP | UIT Sci team & COBE Unix SysAdm |
