Subject: random numbers in version 4.0 Posted by Kirt Schaper on Tue, 25 Nov 1997 08:00:00 GMT View Forum Message <> Reply to Message

Has anyone else encountered odd behavior with random numbers in IDL version 4.0? Specifically, if you repeatedly generate an odd number of random numbers with the same seed, you don't get the same numbers (strictly speaking, you do get the same numbers, but shifted one position). For example:

% idl

IDL. Version 4.0.1 (sunos sparc).

Copyright 1989-1995, Research Systems, Inc.

All rights reserved. Unauthorized reproduction prohibited.

Installation number: XXXXXXX.

Initial setup: quiet=1, order=0

IDL> seed = 10.

IDL> s = seed & print, randomn(s,3)

IDL> s = seed & print, randomn(s,3)

-0.568035 2.10917 1.36675

IDL> s = seed & print,randomn(s,3)

IDL> s = seed & print,randomn(s,3)

-0.568035 2.10917 1.36675

This behavior has been repeated on HPUX, Digital UNIX and Solaris version of IDL. It seems to have gone away in version 5 but we are stuck with version 4.0 until the convolv 2X slowdown in version 5 is fixed.

kt