

**NAME**

snobol4random – SNOBOL4 random number functions

**SYNOPSIS**

**-INCLUDE 'random.sno'**

**NUMBER = RANDOM()**

**SRANDOM(NUMBER)**

**SRANDOMDEV()**

**DESCRIPTION**

The **RANDOM()** function uses a non-linear additive feedback random number generator employing a default table of size 31 long integers to return successive pseudo-random numbers in the range from 0 to  $(2^{*}31)-1$ . The period of this random number generator is very large, approximately  $16^{*}((2^{*}31)-1)$ .

The **SRANDOM()** function sets its **INTEGER** argument seed as the seed for a new sequence of pseudo-random numbers to be returned by **RANDOM()**. These sequences are repeatable by calling **SRANDOM()** with the same seed value. **RANDOM()** will by default produce a sequence of numbers that can be duplicated by calling **SRANDOM()** with 1 as the seed.

The **SRANDOMDEV()** routine initializes a state array using the **random(4)** random number device which returns good random numbers, suitable for cryptographic use. Note that this particular seeding procedure can generate states which are impossible to reproduce by calling **SRANDOM()** with any value, since the succeeding terms in the state buffer are no longer derived from the LC algorithm applied to a fixed seed. Data from the **random(4)** device may be precious, and repeated calls to **SRANDOMDEV()** should be avoided.

**SEE ALSO**

**snobol4(1)**, **random(3)**, **random(4)**

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