

RANDOM PERMUTATION

PURPOSE

Generate a set of random permutations.

DESCRIPTION

For a given size N, the integers from 1 to N are randomly sampled (without replacement) until all elements have been selected. This command is useful for randomly assigning a list of items (to groups, treatments, etc.).

SYNTAX

LET <resp> = RANDOM PERMUTATION FOR I = <start> <inc> <stop>

where <start> is a number or parameter that identifies the first row of <resp> in which the permuted values are saved (typically it has a value of 1);

<inc> is a number or parameter that identifies the row increment of <resp> in which the permuted values are saved (typically it has a value of 1);

<stop> is a number or parameter that identifies the last row of <resp> in which the permuted values are saved;

and <resp> is a variable where the permuted values are saved.

EXAMPLES

LET RP = RANDOM PERMUTATION FOR I = 1 1 100

NOTE 1

The following are similar:

LET Y1 = RANDOM PERMUTATION FOR I = 1 1 N

and

LET N = 100

LET Y2 = DISCRETE UNIFORM RANDOM NUMBERS FOR I = 1 1 N

The distinction is that the first command (RANDOM PERMUTATIONS) does the sampling without replacement while the second command does the sampling with replacement (so you can have repeat values).

NOTE 2

The SEED command can be used to specify a seed for the random number generation.

DEFAULT

None

SYNONYMS

None

RELATED COMMANDS

LET	=	Generate data transformations.
BOOTSTRAP SAMPLE	=	Generate a bootstrap sample.
BOOTSTRAP INDEX	=	Generate a bootstrap index.
JACKINFE INDEX	=	Generate a jackknife index.
BOOTSTRAP PLOT	=	Generate a bootstrap plot.
JACKKNIFE PLOT	=	Generate a jackknife plot.

APPLICATIONS

Experimental Design

IMPLEMENTATION DATE

89/2