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 permutated 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 permutated 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 permutated values are saved;
and <resp> is a variable where the permutated 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.
JACKNIFE INDEX = Generate a jacknife index.
BOOTSTRAP PLOT = Generate a bootstrap plot.
JACKNIFE PLOT = Generate a jacknife plot.

APPLICATIONS
Experimental Design

IMPLEMENTATION DATE
89/2