

C++ How can I set the parameter of a `std::exponential_distribution` object?

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C++ Standard Library - Random Number Generation and Distributions: How can I set the parameter of the exponential distribution?



I have a program which requires exponentially distributed random numbers. I am using the C++11 Random Numbers and Distributions Library support.



1

I have a distribution: `std::exponential_distribution<double> exp_dis(lambda);`



`lambda` is any value to begin with. `0.0` or `1.0` are okay values to use.

I refer to this distribution in a thread function using a pointer. (I have an independent distribution for each thread function to avoid data race conditions.)

The value of `lambda` is computed within a loop, and can change each time the loop is executed.

Therefore I would like to know how the value of the parameter `lambda` can be "set" within the exponential distribution.

From some quick searches, I think I should be able to do this using the member function `param()`, but I can't figure out the exact syntax to use.

This doesn't work:

```
// Pointer to exponential distribution object
exp_dis_p->param(lambda);
```

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asked Oct 26 '15 at 15:56

[user3728501](#)

8,315 ● 16 ● 69 ● 153

2 Answers

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You can also change the `lambda` for your exponential distribution as following.

2



```
template<typename T>
void set_new_lambda(std::exponential_distribution<T> *exp_dis, T val)
{
    typename std::exponential_distribution<T>::param_type new_lambda(val);
    exp_dis->param(new_lambda);
}
```

And can use it as following

```
int main()
{
    std::exponential_distribution<double> exp_dis(0.1);
    std::cout<<exp_dis.lambda()<<'\n';

    set_new_lambda(&exp_dis,0.2);

    std::cout<<exp_dis.lambda()<<'\n';
}
```

```
    return 0;
}
```

Or may be if you are dealing with only double type then, you can do as following as well.

```
int main()
{
    std::exponential_distribution<double> exp_dis(0.1);
    auto ptr = &exp_dis;
    std::exponential_distribution<double>::param_type new_lambda(0.2);
    ptr->param(new_lambda);
}
```

And you can see that `param_type` for distribution can be declared as

```
std::exponential_distribution<double>::param_type .
```

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edited Oct 27 '15 at 10:55

answered Oct 27 '15 at 4:29



jha-G

1,768 ● 10 ● 27

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With the following you should be able to set the new lambda:

0

```
decltype(exp_dis_p->param()) new_lambda (lambda);
exp_dis_p->param(new_lambda);
```



This is code I've been using since some time. Like explained by Praetorian in the comments, the `param()` type has the same arguments as the parent type.

I found this about it in a [document about the C++ standardizing](#):

For each of the constructors of `D` taking arguments corresponding to parameters of the distribution, `P` shall have a corresponding constructor subject to the same requirements and taking arguments identical in number, type, and

default values. Moreover, for each of the member functions of D that return values corresponding to parameters of the distribution, P shall have a corresponding member function with the identical name, type, and semantics.

With D being the distribution class, and P is the type named by D's associated `param_type`.

The `decltype` function simply:

Inspects the declared type of an entity or queries the type and value category of an expression.

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edited Oct 26 '15 at 16:25

answered Oct 26 '15 at 16:03



[agold](#)

5,048 ● 7 ● 33 ● 49

- 1 [@user3728501](#) For any distribution type, the nested `param_type` type is guaranteed to be constructible using the same constructor arguments as the parent type. – [Praetorian](#) Oct 26 '15 at 16:10

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