





Timur Doumler

Real-Time programming with the C++ standard library

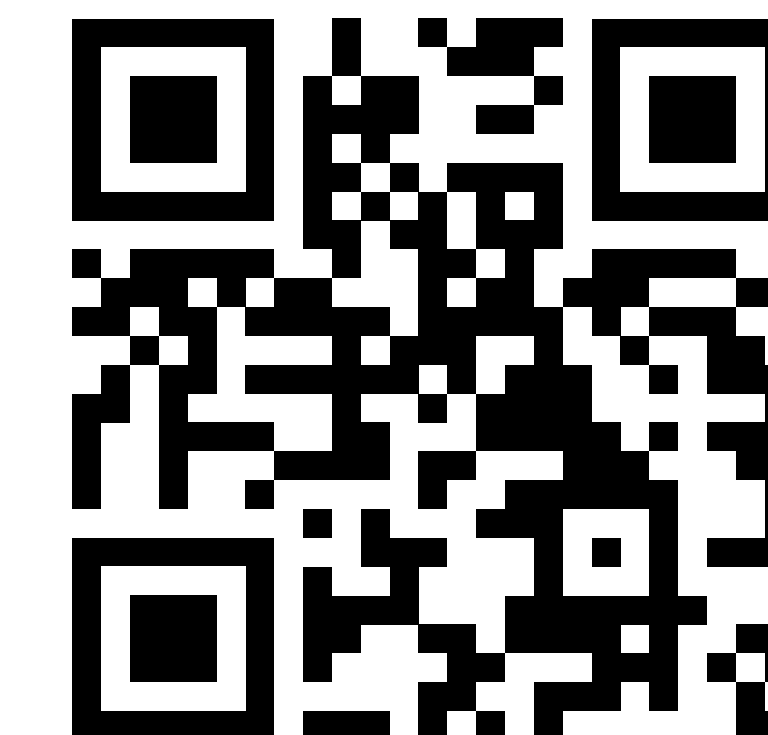
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Peter Bindels 🍷 ⌚ @dascandy42 · Jan 7, 2020
 Replying to @timur_audio
 They can either be perfectly unbiased or constant time. The std ones are perfectly unbiased, so not constant time, only amortized constant time.
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Timur Doumler 🇺🇸 @timur_audio · Jan 7, 2020
 Why are these two properties mutually exclusive?
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Peter Bindels 🍷 ⌚ @dascandy42 · Jan 7, 2020
 Take a die (6-sided). Roll it. Now somehow make this into a balanced number between 1-5. 1-5 are easy - just direct map.

 You get to pick what you do with the 6. Reroll or map to some number. This is the same problem, except a 4.3 billion sided die.
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 And of course, if you map to some number it's biased to that number, if you reroll it *could* keep coming up 6es.








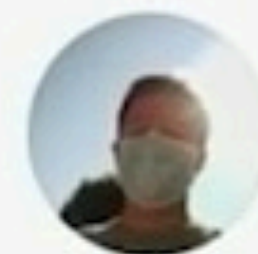




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