

Our Technique

```
double ExponentialRandom(void) {  
    double x;  
    do {  
        x = sre_random();  
    } while (x == 0.0);  
    return -log(x);  
}
```

```
double sre_random_positive(void) {  
    double x;  
    do {  
        x = sre_random();  
    } while (x == 0.0);  
    return x;  
}
```