tf.random_uniform

```
random_uniform(
    shape,
    minval=0,
    maxval=None,
    dtype=tf.float32,
    seed=None,
    name=None
)
```

Defined in `tensorflow/python/ops/random_ops.py`.

See the guide: Constants, Sequences, and Random Values > Random Tensors

Outputs random values from a uniform distribution.

The generated values follow a uniform distribution in the range `[minval, maxval)`. The lower bound `minval` is included in the range, while the upper bound `maxval` is excluded.

For floats, the default range is `[0, 1)`. For ints, at least `maxval` must be specified explicitly.

In the integer case, the random integers are slightly biased unless `maxval - minval` is an exact power of two. The bias is small for values of `maxval - minval` significantly smaller than the range of the output (either `2**32` or `2**64`).

Args:

- `shape`: A 1-D integer Tensor or Python array. The shape of the output tensor.
- `minval`: A 0-D Tensor or Python value of type `dtype`. The lower bound on the range of random values to generate. Defaults to 0.
- `maxval`: A 0-D Tensor or Python value of type `dtype`. The upper bound on the range of random values to generate. Defaults to 1 if `dtype` is floating point.
- `dtype`: The type of the output: 'float16`, `float32`, `float64`, `int32`, `or` int64`.
- `seed`: A Python integer. Used to create a random seed for the distribution. See `tf.set_random_seed` for behavior.
- `name`: A name for the operation (optional).

Returns:

A tensor of the specified shape filled with random uniform values.

Raises:

- `ValueError`: If `dtype` is integral and `maxval` is not specified.

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