

RANDOM NUMBER GENERATION METHOD AND DEVICE UTILIZED IN COMPUTER SYSTEM

CROSS-REFERENCE TO RELATED APPLICATIONS

This application claims priority to Chinese Patent Application No. 201610751289.X, filed on August 29, 2016 and entitled "RANDOM NUMBER GENERATION METHOD AND DEVICE UTILIZED IN COMPUTER SYSTEM", which is incorporated herein by reference in its entirety.

TECHNICAL FIELD

This application relates to the field of computer technologies, and in particular, to a random number generation method and device implemented in a computer system.

BACKGROUND

In the conventional technology, when a specified number of random numbers are to be generated, usually the specified number of random numbers are generated randomly by invoking a random function. However, the random numbers cannot be effectively controlled (for example, keeping the random numbers within a range) because the random numbers are generated randomly. As a result, the specified number of random numbers generated are unevenly distributed. For example, in a scenario in which sending of "red packets" is implemented, a "red packet amount" randomly generated by a payment service end may be extremely large, or may be extremely small (for example, 0.01). This may bring about relatively poor experience for a user.

SUMMARY

This application describes a random number generation method and device implemented in a computer system, capable of achieving effective control of generated random numbers.

A first aspect provides a random number generation method implemented in a computer system. The method includes:

- receiving a first request, where the first request includes a sum and a count of a specific number of random numbers to be generated;

- determining an average based on the sum and the count;

partitioning the specific number of random numbers to be generated into a plurality of subsets, where each of the subsets includes one or two random numbers, and when a subset includes two random numbers, a sum of the two random numbers is twice the average and a quotient of the two random numbers is a preset threshold; and

determining the one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers.

A second aspect provides a random number generation device implemented in a computer system. The device includes:

a receiving unit, configured to receive a first request, where the first request includes a sum and a count of a specific number of random numbers to be generated; a determining unit, configured to determine an average based on the sum and the count received by the receiving unit; and a partitioning unit, configured to partition the specific number of random numbers to be generated into a plurality of subsets, where each of the subsets includes one or two random numbers, and when a subset includes two random numbers, a sum of the two random numbers is twice the average and a quotient of the two random numbers is a preset threshold, where

the determining unit is further configured to determine the one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers.

In the random number generation method and device implemented in a computer system provided in this application, upon a first request is received, first, random numbers to be generated are partitioned into a plurality of subsets, where when a subset includes two random numbers, a sum of the two random numbers is twice an average and a quotient of the two random numbers is a preset threshold; and then one or two random numbers included in each of the subsets are sequentially determined to obtain a specified number of random numbers. In this way, the objective of controlling generated random numbers is achieved.

BRIEF DESCRIPTION OF THE DRAWINGS

To describe the technical solutions in the embodiments of the present disclosure more clearly, the following briefly introduces the accompanying drawings required for describing the embodiments. Apparently, the accompanying drawings in the following description show merely some embodiments of the present disclosure, and a person of ordinary skill in the art may still derive other drawings from these accompanying drawings without creative efforts.

FIG. 1 is a flowchart of a random number generation method implemented in a computer

system according to an embodiment of this application;

FIG. 2 is a schematic flowchart of a method for determining random numbers in a subset according to this application;

FIG. 3 is a schematic diagram of an application scenario of a random number generation method implemented in a computer system according to this application;

FIG. 4 is a flowchart of a method for generating red packet amounts in the scenario shown in FIG. 3;

FIG. 5 is a flowchart of another method for generating red packet amounts in the scenario shown in FIG. 3; and

FIG. 6 is a schematic diagram of a random number generation device implemented in a computer system according to an embodiment of this application.

DETAILED DESCRIPTION OF THE INVENTION

The following describes the embodiments of the present disclosure with reference to the accompanying drawings.

The random number generation method and device implemented in a computer system provided in this application are applicable to a scenario in which random numbers are generated when a sum and a count of a specific number of random numbers to be generated are fixed, and in particular, applicable to a scenario in which uniformly distributed random numbers are generated when a sum and a count of a specific number of random numbers to be generated are fixed.

FIG. 1 is a flowchart of a random number generation method implemented in a computer system according to an embodiment of this application. The method may be performed by equipment having a processing capability: a server, a system or a device, for example, a service end of a payment system. As shown in FIG. 1, the method may specifically include the following steps.

Step 110: Receive a first request.

The first request may be any request used to instruct the server, the system or the device to generate a random number. The first request may include a sum of random numbers to be generated, a count of a specific number of random numbers to be generated, and the like.

Step 120: Determine an average based on the sum and the count.

Herein, the average may be a quotient obtained by dividing the sum by the count. A scenario in which "red packets" are sent is used as an example, assuming that a total amount

of the red packets is 100 RMB and a count of the red packets is ten, an average distributed amount may be $100/10=10$ RMB. That is, 10 RMB may be distributed to each person on average.

Step 130: Partition the specific number of random numbers to be generated into a plurality of subsets.

Each of the subsets includes one or two random numbers. When the subset includes two random numbers, a sum of the two random numbers is twice the average and a quotient of the two random numbers is a preset threshold.

Herein, a count of the subsets may be determined based on the count of the random numbers to be generated. For example, the count of the subsets may be calculated based on the following formula: $\text{INT}(\text{count}/2)$ or $\text{INT}(\text{count}/2)+1$. $\text{INT}()$ is a rounding function, that is, $\text{INT}()$ is used to obtain an integer part of a number. Specifically, when the count of the random numbers to be generated is an even number, the count of the subsets may be determined based on the formula: $\text{INT}(\text{count}/2)$; and when the count of the random numbers to be generated is an odd number, the count of the subsets may be determined based on the formula: $\text{INT}(\text{count}/2)+1$. It will be appreciated that when the count of the random numbers to be generated is an even number, each of the subsets may include two random numbers; and when the count of the random numbers to be generated is an odd number, at least one of the subsets includes only one random number.

For example, assuming that the count of the random numbers to be generated is ten, that is, the count of the random numbers to be generated is an even number, it can be determined that the count of the subsets is: $\text{INT}(10/2)=5$. For the five subsets obtained through partitioning, when each of the subsets includes two random numbers, it may be defined that a sum of the two random numbers is twice an average and a quotient of the two random numbers is a preset threshold. After the foregoing definition is made for the two random numbers, the two random numbers may compose the following linear equations with two unknowns:

$$\begin{cases} S_1 + S_2 = 2AVG \\ S_1 / S_2 = GAP \end{cases} \quad (\text{Formula 1})$$

S_1 and S_2 respectively represent the two random numbers in the subset, AVG is the average, and GAP refers to the preset threshold, which may be determined according to actual needs.

For another example, assuming that the count of the random numbers to be generated is

nine, that is, the count of the random numbers to be generated is an odd number, it can be determined that the count of the subsets is: $\text{INT}(9/2)+1=5$. For the five subsets obtained through partitioning, when one subset includes one random number and the other subsets include two random numbers, it may also be defined that a sum of the two random numbers is twice an average and a quotient of the two random numbers is a preset threshold. After the foregoing definition is made for the two random numbers, the two random numbers may alternatively compose the linear equations with two unknowns shown in Formula 1.

It should be noted that in this application, by correspondingly defining a sum and a quotient of two random numbers in a subset, an objective of controlling a difference between two random numbers in a same subset can be achieved, and the random numbers are relatively similar in value in a middle region, that is, the random numbers are within a range partitioned using the average as a center, by which it can be ensured that the generated random numbers are distributed relatively evenly.

Step 140: Determine the one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers.

When the count of the random numbers to be generated is an even number, the two random numbers in each subset may be determined based on Formula 1. After the two random numbers in each subset are determined, the specific number of random numbers can be obtained. In the foregoing example, after each random number in the five subsets is determined, ten random numbers can be obtained. It should be noted that when a subset includes one random number, the random number may be determined based on the average. For example, the average may be randomly attenuated to be used as the one random number. Alternatively, the random number may be determined in another manner such as directly using the average as the one random number. This is not limited in this application.

It should be noted that, for the case in which a subset includes two random numbers, the foregoing merely provides one method for determining the two random numbers in the subset. In another implementation of this application, the two random numbers in the subset may alternatively be determined through the steps shown in FIG. 2.

Step 210: Determine a cycle interval based on a count of random numbers to be generated.

In an implementation, the cycle interval may be determined based on Formula 2.

Interval=count/2 (Formula 2)

Interval is the cycle interval and count is the count of the random numbers to be generated.

Step 220: Determine a distribution factor based on a preset threshold.

In an implementation, the distribution factor may be determined based on Formula 3.

$$primer = (2 * GAP) / (1 + GAP) \text{ (Formula 3)}$$

Primer is the distribution factor and GAP is the preset threshold.

Step 230: Determine a maximum differential multiple based on the average and the distribution factor.

In an implementation, the maximum differential multiple may be determined based on Formula 4.

$$top = \text{Math.min}((AVG * primer), (2 * AVG - 1)) \text{ (Formula 4)}$$

In this equation, top is the maximum differential multiple, AVG is the average, primer is the distribution factor, and Math.min() is a function for taking a minimum value. For example, the two values, (AVG*primer) and (2*AVG-1), are compared and then a minimum value is taken as the maximum differential multiple.

Step 240: Determine a step difference based on the maximum differential multiple, the average, and the cycle interval.

In an implementation, the step difference may be determined based on Formula 5.

$$stepM = (top - AVG) / Interval \text{ (Formula 5)}$$

StepM is the step difference, top is the maximum differential multiple, AVG is the average, and Interval is the cycle interval.

Step 250: Determine a deviation range of the random numbers based on the step difference.

In an implementation, the deviation range of the random numbers may be determined based on Formula 6.

$$Ri = (\text{int})(1d / (5 + \text{random.nextInt}(25)) * stepM) \text{ (Formula 6)}$$

Ri is the deviation range, stepM is the step difference, and random.nextInt(25) is a random function for randomly selecting any integer from a range of 0 to 25. Based on Formula 6, it can be determined that Ri is $[0, 1/30 * stepM]$, that is, the deviation range is $[0, 1/30 * stepM]$.

Step 260: Determine a first deviation within the deviation range.

The first deviation herein may refer to any value randomly selected from the deviation range $[0, 1/30 * stepM]$.

Step 270: Determine a first random number in two random numbers based on the maximum differential multiple, the step difference, a current step size, and the first deviation.

In an implementation, the first random number of the two random numbers may be

determined based on Formula 7.

$$S_1 = \text{top} - (\text{int})((\text{stepGo}++) * \text{stepM}) - r_i \text{ (Formula 7)}$$

S_1 is the first random number of the two random numbers, and the first random number may refer to a larger one of the two random numbers; top is the maximum differential multiple; stepGo is the current step size, when the first random number in the first subset is determined, stepGo may be 0, and subsequently when the first random number in the second subset is determined, stepGo may be 1, that is, stepGo increases by 1 each time, and so on; stepM is the step difference; and r_i is the first deviation.

Step 280: Determine a second random number of the two random numbers based on the average and the first random number.

In an implementation, the second random number of the two random numbers may be determined based on Formula 8.

$$S_2 = (\text{int})(2 * \text{AVG}) - S_1 \text{ (Formula 8)}$$

S_2 is the second random number of the two random numbers, and the second random number may refer to a smaller one of the two random numbers; AVG is the average; and S_1 is the first random number of the two random numbers.

The foregoing describes a method for determining two random numbers in a subset in another implementation. When the subset includes only one random number, the one random number may be determined through the following steps:

randomly attenuating the average; and

determining one random number in a second subset based on the result from the random attenuation of the average and a preset minimum random number. The second subset herein may refer to any subset including only one random number.

In an implementation, the one random number in the second subset may be determined based on Formula 9.

$$S_1 = (\text{int})\text{Math.max}(\text{MIN}, (\text{AVG} - 1 - \text{random.nextInt}(\text{FLUCTUATION}))) \text{ (Formula 9)}$$

S_1 is the one random number; MIN is the preset minimum random number, for example, MIN may be 0.01; AVG is the average; FLUCTUATION may be a preset constant, and the constant may be a value by which attenuation is to be performed on the average; and Math.max() is a function for taking a maximum value. For example, the two values, MIN and $(\text{AVG} - 1 - \text{random.nextInt}(\text{FLUCTUATION}))$, are compared and then a maximum number is taken as the one random number in the second subset.

Back to step 140, it will be appreciated that the specific number of random numbers can be obtained after determining the one or two random numbers in each subset according to the

method for determining one or two random numbers in a subset (for example, the steps in FIG. 2).

Optionally, after step 140 is performed, the following steps may further be performed:

Step A: Determine a residue number based on the sum and the specific number of random numbers.

It should be noted that a sum of the specific number of random numbers obtained through a conventional method or the steps in FIG. 2 usually is not equal to the sum. For example, in the scenario in which "red packets" are sent, a sum of red packet amounts of the specific number of red packets, that is, a sum of amounts of the "red packets" that are sent, usually is not equal to a total amount of the red packets. As a result, a problem of fund loss is caused. To resolve the problem, in this application, the residue number may be determined based on the sum and the specific number of random numbers. For example, the residue number may be determined by calculating a difference between the sum and a sum of the specific number of random numbers. For example, in the foregoing example, when the total amount of the red packets is 100 RMB, assuming that the sum of ten red packet amounts is 90 RMB, the residue amount is 10 RMB.

Certainly, in an actual application, the residue number may alternatively be determined when the steps in FIG. 2 are performed, so that the efficiency of determining the residue number can be improved. In an example, the residue number may be initialized to be a sum, and subsequently each time after determining one or two random numbers in a subset, the residue number is updated to a difference between the residue number and one random number, or the residue number is updated to a difference between the residue number and a sum of two random numbers. It will be appreciated that after random numbers in all subsets are determined, an updated residue number is a final residue number.

Step B: Split the residue number.

In an implementation, the residue number may be split into the specific number of sub-numbers. For example, in the foregoing example, when the residue amount is 10 RMB and the count of the red packets is ten, the sub-numbers obtained after splitting may be ten 1 RMB's. Certainly, in an actual application, the residue number may alternatively be split into another specific number of sub-numbers and the sub-numbers may be different. This is not limited in this application.

Step C: Superpose the result from the splitting the residue number to the specific number of random numbers to obtain the specific number of updated random numbers.

For example, assuming that the sum is ten, the count of the random numbers to be

generated is ten, and the ten obtained random numbers respectively are: 1.2, 0.7, 1.1, 0.8, 1.3, 0.6, 1.5, 0.4, 1.0, and 0.9, the residue number may be 0.5. The residue number 0.5 is split into ten 0.05's, and the ten updated random numbers may be: 1.25, 0.75, 1.15, 0.85, 1.35, 0.65, 1.55, 0.45, 1.05, and 0.95.

In the scenario in which "red packets" are sent, fund loss can be avoided by superposing the residue amounts resulting from the splitting to the red packet amounts of the specific number of the red packets.

Optionally, after step 140 is performed, or after step C is performed, the following steps may further be performed:

Step X: Re-sort the specific number of random numbers.

Herein, the specific number of random numbers may be re-sorted in any order, so that the random numbers are prevented from being stored in the order of their sizes, and in addition, it can be ensured that when sums and counts of random numbers to be generated are respectively the same, orders of the specific numbers of random numbers partitioned in two or more successively instances are not repetitive.

Step Y: Store the specific number of re-sorted random numbers to a list.

Certainly, in an actual application, the specific number of re-sorted random numbers may alternatively be stored in a storage unit of another form. This is not limited in this application.

It should be noted that the specific number of random numbers in step X and step Y may alternatively refer to the specific number of random numbers to which the results from the splitting the residue number are superposed.

It should be noted that the random number generation method implemented in a computer system provided in this application may be implemented in a scenario of sending "red packets" shown in FIG. 3. In FIG. 3, one sender client and a plurality of receiver clients are included. The sender client is configured to send a "red packet" receiving notification. The receiver clients are configured to perform a corresponding "red packet" receiving operation according to the "red packet" receiving notification sent by the sender client. It should be noted that there are a plurality of manners for the sender client to send a "red packet" receiving notification. For example, the sender client is an Alipay client. There may be two manners for the Alipay client to send a "red packet" receiving notification: In a first manner, the Alipay client may send a "red packet" receiving notification in a group, where the group may be set up through the following steps: Contacts -> Group -> Select a group type (for example, an entertainment group) -> Select a user. In a second manner, a sender user may turn to a red packet generation interface by triggering a "red packet" text or a

corresponding "red packet" pattern in an "Alipay" application interface; in the red packet generation interface, the sender user enters a password, enters "total amount" and "red packet count" in a selected group type, and then taps "send red packet", so that sending of a "red packet" receiving notification can be implemented. It will be appreciated that the "red packet" receiving notification sent by using the foregoing two manners may include information such as "total amount" and "red packet count".

In FIG. 3, after the sender client sends the "red packet" receiving notification, a service end may receive a first request, where the first request may include a total amount of the red packets and a count of red packets to be sent, and then the service end may partition red packet amounts of the count of the red packets from a total amount of the red packets. When the service end receives a "red packet" receiving request sent by a receiver client, that is, when a receiver user receives a red packet, one of the red packet amounts is distributed to the receiver client.

However, in the process in which the service end partitions red packet amounts of the count of the red packets, the service end usually generates each red packet amount randomly. As a result, the red packet amount that is randomly generated by the service end may be extremely large, or may be extremely small (for example, 0.01). That is, there is a problem that the red packet amount cannot be controlled.

When the random number generation method implemented in a computer system of this application is implemented in the scenario shown in FIG. 3, the foregoing problem that the red packet amount cannot be controlled can be resolved. Specifically, when the random number generation method implemented in a computer system of this application is implemented in the scenario shown in FIG. 3, a sum of random numbers to be generated is equivalent to the total amount of the red packets, a count of the random numbers to be generated is equivalent to a count of red packets to be sent, the random numbers are equivalent to the red packet amounts, and the random number generation method may be a red packet amount generation method. FIG. 4 provides a red packet amount generation method. In FIG. 4, the method may specifically include the following steps.

Step 410: A service end receives a first request sent by a sender client.

The first request may include a total amount of red packets and a count of a specific number of red packets to be sent.

Step 420: Determine an average distributed amount based on the total amount of red packets and the count of the red packets.

Herein, the average distributed amount may be a quotient obtained by dividing the total

amount of the red packets by the count of the red packets. For example, assuming that the total amount of the red packets is 100 RMB and the count of the red packets is ten, an average distributed amount may be $100/10=10$ RMB. That is, 10 RMB may be distributed to each person on average.

Step 430: Partition red packet amounts of the count of the red packets to be generated into a plurality of subsets of the red packet amounts.

Each subset of the red packet amounts includes one or two red packet amounts. When a subset of the red packet amounts includes two red packet amounts, a sum of the two red packet amounts is twice an average distributed amount and a quotient of the two red packet amounts is a preset threshold.

Herein, a count of the subsets of the red packet amounts may be determined based on the count of the red packets to be sent. For example, the count of the subsets of the red packet amounts may be calculated based on the following formula: $\text{INT}(\text{count of red packets}/2)$ or $\text{INT}(\text{count of red packets}/2)+1$. The $\text{INT}()$ is a rounding function. That is, the $\text{INT}()$ is used to obtain an integer part of a number. Specifically, when the count of the red packets is an even number, the count of the subsets of the red packet amounts may be determined based on the formula: $\text{INT}(\text{count of red packets}/2)$, and when the count of the red packets is an odd number, the count of the subsets of the red packets may be determined based on the formula: $\text{INT}(\text{count}/2)+1$. It will be appreciated that when the count of the red packets is an even number, each subset of red packet amounts may include two red packet amounts; and when the count of the red packets is an odd number, at least one of the subsets of red packet amounts includes only one red packet amount.

Assuming that the count of the red packets to be sent is ten, that is, the count of the red packets is an even number, it can be determined that the count of the subsets of the red packet amounts is: $\text{INT}(10/2)=5$. For the five subsets of the red packet amounts obtained through the partitioning, when each subset of red packet amounts includes two red packet amounts, it may be defined that a sum of the two red packet amounts is twice the average distributed amount and a quotient of the two red packet amount is a preset threshold. After the foregoing definition is made to the two red packet amounts, the two red packet amounts may compose linear equations with two unknowns as shown in Formula 1.

Assuming that the count of the red packets to be sent is nine, that is, the count of the red packets is an odd number, it can be determined that the count of the subsets of the red packet amounts is: $\text{INT}(9/2)+1=5$. For the five subsets of the red packet amounts obtained through partitioning, when each subset of the red packet amounts includes one red packet amount and

the other subsets of the red packet amounts each include two red packet amounts, it may alternatively be defined that a sum of the two red packet amounts is twice an average distributed amount and a quotient of the two red packet amount is a preset threshold. After the foregoing definition is made to the two red packet amounts, the two red packet amounts may alternatively compose linear equations with two unknowns as shown in Formula 1.

It should be noted that in this application, by correspondingly defining a sum and a quotient of two red packet amounts in a subset of red packet amounts, an objective of controlling a difference between two red packet amounts in a same subset of red packet amounts can be achieved, and the red packet amounts are relatively similar in value in a middle region, that is, the red packet amounts are within ranges partitioned using the average distributed amount as a center, by which it can be ensured that the red packet amounts distributed to receiver clients are relatively even, that is, it can be ensured that the "red packet" amounts distributed to receiver users are relatively even. In this way, the user experience can be improved.

Step 440: Determine the one or two red packet amounts in each subset of the red packet amounts among the plurality of subsets of the red packet amounts, to obtain the red packet amounts of the specific number of the red packets.

When the count of the red packets is an even number, two red packet amounts in each subset of red packet amounts can be determined based on Formula 1. After the two red packet amounts in each subset of red packet amounts are determined, the red packet amounts of the specific number of the red packets can be obtained. As described in the foregoing example, after each red packet amount in the five subsets of red packet amounts is determined, ten red packet amounts can be obtained. It should be noted that when a subset of the red packet amounts includes one red packet amount, the red packet amount may be determined based on an average distributed amount, for example, the average distributed amount may be randomly attenuated to be used as the red packet amount. Herein, when the count of the red packets is an odd number, by giving a last red packet amount after the average distributed amount is randomly attenuated, a problem that the last red packet amount is fixed can be avoided. Therefore, violators are prevented from performing an illegal action by using this regularity.

It should be noted that in the case in which the subset of the red packet amounts includes two red packet amounts, the foregoing only provides one method for determining the two red packet amounts, and in other implementations of this application, the two red packet amounts in the subset of the red packet amounts may alternatively be determined through the steps shown in FIG. 2. That is, the method is applicable by merely replacing the average in the

steps shown in FIG. 2 with the average distributed amount and replacing the random number with the red packet amount.

The red packet amounts of the count of the red packets can be obtained after the one or two red packet amounts in each subset of red packet amounts are determined according to the method for determining one or two red packet amounts in a subset of red packet amounts (for example, the steps in FIG. 2).

Optionally, after step 440 is performed, the following steps may further be performed:

Step a: Determine a residue amount based on the total amount of the red packets and the red packet amounts of the specific number of the red packets.

A sum of red packet amounts of the specific number of the red packets, that is, a sum of amounts of the "red packets" that are sent, usually is not equal to a total amount of the red packets. As a result, a problem of fund loss is caused. To resolve the problem, in this application, the residue amount may be determined based on the total amount of the red packets and the red packet amounts of the specific number of the red packets. For example, the residue amount may be determined by calculating a difference between the total amount of the red packets and the red packet amounts of the specific number of the red packets. For example, in the foregoing example, when the total amount of the red packets is 100 RMB, assuming that the sum of ten red packet amounts is 90 RMB, the residue amount is 10 RMB.

Certainly, in an actual application, the residue amount may alternatively be determined when the steps in FIG. 2 are performed, so that the efficiency of determining the residue amount can be improved. In an example, the residue amount may be initialized to be a total amount of the red packets, and subsequently each time after one or two red packet amounts in a subset of the red packet amounts are determined, the residue amount is updated to a difference between the residue amount and a red packet amount, or the residue amount is updated to a difference between the residue amount and a sum of two red packet amounts. It will be appreciated that after red packet amounts in all subsets of red packet amounts are determined, an updated residue amount is a final residue amount.

Step b: Split the residue amount.

In an implementation, the residue amount may be split into a number of sub-numbers equal to the count of the red packets. For example, in the foregoing example, when the residue amount is 10 RMB and the count of the red packets is ten, the sub-numbers obtained after the splitting may be ten 1 RMB's. Certainly, in an actual application, the residue amount may alternatively be split into another specific number of sub-numbers and the sub-numbers may be different. This is not limited in this application.

Step c: Superpose the split residue amounts to the specific number of red packet amounts to obtain the specific number of updated red packet amounts.

For example, assuming that the total amount of the red packets is ten, the count of the red packets is ten, and the ten obtained red packet amounts respectively are: 1.2, 0.7, 1.1, 0.8, 1.3, 0.6, 1.5, 0.4, 1.0, and 0.9, the residue amount may be 0.5. The residue amount 0.5 is split into ten 0.05's, and the ten updated red packet amounts may be: 1.25, 0.75, 1.15, 0.85, 1.35, 0.65, 1.55, 0.45, 1.05, and 0.95.

Fund loss can be avoided by superposing the split residue amounts to the red packet amounts of the specific number of the red packets.

Optionally, after step 440 is performed, or after step c is performed, the following steps may further be performed:

Step x: Re-sort the red packet amounts of the specific number of the red packets.

Herein, the red packet amounts of the specific number of the red packets may be re-sorted in any order, so that the red packet amounts are prevented from being stored in the order of their sizes, and in addition, it can be ensured that when total amounts of the red packets and the counts of the red packet amounts are respectively the same, orders of the red packet amounts of the count of the red packets partitioned in two or more successively instances are not consistent.

Step y: Store the re-sorted red packet amounts of the count of the red packets to a list.

Certainly, in an actual application, the re-sorted red packet amounts of the count of the red packets may alternatively be stored in a storage unit of another form. This is not limited in this application.

It should be noted that the red packet amounts of the count of the red packets in step x and step y may alternatively refer to the specific number of updated red packet amounts.

Step 450: Receive a second request sent by a receiver client.

The second request may include an identification of a receiver user (for example, information about an account of the receiver user or the like).

Step 460: Distribute a target amount in the red packet amounts of the count of the red packets to the receiver client according to the second request.

The target amount herein may refer to any red packet amount in the red packet amounts of the count of the red packets, or may alternatively refer to any red packet amount in the updated red packet amounts of the count of the red packets.

For example, after receiving the second request, the service end may read the target amount from the list and then distribute the target amount to the receiver client.

To describe the application of the random number generation method implemented in a computer system provided in this application in the scenario in which "red packets" are sent shown in FIG. 3, this application provides the following specific implementations.

FIG. 5 is a flowchart of another method for generating red packet amounts in the scenario shown in FIG. 3. As shown in FIG. 5, the method may specifically include the following steps.

Step 510: Receive a first request sent by a sender client.

Optionally, before receiving the first request, a minimum distributed amount (for example, 0.01 RMB) may be set in advance.

The first request may include a total amount of red packets and a count (count) of the red packets.

Step 520: Determine whether a count of red packets is 1, if yes, perform step 530, and if not, perform step 540.

Step 530: Put a total amount of the red packets to a list.

Step 540: Determine whether the total amount of the red packets is equal to the count of the red packets*a preset minimum distributed amount, if yes, perform step 550, and if not, perform step 560.

Step 550: Partition the total amount of the red packets into a number of minimum distributed amounts that is equal to the count of the red packets by using an average distribution algorithm, and put the minimum distributed amounts to the list.

Step 560: Calculate an average distributed amount, a maximum differential multiple, a step difference, and a deviation range of the red packet amounts and initialize a residue amount to be a total amount of the red packets.

Herein, for the method for calculating the average distributed amount, refer to step 120 or 420, and for the maximum differential multiple, the step difference, and the deviation range of the red packet amounts, refer to step 210 to step 250 and details are not described again.

Step 570: Determine whether red packet amounts of the count of the red packets have been determined, if not, perform step 580, and if yes, perform step 5160.

Step 580: Determine whether a red packet amount determined currently is a last red packet amount, if yes, perform step 590, and if not, perform step 5120.

Step 590: Randomly attenuate the average distributed amount.

Step 5100: Determine the last red packet amount based on the result from the random attenuation of the average distributed amount and the preset minimum distributed amount.

Step 5110: Put the last red packet amount to the list and update the residue amount to be a difference between the residue amount and the last red packet amount.

Step 5120: Randomly select a value from the deviation range calculated in step 560 as a current deviation.

Step 5130: Calculate one red packet amount based on the maximum differential multiple and the step difference calculated in step 560, a first deviation, and a current step size.

Herein, for the method for calculating one red packet amount, refer to step 370.

Step 5140: Calculate another red packet amount based on the average distributed amount and the one red packet amount.

Herein, for the method for calculating the another red packet amount, refer to step 380.

Step 5150: Update the residue amount to be a difference between the residue amount and a sum of the two red packet amounts, and add the one red packet amount and the other red packet amount to the list.

Step 5160: Determine whether the residue amount is greater than 0, if yes, perform step 5170, and if not, perform step 5180.

Step 5170: Split the residue amount; and superpose the residue amounts resulting from the splitting to the red packet amounts of the count of the red packets to obtain updated red packet amounts of the count of the red packets.

Herein, for the method for splitting the residue amount and the method for superposing the split residue amounts, refer to step B and step C or step b and step c.

Step 5180: Re-sort the red packet amounts of the count of the red packets or the updated red packet amounts of the count of the red packets.

Step 5190: Receive a second request sent by a receiver client.

Step 5200: Distribute a target amount in the red packet amounts of the count of the red packets or the updated red packet amounts of the count of the red packets to the receiver client.

The foregoing embodiments of this application have the following technical effects:

1) By defining the sum and the quotient of two red packet amounts in a subset of red packet amounts, control of partitioned red packet amounts can be implemented.

2) By splitting the residue amount and superposing the split residue amounts to the red packet amounts of the count of the red packets, it can be ensured that fund loss does not appear; and in addition, more uniform distribution can also be ensured.

3) By re-sorting the red packet amounts of the count of the red packets, the red packet amounts of the count of the red packets can be prevented from being stored in an order of

their sizes.

4) When the count of the red packets is an odd number, by giving a last red packet amount after the average distributed amount is randomly attenuated, a problem that the last red packet amount is fixed can be avoided; and therefore, violators are prevented from performing an illegal action by using this regularity.

Certainly, the random number generation method implemented in a computer system provided in this application is not limited to the scenario in which "red packets" are sent, but may be implemented in other scenarios, for example, amount distribution in business activities, and this is not limited in this application.

Corresponding to the random number generation method implemented in a computer system, an embodiment of this application further provides a random number generation device implemented in a computer system. For example, as shown in FIG. 6, the device includes:

- a receiving unit 601, configured to receive a first request, where the first request includes a sum and a count of random numbers to be generated;

- a determining unit 602, configured to determine an average based on the sum and the count received by the receiving unit 601; and

- a partitioning unit 603, configured to partition the specific number of random numbers to be generated into a plurality of subsets, where each of the subsets includes one or two random numbers, and when a subset includes two random numbers, a sum of the two random numbers is twice the average and a quotient of the two random numbers is a preset threshold.

The determining unit 602 is further configured to determine the one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers.

Optionally, the determining unit 602 is further configured to: determine a cycle interval based on the count;

- determine a distribution factor based on the preset threshold;

- determine a maximum differential multiple based on the average and the distribution factor;

- determine a step difference based on the maximum differential multiple, the average, and the cycle interval; and

- determine a deviation range of the random numbers based on the step difference.

The determining unit 602 is specifically configured to:

- determine a first deviation within the deviation range;

- determine a first random number of the two random numbers based on the maximum

differential multiple, the step difference, a current step size, and the first deviation; and

determine a second random number of the two random numbers based on the average and the first random number.

Optionally, the determining unit 602 is further configured to randomly attenuate the average; and

determine the one random number in a second subset based on the result from the random attenuation of the average and a preset minimum random number.

Optionally, the device further includes a splitting unit 603 and a superposing unit 604.

The determining unit 602 is further configured to determine a residue number based on the sum and the specific number of random numbers.

The splitting unit 603 is configured to split the residue number determined by the determining unit 602.

The superposing unit 604 is configured to superpose the result from the splitting the residue number by the splitting unit 603 to the specific number of random numbers to obtain the specific number of updated random numbers.

Optionally, the device further includes:

a sorting unit 605, configured to re-sort the specific number of random numbers; and

a storage unit 606, configured to store the specific number of random numbers re-sorted by the sorting unit 605 to a list.

The functions of the functional modules of the device in this embodiment of this application may be implemented through the steps in the foregoing method embodiments, and the specific working process of the device provided in this application is therefore not described herein.

In the random number generation device implemented in a computer system provided in this embodiment of this application, the receiving unit 601 receives a first request, where the first request includes a sum and a count of random numbers to be generated; the determining unit 602 determines an average based on the sum and the count; the partitioning unit 603 partitions the specific number of random numbers to be generated into a plurality of subsets; and the determining unit 602 determines one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers. In this way, the objective of controlling generated random numbers is achieved.

Those skilled in the art should be aware of that in the one or more embodiments, the functions described in the present disclosure may be implemented by hardware, software, firmware, or a combination or the above. When implemented by using software, the functions

can be stored in a computer readable medium or can be used as one or more instructions or code in a computer readable medium for transferring.

The foregoing specific implementations further describe the objectives, technical solutions, and beneficial effects of the present disclosure. It will be appreciated that the foregoing descriptions are merely specific implementations of the present disclosure, but are not intended to limit the protection scope of the present disclosure. Any modification, equivalent replacement, or improvement made based on the technical solutions of the present disclosure should fall within the protection scope of the present disclosure.

CLAIMS

What is claimed is:

1. A random number generation method implemented in a computer system, comprising:
 - receiving a first request, wherein the first request comprises a sum and a count of a specific number of random numbers to be generated;
 - determining an average based on the sum and the count;
 - partitioning the specific number of random numbers to be generated into a plurality of subsets, wherein each of the subsets comprises one or two random numbers, and when a subset comprises two random numbers, a sum of the two random numbers is twice the average and a quotient of the two random numbers is a preset threshold; and
 - determining the one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers.
2. The method according to claim 1, wherein when a first subset of the plurality of subsets comprises two random numbers, and before determining the two random numbers in the first subset, the method further comprises:
 - determining a cycle interval based on the count;
 - determining a distribution factor based on the preset threshold;
 - determining a maximum differential multiple based on the average and the distribution factor;
 - determining a step difference based on the maximum differential multiple, the average, and the cycle interval; and
 - determining a deviation range of the random numbers based on the step difference; andthe determining two random numbers in the first subset comprises:
 - determining a first deviation within the deviation range;
 - determining a first random number of the two random numbers based on the maximum differential multiple, the step difference, a current step size, and the first deviation; and
 - determining a second random number of the two random numbers based on the average and the first random number.
3. The method according to claim 1, wherein when a second subset of the plurality of subsets comprises one random number, the determining one random number in the second subset comprises:
 - randomly attenuating the average; and
 - determining the one random number in the second subset based on the result from the

random attenuation of the average and a preset minimum random number.

4. The method according to any one of claims 1 to 3, further comprising:

determining a residue number based on the sum and the specific number of random numbers;

splitting the residue number; and

superposing the result from the splitting the residue number to the specific number of random numbers to obtain the specific number of updated random numbers.

5. The method according to any one of claims 1 to 4, wherein after the obtaining the specific number of random numbers, the method further comprises:

re-sorting the specific number of random numbers; and

storing the specific number of re-sorted random numbers to a list.

6. A random number generation device implemented in a computer system, comprising:

a receiving unit, configured to receive a first request, wherein the first request comprises a sum and a count of a specific number of random numbers to be generated;

a determining unit, configured to determine an average based on the sum and the count received by the receiving unit; and

a partitioning unit, configured to partition the specific number of random numbers to be generated into a plurality of subsets, wherein each of the subsets comprises one or two random numbers, and when a subset comprises two random numbers, a sum of the two random numbers is twice the average and a quotient of the two random numbers is a preset threshold, wherein

the determining unit is further configured to determine the one or two random numbers in each of the plurality of subsets, to obtain the specific number of random numbers.

7. The device according to claim 6, wherein when the subset comprises two random numbers, the determining unit is further configured to:

determine a cycle interval based on the count;

determine a distribution factor based on the preset threshold;

determine a maximum differential multiple based on the average and the distribution factor;

determine a step difference based on the maximum differential multiple, the average, and the cycle interval; and

determine a deviation range of the random numbers according to the step difference; and

the determining unit is specifically configured to:

determine a first deviation within the deviation range;

determine a first random number of the two random numbers based on the maximum differential multiple, the step difference, a current step size, and the first deviation; and

determine a second random number of the two random numbers based on the average and the first random number.

8. The device according to claim 6, wherein when the subset comprises one random number, the determining unit is further configured to:

randomly attenuate the average; and

determine the one random number in the subset based on the result from the random attenuation of the average and a preset minimum random number.

9. The device according to any one of claims 7 and 8, further comprising:

the determining unit, further configured to determine a residue number based on the sum and the specific number of random numbers;

a splitting unit, configured to split the residue number determined by the determining unit; and

a superposing unit, configured to superpose the result from the splitting the residue number by the splitting unit to the specific number of random numbers to obtain the specific number of updated random numbers.

10. The device according to any one of claims 7 to 9, further comprising:

a sorting unit, configured to re-sort the specific number of random numbers; and

a storage unit, configured to store the specific number of random numbers re-sorted by the sorting unit to a list.