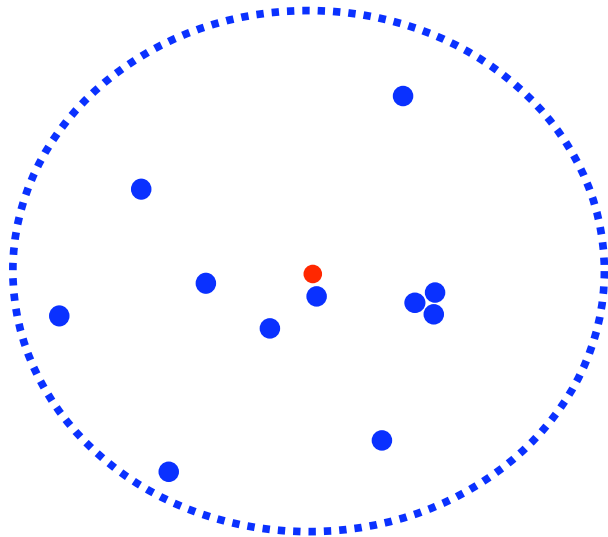


# Random Patterns

- At present, unclear how to implement
- Two example approaches:

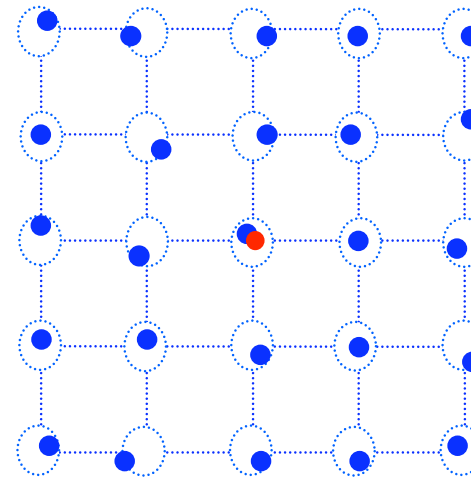
## “Random in area”

Pointings randomly distributed in an area around the source



## “Randomized grid”

Pointings distributed on grid, distorted a bit



# Random Patterns

- Random in area
  - shape around the source? circle, square, ...?
  - how to parametrize the area?  
( $r, \varphi$ ) yields more points near the centre, is that desirable?
    - is a minimum distance between points required?
    - ...?
- Randomized grid
  - sufficiently random? Not so different from “wandering COP” ...
  - should the underlying pattern be a square grid?
  - how to randomize points?
  - (questions from “random in area” apply too)
- ISOC will need the details of the requirements before being able to proceed with effort estimate for implementation
  - no significant differences in effort between options so far