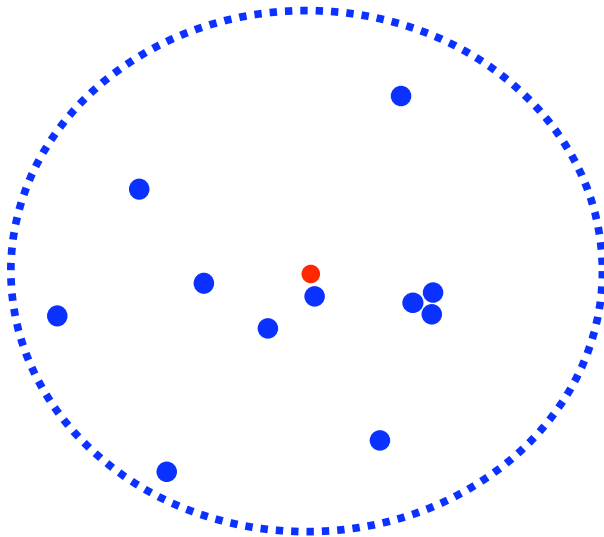# Random Patterns

- At present, unclear how to implement

- Two example approaches:
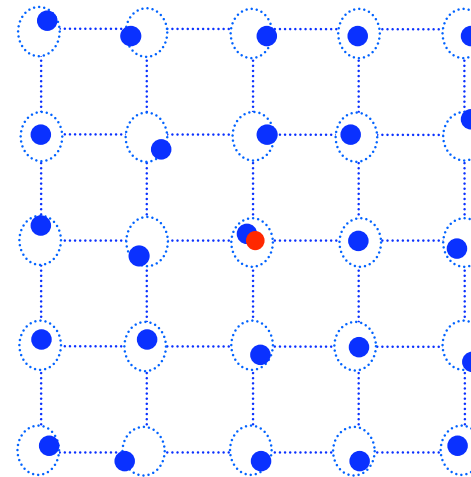
"Random in area"

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,φ) 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