The function "random" is controlled by a variable called *random-state*. We can cause *random-state* to be given a somewhat arbitrary initial value using the "make-random-state" function:

(set! *random-state* (make-random-state #t))

By evaluating this expression initially in our split function, we get different ways of splitting the rock pile.

(define split (lambda (n)
    (cond ((< n 2) 0)
        (#t (set! *random-state* (make-random-state #t))
            (split2 n) ) ) ))

(define split2 (lambda (n)
    (cond ((< n 2) 0)
        (#t (let ((k (+ 1 (random (- n 1))))))
            (write-string "Splitting ") (write n)
            (write-string " rocks into ") (write k)
            (write-string " and ") (write (- n k))
            (newline)
            (+ (* k (- n k)) (split2 (- n k))
                (split2 k) ) ) ) )