

# Quasi-random number generator

Ines Meršak

Mentor: doc. dr. Dejan Velušček

9. 6. 2017

# Pseudo-random vs. quasi-random

## Pseudo-random number

- computer-generated number

- appears to be random

- generated by an entirely deterministic process

## Quasi-random number

- low-discrepancy number

- taking previous draws into account

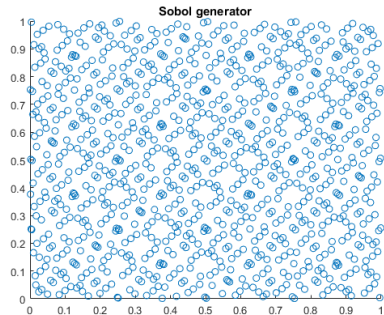
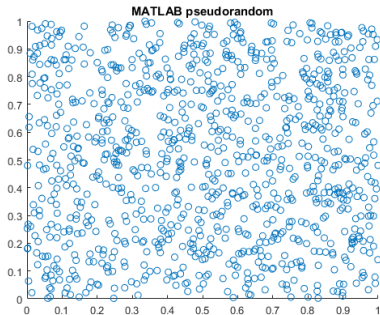


Figure: The comparison between pseudo- (left) and quasi-random numbers.

- useful in computational problems
- popular for financial Monte Carlo calculations
- asymptotic convergence is faster than when using pseudo-random numbers

---

**Algorithm 1** Generates the  $d$ -dimensional vector  $x_n$  in the Sobol sequence.

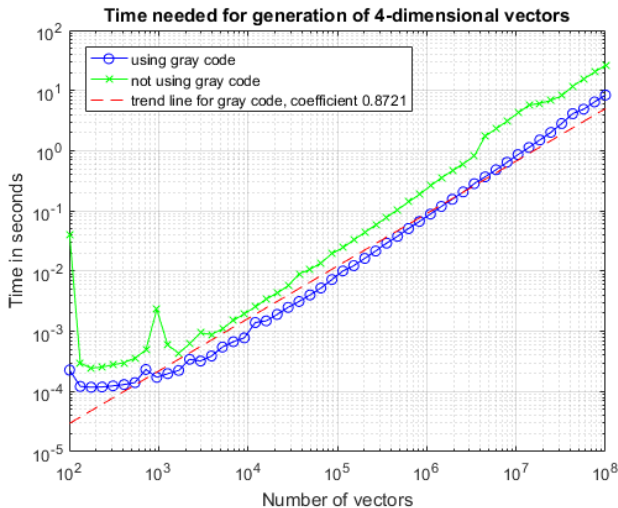
---

- 1:  $\gamma(n) = n$  or  $\gamma(n) = G(n)$
  - 2: **for**  $k = 1, \dots, d$  **do**
  - 3:      $p_k(z) = a_{k0}z^{g_k} + a_{k1}z^{g_k-1} + \dots + a_{k(g_k-1)}z + a_{kg_k}$
  - 4:     calculate the direction integers  $v_{kl}$  using  $a_{kj}$  and binary addition
  - 5:     calculate  $x_{nk}$  based on which bits in  $\gamma(n)$  are set
  - 6: **end for**
-

- any unique representation of  $n$  can be used for  $\gamma(n)$
- $G(n)$  switches only one single bit for every increment in  $n$
- this means that a single XOR operation has to be carried out for each dimension:

$$x_{nk} = x_{(n-1)k} \oplus v_{kj}$$

# Gray code vs. not Gray code



# Monte Carlo integration

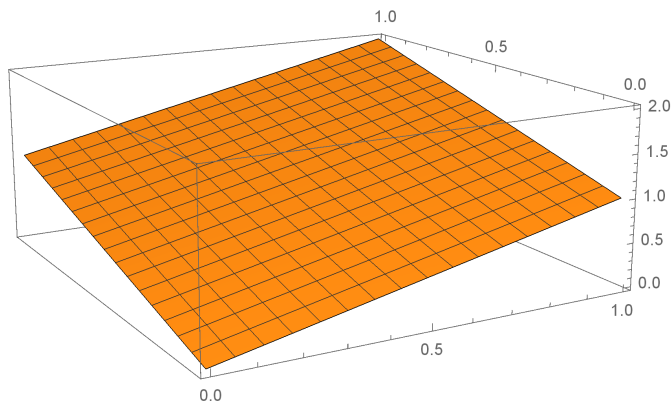
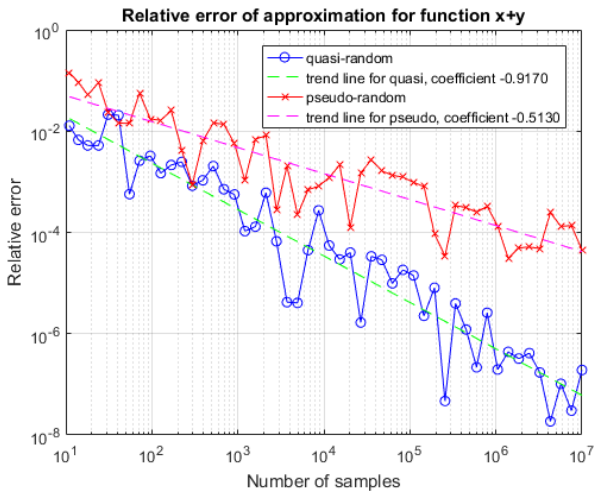


Figure: Plot of function  $x + y$ .





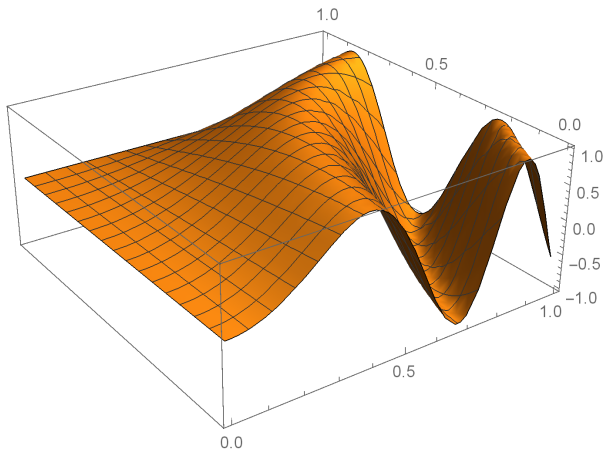


Figure: Plot of function  $\sin(10x^2(1-y))$ .

