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#### The Problem

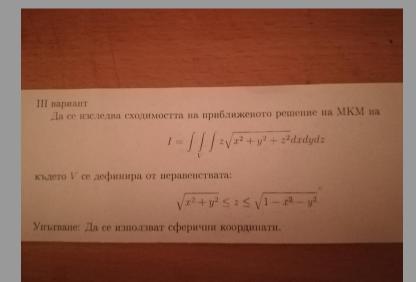


Figure 1: problem

# Solution

$$\int_0^{2\pi} \int_0^{\pi/4} \int_0^1 r^4 cos(\theta) sin(\theta) dr d\theta d\psi = \pi/10$$

### Solution

$$I_{1} = \int_{0}^{2\pi} d\psi$$

$$I_{2} = \int_{0}^{\pi/4} \cos(\theta) \sin(\theta) d\theta$$

$$I_{3} = \int_{0}^{1} r^{4} dr$$

$$I = I_{1}I_{2}I_{3} = \pi/10$$

### Basic monte carlo

- $I = \int_a^b f(x) dx$  Integral
- $\triangleright$  n size;  $\Delta = b a$
- $\triangleright x_1,..,x_n,x_i \in [a,b]$
- $y_i = \frac{f(x_i)\Delta}{n}$   $I = \sum_{i=1}^n y_i$
- $\triangleright$  error  $O(N^{-1/2})$

# Vand der Corput

- corput(n, b), n-size, b-base
- ► The algorithm splits 1D axis to n intervals by base b

# Vand der Corput

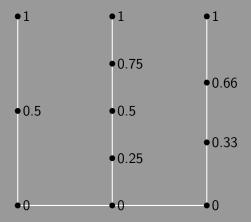


#### Halton

$$> S_b(n) := rac{\pi_b(d_0)}{b} + rac{\pi_b(d_1)}{b^2} + ... + rac{\pi_b(d_j)}{b^{j+1}}, \ \pi_b$$
 - permutations

- $> x_n = (S_{b1}(n), ..., S_{bs}(n)), n = 0, 1, ...$
- Halton returns a matrix nxb

# Halton



## Quasi monte carlo

- Same algorithm as basic monte carlo
- uses quasi random numbers

# Symmetric monte carlo

- Same algorithm as basic monte carlo  $f(x_i) = \frac{f(x_i) + f(b-a-x-i)}{2}$
- $\triangleright$  no result in  $x_i = \frac{b-a}{2}$



## First Result

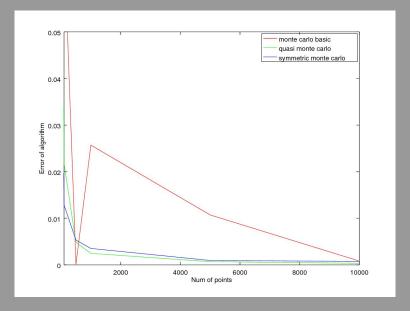


Figure 2: first result

### Second Result

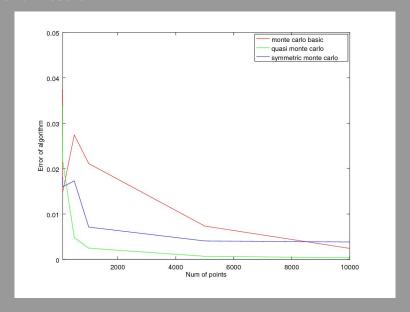


Figure 3: second result

## Third Result

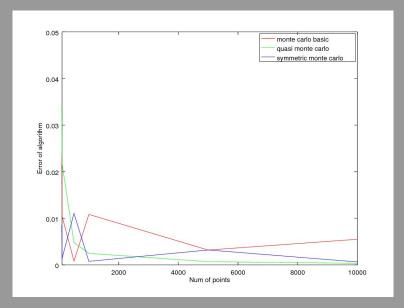


Figure 4: 3rd result

## Fourth Result

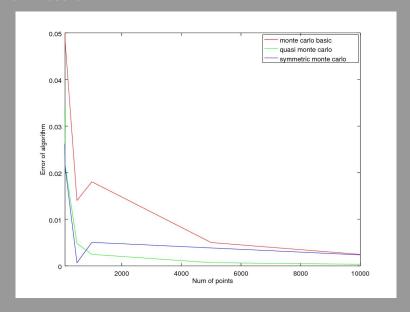


Figure 5: 4th result

### After 100 iterations

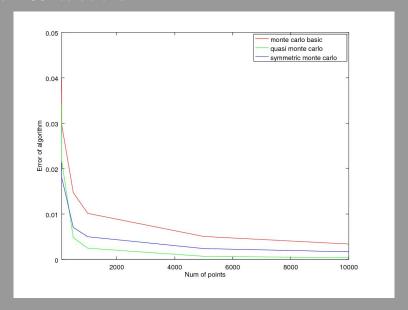


Figure 6: 100 iterations