

# HF Random Seed

## Default Random Seed / User specified Random seed.

hf\_sims.py has --seed argument for users to set.. When unspecified, the default value 0 is used. (Note: the seed in params.py makes no effect. Should be removed)

## Randomized Random Seed / Previously Used Randomized Seed

If --seed 0 or no seed is provided, it will generate a random number and use it as the new seed. This will add more "randomness" to the HF simulation. To make it still reproducible, no seed or --seed 0 will first check if the SEED file is present, which keeps the previously used randomized seed.

**The SEED file has the highest priority.** Whatever value --seed argument receives will be ignored. This ensures that the user runs the HF first time with the "randomized" random seed, can produce exactly same result next time without changing the SLURM script.

