import turtle turtle.setup(650,350,200,200 turtle.penup() turtle.fd(-250) turtle.fd(-250)

turtle.pendown()

turtle.pendown()

turtle.pendown()

pel olor("purple")

se n(-40)

se n(-40)

rcle(40, 80)

turtle.jrcle(-40, 80) turtle.circle(-40, 80) turtle.circle(40, 80/2) turtle.circle(16, 180) turtle.fd(40)

Python语言程序设计

实例6: 圆周率的计算



嵩 天 北京理工大学



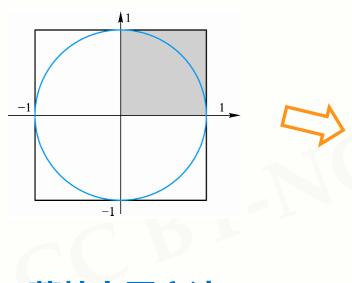


"圆周率的计算"问题分析

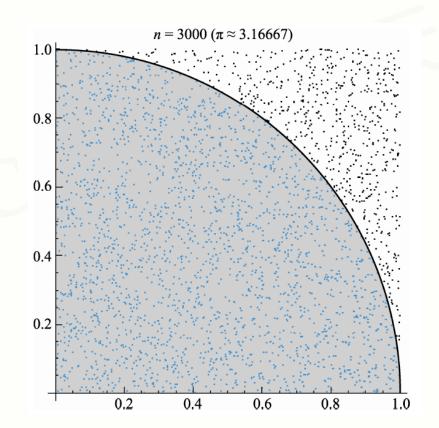
圆周率的近似计算公式

$$\pi = \sum_{k=0}^{\infty} \left[\frac{1}{16^k} \left(\frac{4}{8k+1} - \frac{2}{8k+4} - \frac{1}{8k+5} - \frac{1}{8k+6} \right) \right]$$

"圆周率的计算"问题分析



蒙特卡罗方法





"圆周率的计算"实例讲解

圆周率的近似计算公式

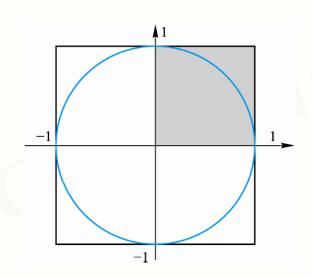
$$\pi = \sum_{k=0}^{\infty} \left[\frac{1}{16^k} \left(\frac{4}{8k+1} - \frac{2}{8k+4} - \frac{1}{8k+5} - \frac{1}{8k+6} \right) \right]$$

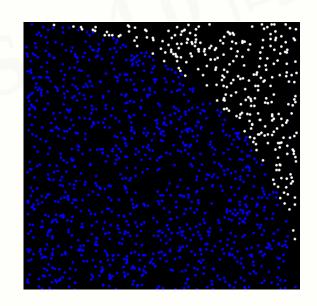
```
#CalPiV1.py
pi = 0
                                                  \pi = \sum_{k=0}^{\infty} \left[ \frac{1}{16^k} \left( \frac{4}{8k+1} - \frac{2}{8k+4} - \frac{1}{8k+5} - \frac{1}{8k+6} \right) \right]
    = 100
for k in range(N) :
      pi += 1/pow(16,k)*( \
          4/(8*k+1) - 2/(8*k+4) - 
                                                       圆周率值是: 3.141592653589793
          1/(8*k+5) - 1/(8*k+6)
```

print("圆周率值是: {}".format(pi))

"圆周率的计算"实例讲解

蒙特卡罗方法





```
#CalPiV2.py
from random import random
from time import perf counter
DARTS = 1000*1000
hits = 0.0
start = perf_counter()
for i in range(1, DARTS+1):
   x, y = random(), random()
   dist = pow(x ** 2 + y ** 2, 0.5)
    if dist <= 1.0:
        hits = hits + 1
pi = 4 * (hits/DARTS)
print("圆周率值是: {}".format(pi))
print("运行时间是: {:..5f}s".format(perf_counter()-start))
```

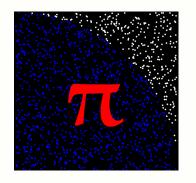
准备好电脑,与老师一起编码吧!



```
#CalPiV2.py
from random import random
from time import perf counter
DARTS = 1000*1000
hits = 0.0
start = perf counter()
for i in range(1, DARTS+1):
    x, y = random(), random()
    dist = pow(x ** 2 + y ** 2, 0.5)
    if dist <= 1.0:
        hits = hits + 1
pi = 4 * (hits/DARTS)
print("圆周率值是: {}".format(pi))
```

print("运行时间是: {:.5f}s".format(perf counter()-start))





原创 @嵩天老师团队



举一反三

理解方法思维

- 数学思维: 找到公式, 利用公式求解

- 计算思维: 抽象一种过程, 用计算机自动化求解

- 谁更准确? (不好说...)

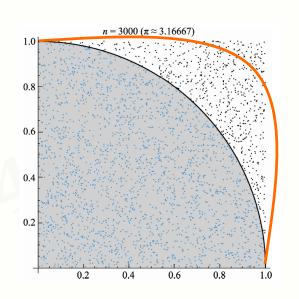
举一反三

程序运行时间分析

- 使用time库的计时方法获得程序运行时间
- 改变撒点数量,理解程序运行时间的分布
- 初步掌握简单的程序性能分析方法

举一反三

计算问题的扩展



- 不求解圆周率,而是某个特定图形的面积
- 在工程计算中寻找蒙特卡罗方法的应用场景



Python编程大本营

Python学习 立刻关注 微信公众号 (内有惊喜...)







(重要的事情说三遍)

