Estimate Pi using a Monte Carlo Simulation.

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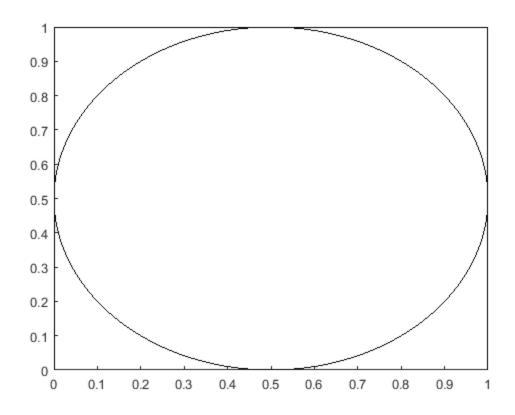
Prepare workspace

Plot diagram to visulize solution.

```
figure(1) % Open figure window
hold on % Hold figured

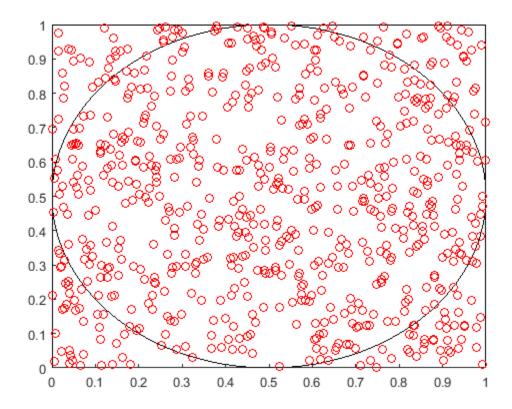
% Plot circle
x = 0:.001:1; % Define domain
y_upper = sqrt(0.25 - (x - 0.5).^2) + 0.5; % Upper half of circle
y_lower = -1 .* sqrt(0.25 - (x - 0.5).^2) + .5; %Lower half of circle
plot(x,y_upper, 'k-') % Plot upper half
plot(x,y_lower, 'k-') % Plot lower half

% Plot rectangle
x = [0 0 1 1];
y = [0 1 1 0];
plot(x,y, 'k-')
```

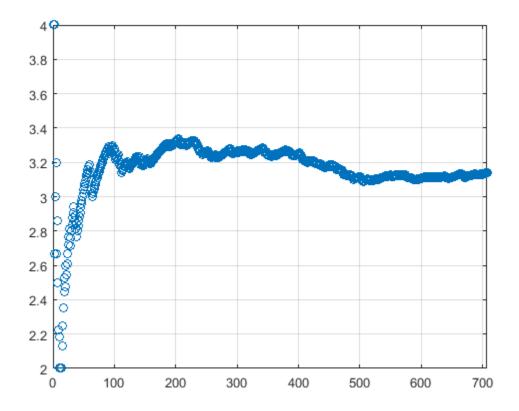


Calculate pi using uniform random numbers.

```
clear x
                % Clear x
clear y
                % Clear y
X = 0;
                % Counter for darts landing inside circle
total = 0;
              % Total darts trown
keep_going = 1; % Loop termination criteria
i = 1;
               % Vector index
while keep going == 1;
    total = total + 1; % Increment darts thrown
    k(i) = i;
                        % Vector for ploting convergence
    x(i) = rand(1);
                       % x-coordinate of dart
    y(i) = rand(1);
                        % y-coordinate of dart
    z = (x(i)-.5)^2 + (y(i)-.5)^2; % Distance from center of circle
    % Determine if dart is inside or on parimeter of circle.
    if z <= .25
        X = X + 1; % Increment counter for darts inside or on circle
    end % end if
    % Plot point
    plot(x,y,'ro')
    pause(0.05) % pause so viewer can see point
    pi_est(i) = 4*X/total; % Calculate estimate of pi
```



Plot convergence



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