



## Daily Coding Problem #14

### Problem

This problem was asked by Google.

The area of a circle is defined as  $\pi r^2$ . Estimate  $\pi$  to 3 decimal places using a Monte Carlo method.

Hint: The basic equation of a circle is  $x^2 + y^2 = r^2$ .

### Solution

Monte Carlo methods rely on random sampling. In this case, if we take a cartesian plane and inscribe a circle with radius  $r$  inside a square with lengths  $2r$ , then the area of the circle will be  $\pi r^2$  while the area of the square will be  $(2r)^2 = 4r^2$ . Then, the ratio of the areas of the circle to the square is  $\pi / 4$ .

So, what we can do is the following:

- Set  $r$  to be 1 (the unit circle)
- Randomly generate points within the square with corners  $(-1, -1)$ ,  $(1, 1)$ ,  $(1, -1)$ ,  $(-1, 1)$
- Keep track of the points that fall inside and outside the circle
  - You can check whether a point  $(x, y)$  is inside the circle if  $x^2 + y^2 < r^2$ , which is another way of representing a circle
- Divide the number of points that fall inside the circle to the total number of points -- that should give us an approximation of  $\pi / 4$ .

```
from random import uniform
from math import pow
```

```
def generate():
    return (uniform(-1, 1), uniform(-1, 1))

def is_in_circle(coords):
    return coords[0] * coords[0] + coords[1] * coords[1] < 1

def estimate():
    iterations = 10000000
    in_circle = 0
    for _ in range(iterations):
        if is_in_circle(generate()):
            in_circle += 1

    pi_over_four = in_circle / iterations
    return pi_over_four * 4
```

Note that this doesn't give a perfect approximation -- we need more iterations to get a closer estimate. We want the digits of pi up to 3 decimal places. This translates to an error of  $< 10^{-3}$ . The error scales with the square root of the number of guesses, which means we need  $10^6$  iterations to get to our desired precision. If we want more precision, we'll have to crank up the iterations.

This problem is [embarrassingly parallel](#). None of the estimations have any dependent computations, so we can parallelize this problem easily -- divide up the workload into P processes you have, and then add up all the points in the circle in the end. Extra credit: make this program multi-process.

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