

Use Gibbs sampler.

Step1 : Generate 9 points from uniform(0, 1)

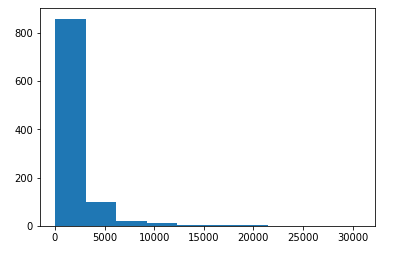
Step2 : Generate U1, U2 from U(0, 1), I = int(nU1)+1

Step3 : Di = U1 - X[j], for , i=1,...8

Step4 : If Di > 0.1 for all i = 1, …, 8, X[I] = U2; else go to step2

Step5 : Repeat until all point distance not within 0.1

Via simulation 1000 times



Most are 0~2500 succeed