Working of pi-calculation-simulator

Divyajeet Singh

August 28, 2022

Preface

This document was written after creation of the repository pi-calculation-simulator, only to provide a better experience to readers wishing to go through the proof of why the π -calculation algorithm is correct.

Set-Up

A square S of side s appears on the screen. A circle C of diameter d is inscribed in S. This ensures that side s of square S is exactly equal to diameter d of circle C, i.e.

$$s = d \tag{1}$$

Pairs (x, y) are drawn randomly from a uniform distribution to place darts at.

Explanation

The following section contains the explanation of why the algorithm works.

Let N_t be the total number of darts to be thrown at S.

Let N_0 be the number of darts that land inside C.

We find that the ratio

$$\frac{N_0}{N_t} \propto \frac{\text{Area}(C)}{\text{Area}(S)} \tag{2}$$

Note that (using (1)),

$$\frac{\operatorname{Area}(C)}{\operatorname{Area}(S)} = \frac{\pi d^2}{4} \cdot \frac{1}{s^2}$$

$$= \frac{\pi d^2}{4} \cdot \frac{1}{d^2} = \frac{\pi}{4}$$
(3)

Note how for larger N_t , the following holds true, on account of covering larger area (using (3)):

$$\lim_{N_t \to \infty} \left(\frac{N_0}{N_t} \right) = \frac{\text{Area}(C)}{\text{Area}(S)} = \frac{\pi}{4}$$
 (4)

This is the reason that $N_t > 1,000$ is suggested by the application. On rearranging (4),

$$\lim_{N_t \to \infty} 4 \cdot \left(\frac{N_0}{N_t}\right) = \pi \tag{5}$$

Hence the aforementioned (result (5)) is a close (convergent) approximation of π for large N_t .

Footnotes

This algorithm cannot be guaranteed to work. This can be attributed to the fact that each location (x, y) is chosen randomly, where x and y are chosen randomly from uniform distributions. In the event (of minuscule probability) that most/all points lie outside/inside C, the algorithm is bound to fail.

Hence, it must only be looked at as an approximation.

References

- 1. Calculating Pi with Darts (YouTube)
- 2. Computing PI by throwing darts