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14.2.1 Probabilistic simulation and the Monte Carlo method

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In the previous section, we demonstrated how for some fairly simple examples we could calculate the probability of an event occurring (specifically the probability of $z_p < 9$ km) using essentially a graphical approach. However, most problems in computational science and engineering in which we are interested in calculating the probability of an event are significantly more complex than the previous examples. For example, suppose we consider the situation in which all four parameters C_{DI} , θ_e , $V(t_I)$, and f_ρ were varying. We need a more general approach to handle this complexity.

Thus, we consider an alternative approach which is to *simulate* the variability. Specifically, we will run the

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