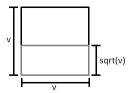
Estimating the square root of a number using the Monte Carlo method

Stanley Cortes de Sousa

June 19, 2020

## Our goal estimate the square root of the number v

Consider the following rectangle inscribed in a square:



The ratio of the area Ar of the rectangle to the area As of the square is:

$$\frac{Ar}{As} = \frac{v\sqrt{v}}{v^2}$$
$$= \sqrt{v}/v$$
$$= 1/\sqrt{v} \text{ (I)}$$

Let X and Y be uniform random variables continuous in [0,1], and let g(x,y) be the indicator function which tells us if the point (x, y) is inside the rectangle:

$$g(x,y) = 1$$
, if  $(\sqrt{v} * y)^2 \le 1 \Rightarrow v * y^2 \le 1$   
 $g(x,y) = 0$ , otherwise

Since our function 
$$g(x,y)$$
 depends only on  $y$  we can rewrite it as  $g(y)$ . From (I) We know that: 
$$E[g(y)] = \frac{Ar}{As} = \frac{1}{\sqrt{v}}, \text{ therefore } \sqrt{v} = \frac{1}{E[g(y)]}$$

We need to estimate E[g(y)], and we know, by definition, that:

$$M_n = \frac{1}{n} \sum_{i=1}^n g(Y_i)$$

From law of the large numbers we know that:

$$M_n \to E[g(y)] = \frac{1}{\sqrt{v}}$$

Therefore,  $\sqrt{v}$  can be estimated by  $\frac{1}{M_p}$ :

$$\sqrt{v} = \frac{n}{\sum_{i=1}^{n} g(Y_i)}$$