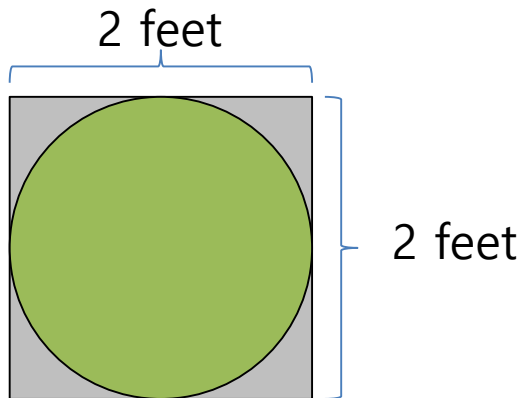




# $\pi$ calculation using Monte Carlo method

- **Suppose we toss darts randomly at a square dartboard**
  - area of square : 4 square feet
  - area of circle :  $\pi$  square feet
- **Suppose the points that are hit by the darts are uniformly distributed (and we always hit the square)**



$$\frac{\text{number in circle}}{\text{total number of tosses}} = \frac{\pi}{4}$$

## ■ Estimating the value of $\pi$ with a random number generator (called **Monte Carlo** method)

```
number_in_circle = 0;
for (toss = 0; toss < number_of_tosses; toss++) {
    x = random double between -1 and 1;
    y = random double between -1 and 1;
    distance_squared = x*x + y*y;
    if (distance_squared <= 1) number_in_circle++;
}
pi_estimate = 4*number_in_circle/((double) number_of_tosses);
```

## ■ Your program:

- main thread should read in the total number of tosses and print the estimate of  $\pi$
- each thread should find local `number_in_circle` and local `number_of_tosses`
- you should use `long long ints` for the number of hits in the circle and the number of tosses (for high accuracy)

# Submission

## ■ Source code

## ■ Report

- # threads
- elapsed time
- `number_in_circle`
- `number_of_tosses`
- your estimate of  $\pi$

- **Submit your codes by 1:00pm, 10/17(Tue) to TAs**  
**([bm010515@dgist.ac.kr](mailto:bm010515@dgist.ac.kr), [chan150@dgist.ac.kr](mailto:chan150@dgist.ac.kr))**

```
1 void* Thread_sum(void* rank) {
2     long my_rank = (long) rank;
3     double factor;
4     long long i;
5     long long my_n = n/thread_count;
6     long long my_first_i = my_n*my_rank;
7     long long my_last_i = my_first_i + my_n;
8
9     if (my_first_i % 2 == 0) /* my_first_i is even */
10        factor = 1.0;
11    else /* my_first_i is odd */
12        factor = -1.0;
13
14    for (i = my_first_i; i < my_last_i; i++, factor = -factor) {
15        sum += factor/(2*i+1);
16    }
17
18    return NULL;
19 } /* Thread_sum */
```



```
for (i = my_first_i; i < my_last_i; i++, factor = -factor) {
    my_sum += factor/(2*i+1);
}
pthread_mutex_lock(&mutex);
sum += my_sum;
pthread_mutex_unlock(&mutex);
```

**Thank you!**

