

The Buffon Needle Problem Generalized

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In 1733, George Louis Leclerc, the Comte de Buffon considered the following problem: Given a needle of length l and an infinite set of parallel lines, each d units apart, what is the probability, $P(C)$, that a needle dropped on the lines at random will cross one of the parallel lines [1]. This problem can be used as a simple introduction to the concept of empirical estimation. That fact that it can be used to estimate π makes the problem all the more fascinating.

Using basic calculus and probability [2], [3] it can be shown that $\frac{dN}{2nl}$, where d and l are as above, $l \leq d$, n is the number of trials performed, and N is the number of needles which cross a line, is an unbiased estimator of $\frac{1}{\pi}$. Hence $\frac{2nl}{dN}$ can be used to estimate π .

(Note: $\frac{2nl}{dN}$ is not an unbiased estimator of π .)

In the remainder of this paper we will look at two generalizations of the needle problem: First we replace the needle with closed-convex regions. Secondly we consider the needle problem on a grid dividing both the x and y axes-this problem is known as the Buffon-Laplace Needle problem.

We shall use the program Flash to create programs to illustrate the problems discussed above.

The Basic Needle Problem

Where l and d are defined above, it can be shown [3] that $P(C)$ is given by:

$$P(C) = \begin{cases} \frac{2}{\pi}x & x \leq 1 \\ \frac{2}{\pi}[x - \sqrt{x^2 - 1} - \sin^{-1}(\frac{1}{x})] + 1 & x > 1 \end{cases}$$

where $x = \frac{l}{d}$

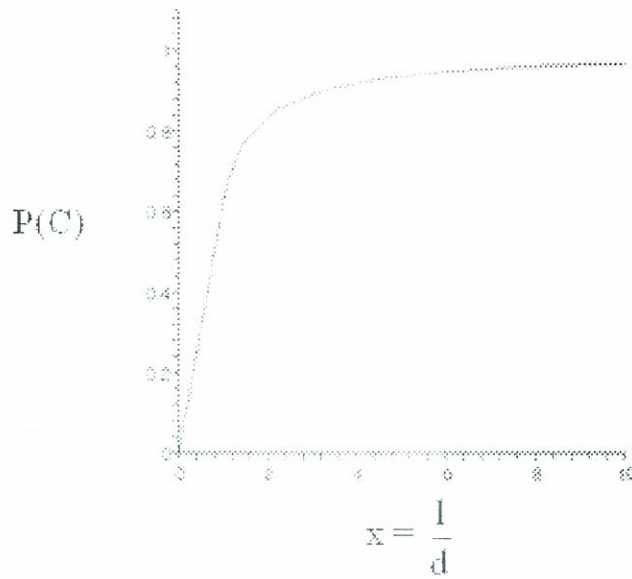


Figure 1

The following is a typical run where $n=1000$ and $l=d=100$. As the number of crossing was $N=628$, the estimate of π is given by $\frac{2}{\pi} = \frac{628}{1000} \Rightarrow \pi$ is approximated by 3.1847.

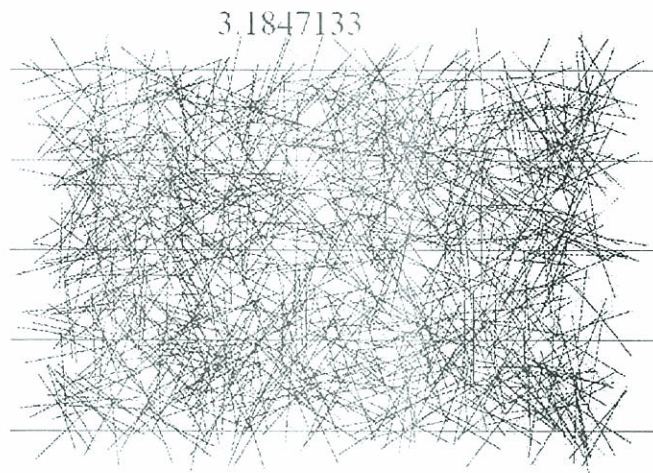


Figure 2

Replacing the Needle with Closed-Convex Regions

Let R be a closed-convex region with generalized diameter $\leq d$ (the greatest distance between two points on the boundary $\leq d$ [4]) and perimeter $=a$.

Then the probability that R dropped on the grid of parallel lines will intersect at least one of the lines is given by [3], [5]:

$$P(C) = \frac{a}{\pi d}$$

By way of example: Given a rectangle $=75 \times 30$, $n=500$, and $d=100$

$$P(C) = \frac{a}{\pi d} = \frac{210}{\pi \cdot 100} = .662$$

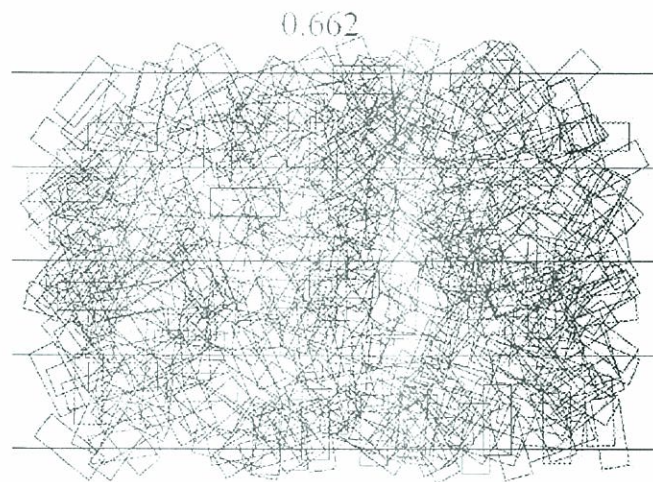


Figure 3

Giving us an estimate of $\frac{1}{.662 * \left(\frac{100}{210}\right)} = 3.1722$ for π .

The first two examples show us that the Buffon needle method is not a good way to approximate π efficiently. Even using 10,000 needles often gives an error of approximation of over .01.

Buffon-Laplace Needle Problem

Another generalization of the Buffon needle problem is to create a grid of lines parallel to the x and y axes. The distance between each of the lines parallel to the x-axis is defined by a and the distance between each of the lines parallel to the y-axis is defined by b. Needles of length $l \leq \max\{a, b\}$ are then dropped on the grid.

Where $P(C)$ is again the probability that a needle hits any line in the grid, it can be shown that [6], [7], [8]:

$$P(C) = \frac{2l}{\pi a} + \frac{2l}{\pi \cdot b} - \frac{l^2}{\pi ab}$$

In a run of $n=1000$ needles with $a=b=l=100$ we saw that $P(C)=.955$.

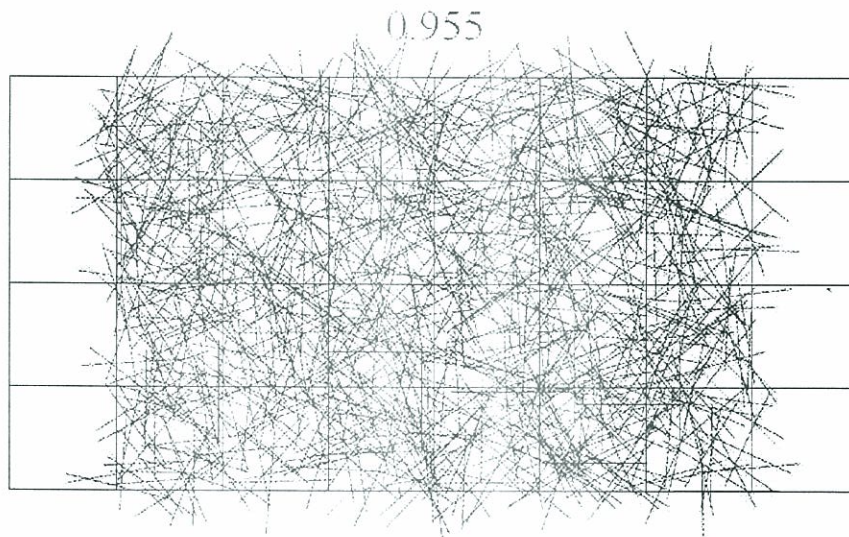


Figure 4

Which gives us an estimate of

$$\frac{2 \cdot 100}{\pi \cdot 100} + \frac{2 \cdot 100}{\pi \cdot 100} - \frac{100^2}{\pi \cdot 100 \cdot 100} = \frac{3}{\pi} = .955$$

Or $\pi \doteq \frac{3}{.95} = 3.1579.$

Circular Arguments

In writing programs to illustrate the Buffon Needle Problem we need to have the angle that a needle makes with a line parallel to the x-axes have a uniform distribution on $[0, \pi]$. This makes use of an estimate of π -which is what we are trying to estimate-a circular argument.

A possible way out of this problem is to use the fact that as π is irrational $i=1,2,3,\dots$ give a uniform and dense distribution on the unit circle [9]. So to compute the angle of the needles: precompute $\sin(1)$ and $\cos(1)$ and use [10]

$$\sin(i+1) = \sin(i)\cos(1) + \cos(i)\sin(1)$$

$$\cos(i+1) = \cos(i)\cos(1) - \sin(i)\sin(1)$$

Use high precision to avoid round-off errors

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