

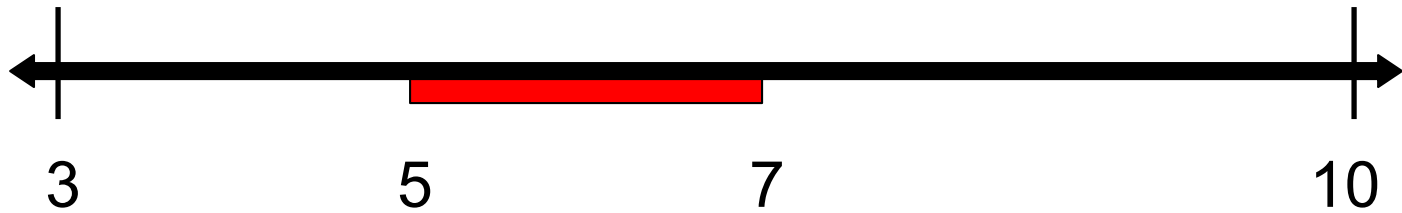
# Monte Carlo Estimation



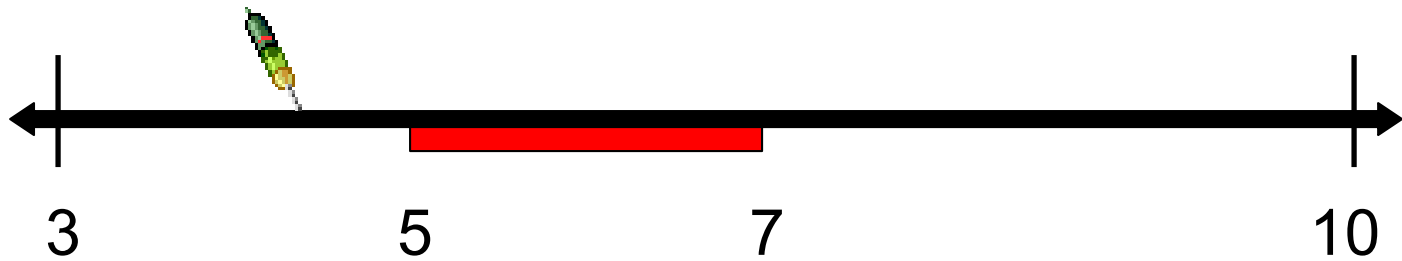
# Monte Carlo Methods

- Class of computational methods that use *random sampling* to estimate results
  - Named after the famous Monte Carlo Casino

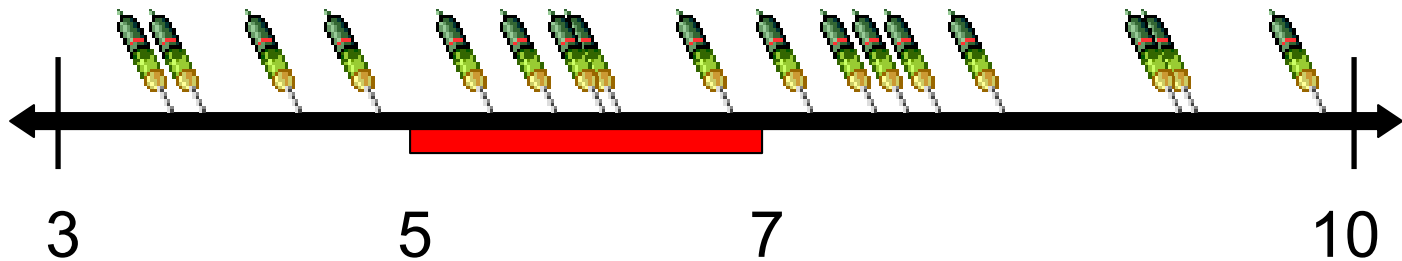
# Throwing Darts



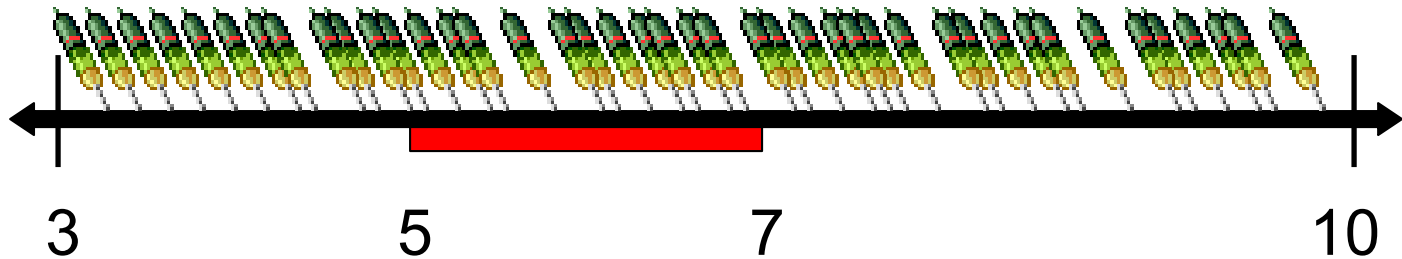
# Throwing Darts



# Throwing Darts

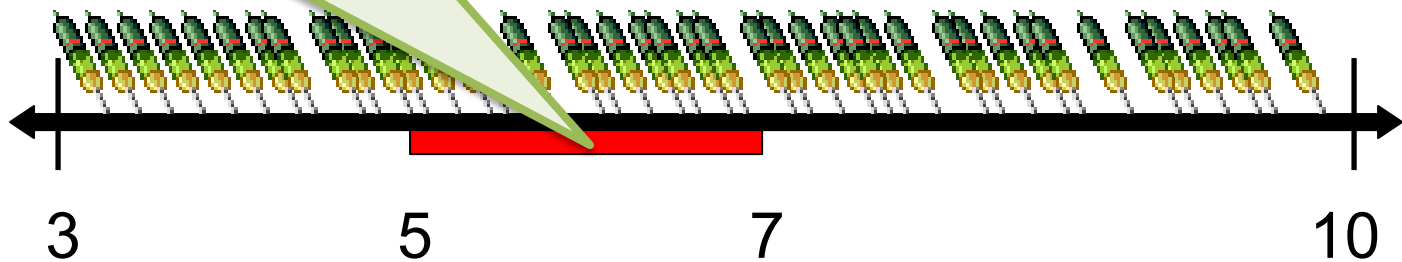


# Throwing Darts



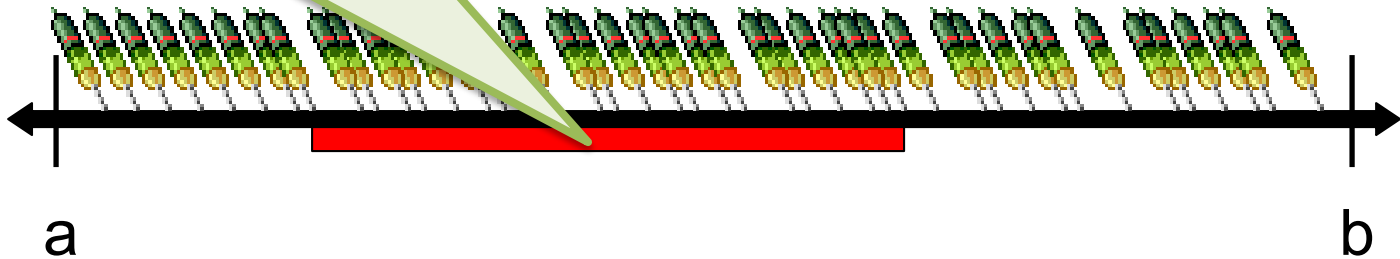
# Throwing Darts

How many of 1000 darts do you expect to land in this red interval?



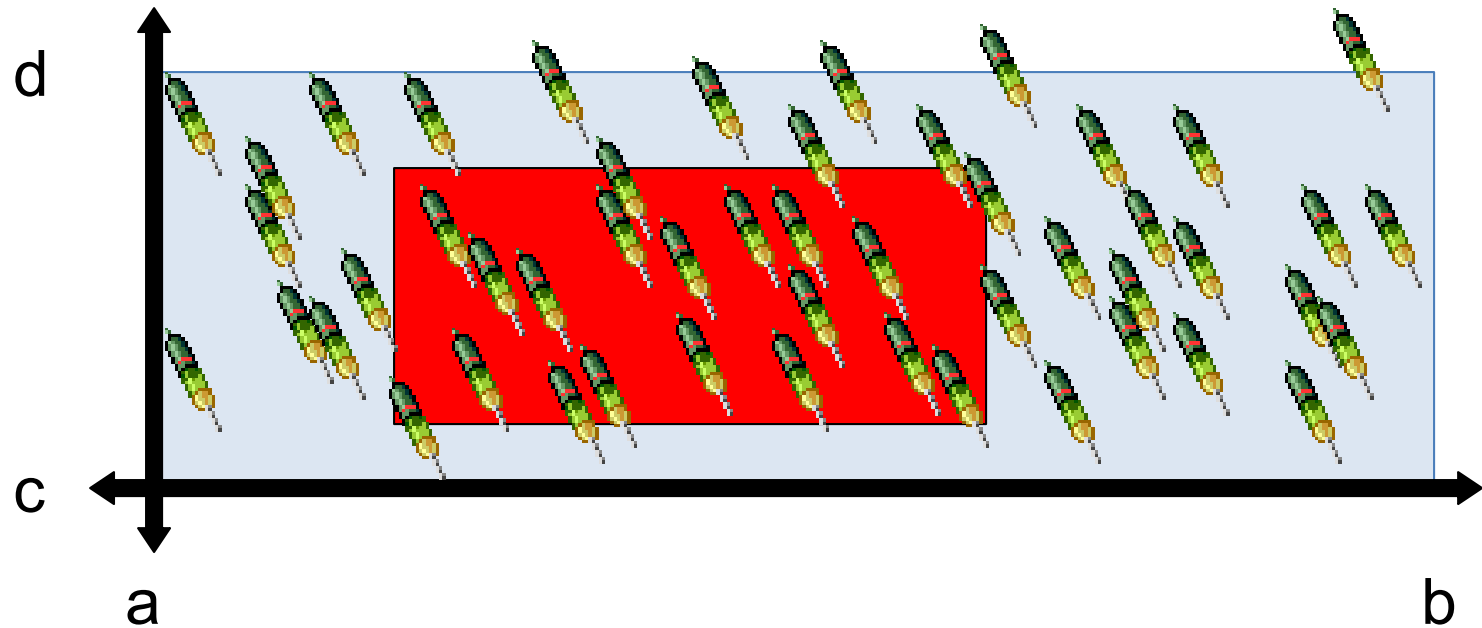
# Throwing Darts

If 459 of 1000 darts land in this red interval, how long do you expect it is?



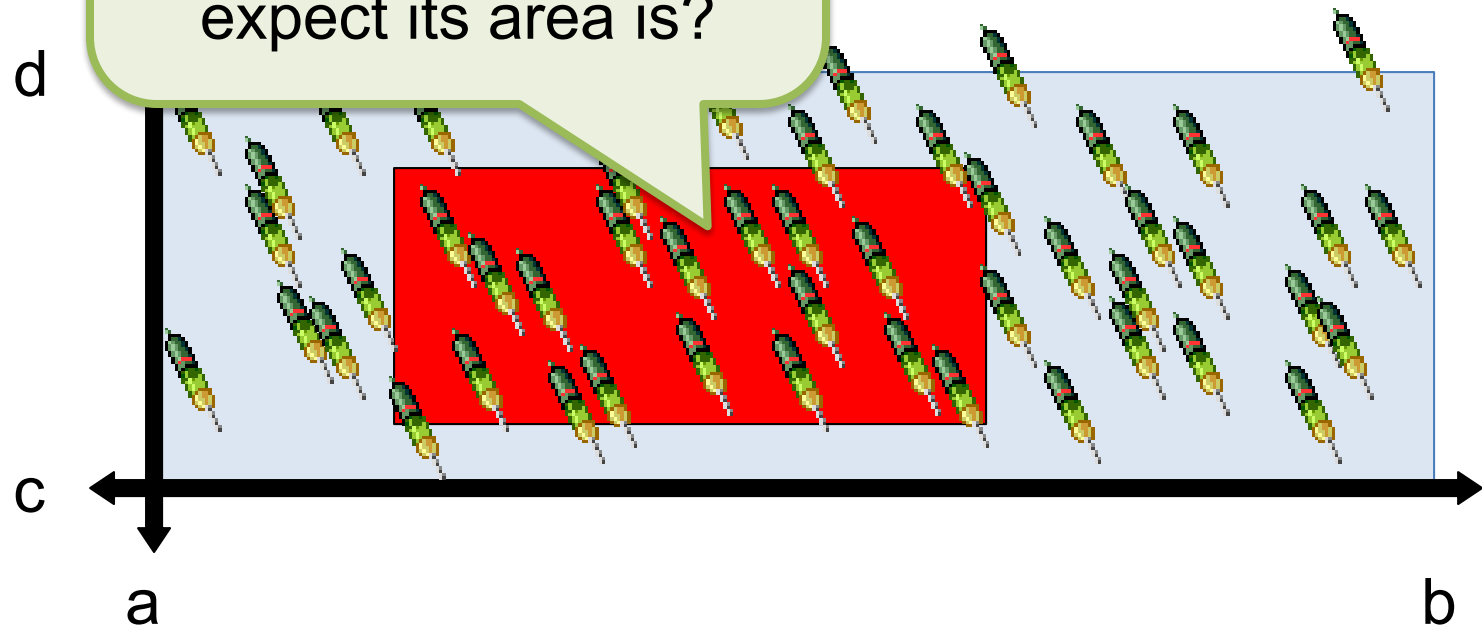


# Throwing Darts: 2D Version



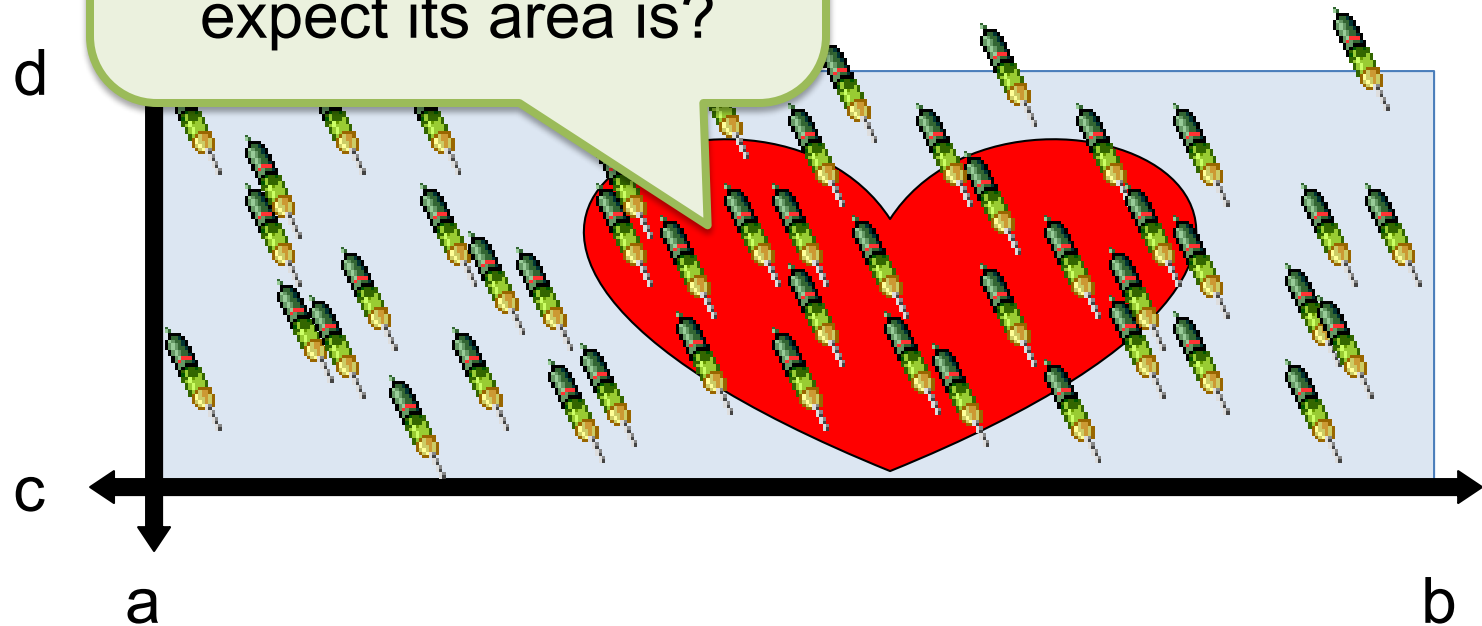
# Throwing Darts: 2D Version

If 367 of 1000 darts land in this red rectangle, what do you expect its area is?



# Throwing Darts: 2D Version

If 367 of 1000 darts land in this red heart, what do you expect its area is?



# Throw 1M Darts...

