

Buffon's Noodle

Drew Armstrong
University of Miami



Who is this man?



Who is this man?

- George-Louis Leclerc (1707-1788)
- “Comte de Buffon”
- Mathematician
- Naturalist
- Precursor of Darwin



Who is this man?

- George-Louis Leclerc (1707-1788)
- “Comte de Buffon”
- Mathematician
- Naturalist
- Precursor of Darwin

and most importantly ...

- Gambler



(1777) *“Sur le jeu de franc-carreau”*

(1777) “*Sur le jeu de franc-carreau*”

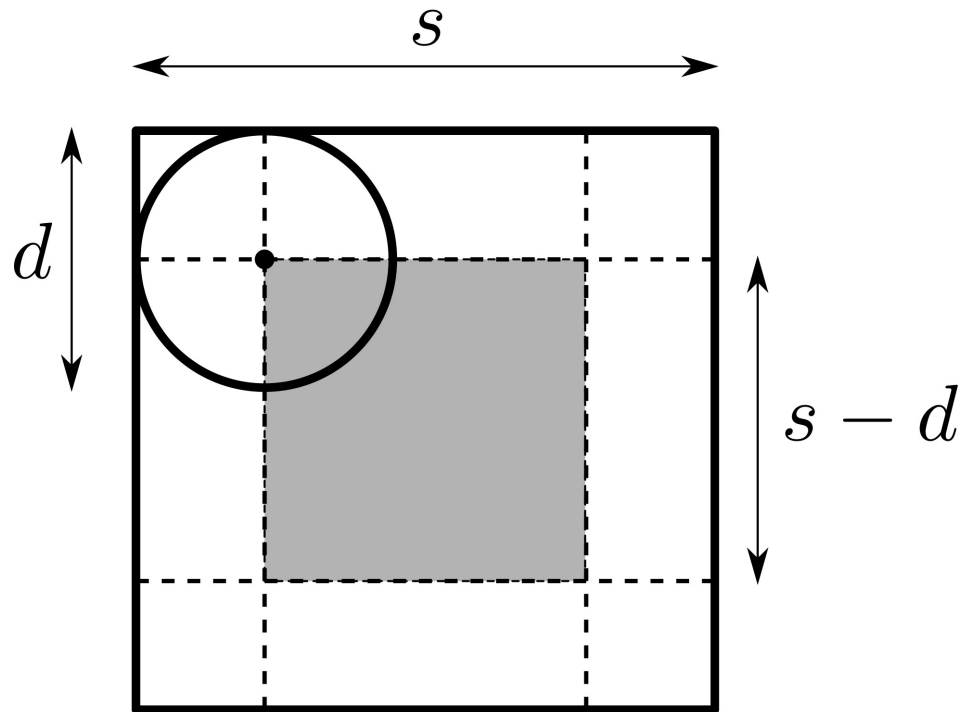
- Throw a **coin** of diameter d onto a **checkerboard** of spacing s .
- You win if your coin touches no lines. (Assume $d < s$.)
- What is your probability of winning?

(1777) “*Sur le jeu de franc-carreau*”

- Throw a **coin** of diameter d onto a **checkerboard** of spacing s .
- You win if your coin touches no lines. (Assume $d < s$.)
- What is your probability of winning?

Answer: $\left(1 - \frac{d}{s}\right)^2$

Proof: Consider a typical tile.

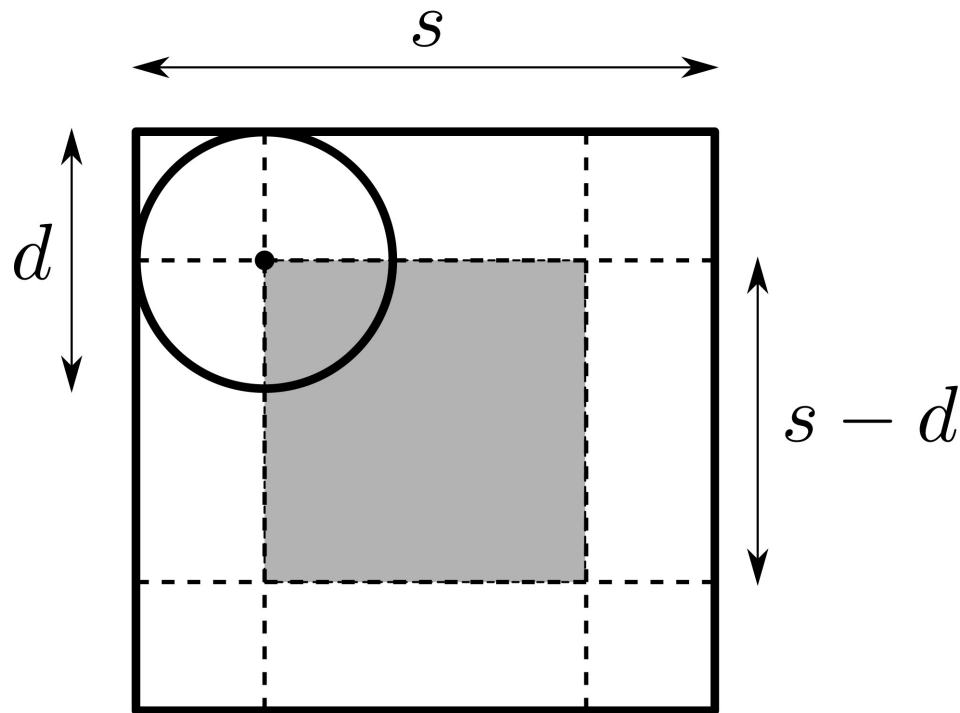


Coin center lands in ...

grey = you win

white = you lose

Proof: Consider a typical tile.



Coin center lands in ...

grey = you win

white = you lose

$$P(\text{you win}) = \frac{\text{grey area}}{\text{total area}} = \frac{(s - d)^2}{s^2} = \left(1 - \frac{d}{s}\right)^2$$



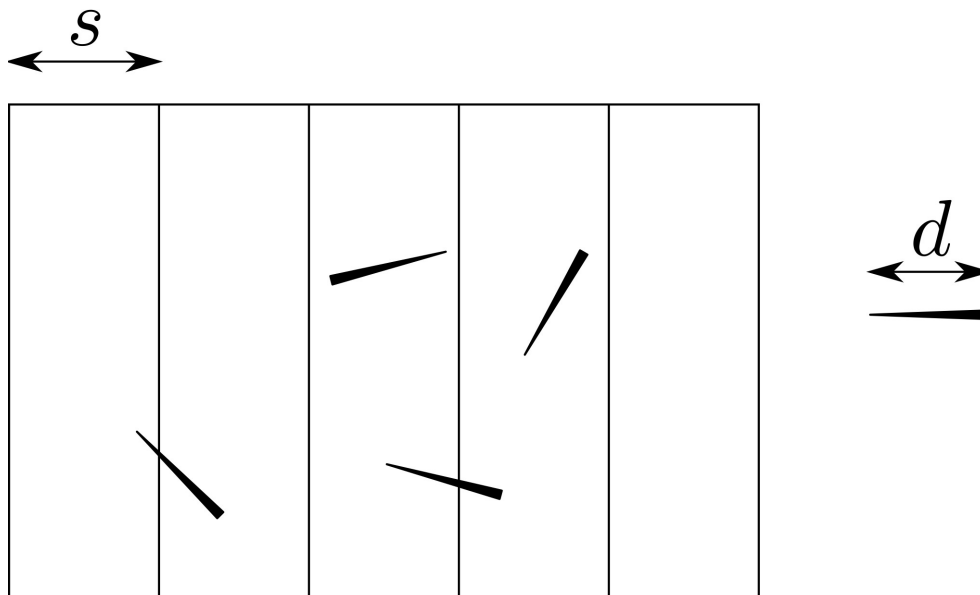
Then he got fancy.

Then he got fancy.

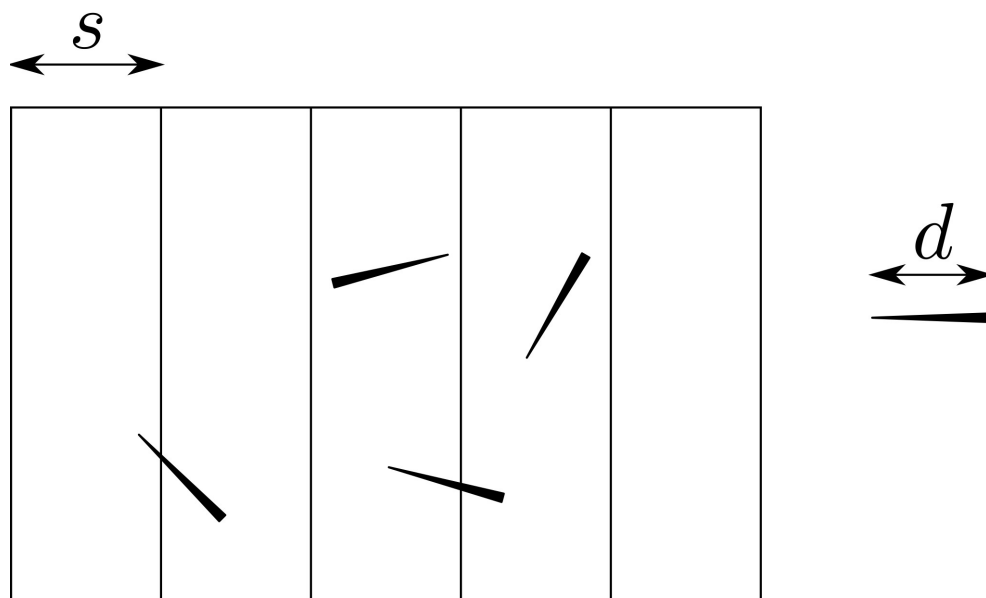
- Instead, throw a **needle** (or a *baguette*) of length d .
- To simplify, consider a **hardwood floor** of spacing s .
- You win if the needle avoids the cracks. (Assume $d < s$ for now.)

Then he got fancy.

- Instead, throw a **needle** (or a *baguette*) of length d .
- To simplify, consider a **hardwood floor** of spacing s .
- You win if the needle avoids the cracks. (Assume $d < s$ for now.)

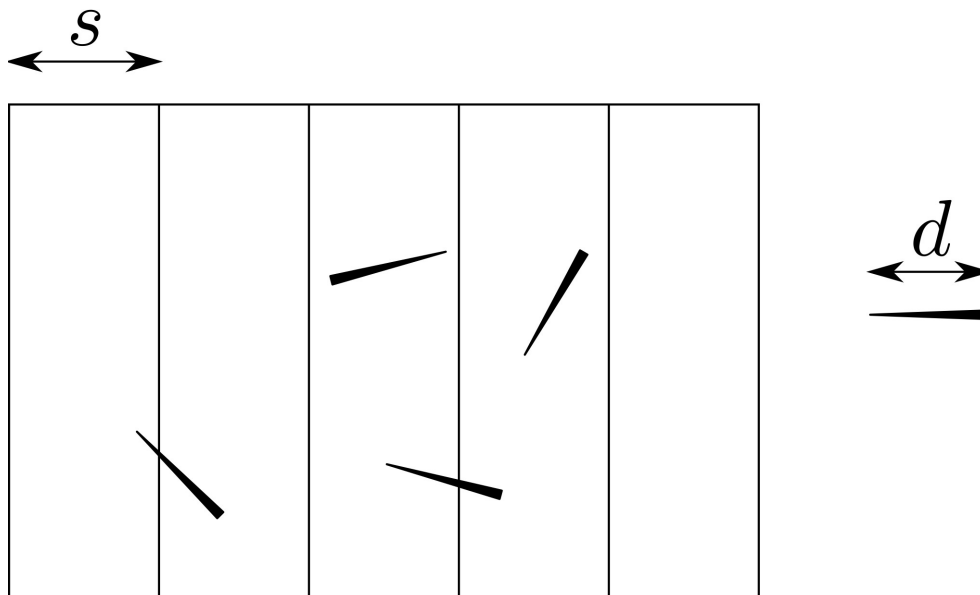


So what is your probability of winning?



So what is your probability of winning?

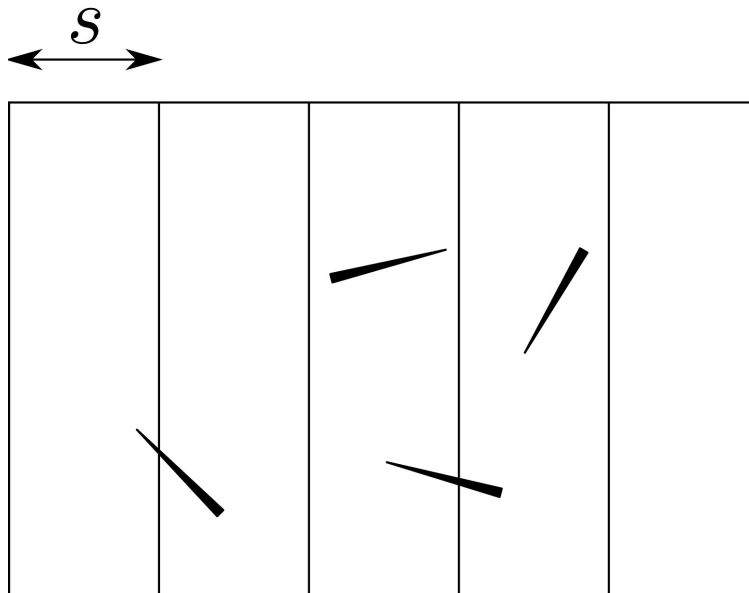
Answer: $1 - \frac{2d}{\pi s}$



So what is your probability of winning?

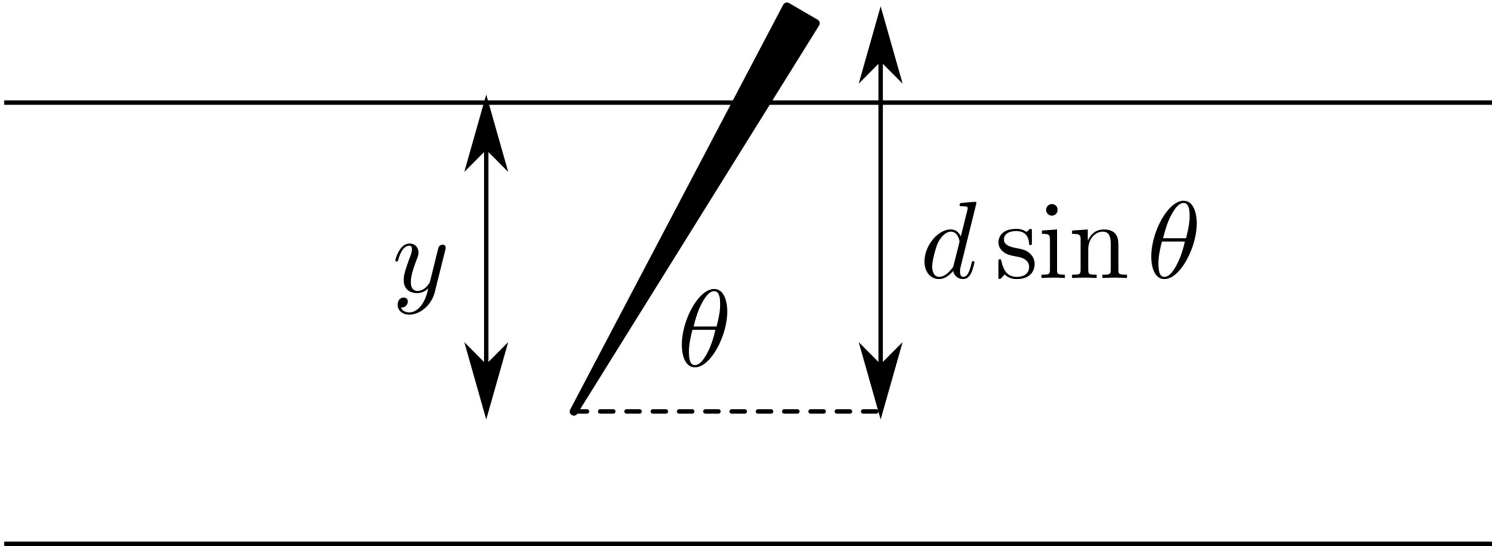
Answer: $1 - \frac{2d}{\pi s}$

Wow!!

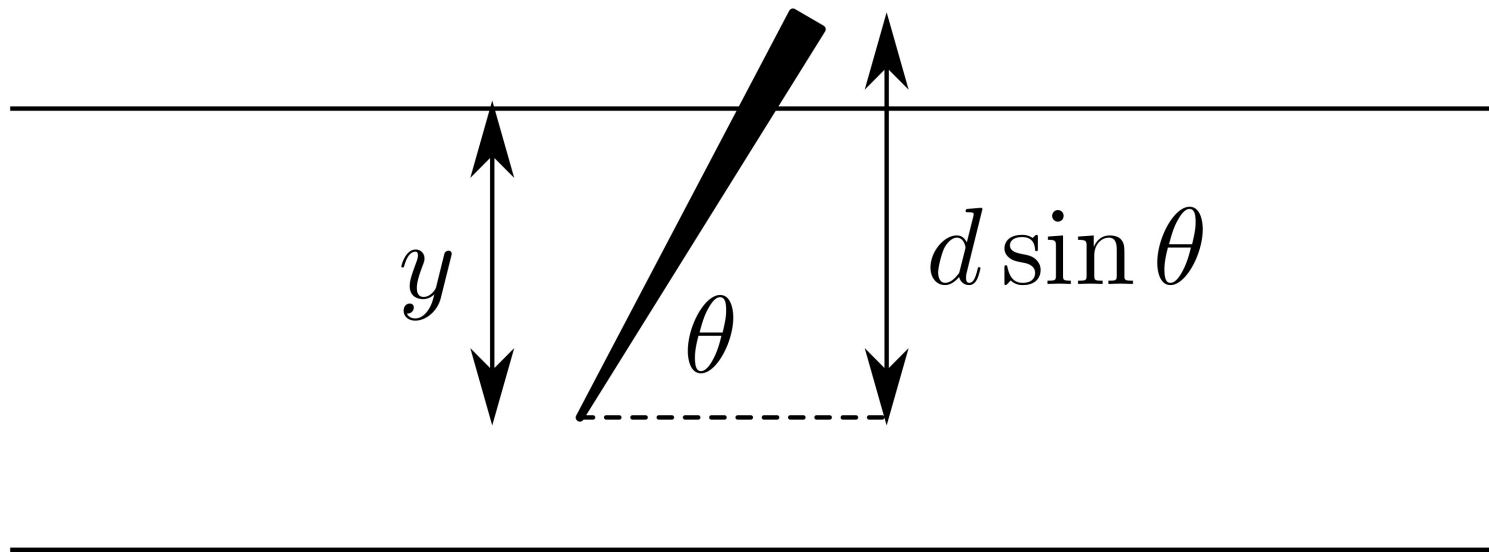


Proof: Consider a typical floorboard.

Proof: Consider a typical floorboard.



Proof: Consider a typical floorboard.



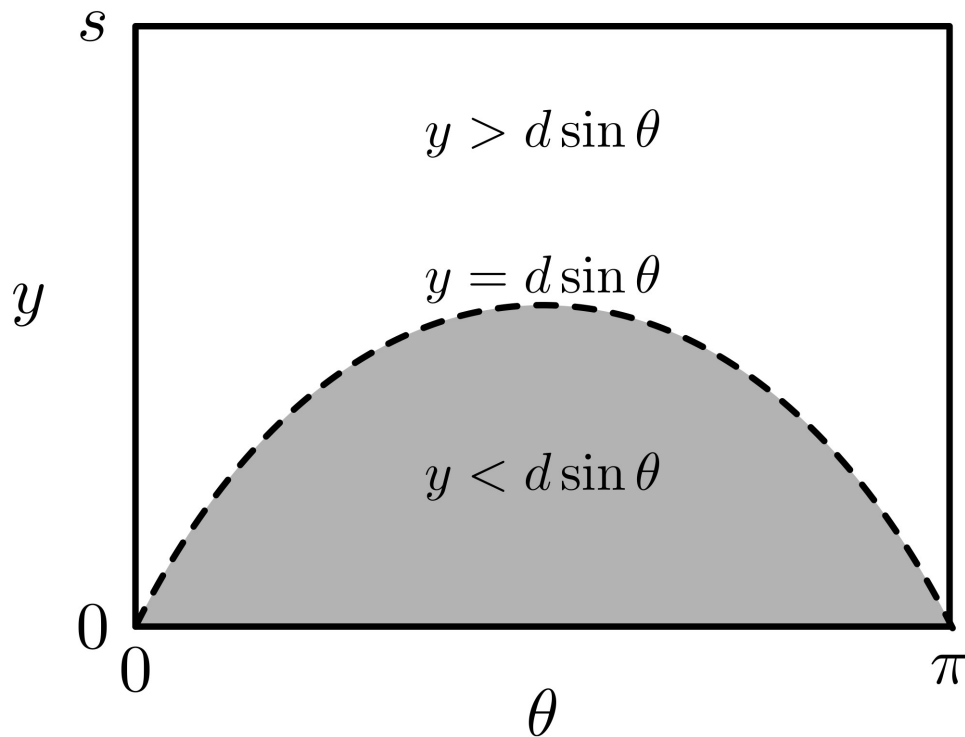
- y varies from 0 to s
- θ varies from 0 to 180 degrees (0 to π radians)
- The needle **crosses** if $y < d \sin \theta$

Proof: Consider a typical floorboard.

- We have a rectangle in the $y-\theta$ plane.

Proof: Consider a typical floorboard.

- We have a rectangle in the y - θ plane.

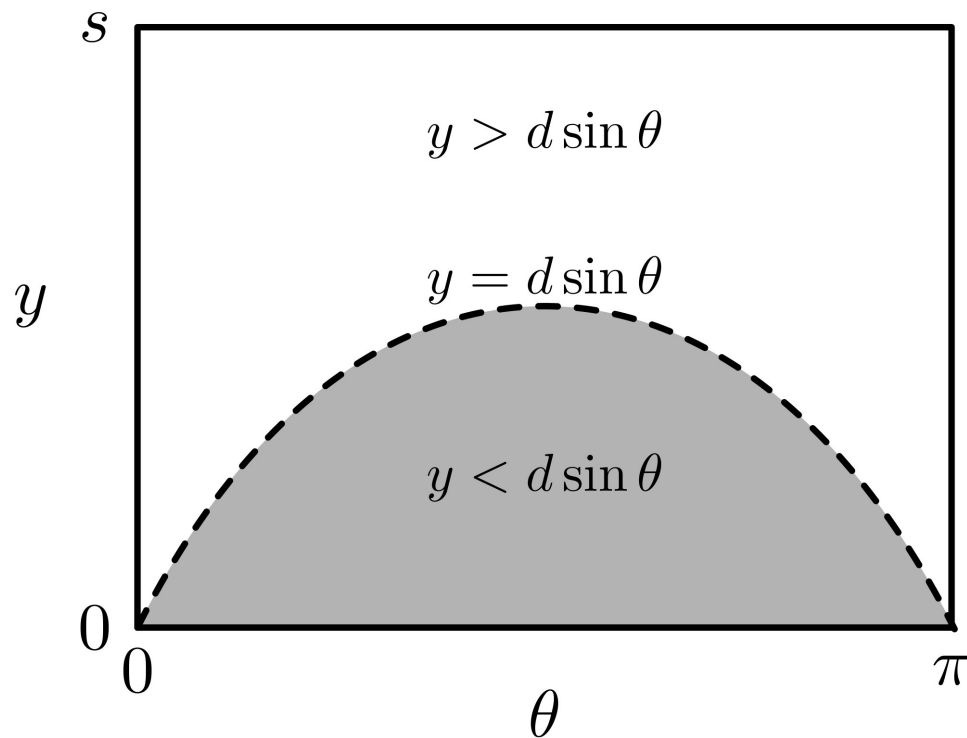


grey = cross

white = don't cross

Proof: Consider a typical floorboard.

- We have a rectangle in the y - θ plane.



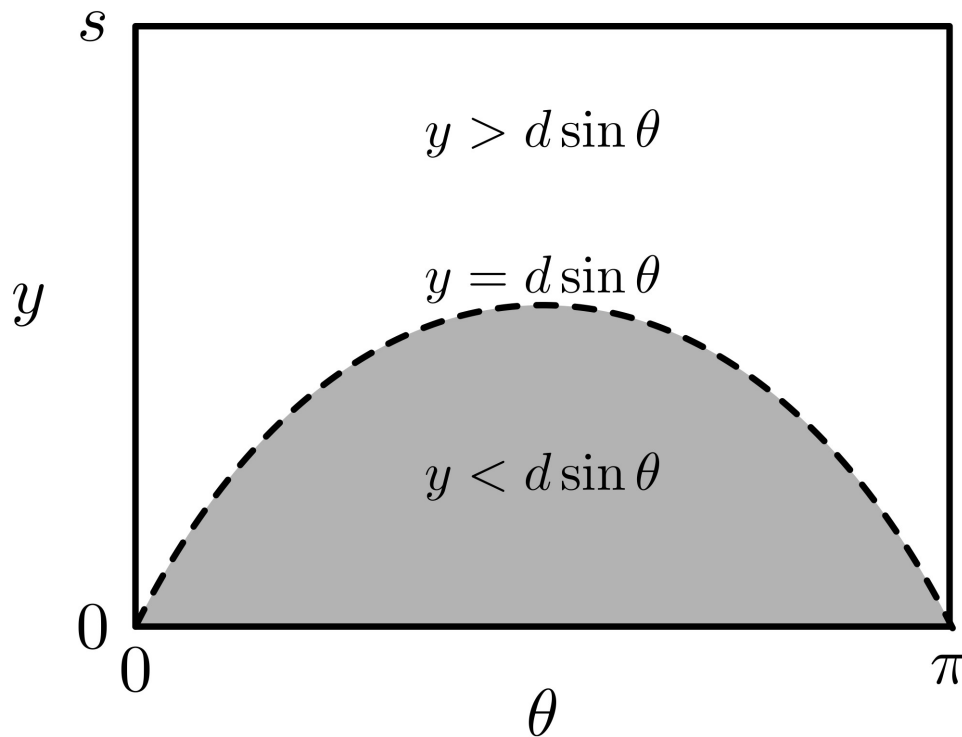
grey = cross

white = don't cross

$$P(\text{cross}) = \frac{\text{grey area}}{\text{total area}} = \frac{?}{\pi s}$$

Proof: Consider a typical floorboard.

- We have a rectangle in the y - θ plane.



grey = cross

white = don't cross

Calculus!

$$P(\text{cross}) = \frac{\text{grey area}}{\text{total area}} = \frac{?}{\pi s} = \frac{2d}{\pi s}$$



Then (~1850) somebody had a cute idea.

Then (~1850) somebody had a cute idea.

- If you **know** d and s , you can do an **experiment** to measure π .
- Throw the needle many times.
- If P is the ratio of throws that touch a crack,

Then (~1850) somebody had a cute idea.

- If you **know** d and s , you can do an **experiment** to measure π .
- Throw the needle many times.
- If P is the ratio of throws that touch a crack,

$$\text{Then: } P \approx \frac{2d}{\pi s}$$

Then (~1850) somebody had a cute idea.

- If you **know** d and s , you can do an **experiment** to measure π .
- Throw the needle many times.
- If P is the ratio of throws that touch a crack,

$$\text{Then: } P \approx \frac{2d}{\pi s} \quad \text{or} \quad \pi \approx \frac{2d}{Ps}$$

Then (~1850) somebody had a cute idea.

- If you **know** d and s , you can do an **experiment** to measure π .
- Throw the needle many times.
- If P is the ratio of throws that touch a crack,

$$\text{Then: } P \approx \frac{2d}{\pi s} \quad \text{or} \quad \pi \approx \frac{2d}{Ps}$$

- Let me turn the situation around ...

Who is this man?



Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician



Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician
- He has a needle.



Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician
- He has a needle.
- He doesn't know how long it is.



Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician
- He has a needle.
- He doesn't know how long it is.
- What should he do?



Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician
- He has a needle.
- He doesn't know how long it is.
- What should he do?
- He doesn't have a ruler.



Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician
- He has a needle.
- He doesn't know how long it is.
- What should he do?
- He doesn't have a ruler.
- But he does have a hardwood floor.



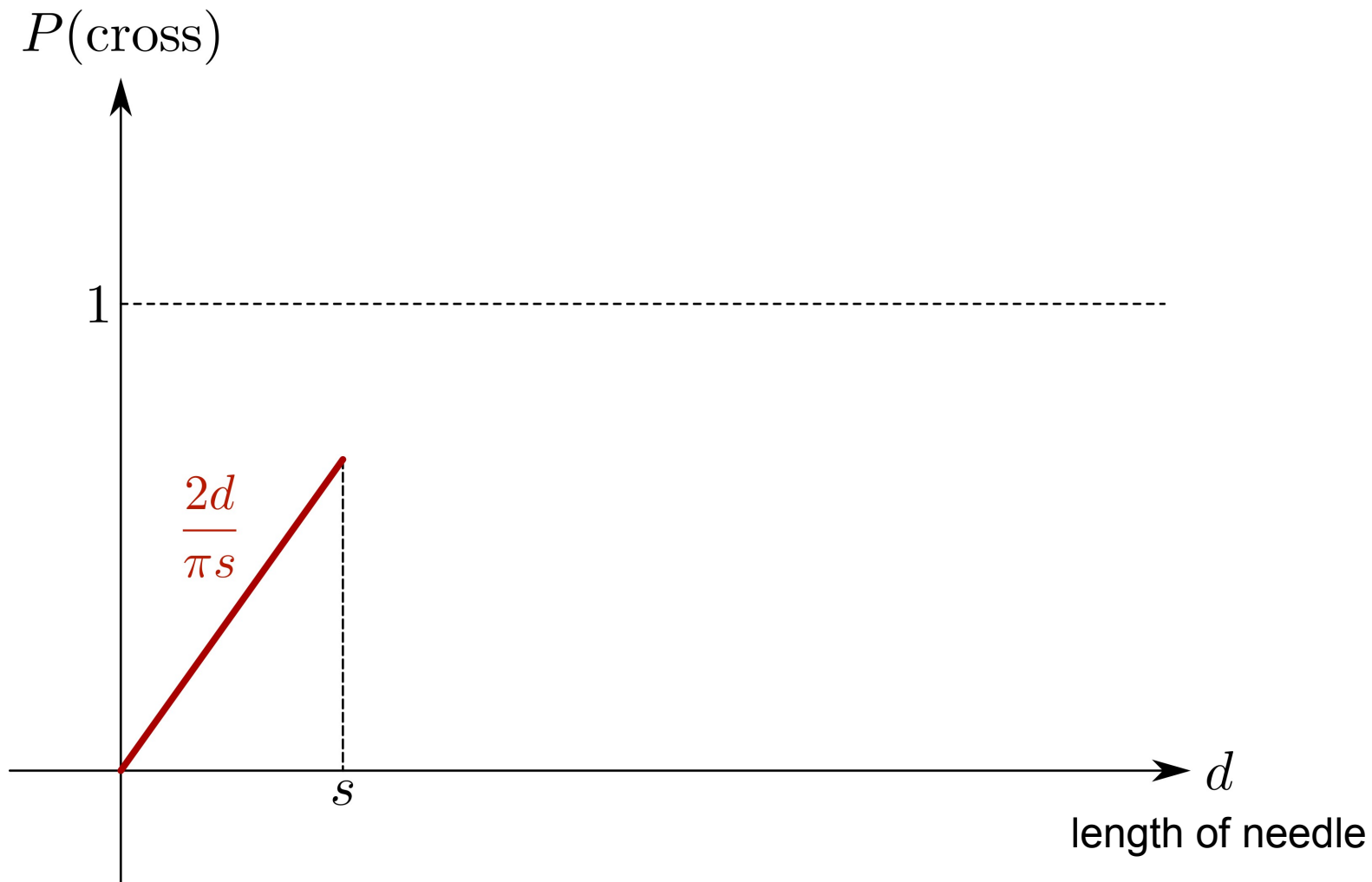
Who is this man?

- Drew Armstrong (b. 1979)
- Mathematician
- He has a needle.
- He doesn't know how long it is.
- What should he do?
- He doesn't have a ruler.
- But he does have a hardwood floor.
- Throw it on the floor!

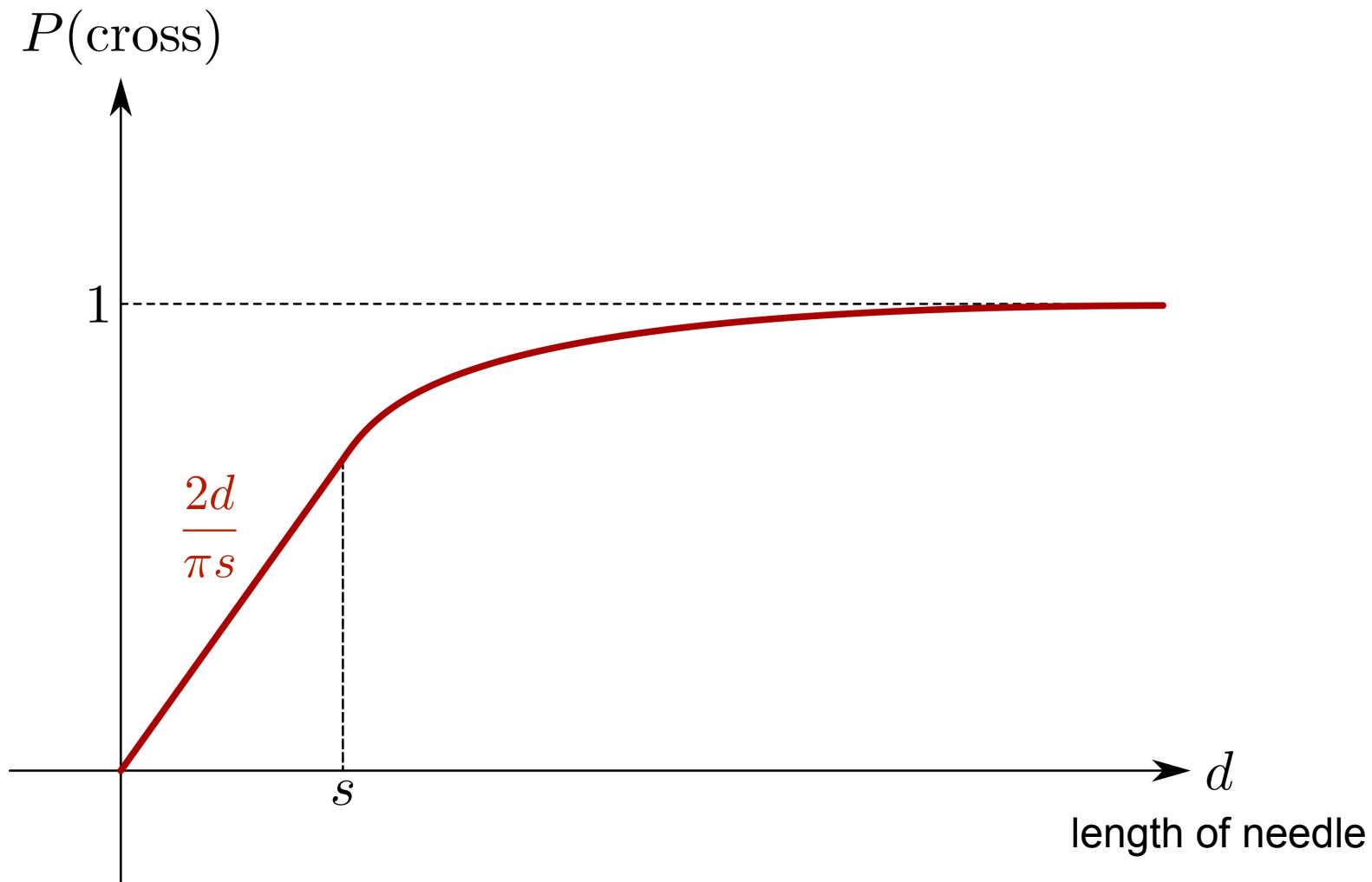


But what if the needle is too long? ($d > s$)

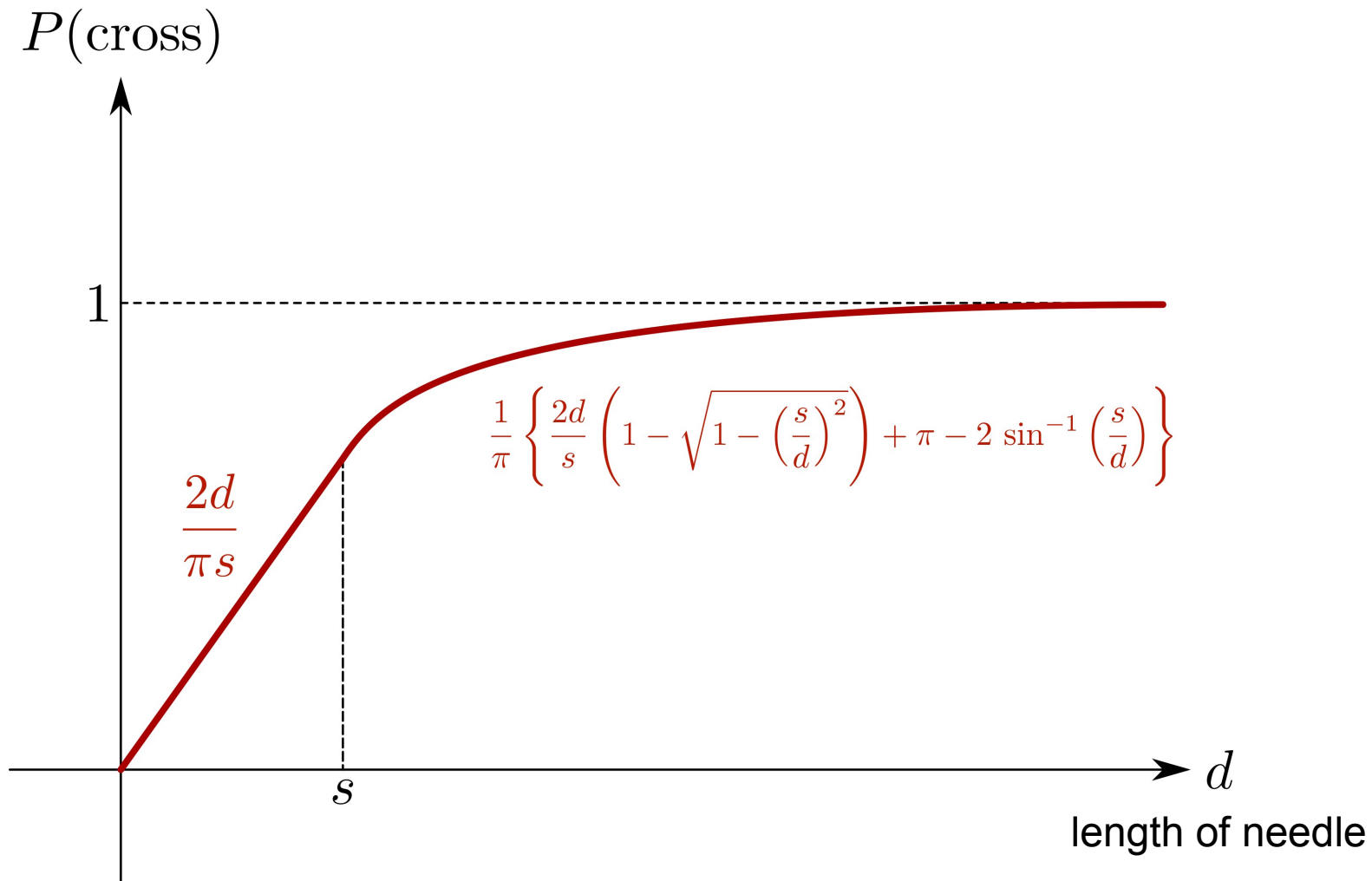
But what if the needle is too long? ($d > s$)



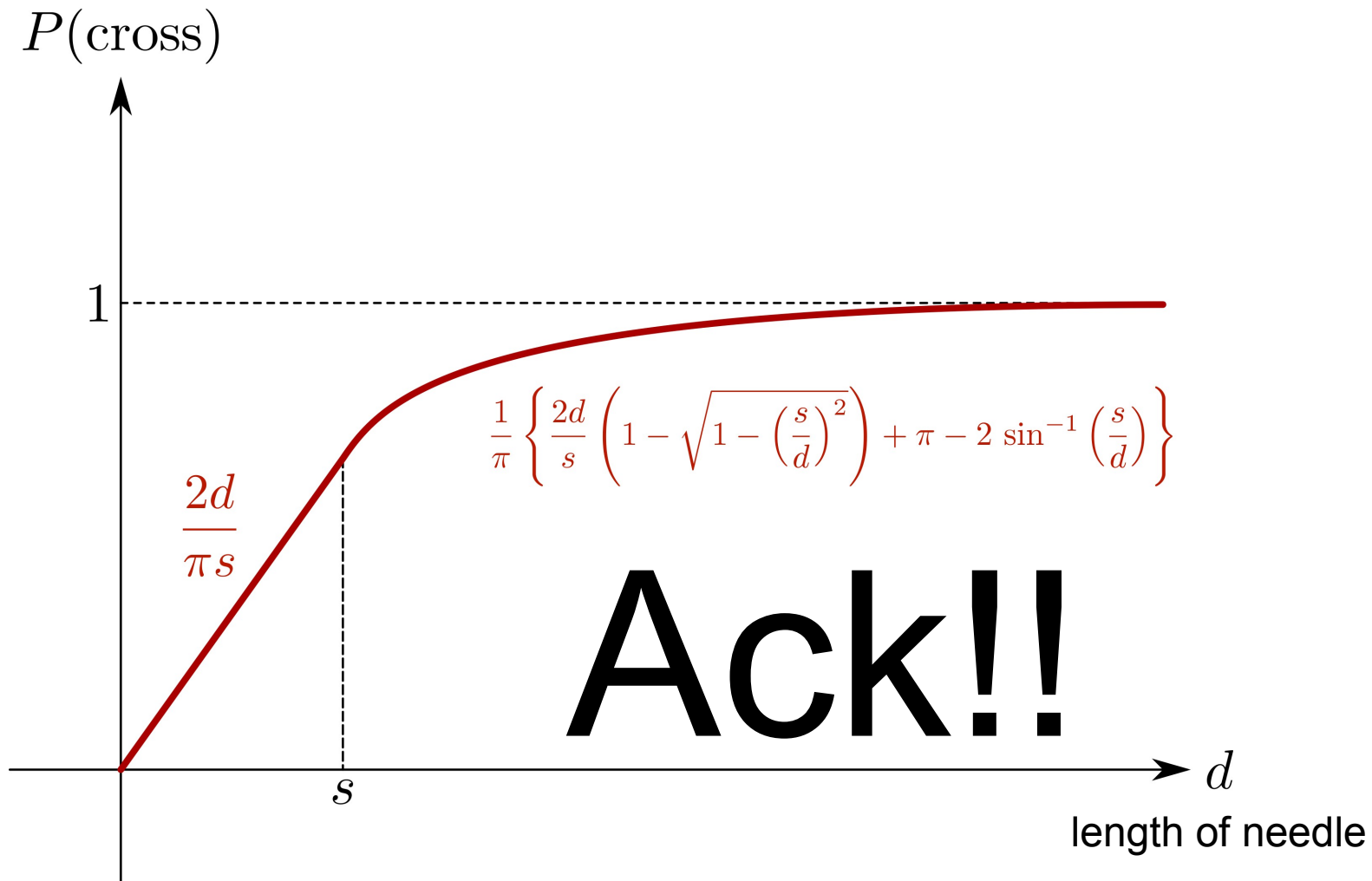
But what if the needle is too long? ($d > s$)



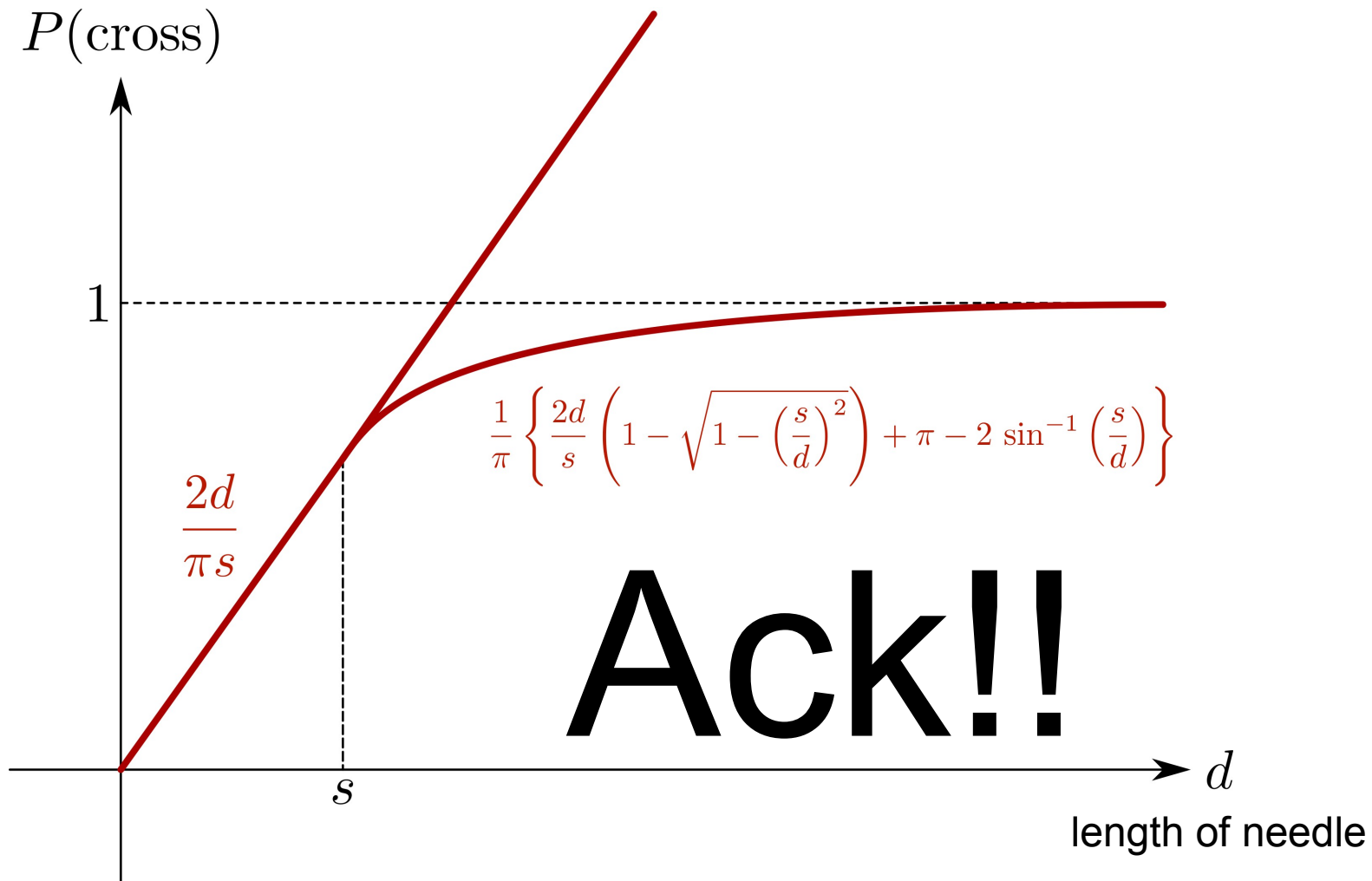
But what if the needle is too long? ($d > s$)



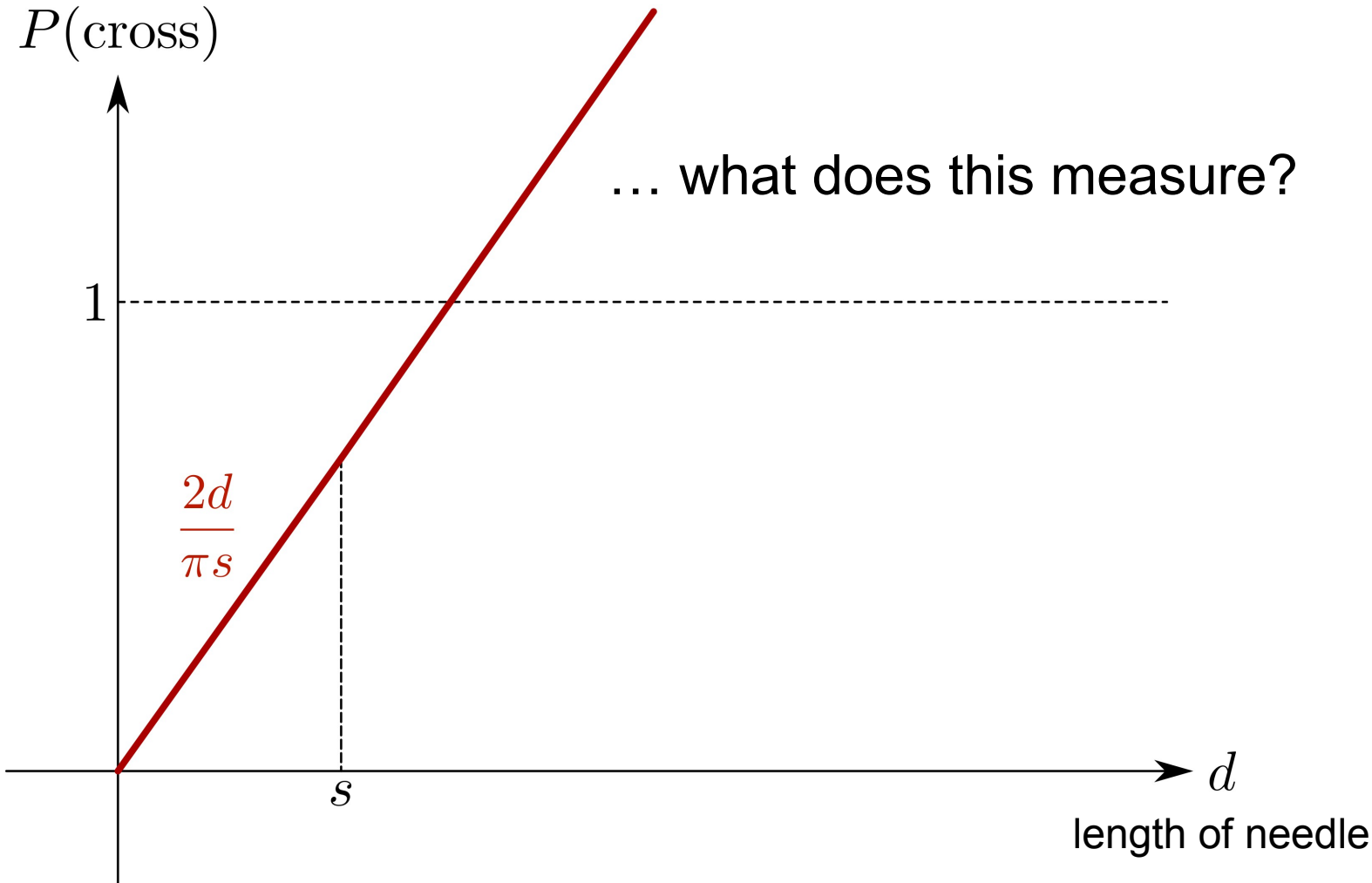
But what if the needle is too long? ($d > s$)



But what if the needle is too long? ($d > s$)



But what if the needle is too long? ($d > s$)



Eureka!!

Eureka!! We were asking the **wrong question!**

Eureka!! We were asking the **wrong question!**

- Instead of asking for “*the probability of crossing*” ...
we should ask for “*the average **number** of crossings*”

Eureka!! We were asking the **wrong question!**

- Instead of asking for “*the probability of crossing*” ...
we should ask for “*the average **number** of crossings*”

(Barbier, 1860) Showed us the following:

- Throw a needle of **any** length d on hardwood floor of spacing s .

Eureka!! We were asking the **wrong question!**

- Instead of asking for “*the probability of crossing*” ...
we should ask for “*the average **number** of crossings*”

(Barbier, 1860) Showed us the following:

- Throw a needle of **any** length d on hardwood floor of spacing s .

Then:
$$\text{Average}(\# \text{ crossings}) = \frac{2d}{\pi s}$$

Now ... prepare yourself ...

Now ... prepare yourself ...

Barbier's formula works even for

noodles!

Now ... prepare yourself ...

Barbier's formula works even for

- What is a noodle?

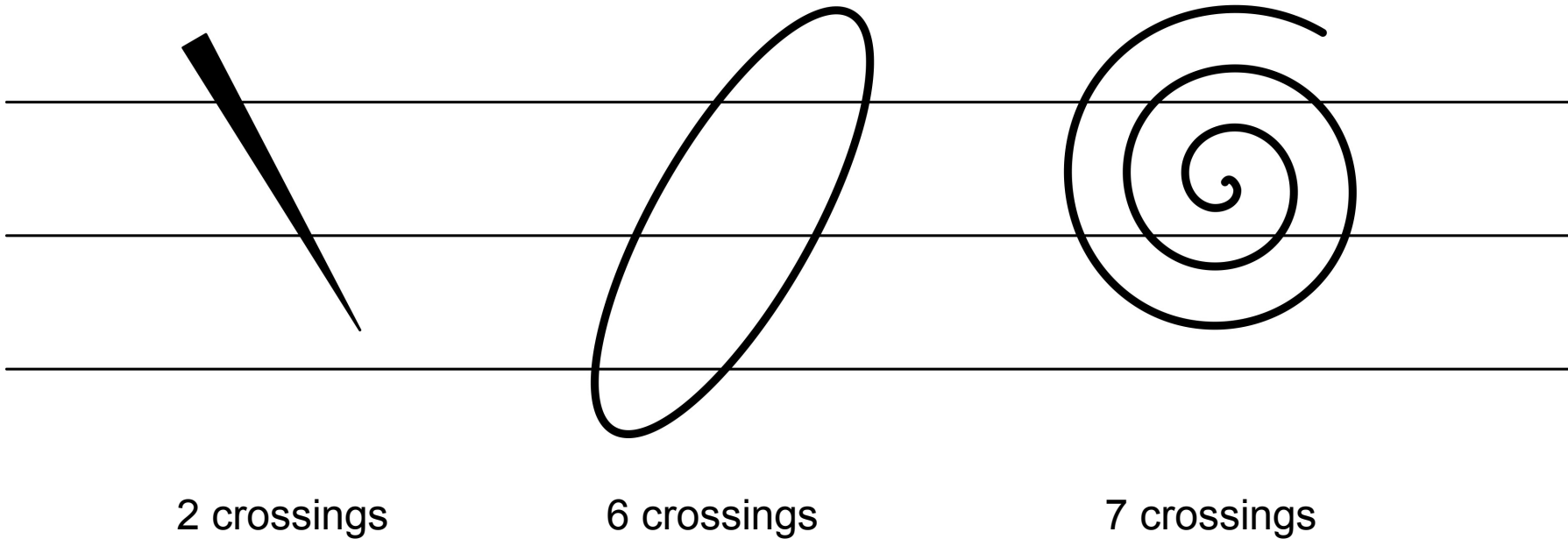
noodles!

Now ... prepare yourself ...

Barbier's formula works even for

noodles!

- What is a noodle?
e.g.



Conclusion:

Conclusion:

- You have a noodle of length d
- Rigid or floppy, as long as it lies in the plane.
- Throw it on a hardwood floor of spacing s
- Then the average number of line crossings will be ...

Conclusion:

- You have a noodle of length d
- Rigid or floppy, as long as it lies in the plane.
- Throw it on a hardwood floor of spacing s
- Then the average number of line crossings will be ...

$$\text{Average}(\# \text{ crossings}) = \frac{2d}{\pi s}$$

Conclusion:

- You have a noodle of length d
- Rigid or floppy, as long as it lies in the plane.
- Throw it on a hardwood floor of spacing s
- Then the average number of line crossings will be ...

$$\text{Average}(\# \text{ crossings}) = \frac{2d}{\pi s}$$

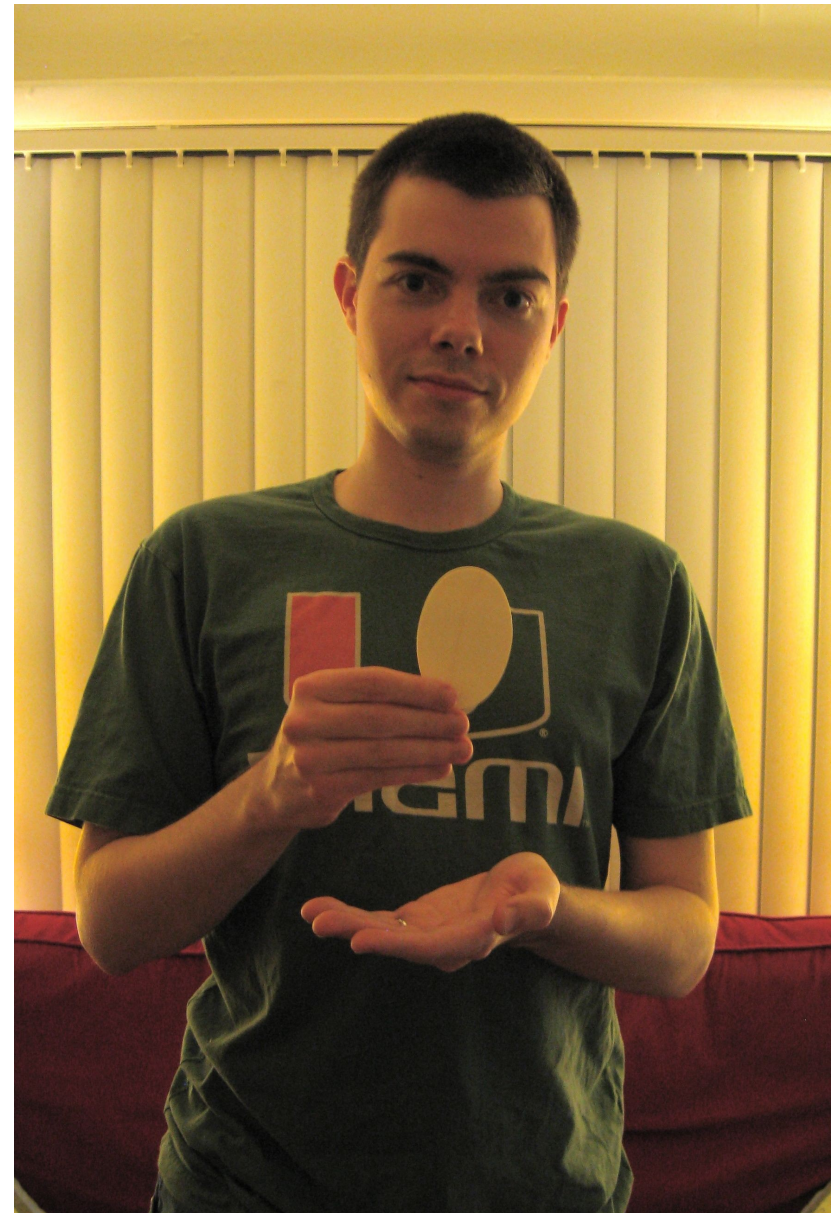
- Let me turn this around ...

The man is back.



The man is back.

- Now he has a shape.
- He wants to know the perimeter.
- What should he do?



The man is back.

- Now he has a shape.
- He wants to know the perimeter.
- What should he do?
- Throw it on the floor!



The man is back.

- Now he has a shape.
- He wants to know the perimeter.
- What should he do?
- Throw it on the floor!
- Watch him go!



Observations

1 | 1 | 1 | 1 | 2 | 2 | 1 | 2 | 2 | 1
1 | 2 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 2 | 1
1 | 1 | 2 | 2 | 2 | 2 | 2 | 2 | 1 | 2 | 1 | 1
1 | 2 | 1 | 1 | 1 | 2 | 2 | 2 | 1 | 2 | 1 | 1 | 1
1 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 2 | 1 | 1 | 1
1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 1

$$\begin{aligned} 64 \text{ "1"s} & \text{ total \# crossings} \\ 27 \text{ "2"s} & = 2(64 \cdot 1 + 27 \cdot 2) = 236 \end{aligned}$$

$$\text{Average \# crossings} = \frac{236}{64+27} = \frac{236}{91}$$

$$\text{Barbier says } \frac{236}{91} \approx \frac{2d}{\pi s}$$

$$\text{or perimeter } d \approx \frac{236 \pi s}{2 \cdot 91}$$

Know: spacing $s \approx 2.25$ inches

So ...

$$\text{perimeter } d \approx \frac{236(3.14)(2.25)}{2 \cdot 91} = \boxed{9.16 \text{ inches}}$$

perimeter of the shape

= approx. 9.16 inches

Thank you!

Thank you!
(wait for applause)