

```
/*
  Muti Dimension integration using Monte Carlo
  method
  Integration of  $f(x_1, x_2, \dots, x_n)$  on  $(a[i], b[i])$ 
  ( $i=1, n$ ) intervals
  AG: February 2007, modified by me in 2013
  */
#include <iostream>
#include <fstream>
#include <iomanip>
#include <cmath>
#include <cstdlib>
#include <ctime>
#include <vector>

using namespace std;

double f(vector<double>, int);
double int_mcmd(double (*)(vector<double>, int),
vector<double>, vector<double>, int, int);

int main()
{

/*  vector<double> a(6,0.0);
    vector<double> b(6,1.0);
    const int n = 6;          // define how many
```

```
integrals
```

```
*/
```

```
    int k,n;  
    cout << "Enter the dimension of integral" <<  
endl ;  
    cin >> n ;
```

```
vector<double> a,b;  
double temp;
```

```
cout << "Enter lower limits a_k" << endl;  
for (k=0; k<n; k++)  
{  
    cin >> temp ;  
    a.push_back(temp);  
}  
cout << "Enter upper limits b_k" << endl;  
for (k=0; k<n; k++)  
{  
    cin >> temp ;  
    b.push_back(temp);  
}
```

```
double result;
int i, m;
int ntimes;

cout.precision(6);
cout.setf(ios::fixed | ios::showpoint);
// current time in seconds (begin
calculations)
time_t seconds_i;
seconds_i = time (NULL);

/*  int m =1024;
result = int_mcnd(f, a, b, n, m);
cout << result <<endl;
*/

m = 2; // initial number of
intervals
ntimes = 20; // number of random
points with nmax=2^ntimes
cout << setw(12) << n <<"D Integral" << endl
;
for (i=0; i <=ntimes; i=i+1)
{
    result = int_mcnd(f, a, b, n, m);
    cout << setw(10) << m << setw(12) <<
result <<endl;
```

```
        m = m*2;
    }

    cout << " " << n <<"D Integral = " <<
result << endl;

    // current time in seconds (end of
calculations)
    time_t seconds_f;
    seconds_f = time (NULL);
    cout << endl << "total elapsed time = " <<
seconds_f - seconds_i << " seconds" << endl <<
endl;

    system ("pause");
    return 0;
}

/*
 * Function f(x1, x2, ... xk)
 */
double f(vector<double> x, int n)
{
    double y;
    int j;
    y = 0.0;
```

```

    /* a user may define the function explicitly
like below */
    //      y = pow((x[0]+x[1]+x[2]+x[3]+...x[n-1]
),2);
    /* or for a specific function like (x1 + x2
+ ... xn)^2
    use a loop over n */
    for (j = 0; j < n; j = j+1)
    {
        y = y + x[j];
    }
    y = pow(y,2);

    return y;
}

```

```

/*=====
=====
Muti Dimension integration of f(x1,x2,...xn)
method: Monte-Carlo method
-----
-----
input:
fn - a multiple argument real function
(supplied by the user)
vector a - left end-points of the interval of
integration

```

vector b - right end-points of the interval of integration

n - dimension of integral

m - number of random points

output:

r - result of integration

Comments:

be sure that following headers are included

```
#include <cstdlib>
```

```
#include <ctime>
```

```
=====
```

```
=====*/
```

```
double int_mcnd(double(*fn)(vector<double>,int),
vector<double> a, vector<double> b, int n, int m
)
```

```
{
    double r, p;
    vector<double> x (n,0.0); // initialization
of a n-dimensional vector (0.0, 0.0 ,.....0.0,
0.0)
    int i, j;

    srand(time(NULL)); /* initial seed value
(use system time) */
```

```
    r = 0.0;
    p = 1.0;

    // step 1: calculate the volume of the
region of integration
    for (j = 0; j < n; j = j+1)
    {
        p = p*(b[j]-a[j]);
    }

    // step 2: integration
    for (i = 1; i <= m; i=i+1)
    {
        // calculate random x[] points
        for (j = 0; j < n; j = j+1)
        {
            x[j] = a[j] + (b[j]-a[j])*rand()/
(RAND_MAX+1);
        }
        r = r + fn(x,n);
    }
    r = r*p/m;
    return r;
}

/* Test output
since the initial seed vary with time the
```

results

may also vary

6D Integral

2	7.214014
4	12.257787
8	11.070598
16	11.636560
32	10.282998
64	9.203717
128	9.717596
256	9.923973
512	9.921504
1024	9.665128
2048	9.670398
4096	9.632915
8192	9.632082
16384	9.549368
32768	9.530320
65536	9.527094
131072	9.500749
262144	9.500489
524288	9.504665
1048576	9.503214
2097152	9.500961

*/

