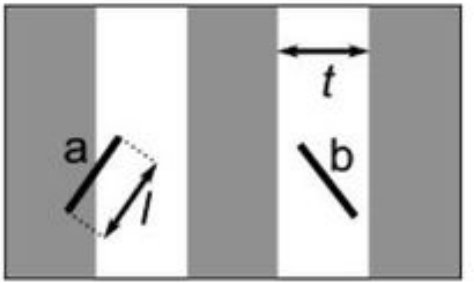
Numerical experiments before Los Alamos



- In 1777 Georges-Louis Leclerc, comte de Buffon was the first to "numerical experiments" for solving a problem of geometrical probability.
- The experiment involves dropping a needle on a lined surface and can be used to estimate π

- In the 1930's, Fermi used sampling methods to estimate quantities involved in controlled fission