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# **Program Structures and Algorithms** Fall 2021

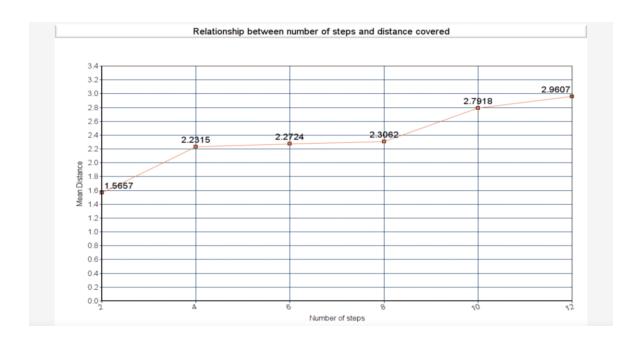
# Assignment No. 1 – Random Walk Experiment

## 1. Tasks in the assignment:

- 1. Generate random values for steps taken in any of the 4 directions creating a random walk.
- 2. Here one move may be (+-1, 0) or (0, +-1).
- Determining the final position after m steps.
  Calculating the distance from the origin for m steps. Origin is considered from where the drunkard starts moving).
  Calculating the mean distance for n ie the number of times the experiment is performed.
- 6. Running the experiment for 6 different values of m each taken n number of times.
- 7. Here m=6; n=10 thus the experiment was run 60 times.
- 2. Relationship between 'n' ie the number of steps taken and 'd' ie. the distance covered is

#### d=sqrt(n)

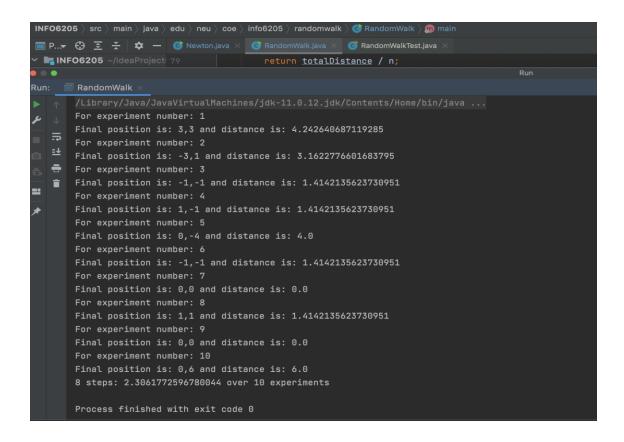
3. After running the experiment for 6 different values of number of steps for 10 times each the below graph of mean distance and number of steps is generated.



We notice that sqrt(2) = 1.414, sqrt(4) = 2, sqrt(6) = 2.44, sqrt(10) = 3.16 etc.

The values of mean distance obtained are close to the square root of the number of steps taken by the drunk man which verifies the relationship **d= sqrt(n)**.

#### 4. Code output



5. All test cases passed successfully.

