# Random dots

Sean Raleigh

### Introduction

We are not good at judging randomness. This document will compare two figures containing a selection of dots scattered on a grid. One of the grids will have a truly random scattering of dots. The other has a pattern of dots, but nevertheless, will look more random to the average observer.

### **Preliminaries**

```
library(ggplot2)
set.seed(1234)
```

#### **Functions**

The total\_dots argument is the total number of dots to plot in an m by n grid. The random\_dots function will create exactly this many dots randomly distributed over the region, whereas not\_so\_random\_dots will create total\_dots/(m \* n) dots in each of the m \* n squares. (This number is rounded if total\_dots/(m \* n) is not a whole number.)

```
random_dots <- function(total_dots, m, n){</pre>
    x <- runif(total dots)
    y <- runif(total_dots)</pre>
    xy <- data.frame(x, y)
    return(xy)
}
not_so_random_dots <- function(total_dots, m, n){</pre>
    # Fill each square randomly
    each_square <- function(x_shift, y_shift) {</pre>
        x <- x_shift + (1/m) * runif(round(total_dots/(m * n)))</pre>
        y <- y_shift + (1/n) * runif(round(total_dots/(m * n)))</pre>
        return(data.frame(x, y))
        }
    # Initialize empty data frame
    xy <- data.frame()</pre>
    # Glue all the squares together
    for(i in seq(0, (1 - 1/m), by = 1/m)){
        for(j in seq(0, (1 - 1/n), by = 1/n)){
             new_points <- each_square(x_shift = i, y_shift = j)</pre>
             xy <- rbind(xy, new_points)</pre>
        }
    }
    return(xy)
}
```

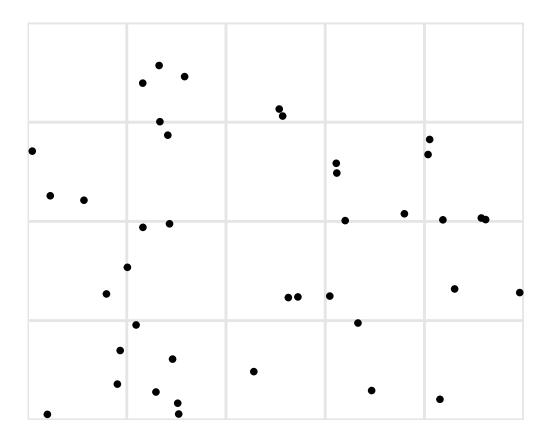
<sup>&</sup>lt;sup>1</sup>Rounded in R's weird "go to the even digit" way, though!

## Set parameters

```
total_dots <- 40
m <- 5
n <- 4
```

## Plot of random dots

```
xy <- random_dots(total_dots, m, n)
plot_dots(xy, m, n)</pre>
```



# Plot of not-so-random dots

```
xy <- not_so_random_dots(total_dots, m, n)
plot_dots(xy, m, n)</pre>
```

