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| Self Avoiding Random Walk | Non-Self Avoiding Random Walk |
| Here time depends on initial starting and ending points . If both are near than there is a higher probability that the drunker will reach destination in less time , as compared to the situation where both are at a far distance . | Time is not dependent on the initial distance between source and destination , since you can move anywhere with repetition allowed , you may escape anywhere even if the destination is closed to you , on the other hand you may quickly reach the destination , even if its far away . |
| Either this case will take less time , because there is very less chance of repetition of nodes , or it may never complete that is drunkard may never reach the destination as is becomes highly improbable if the nodes around the destination are visited and that node is left . | This case may take a large time because there is infinite amount of repetition allowed , but there never would be a situation where it is impossible for the drunkard to reach the destination . |
| It can be considered as a slightly intelligent random walk where the walker moves forward with 75% probability and returns to previous node with 25% probability . | In this case no intelligence is involved and the process is completely random .Thus there is an equal (25%) chance for the node to pick any of its 4 source neighbour as its next step . |
| There could be cases where destination is never reached . | Destination would always be reached . |
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