

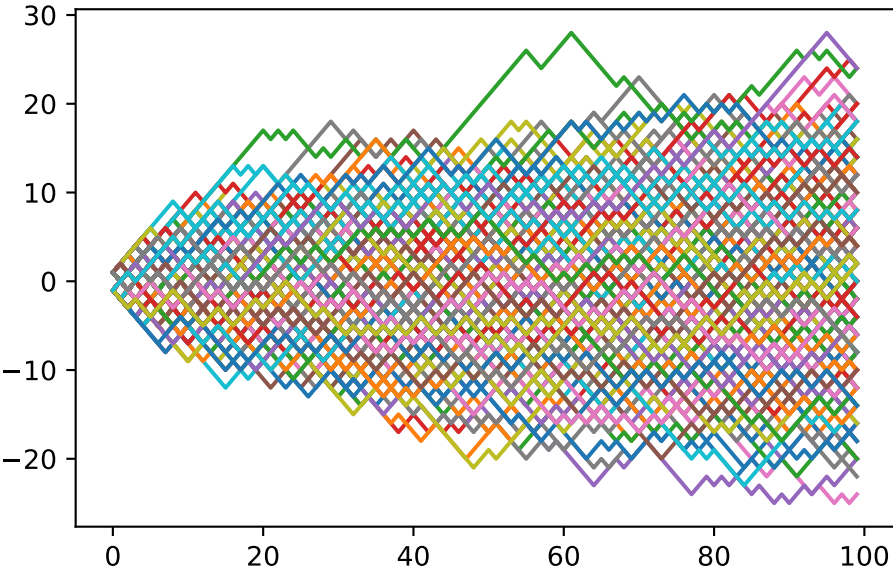
Manuscrito

Sasha

Caminatas Aleatorias en \mathbb{Z}

```
array([[ 1, -1, -1, ..., 1, -1, -1],  
      [-1, 1, -1, ..., -1, -1, 1],  
      [-1, 1, -1, ..., -1, -1, 1],  
      ...,  
      [ 1, 1, -1, ..., -1, 1, 1],  
      [-1, -1, -1, ..., -1, 1, -1],  
      [-1, 1, 1, ..., -1, 1, 1]])
```

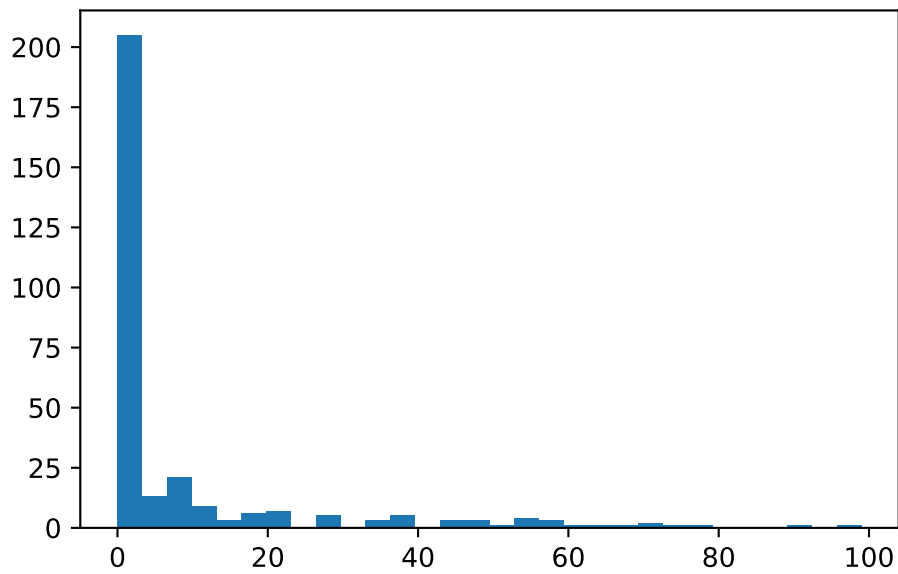
Source: [Article Notebook](#)



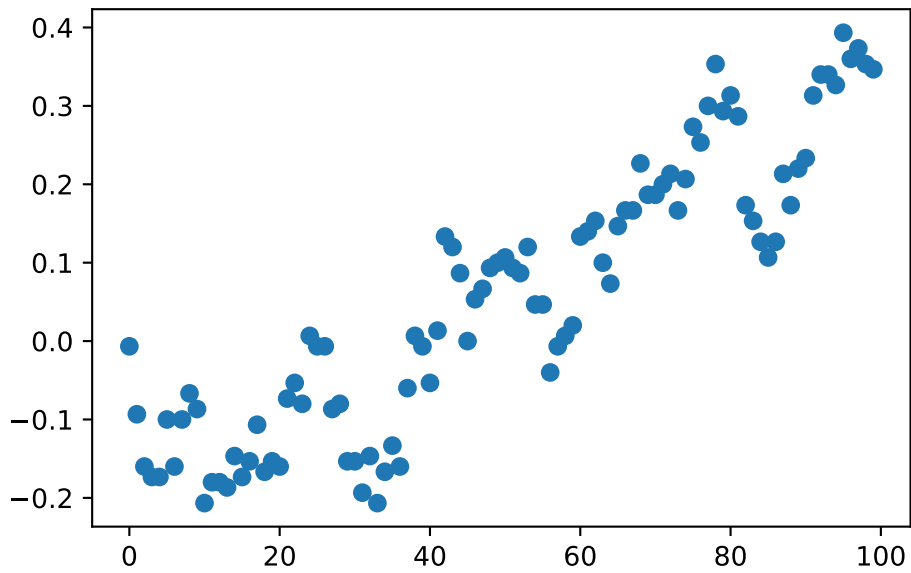
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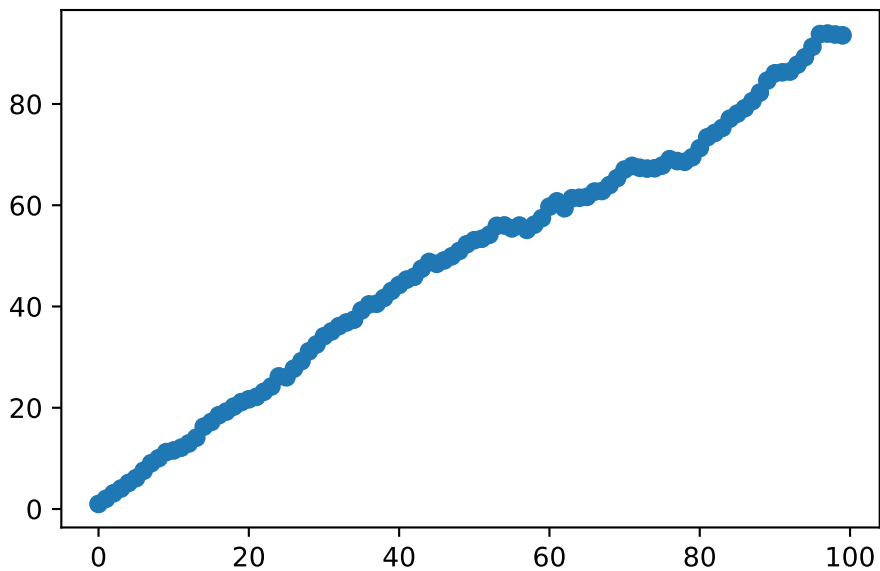
```
(array([205., 13., 21., 9., 3., 6., 7., 0., 5., 0., 3.,
        5., 0., 3., 3., 1., 4., 3., 1., 1., 1., 2.,
        1., 1., 0., 0., 0., 1., 0., 1.]),
array([ 0. , 3.3, 6.6, 9.9, 13.2, 16.5, 19.8, 23.1, 26.4, 29.7, 33. ,
        36.3, 39.6, 42.9, 46.2, 49.5, 52.8, 56.1, 59.4, 62.7, 66. , 69.3,
        72.6, 75.9, 79.2, 82.5, 85.8, 89.1, 92.4, 95.7, 99. ]),
<BarContainer object of 30 artists>)
```



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(Knuth 1984).

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Knuth, Donald E. 1984. "Literate Programming." *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.