Class

Results

Results storage for a cell on a 1D random walk of length iters. Results are stored for a number (maxRun) walks of length iters.

Fields

posx *type: int[][][]*
cell x position in the grid for each walk and each step of each walk. So dimensions are maxRun*iters.

d *type: int[]*
d holds the distance travelled at the end of each walk.

dsq *type: int[]*
d squared is just d, squared.

dCount *type: int[]*
This array is the size of the (1D) grid and counts how many cells end at each grid point at the end of their walk, over the total maxRun walks.

mind,maxd *type: int*
This is the range of d.

maxdCount *type: int*
The maximum value in dCount which may be used to scale output or find the most probable location etc.

cellStats *type: double[]*
An array to hold some statistics about this group of walks.

lineage *type: int*
a cell identifier.

firstx *type: int*
The grid spot at the beginning of the walk. This gets set in CAStatic (saveCA) at the beginning of the walk.

Constructors

Results(int maxRun,int iters,int lin,int gSize)
This constructor sets up arrays of the correct size and sets the lineage.

Methods

setrunStats(int runCount,int maxit) *Returns void*
find the distance travelled in this walk. Also calculate dsq and increment dCount at this position.

calcStats(int runCount) *Returns void*
calculate the average values etc for this group of walks.