

Assignment 1 (Random Walk)

1. Conclusion:

The relationship between d and m .

This program simulates a random walk of 10 steps and calculates the distance from the starting point using the euclidean distance formula. Since, the person takes 1 meter steps in any of the four cardinal directions, the distance (d) after m steps can be computed using the formula: $d = \sqrt{m}$ (m). Because the distance depends on how randomly the steps are done, it may not be exactly the same as this estimation.

Therefore, I conclude the relationship of d and $m \Rightarrow d = \sqrt{m}$ implies that, as the number of steps taken rises, the man's distance from the lamp post will also increase (m).

2. Evidence:

The relationship between d and m , $d = \sqrt{m}$

$m = [8, 10, 12, 20, 23, 30, 37, 45, 50, 60]$

$d = [2.4200034841367373, 2.8076524637580618, 2.9952519471271124, 4.110348426613134, 4.390885214146857, 4.82204283856797, 5.5273669206673965, 5.747701721854294, 6.120839125315964, 6.85211527437173]$

```
[9]: import matplotlib.pyplot as plt

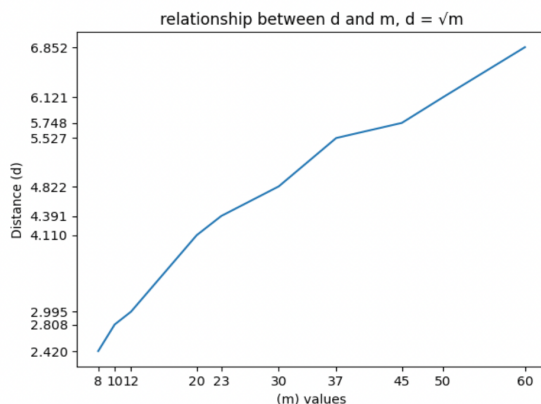
# Generate some data
x = [8, 10, 12, 20, 23, 30, 37, 45, 50, 60]
y = [2.4200034841367373, 2.8076524637580618, 2.9952519471271124, 4.110348426613134, 4.390885214146857, 4.82204283856797, 5.5273669206673965, 5.747701721854294, 6.120839125315964, 6.85211527437173]

# Create the plot
plt.plot(x, y)

plt.xticks(x)
plt.yticks(y)

# Add labels and title
plt.xlabel('(m) values')
plt.ylabel('Distance (d)')
plt.title('relationship between d and m, d = √m')

# Show the plot
plt.show()
```



Assignment 1 (Random Walk)

Square root of m

x = [8, 10, 12, 20, 23, 30, 37, 45, 50, 60]

y = [2.8284271247461903, 3.1622776601683795, 3.4641016151377544, 4.47213595499958, 4.795831523312719, 5.477225575051661, 6.082762530298219, 6.708203932499369, 7.0710678118654755, 7.745966692414834]

```
[11]: import matplotlib.pyplot as plt

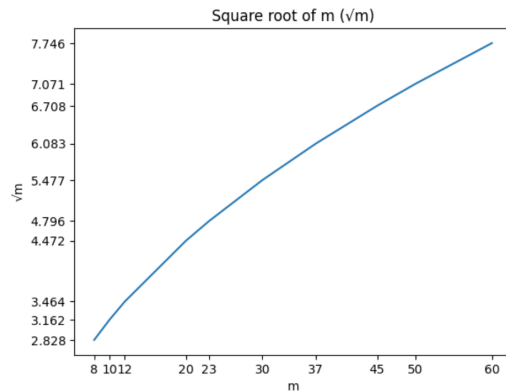
# Generate some data
x = [8, 10, 12, 20, 23, 30, 37, 45, 50, 60]
y = [2.8284271247461903, 3.1622776601683795, 3.4641016151377544, 4.47213595499958, 4.795831523312719, 5.477225575051661, 6.082762530298219, 6.708203932499369, 7.0710678118654755, 7.745966692414834]

# Create the plot
plt.plot(x, y)

plt.xticks(x)
plt.yticks(y)

# Add labels and title
plt.xlabel('m')
plt.ylabel('√m')
plt.title('Square root of m (√m)')

# Show the plot
plt.show()
```



Inferring from a comparison of two graphs that d and m are related by the formula $d = \sqrt{m}$

3. Code:

```
/*
 * Copyright (c) 2017. Phasmid Software
 */

package edu.neu.coe.info6205.randomwalk;

import java.util.ArrayList;
import java.util.Random;
import java.lang.Math;
import java.util.*;

public class RandomWalk {
```

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```
private int x = 0;
private int y = 0;

private final Random random = new Random();

RandomWalk walk ;

/**
 * Private method to move the current position, that's to say the
 * drunkard moves
 *
 * @param dx the distance he moves in the x direction
 * @param dy the distance he moves in the y direction
 */
/*
 * if x=1 => person moves in east direction
 * if x=-1 => person moves in west direction
 * if y=1 => person moves in north direction
 * if y=-1 => person moves in south direction
 */
private void move(int dx, int dy) {
    // FIXME do move by replacing the following code
    //System.out.println(" move ");
    x = x + dx;
    y = y + dy;
}

/**
 * Perform a random walk of m steps
 *
 * @param m the number of steps the drunkard takes
 */
private void randomWalk(int m) {
    // FIXME
    for(int i = 0; i < m; i++){
        randomMove();
    }
    // END
}

/**
 * Private method to generate a random move according to the rules of the
 * situation.
 * That's to say, moves can be (+-1, 0) or (0, +-1).
 */
private void randomMove() {
    boolean ns = random.nextBoolean();
    int step = random.nextBoolean() ? 1 : -1;
    // System.out.println(ns+" "+step);
    move(ns ? step : 0, ns ? 0 : step);
}

/**
 * Method to compute the distance from the origin (the lamp-post where
 * the drunkard starts) to his current position.
 */
```

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```
*
* @return the (Euclidean) distance from the origin to the current
position.
*/

//provides the distance of the person from the lamp-post
public double distance() {
    //System.out.println(x + " " +y);
    //FIXME by replacing the following code
    Double dist = Math.sqrt(y*y + x*x);
    //System.out.println(dist);
    return dist;
    // END
}

/**
 * Perform multiple random walk experiments, returning the mean distance.
 *
 * @param m the number of steps for each experiment
 * @param n the number of experiments to run
 * @return the mean distance
 */
public static double randomWalkMulti(int m, int n){
    double totalDistance = 0;

    for (int i = 0; i < n; i++) {
        RandomWalk walk = new RandomWalk();
        walk.randomWalk(m);
        totalDistance = totalDistance + walk.distance();
        System.out.println("Experiment Number: "+n+" Steps Taken: "+m+"
Distance Covered: "+walk.distance());
    }
    //System.out.println(dist_arr);
    // System.out.println(m+ "Experiment and mean is "+totalDistance / n);
    return totalDistance / n;
}

public static void main(String[] args) {
    //System.out.println(args[0]+" vcd "+args[1]);
    // if (args.length == 0)
    // throw new RuntimeException("Syntax: RandomWalk steps
[experiments]");
    int[] m = new int[]{ 8, 10, 12, 20, 23, 30, 37, 45, 50, 60 };
    int n = 20;
    List<Double> dist_arr = new ArrayList<Double>();
    List<Double> sq_arr = new ArrayList<Double>();
    // Arrays.sort(m);
    if (args.length > 1) n = Integer.parseInt(args[1]);
    for(int i=0;i<m.length;i++) {
        double meanDistance = randomWalkMulti(m[i], n);
        dist_arr.add(meanDistance);
        System.out.println(m + " steps: " + meanDistance + " over " + n +
" experiments");
    }
    for(int i=0;i<m.length;i++) {
        sq_arr.add(Math.sqrt(m[i]));
    }
}
```

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```
        //System.out.println(m + " steps: " + meanDistance + " over " + n
+ " experiments");
    }

    System.out.println(Arrays.toString(m));
    System.out.println(dist_arr);
    System.out.println(sq_arr);
    // System.out.println(m + " steps: " + meanDistance + " over " + n + "
experiments");
}

}
```

4. Screenshot of unit test cases:

