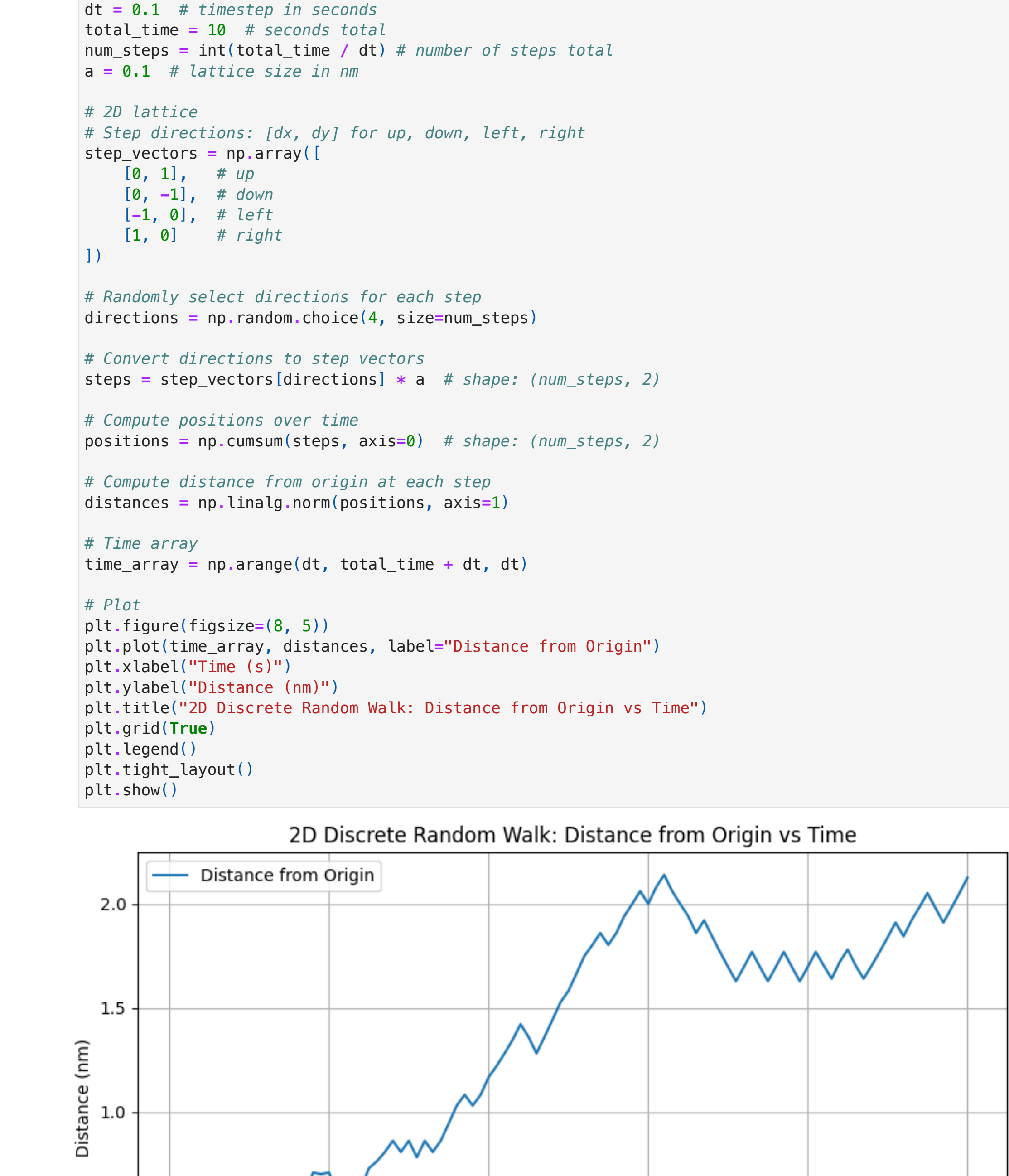


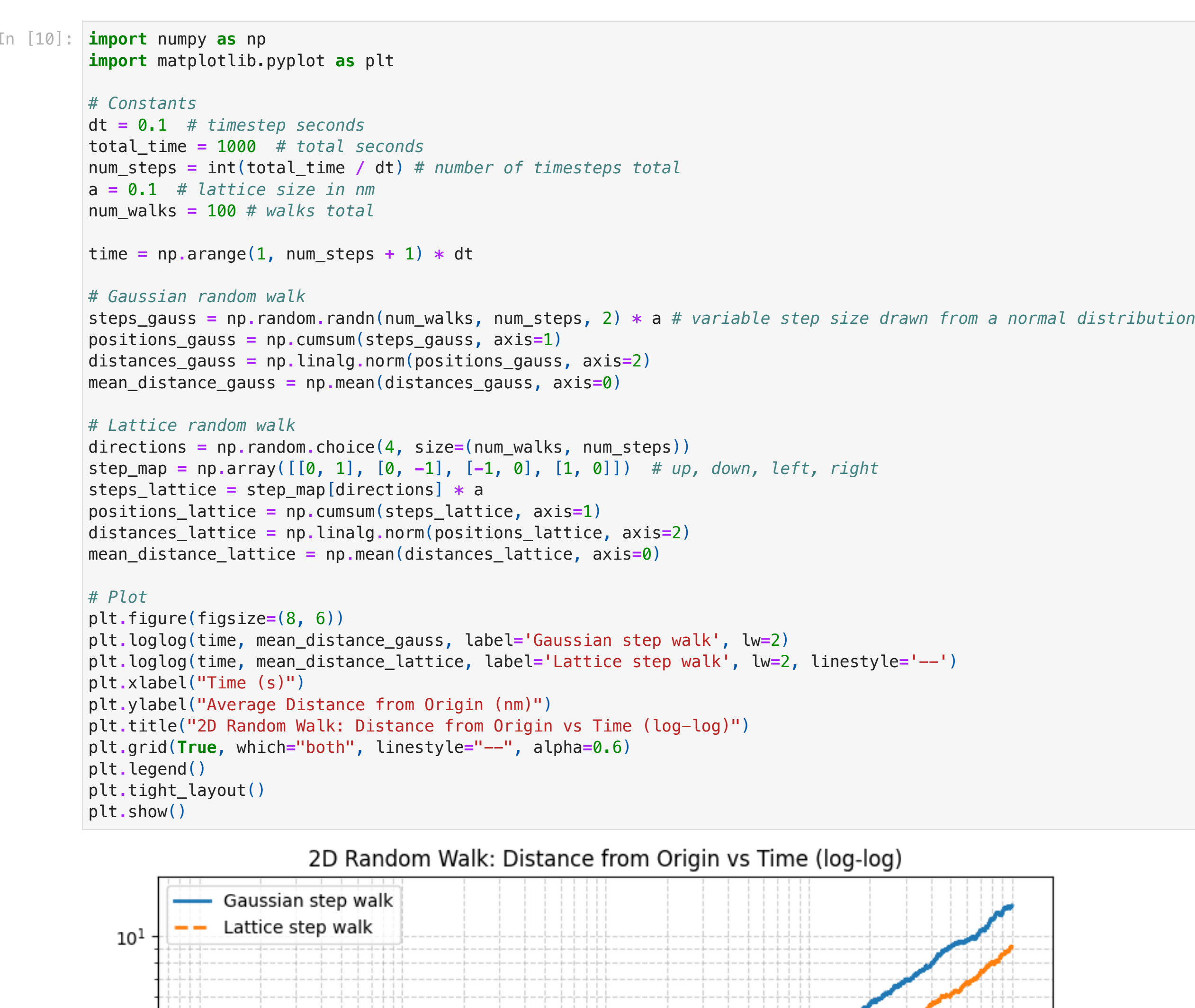
Question 1.

Simulate a discrete random walk lasting 10 seconds with a timestep $\Delta t=0.1$ second on a 2D lattice with lattice size $a=0.1$ nm. The random walk should have an equal chance to move to any of 4 adjacent lattice sites (i.e. up, down, left, or right). Use NumPy and vectorize your code where possible. Recall that we discussed in class that passing the desired shape to `np.random()` can allow for generating random numbers quickly and that `np.cumsum()` can be used to quickly sum displacements. Visualize your random walk with a line plot of distance from the origin vs. time with a linear axis.



Question 2.

Simulate a random walk in 2D with a variable step size drawn from a normal distribution (`np.random.randn()`) with a standard deviation of 0.1nm in both x and y directions. Use the same timestep and a duration of 1000 seconds. Plot the distance from the origin as a function of time on a log-log plot, averaged over 100 walks. Plot the same relationship for a 1000 second walk on the 2D lattice. Describe (in one or two sentences) how the relationships behave similarly or differently.

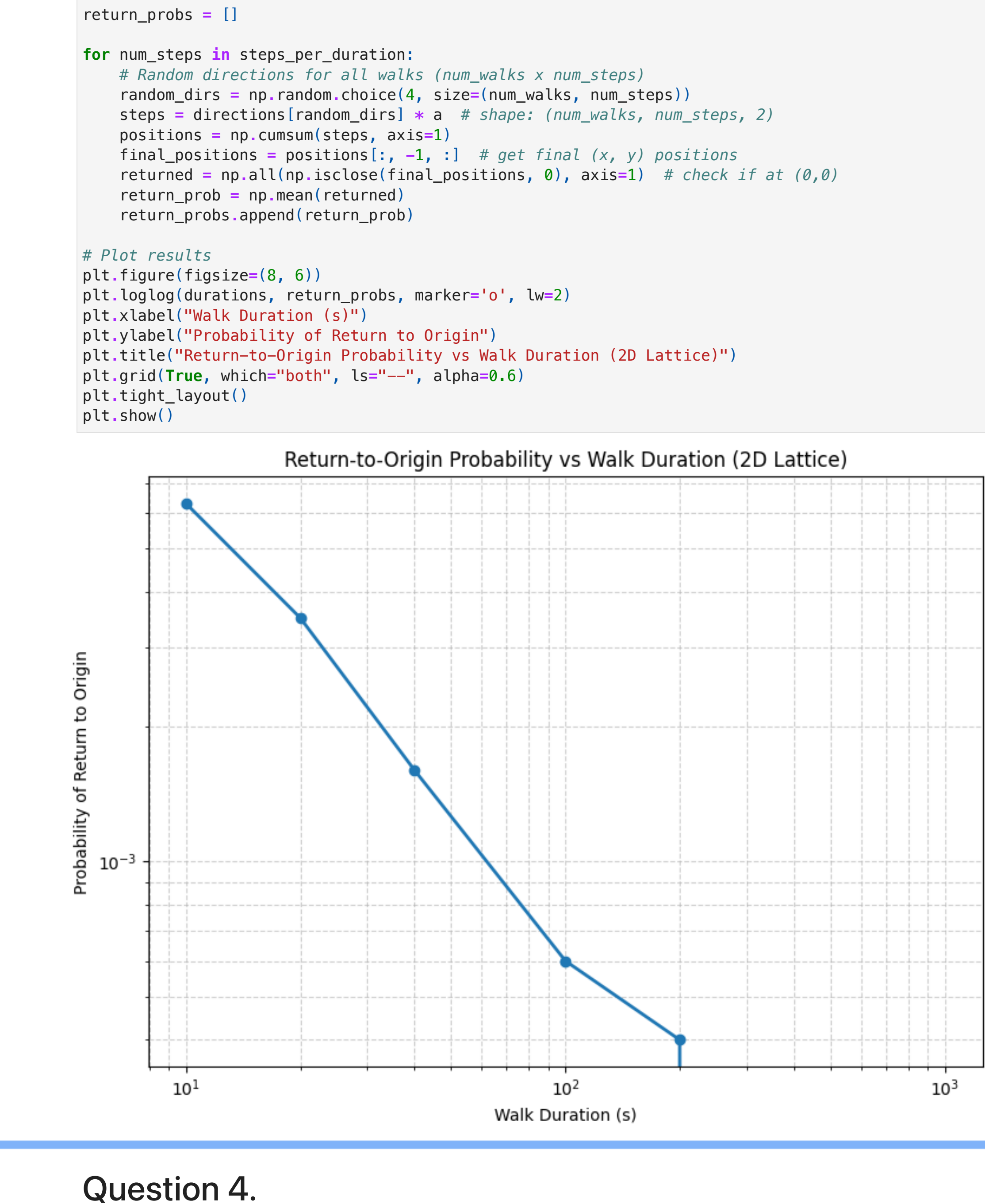


Describe (in one or two sentences) how the relationships behave similiarly or differently:

Both the Gaussian and lattice random walks exhibit a square-root relationship between distance and time, as expected for normal diffusion. However, the Gaussian walk tends to produce slightly smoother and larger average displacements due to the continuous range of possible step directions and magnitudes, while the lattice walk is more constrained to four discrete directions.

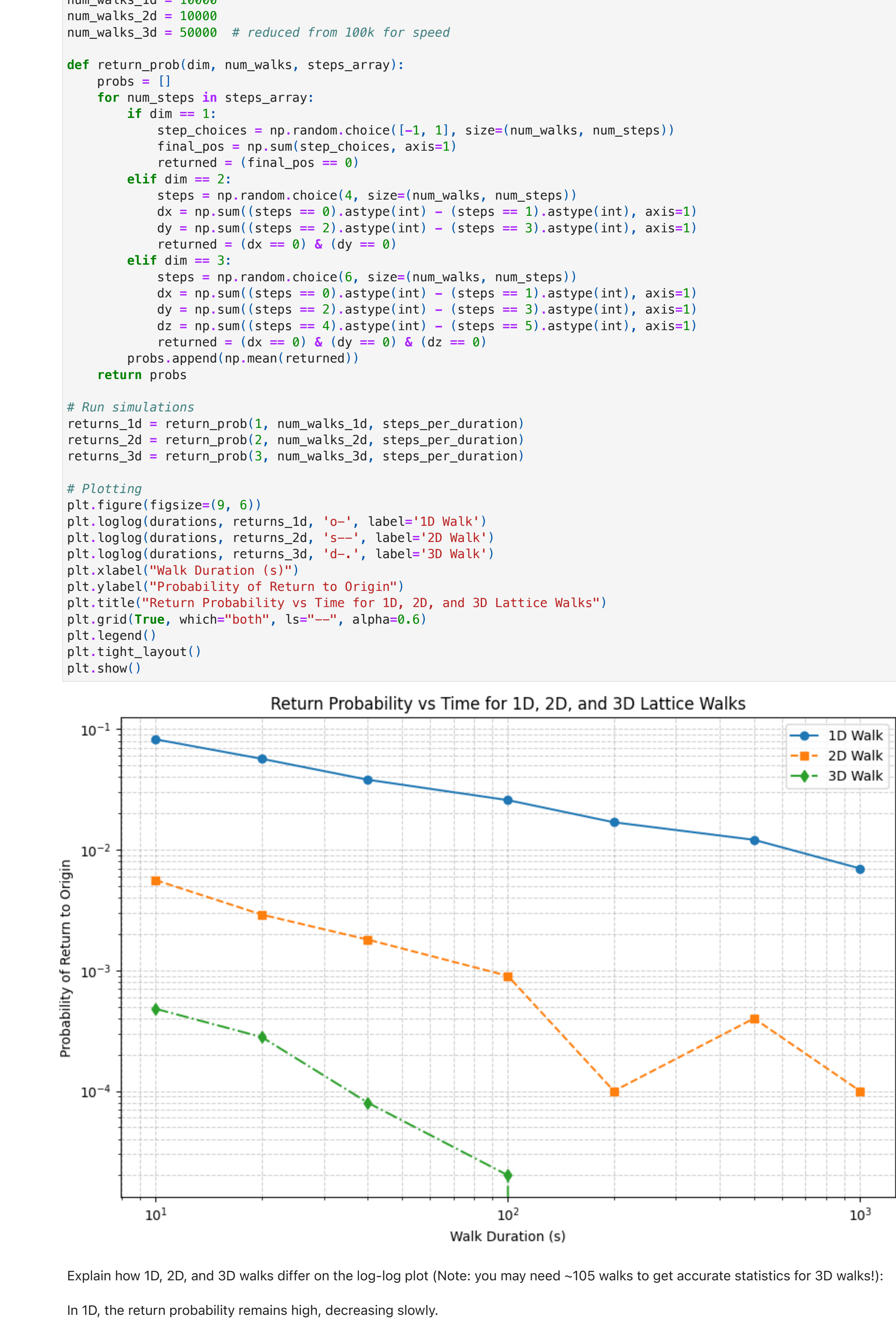
Question 3.

Simulate many random walks on the 2D lattice with durations of 10, 20, 40, 100, 200, 500, and 1000 seconds. Calculate the probability for each of these walks to return to the origin as a function of length and visualize this relationship with a log-log plot.



Question 4.

Repeat part (3) for walks on a 1D and 3D lattice with the same lattice size. Explain how 1D, 2D, and 3D walks differ on the log-log plot (Note: you may need ~105 walks to get accurate statistics for 3D walks!). Explain how confining molecules to a 2D membrane could be used as a strategy for cells to speed up molecular communication in up to four sentences.



Explain how 1D, 2D, and 3D walks differ on the log-log plot (Note: you may need ~105 walks to get accurate statistics for 3D walks!):

In 1D, the return probability remains high, decreasing slowly.

In 2D, the return probability is lower than 1D, and decreases more rapidly than 1D. It also contains points of discontinuity.

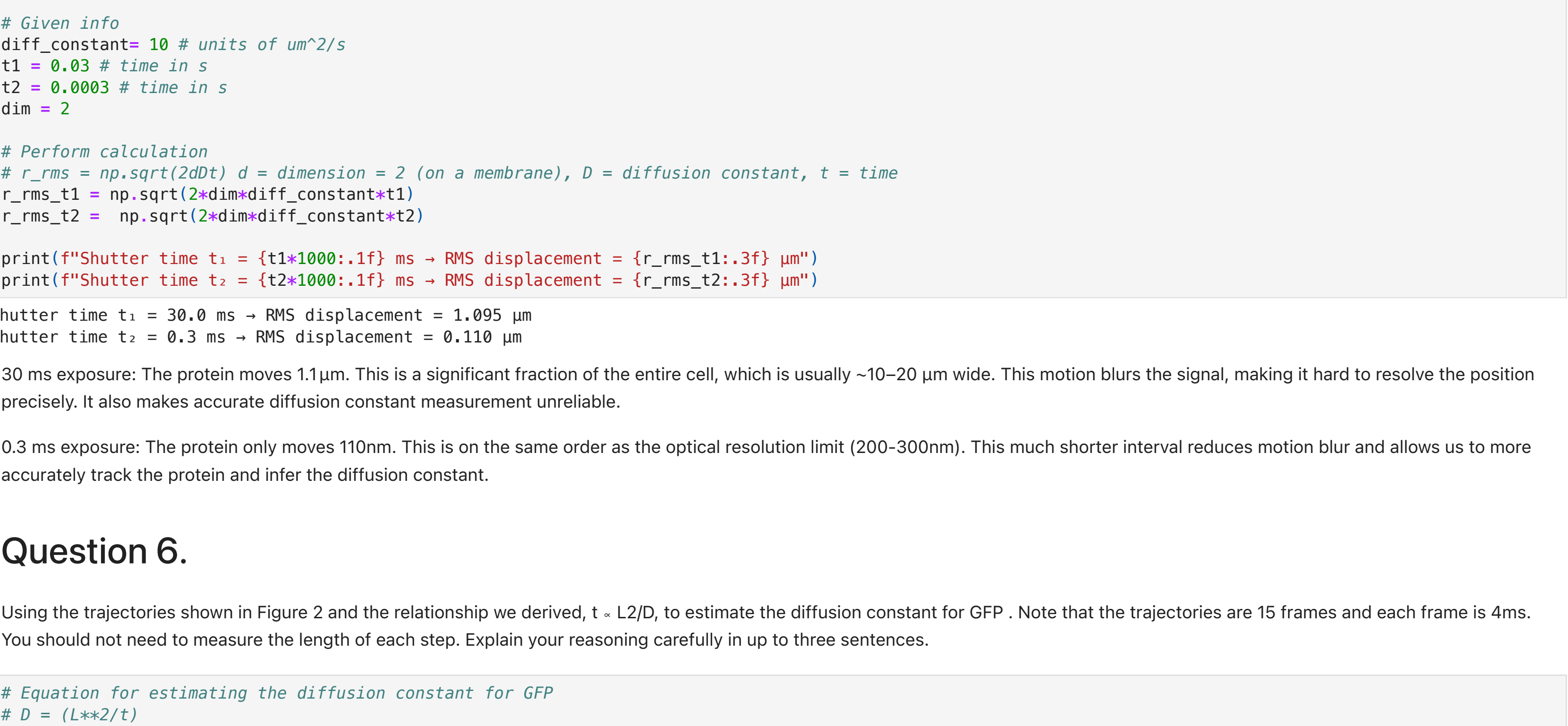
In 3D, the return probability drops off much more quickly, as walkers are increasingly unlikely to return, compared to both the 1D and 2D walks.

Explain how confining molecules to a 2D membrane could be used as a strategy for cells to speed up molecular communication in up to four sentences:

In 1D and 2D, random walkers have a high probability of returning to the origin, while in 3D the return probability decreases quickly with time. This means that confinement to 2D, such as on a cell membrane, increases the likelihood of molecules encountering their targets. Cells can exploit this by anchoring receptors or enzymes in 2D membranes to enhance reaction rates and signaling efficiency. By reducing the dimensionality of diffusion, cells speed up molecular communication and improve signal fidelity.

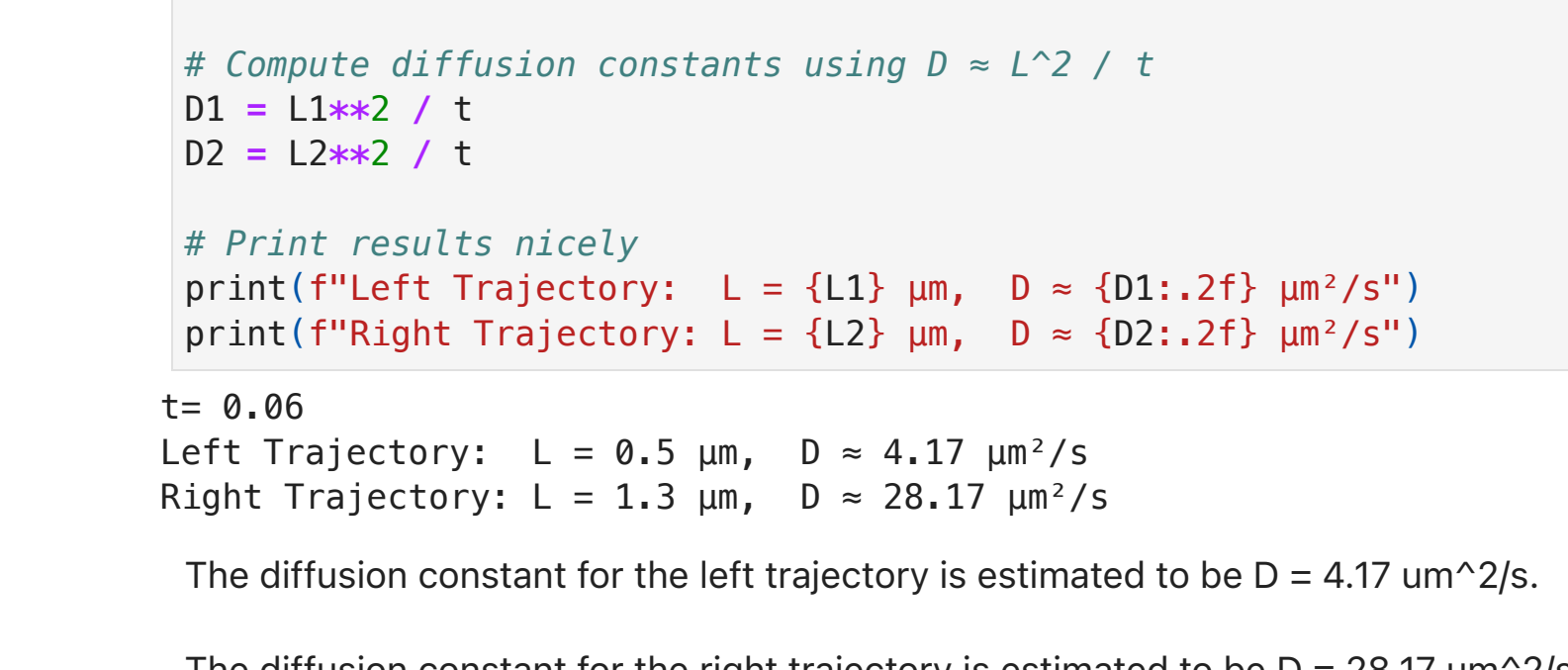
Question 5.

Conventional microscopy to observe individual fluorescent proteins won't work. In this part of the problem, we are going to work out why. During a traditional experiment, the microscope shutter is open during some time interval of roughly 30 milliseconds. By assuming a diffusion constant of $10\text{ }\mu\text{m}^2/\text{s}$, work out how far the fluorescent protein will move during the time that the shutter is open and compare that distance to the size of the cell itself and comment on how this limits our ability to measure the diffusion constant. Perform the estimate a second time, this time using an open shutter interval of 0.3 ms, shown in Figure 1(A).



Question 6.

Using the trajectories shown in Figure 2 and the relationship we derived, $t = L^2/D$, to estimate the diffusion constant for GFP . Note that the trajectories are 15 frames and each frame is 4ms. You should not need to measure the length of each step. Explain your reasoning carefully in up to three sentences.



I estimated the diffusion constant using the relationship we derived, rearranged as $D = L^2/t$. From the figure, each trajectory consists of 15 steps taken every 4 ms, giving a total time of $t = 0.06\text{ s}$. By visually estimating the total displacement, L , of each trajectory and plugging it into the equation, I approximated D for each case, which falls within the expected range for GFP diffusion in cells.

Question 7.

In class we discussed how single-particle tracking has been used to estimate diffusion coefficients of CRISPR-cas9. Since experiments are not perfect, it is important to consider their limitations. What could bias the collection or analysis of single-particle tracking data inside a living cell? Come up with one or two possibilities & explain why this would bias the diffusion coefficient estimation in one or two sentences.

One potential source of bias in single particle tracking is limited spatial resolution, which can cause small displacements to be indistinguishable from noise leading to underestimation of the diffusion coefficient. Another source is photobleaching or blinking of the fluorescent label, which may cause the trajectory to be cut short or interrupted, biasing the analysis toward slower-moving particles that remain visible longer.