

Computational Methods in Physics (PHY 365)

FA23

Dr. Muhammad Kamran

Department of Physics

COMSATS University Islamabad

Lab 26

Random walk problem

- A random walk describes a path that consists of a succession of **random** steps.

Random walk problem

- A random walk describes a path that consists of a succession of **random** steps.
 - ◇ Path traced by a molecule as it travels in a liquid or a gas.
 - ◇ The price of a **fluctuating** stock.

Random walk problem

- A random walk describes a path that consists of a succession of **random** steps.
 - ◇ Path traced by a molecule as it travels in a liquid or a gas.
 - ◇ The price of a **fluctuating** stock.
 - ◇ Neuron firing in the brain.

Random walk problem

- A random walk describes a path that consists of a succession of **random** steps.
 - ◇ Path traced by a molecule as it travels in a liquid or a gas.
 - ◇ The price of a **fluctuating** stock.
 - ◇ Neuron firing in the brain.
- In its simplest idealized form, the problem can be formulated in the following traditional way.

Random walk problem

- A random walk describes a path that consists of a succession of **random** steps.
 - ◇ Path traced by a molecule as it travels in a liquid or a gas.
 - ◇ The price of a **fluctuating** stock.
 - ◇ Neuron firing in the brain.
- In its simplest idealized form, the problem can be formulated in the following traditional way.
- A drunk starts out from a lamppost located on a street.
- Each step he takes is of **equal** length L .

Random walk problem

- A random walk describes a path that consists of a succession of **random** steps.
 - ◇ Path traced by a molecule as it travels in a liquid or a gas.
 - ◇ The price of a **fluctuating** stock.
 - ◇ Neuron firing in the brain.
- In its simplest idealized form, the problem can be formulated in the following traditional way.
- A drunk starts out from a lamppost located on a street.
- Each step he takes is of **equal** length L .
- The man is, however, so drunk that the direction of each step, whether it is to the right or to the left, is completely **independent** of the preceding step.

Random walk problem

- All one can say is that each time the man takes a step, the probability of its being to the right is ' p ', while the probability of its being to the left is ' q '.

Random walk problem

- All one can say is that each time the man takes a step, the probability of its being to the right is 'p', while the probability of its being to the left is 'q'.
 - ◇ In the simplest case, $p = q$.

Random walk problem

- All one can say is that each time the man takes a step, the probability of its being to the right is 'p', while the probability of its being to the left is 'q'.
- ◇ In the simplest case, $p = q$.

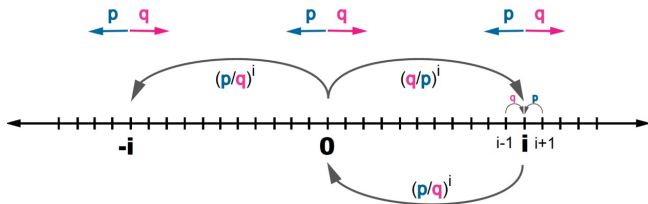
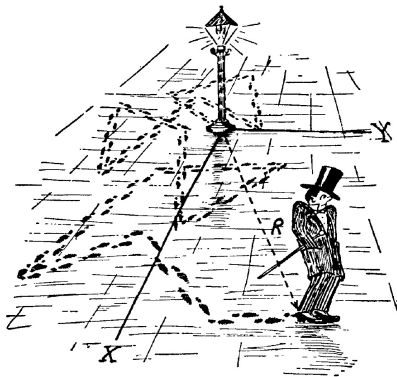


Figure: Random walk in 1 D

Random walk problem



Volume of a region

- **Problem:** Determine the volume of the region whose points satisfy the inequalities

$$\begin{cases} 0 \leq x \leq 1, & 0 \leq y \leq 1, & 0 \leq z \leq 1 \\ x^2 + \sin y \leq z \\ x - z + e^y \leq 1 \end{cases}$$

Volume of a region

- **Problem:** Determine the volume of the region whose points satisfy the inequalities

$$\begin{cases} 0 \leq x \leq 1, & 0 \leq y \leq 1, & 0 \leq z \leq 1 \\ x^2 + \sin y \leq z \\ x - z + e^y \leq 1 \end{cases}$$

- The first line defines a cube whose volume is 1.
 - ◇ The region defined by all the given inequalities is therefore a subset of this cube.

Volume of a region

- **Problem:** Determine the volume of the region whose points satisfy the inequalities

$$\begin{cases} 0 \leq x \leq 1, & 0 \leq y \leq 1, & 0 \leq z \leq 1 \\ x^2 + \sin y \leq z \\ x - z + e^y \leq 1 \end{cases}$$

- The first line defines a cube whose volume is 1.
 - ◇ The region defined by all the given inequalities is therefore a subset of this cube.
- If we generate ' n ' random points in the cube and determine that ' m ' of them satisfy the last two inequalities, then the volume of the desired region is approximately m/n .

Volume of a region

- Total random points

```
total_pnts = 5000;
```


Volume of a region

- Total random points

```
total_pnts = 5000;
```

- Generating random numbers

```
x = rand(total_pnts , 1);
```

```
y = rand(total_pnts , 1);
```

```
z = rand(total_pnts , 1);
```

Volume of a region

- Total random points

`total_pnts = 5000;`

- Generating random numbers

`x = rand(total_pnts , 1);`

`y = rand(total_pnts , 1);`

`z = rand(total_pnts , 1);`

- Inequalities

`cond_1 = x ^ 2 + sin (y);`

`cond_2 = x - z + exp (y);`

Volume of a region

- Points satisfying the inequalities

```
points_included = 0;
```

```
for k = 1 : total_pnts
```

```
    if (cond_1(k) <= z(k) ) && (cond_2(k) <= 1)
```

```
        points_included = points_included + 1;
```

```
    end
```

```
end
```

Volume of a region

- Points satisfying the inequalities

```
points_included = 0;
for k = 1 : total_pnts
    if (cond_1(k) <= z(k) ) && (cond_2(k) <= 1)
        points_included = points_included + 1;
    end
end
```

- Volume of the region

```
reg_vol = points_included / total_pnts;
disp( ['Approximated volume of the region = ', num2str
(reg_vol) ] )
```

Numerical integration

- **Problem:** Use MCM to approximate the integral

$$\int_{-1}^1 \int_{-1}^1 \int_{-1}^1 (x^2 + y^2 + z^2) \, dx \, dy \, dz.$$

Numerical integration

- **Problem:** Use MCM to approximate the integral

$$\int_{-1}^1 \int_{-1}^1 \int_{-1}^1 (x^2 + y^2 + z^2) dx dy dz.$$

- **Total number of random points**

`total_pnts = 5 * 10 ^ 4;`

Numerical integration

- **Problem:** Use MCM to approximate the integral

$$\int_{-1}^1 \int_{-1}^1 \int_{-1}^1 (x^2 + y^2 + z^2) dx dy dz.$$

- **Total number of random points**

$$\text{total_pnts} = 5 * 10^4;$$

- **Initial and final limits**

$$x_i = -1; \quad x_f = 1;$$

$$y_i = -1; \quad y_f = 1;$$

$$z_i = -1; \quad z_f = 1;$$

Numerical integration

- Multiplying factor

$$\text{mult_fac} = (x_f - x_i) * (y_f - y_i) * (z_f - z_i);$$

Numerical integration

■ Multiplying factor

$$\text{mult_fac} = (x_f - x_i) * (y_f - y_i) * (z_f - z_i);$$

■ Generating random numbers

$$x = x_i + (x_f - x_i) * \text{rand}(\text{total_pnts}, 1);$$
$$y = y_i + (y_f - y_i) * \text{rand}(\text{total_pnts}, 1);$$
$$z = z_i + (z_f - z_i) * \text{rand}(\text{total_pnts}, 1);$$

Numerical integration

■ Multiplying factor

$$\text{mult_fac} = (x_f - x_i) * (y_f - y_i) * (z_f - z_i);$$

■ Generating random numbers

$$x = x_i + (x_f - x_i) * \text{rand}(\text{total_pnts}, 1);$$

$$y = y_i + (y_f - y_i) * \text{rand}(\text{total_pnts}, 1);$$

$$z = z_i + (z_f - z_i) * \text{rand}(\text{total_pnts}, 1);$$

■ The integrand

$$f = x^2 + y^2 + z^2;$$

Numerical integration

- Value of the integral

```
integral_val = (mult_fac / total_pnts) * sum (f);  
disp([ 'Approximated value of the integral = ', num2str  
(integral_val)])
```

References

- https://en.wikipedia.org/wiki/Random_walk
- <https://galileo.phys.virginia.edu/classes/152.mf1i.spring02/RandomWalk.htm>
- <https://www.mathworks.com/matlabcentral/fileexchange/51260-random-walk-using-monte-carlo-randomized-algorithm>
- <https://www.mathworks.com/help/matlab/ref/quiver.html>
- <http://mcb111.org/w09/w09-lecture.html>
- https://en.wikipedia.org/wiki/Monte_Carlo_integration
- <https://www.scratchapixel.com/lessons/mathematics-physics-for-computer-graphics/monte-carlo-methods-in-practice/monte-carlo-integration>
- <https://www.youtube.com/watch?v=MKnjsqYVG4Y>