

Random Walk

Conclusion

As per the experiments performed for 9 samples of **n** with a 100 experiments in each experiment cycle, the mean distance **d** remained approximately near for every 10 experiment cycle results. Also it was obvious, with increasing value of **n**, the distance **d** increased.

In our experiment we can observe, the distance covered by a drunken man with a fixed **n** number of random steps remains almost closer, irrespective of the random moves made over multiple experiment cycles.

n - number of steps

d - mean of euclidean distance

Number of tests performed - 100 experiments per cycle, 10 cycles for each **n** steps

Evidence

n steps	50	60	70	80	90	100	150	200	250
<i>Cycle 1</i>	6.51	6.45	7.19	8.25	7.75	9.14	11.71	12.74	14.99
<i>Cycle 2</i>	6.18	6.68	7.42	8.02	8.18	8.96	10.72	11.93	13.64
<i>Cycle 3</i>	6.66	7.16	7.19	8.35	8.61	8.81	10.12	12.60	15.13
<i>Cycle 4</i>	6.05	6.63	6.74	7.65	8.11	8.84	9.94	12.91	14.02
<i>Cycle 5</i>	6.62	7.17	6.77	7.91	8.57	8.04	11.90	12.87	14.30
<i>Cycle 6</i>	5.99	6.78	8.21	8.43	8.19	8.87	10.88	12.43	14.01
<i>Cycle 7</i>	6.30	6.55	7.77	7.50	8.70	9.43	10.55	12.43	13.83
<i>Cycle 8</i>	6.04	6.74	7.48	8.18	8.98	9.08	11.31	11.97	14.10
<i>Cycle 9</i>	6.22	6.79	8.01	8.00	8.56	8.60	10.62	11.36	14.67
<i>Cycle 10</i>	6.56	6.87	7.16	8..23	9.49	8.79	10.69	12.94	15.17

The value of d remains in a closer range for every cycle with the same number of steps.

Code

RandomWalk.java

```
package edu.neu.coe.info6205.randomwalk;

import java.util.Random;

public class RandomWalk {

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

    private final Random random = new Random();

    /**
     * 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
     */
    private void move(int dx, int dy) {
        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) {
        for(int i=0; i<m; i++)
            randomMove();
    }

    /**
     * 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;
        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.
     *
     * @return the (Euclidean) distance from the origin to the current position.
     */
    public double distance() {
        // considering origin as post with coordinates (0,0) & (x,y) as final
        position after m steps
        double distance = Math.sqrt(Math.pow(x, 2) + Math.pow(y, 2));
        return distance;
    }

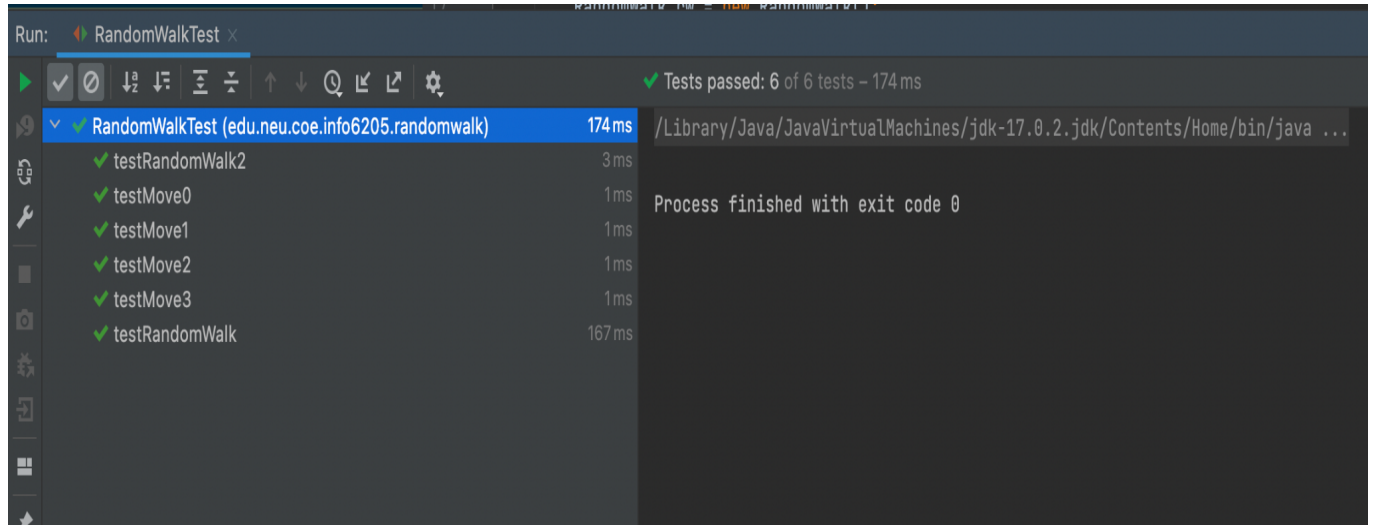
    /**
     * Perform multiple random walk experiments, returning the mean distance.
     *
     * @param m the number of steps for each experiment
     * @param n the number of experiments to run
     * @return the mean distance
     */
    public static double randomWalkMulti(int m, int n) {
        double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

    public static void main(String[] args) {
        if (args.length == 0)
            throw new RuntimeException("Syntax: RandomWalk steps [experiments]");
        int m = Integer.parseInt(args[0]);
        int n = 30;
        if (args.length > 1) n = Integer.parseInt(args[1]);
        double meanDistance = randomWalkMulti(m, n);
        System.out.println(m + " steps: " + meanDistance + " over " + n + "
experiments");
    }
}

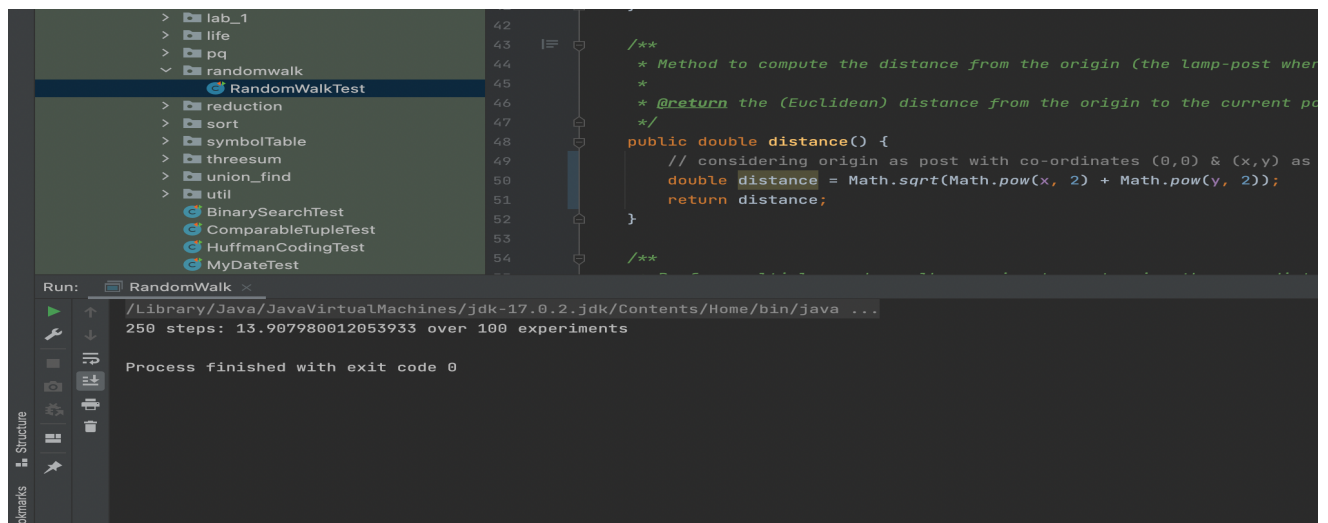
```

Screen shots

Unit Tests



Program console



Report by,
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