Q(1)i) Find P of them ending at some point ofter n step. we can model this as asystem where one of the glanks is stuck at atte origin, and the other drank takes 2n steps. Now for them to end up at the same point, the moving drunk how to prove neters right and ne steps left in an order. the number of such ordists is Hence, the probability of this is (as going ender with or lest

(as total number of possibilidies)

2) Pot drunk ending up at origin

for this to happen, he has do in more right exactly of times, and more left exactly of times. hence, if nis even, then the number of ways he can do this is,

D (2)

So $P = \int_{-\infty}^{\infty} \frac{r(z)^n}{(z)^n}$ if n is even 0 if n is odd.

3) Mean displacement.

let us define X; as as randor variable, where if the ith step is light, X;=1, and if it is left the X;=-1.

Mean displacement = E(X, +x2+x3... Xn)

as X; are independent of each of other, $E(x_1 + x_2 + x_3...x_n) = \sum_{i=1}^{n} E(x_i)$

how,
$$E(x) = \frac{1}{2} \cdot (-1) + \frac{1}{2} \cdot (1)$$

so $\sum_{i=1}^{n} E(x_i) = 0$
So mean displacement = 0.

Finan squared displacement -
$$E(\underbrace{2}_{i=1}^{2}x_{i}^{2})$$

= $E(x_{i}^{2} - p_{2}^{2} - x_{3}^{2}...) + 2(E(p_{i}p_{3}) - E(p_{2}p_{3}...))$

= $E(p_{i}^{2}) + E(p_{2}^{2})... + 2(E(p_{i}p_{3}) - E(p_{2}p_{3}...))$

$$E(x_{i}^{2}) = 1$$
 as $x_{i}^{2} = e_{i}^{2} + e_{i}^$

50 .1

mean squared displacement = (1+1+1: ratines)

+ (0+0+D...)

= 1)

Code Explanation

Question 1

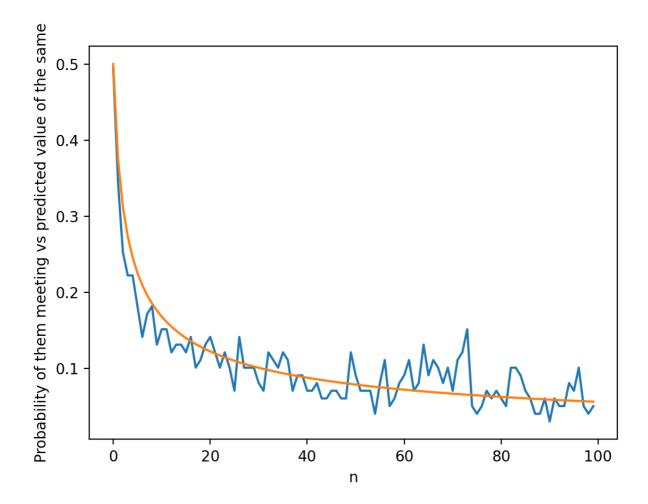
We basically ran a simulation multiple times, and found average values or displacement or displacement squared and found the probability of them ending at origin or of them meeting by dividing the number they ended at origin or met by the total number of trials.

We graph the findings below, comparing with the values we get mathematically. To see how we calculated the values, look at the pdf.

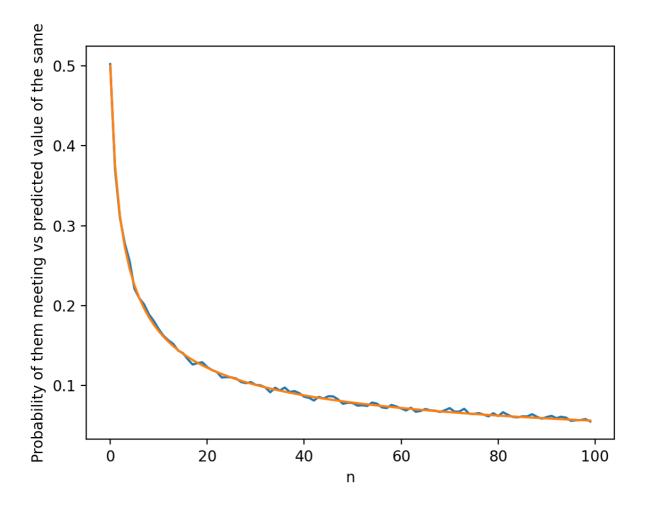
probability that they meet after n steps

In the below simulation, we ran 100 trials for each value of n, and used the results of these trials to find the probability that they will end at the same spot after n steps.

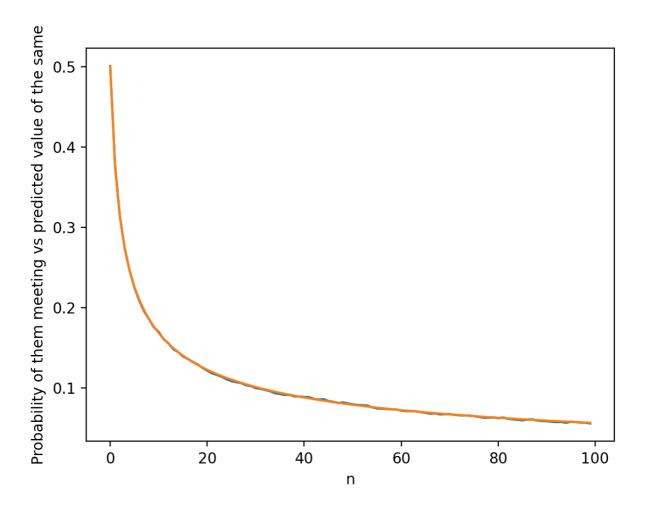
Blue represents the estimated value, while orange is the actual mathematical probability



Here, we ran 10000 trials.



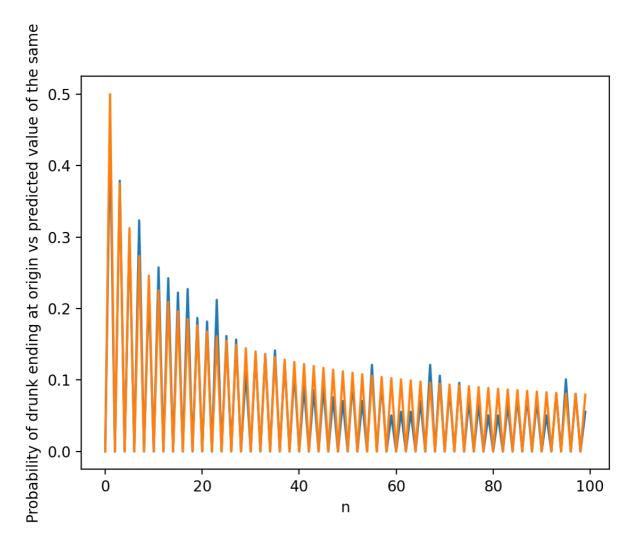
Here, we ran 100000 trials.



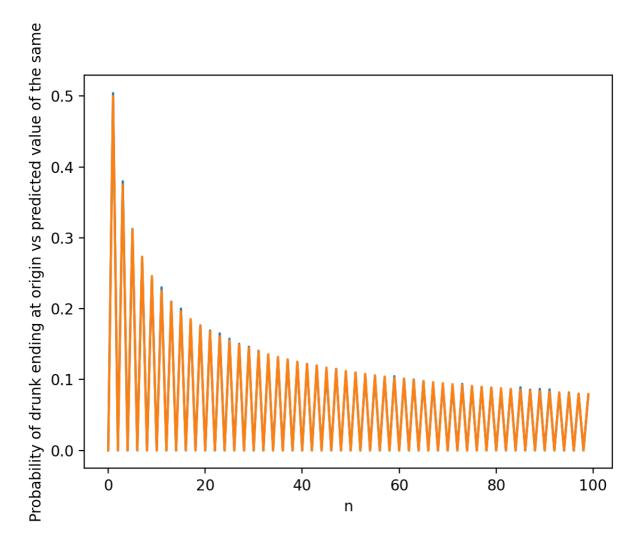
as you can see, when we run more trials, our estimate gets closer to the actual value

probability that they end at the origin

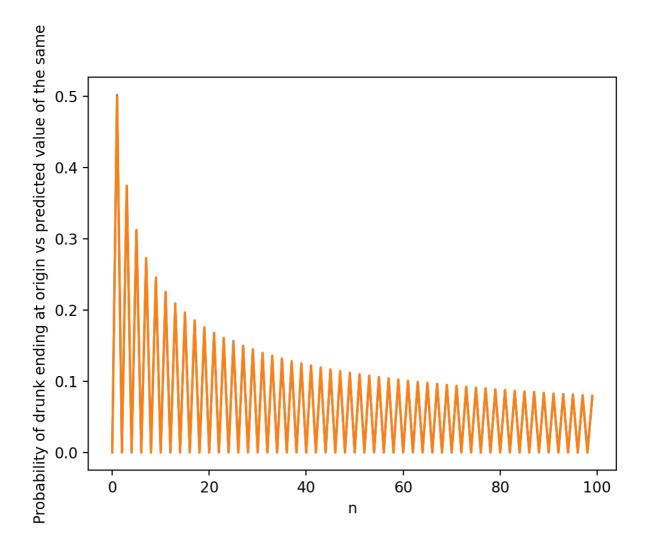
In the below simulation, we ran 200 trials for each value of n, and used the results of these trials to find the probability that they will end at the origin.



Here, we ran 20000 trials.



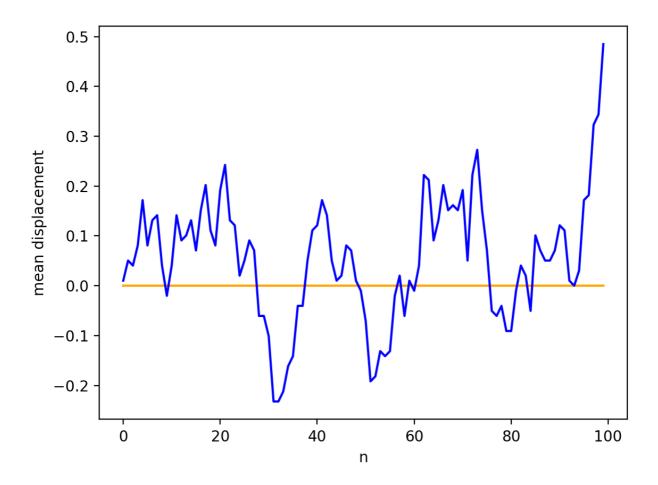
Here, we ran 200000 trials.



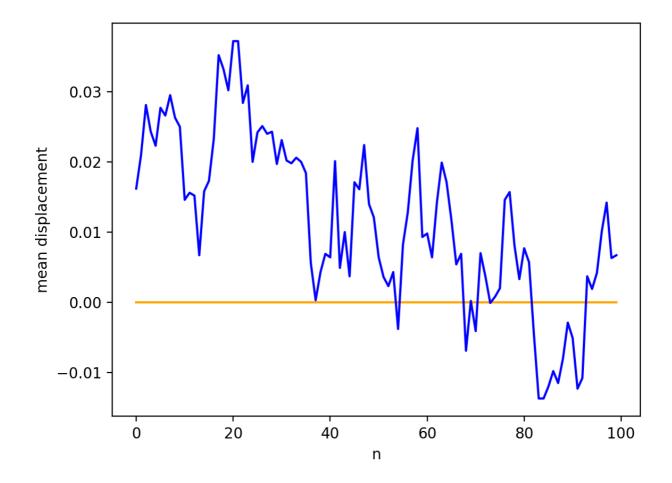
As you can see, when we run more trials, our estimate gets closer to the actual value

Mean Displacement

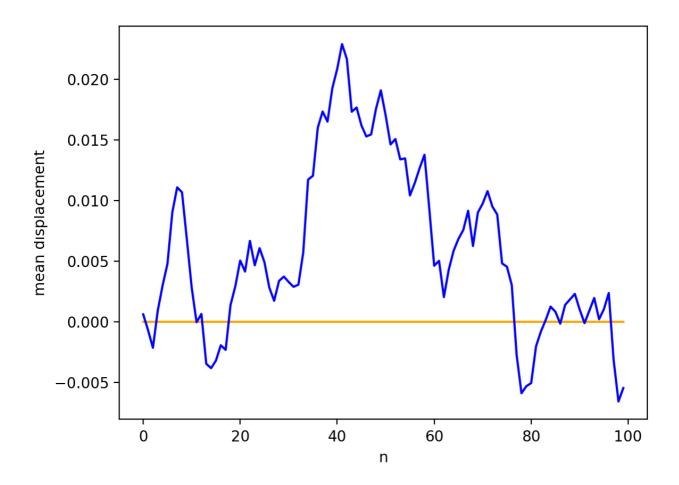
In the below simulation, we ran 100 trials for each value of n, and used the results of these trials to find the mean displacement



Here, we ran 10000 trials.



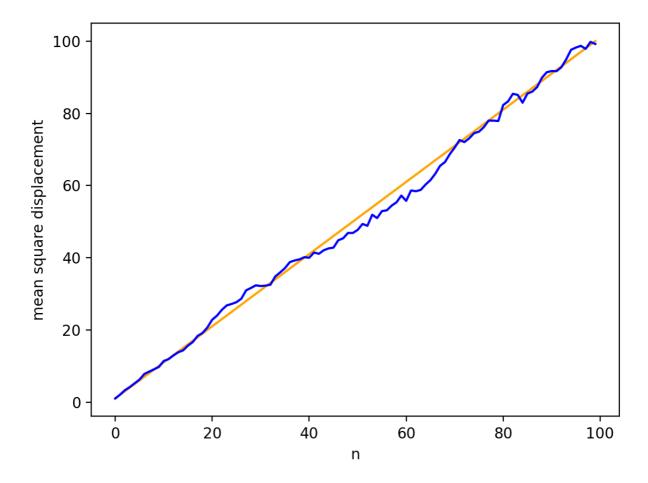
Here, we ran 100000 trials.



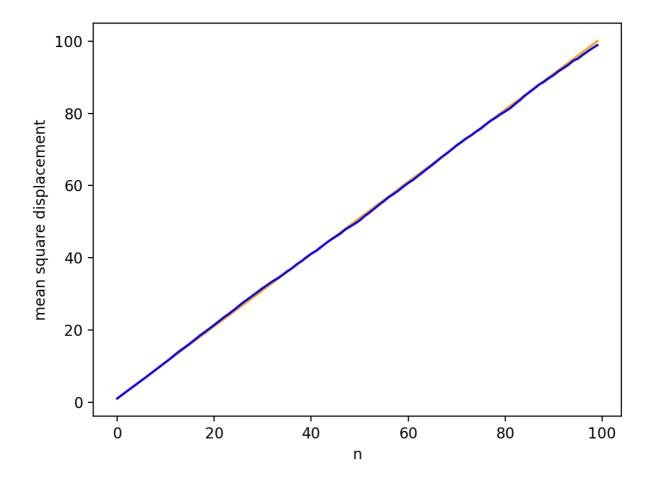
This gives random values, because of the nature of the problem. More trials wont necessarily give a more accurate value.

Mean Squared Displacement

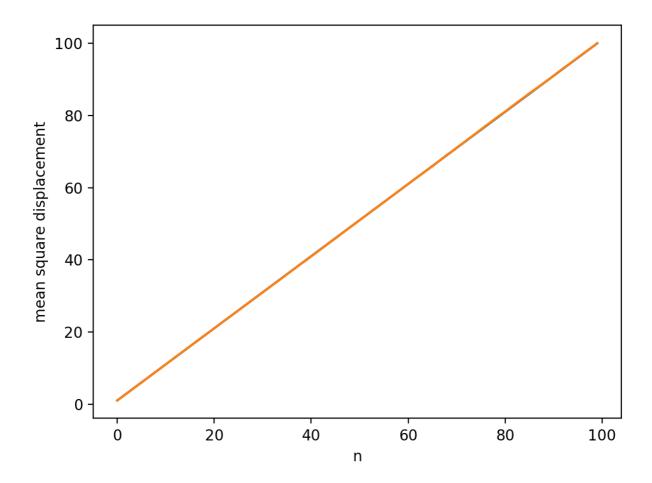
In the below simulation, we ran 100 trials for each value of \mathbf{n} , and used the results of these trials to find the average squared displacement



Here, we ran 10000 trials.



Here, we ran 100000 trials.



As you can see, when we run more trials, our estimate gets closer to the actual value