Kernel: SageMath 10.7

Two-Dimensional Random Walks

MATH 242 Modern Computational Math

Today we will start to understand properties of two-dimensional (2D) random walks.

Each position of a 2D random walk is an ordered pair of integers. Thus, a list of positions of a 2D random walk can be stored as a $N \times 2$ matrix, where N is the number of steps in the random walk.

Before we generate 2D random walks, we should practice using matrices in Sage.

```
In [21]:
          mat = matrix([[1,2,3], [4,5,6], [7,8,9]])
          print(mat)
Out[21]: [1 2 3]
         [4 5 6]
         [7 8 9]
 In [5]:
          mat[:2]
 Out[5]: [1 2 3]
         [4 5 6]
In [22]:
          mat[:,0]
Out[22]: [1]
         [4]
         [7]
 In [9]:
          print( mat.dimensions() )
          print( mat.nrows() )
          print( mat.ncols() )
 Out[9]: (3, 3)
         3
         3
In [10]:
          type( mat )
```

```
Out[10]: <class
         'sage.matrix.matrix integer dense.Matrix integer dense'>
In [11]:
          zero matrix(5, 3)
Out[11]: [0 0 0]
         [0 0 0]
         [0 0 0]
         [0 0 0]
         [0 \ 0 \ 0]
         Now we can generate a 2D random walk.
In [14]:
          # define the possible moves at each step of the random walk
          dirs = matrix( [[0,1],[0,-1],[1,0],[-1,0]] )
          # define the number of steps to take
          numSteps = 50
          # set up a numpy 2-D array to store the locations visited.
          locations = zero matrix(numSteps, 2)
          # take steps
          for i in range(1, numSteps):
              r = randrange(4) \# random value 0, 1, 2, or 3
              move = dirs[r] # direction to move
              locations[i] = locations[i-1] + move
          # output the random walk
          print(locations)
Out[14]: [ 0
              01
         [1 0]
         [1 - 1]
         [1 0]
         [ 0 0]
         \begin{bmatrix} 1 & 0 \end{bmatrix}
         [1 - 1]
         [2-1]
         [2-2]
         [2-3]
         [2 - 4]
         [ 3 -4]
         [3-5]
         [ 2 -5]
         [ 2 -6]
         [1-6]
         [1-7]
```

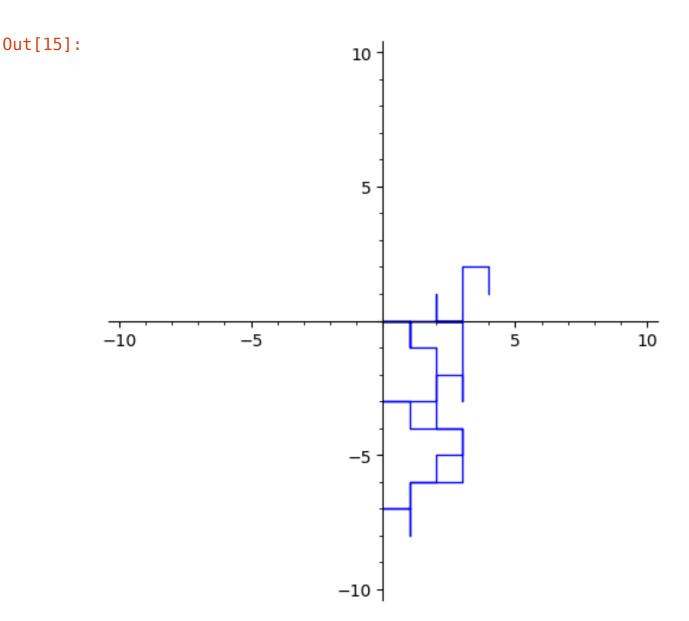
```
1 -8]
 1 -7]
[0-7]
[1 - 7]
[1-6]
 2 -6]
 3 -6]
 3 -5]
 3 -4]
[2 - 4]
 1 -4]
  1 -3]
  0 -3]
  1 -3]
 2 -3]
[ 2 -2]
 3 -2]
 3 -3]
 3 -2]
 3 -1]
 3
     0]
 2
     0]
 1
     0]
 2
     0]
 3
     0]
 2
     0]
 2
     1]
 2
     0]
 3
     0]
 3
     1]
[ 3
     2]
[ 4
     2]
```

[4

1]

We can also plot the random walk. Here, we will make a 2D plot.

```
In [15]: list_plot(locations, plotjoined=True, xmin=-10, xmax=10, ymin=-10, ymax=10, figsize=[5,5])
```



Now let's put our 2D random walk code into a function, so we can easily generate lots of 2D random walks.

```
In [1]: def randomWalk2D(numSteps):
    # define the possible moves at each step of the random
    walk
        dirs = matrix( [[0,1],[0,-1],[1,0],[-1,0]] )

        # set up a numpy 2-D array to store the locations
        visited.
        locations = zero_matrix(numSteps, 2)

        # take steps
        for i in range(1, numSteps):
            r = randrange(4)  # random value 0, 1, 2, or 3
            move = dirs[r]  # direction to move
            locations[i] = locations[i-1] + move
```

output the random walk return locations

```
In [20]:
            print(randomWalk2D(50))
Out[20]: [
              0
                   0]
                   0]
              1
              0
                   0]
                   0]
              1
              0
                   0]
              0
                  -1]
                  -1]
             - 1
                   0]
             - 1
              0
                   0]
                  -1]
              0
              0
                  -2]
              0
                  -3]
              0
                  -4]
                  -4]
             - 1
                  -5]
             - 1
                  -6]
             - 1
             - 1
                  -7]
              0
                  -7]
              0
                  -8]
              0
                  -9]
                  -8]
              0
             - 1
                  -8]
              0
                  -8]
              1
                  -8]
              1
                  -9]
              2
                  -9]
              2 -10]
              1 -10]
              0 -10]
              0
                  -9]
              1
                  -9]
              1
                  -8]
              1
                  -9]
                  -9]
              0
              0 -10]
              1 -10]
              1
                  -9]
              0
                  -9]
              1
                  -9]
              0
                  -9]
              0
                  -8]
              0
                  -9]
              1
                  -9]
              2
                  -9]
```

1

-9]

```
[ 2 -9]
[ 2 -8]
[ 2 -7]
[ 2 -6]
[ 2 -5]
```

Diameter of a 2D Random Walk

Define the *width* of a 2D random walk to be the maximum difference between any two x-coordinates attained by the walk. Similarly, define the *height* of the walk to be the maximum difference between any two y-coordinates. Define the *diameter* of the random walk to be the maximum of its width and height.

What is the average diameter of a 2D random walk after N steps? How does this depend on N?

First, a function that takes a 2D random walk (as a list of locations) and returns its diameter.

Testing:

```
In [3]:
          aWalk = randomWalk2D(30)
          print(aWalk)
         diameter2D(aWalk)
Out[3]: [ 0
              0]
         [ 1
              0]
         0 ]
              01
         [ - 1
              0]
              01
         [ 0
         [0-1]
         [ 0
              0]
         [0 - 1]
```

```
[ 0 -2]
[-1 -2]
[-1 -3]
[-2 - 3]
[-2 -2]
[-2 -1]
[-3 - 1]
[-3
    0]
[-4
    01
[-3
     0]
[-3
     1]
[-2
     1]
[ - 2
     0]
     1]
[-2
[-1
     11
[-1
    01
[ 0
     0]
[0 -1]
[-1 -1]
[-1 \quad 0]
[-1 -1]
[ 0 -1]
5
```

Function that computes the average diameter of many random walks, all with the same number of steps:

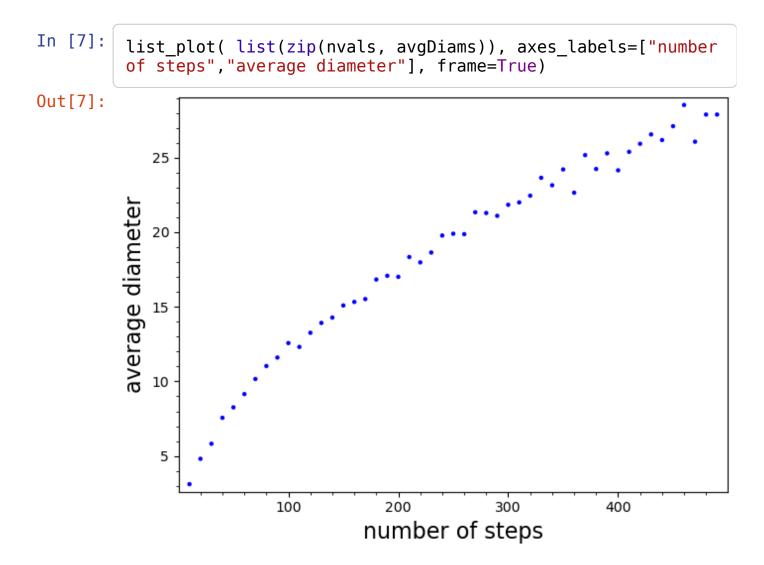
```
In [4]: # function that computes the diameter of a specified number
    of random walks, all with the same number of steps
    def avgDiameter2D(numSteps, numWalks):
        diams = [diameter2D(randomWalk2D(numSteps)) for _ in
        range(numWalks)]
        return sum(diams)/numWalks
```

Now compute the average diameter of 2D random walks for a selection of numbers of steps.

```
Out[5]: [311/100, 481/100, 291/50, 189/25, 413/50, 183/20, 254/25, 1103/100, 58/5, 1257/100, 1231/100, 663/50, 348/25, 357/25, 1509/100, 1533/100, 388/25, 1683/100, 427/25, 1701/100, 917/50, 899/50, 466/25, 989/50, 199/10, 1987/100, 1067/50, 2129/100, 211/10, 546/25, 22, 449/20, 473/20, 463/20,
```

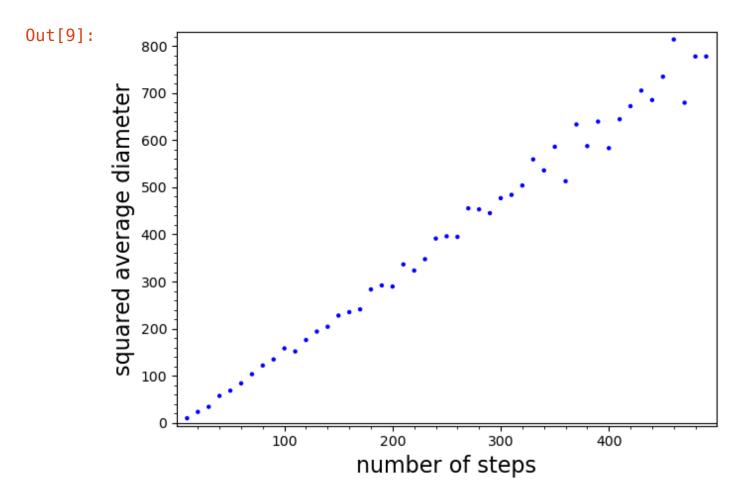
```
2421/100, 453/20, 2517/100, 606/25, 2529/100, 483/20, 2539/100, 2593/100, 664/25, 1309/50, 2711/100, 2853/100, 2607/100, 2789/100, 2789/100]
```

Make a plot of the average diameters we just computed:



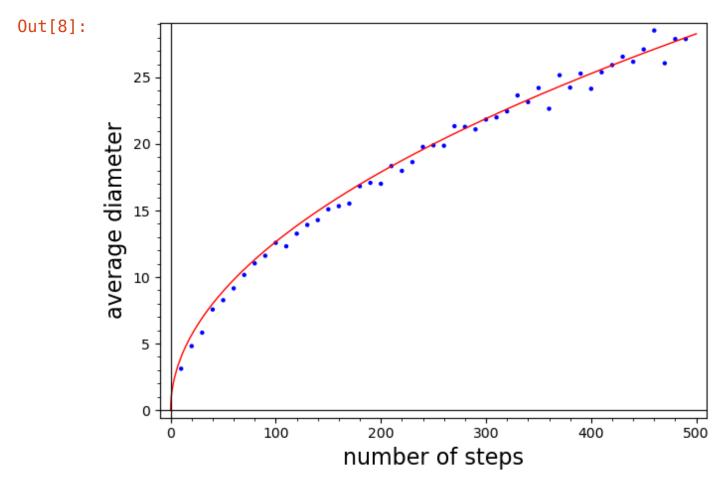
The previous plot looks like it might have a square-root shape, so let's plot the average diameters squared. Since this plot is nearly linear, the previous plot is proportional to a square root function.

```
In [9]: sqDiams = [d^2 for d in avgDiams]
list_plot(list(zip(nvals, sqDiams)), axes_labels=["number
of steps", "squared average diameter"], frame=True)
```



Since the slope of the linear plot is approximately 1.6, we conclude that the average diameter after n steps is approximately $\sqrt{1.6n}$. The following plot shows the average diameters along with this square root function.

```
In [8]: list_plot( list(zip(nvals, avgDiams)), axes_labels=["number
    of steps", "average diameter"], frame=True) +
    plot(sqrt(1.6*x), (x, 0, 500), color="red")
```



In [0]:

Four Quadrants

How likely is it that a 2D random walk visits all four quadrants of the plane within N steps? How does this depend on N?

In	[0]:	
In	[0]:	
In	[0]:	

Distinct Points

How many distinct points does a 2D random walk visit, on average, in N steps? How does this depend on N?

In	[0]:	
In	[0]:	
In	[0]:	