

Physical Principles in Biology  
Biology 3550  
Fall 2016

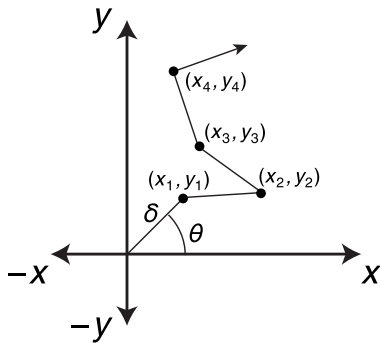
## Lecture 11

### Random Walks in Two Dimensions - Part 2

Friday, 16 September

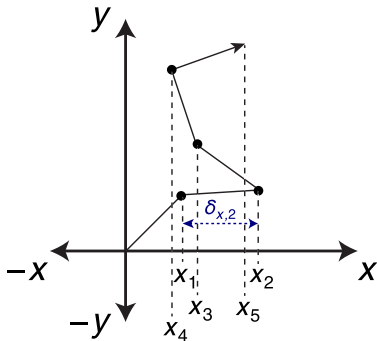
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# A Random Walk in Two Dimensions



- 1 Start at  $(x, y)$  coordinates  $(0,0)$ .
- 2 Choose a random direction, defined by the angle  $\theta$  from the  $x$ -axis.
- 3 Move distance  $\delta$  in the chosen direction.
- 4 Repeat 2 and 3 another  $(n - 1)$  times.

# A Random Walk in Two Dimensions



- $x$ -coordinates represent a random walk along the  $x$ -axis.
- Can also describe a random walk along the  $y$ -axis (or any other direction).
- What are  $\langle x_n \rangle$ ,  $\langle x_n^2 \rangle$  and  $\text{RMS}(x_n)$ ?
- Need the expected values of  $\delta_x$  and  $\delta_x^2$ ,  $E(\delta_x)$  and  $E(\delta_x^2)$

# Clicker Question #1

What is the expected value of  $\delta_x$ ,  $E(\delta_x)$ ?

- 1 0
- 2  $1/2$
- 3  $\delta^2/2$
- 4  $\delta \cos(\theta)$
- 5  $2\pi$

# The Expected Value of $\delta_x$

- For a discrete random variable,  $x$ , with discrete PDF,  $p(x)$ , the expected value is:

$$E(x) = \sum_{i=1}^n xp(x)$$

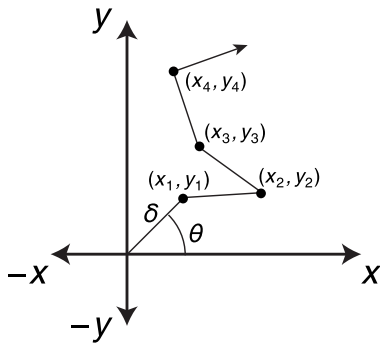
- For a continuous random variable,  $x$ , with range  $x_1 \leq x \leq x_2$  and continuous PDF,  $p(x)$ , the expected value is:

$$E(x) = \int_{x_1}^{x_2} xp(x)dx$$

- For  $\delta_x$ :

$$E(\delta_x) = \int_0^{2\pi} \overbrace{\delta \cos(\theta)}^{\delta_x} p(\theta) d\theta = \int_0^{2\pi} \delta \cos(\theta) \frac{1}{2\pi} d\theta = \frac{\delta \sin(\theta)}{2\pi} \Bigg|_{\theta=0}^{\theta=2\pi} = 0$$

# The Expected Value of $\delta_x$



- For each step,  $\delta_x$ , is as likely to have the value  $-a$  as the value  $+a$ .
- It makes sense that  $E(\delta_x) = 0$ .

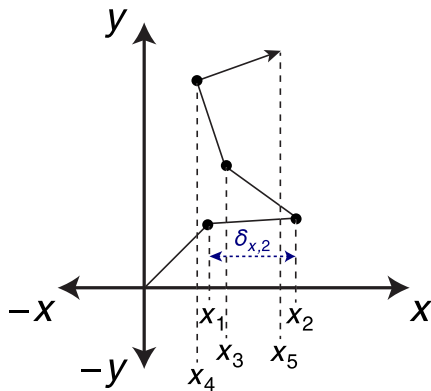
# The Expected Value of $\delta_x^2$

$$\begin{aligned} E(\delta_x^2) &= \int_0^{2\pi} (\delta \cos(\theta))^2 p(\theta) d\theta \\ &= \int_0^{2\pi} (\delta \cos(\theta))^2 \frac{1}{2\pi} d\theta \\ &= \frac{\delta^2 \left( \frac{\sin(2\theta)}{2} + \theta \right)}{4\pi} \Bigg|_{\theta=0}^{\theta=2\pi} = \frac{\delta^2}{2} \end{aligned}$$

- Now we can calculate  $\langle x_n \rangle$ ,  $\langle x_n^2 \rangle$  and  $\text{RMS}(x_n)$  for the 2-dimensional random walk!

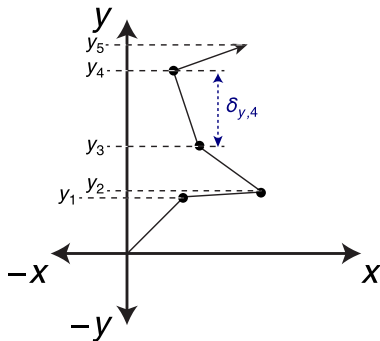
# The Random Walk Along the $x$ -axis (during the 2-dimensional random walk)

- $E(\delta_x) = 0$
- $E(\delta_x^2) = \delta^2/2$
- $\langle x_n \rangle = nE(\delta_x) = 0$
- $\langle x_n^2 \rangle = nE(\delta_x^2) = n\delta^2/2$
- $\text{RMS}(x_n) = \sqrt{\langle x_n^2 \rangle} = \sqrt{n/2}\delta$
- Allowing motion into a second dimension reduces the average (RMS) displacement (along the  $x$ -axis) by  $\sqrt{2}$



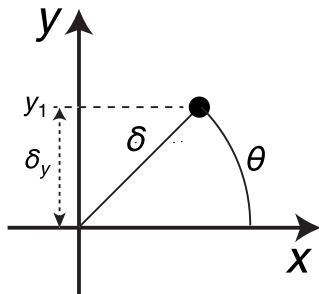


# A Random Walk in Two Dimensions



- $y$ -coordinates represent a random walk along the  $y$ -axis.
- What are  $\langle y_n \rangle$ ,  $\langle y_n^2 \rangle$  and  $\text{RMS}(y_n)$ ?
- Need the expected values of  $\delta_y$  and  $\delta_y^2$ ,  $E(\delta_y)$  and  $E(\delta_y^2)$

# A Continuous PDF for $\delta_y$

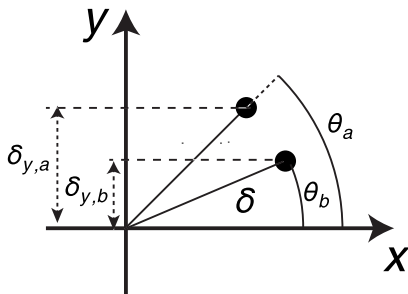


- $\delta_y$  is a continuous random variable.
- $\delta_y$  is related to  $\theta$  according to:

$$\sin(\theta) = \frac{\delta_y}{\delta}$$

$$\delta_y = \delta \sin(\theta)$$

# A Change of Coordinates



- The probability that  $\delta_y$  lies between  $\delta_{y,a}$  and  $\delta_{y,b}$  is the same as the probability that  $\theta$  lies between  $\theta_a$  and  $\theta_b$ .

$$\int_{\delta_{y,a}}^{\delta_{y,b}} p(\delta_y) d\delta_y = \int_{\theta_a}^{\theta_b} p(\theta) d\theta = \int_{\theta_a}^{\theta_b} \frac{1}{2\pi} d\theta$$

## Clicker Question #2

What is the expected value of  $\delta_y$ ,  $E(\delta_y)$ ?

1  0

2   $1/2$

3   $\delta^2/2$

4   $\delta \cos(\theta)$

5   $2\pi$

## Clicker Question #3

What is the expected value of  $\delta_y^2$ ,  $E(\delta_y^2)$ ?

1 0

2  $1/2$

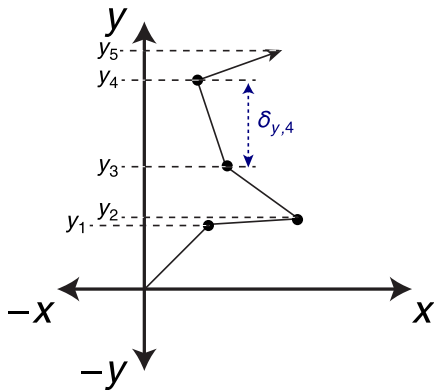
3  $\delta^2/2$

4  $\delta \cos(\theta)$

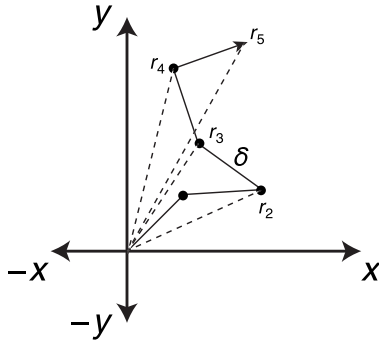
5  $2\pi$

# The Random Walk Along the $y$ -axis (during the 2-dimensional random walk)

- $E(\delta_y) = 0$
- $E(\delta_y^2) = \delta^2/2$
- $\langle y_n \rangle = nE(\delta_y) = 0$
- $\langle y_n^2 \rangle = nE(\delta_y^2) = n\delta^2/2$
- $\text{RMS}(y_n) = \sqrt{\langle y_n^2 \rangle} = \sqrt{n/2}\delta$
- **On average**, the walks along the  $y$ -axis are just like the walks along the  $x$ -axis.
- But each 2-dimensional walk will likely be different along the two axes.



# Distance from the Starting Point



- $r_i$  is the distance from the starting point to the position after step  $i$ .
- What are  $\langle r_n \rangle$ ,  $\langle r_n^2 \rangle$  and  $\text{RMS}(r_n)$ ?

# The Expected Value for $r^2$

- For a single random walk:

$$r_n^2 = x_n^2 + y_n^2$$

- For two independent random variables,  $A$  and  $B$

$$E(A + B) = E(A) + E(B)$$

- The expected value of  $r_n^2$ :

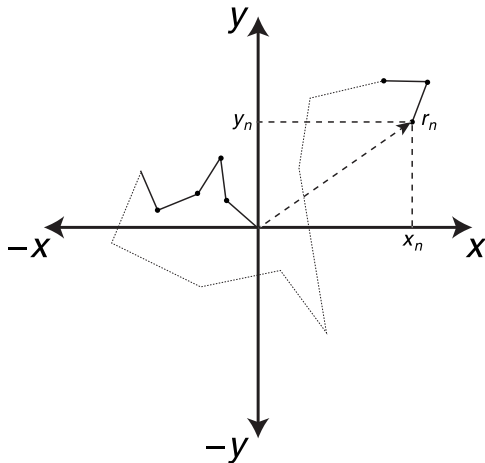
$$E(r_n^2) = E(x_n^2) + E(y_n^2)$$

- From before:

$$E(x_n^2) = n\delta^2/2 \quad \text{and} \quad E(y_n^2) = n\delta^2/2$$

$$E(r_n^2) = E(x_n^2) + E(y_n^2) = n\delta^2$$

$$\langle r_n^2 \rangle = n\delta^2 \quad \text{and} \quad \text{RMS}(r_n) = \sqrt{n}\delta$$



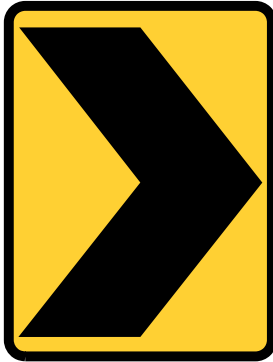


# Major Results for a Two-Dimensional Random Walk

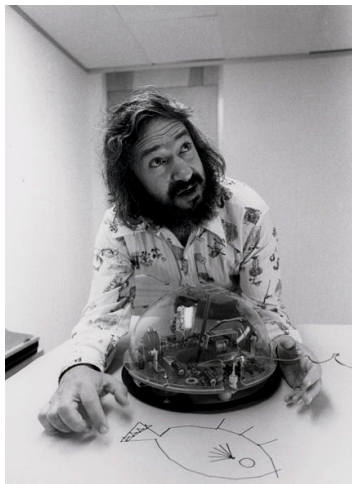
For  $n$  steps of length  $\delta$ :

- Displacement along the  $x$ - and  $y$ -axes (or any other direction):
  - Mean displacement:  $\langle x_n \rangle = \langle y_n \rangle = 0$ .
  - Mean square displacement:  $\langle x_n^2 \rangle = \langle y_n^2 \rangle = n\delta^2/2$
  - mean RMS displacement:  $\text{RMS}(x_n) = \sqrt{n/2}\delta$
- Distance from starting point,  $r$ :
  - Mean square displacement:  $\langle r_n^2 \rangle = n\delta^2$
  - mean RMS displacement:  $\text{RMS}(r_n) = \sqrt{n}\delta$
  - Mean displacement: ?

Warning!



Direction Change

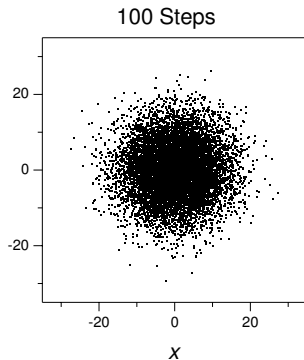
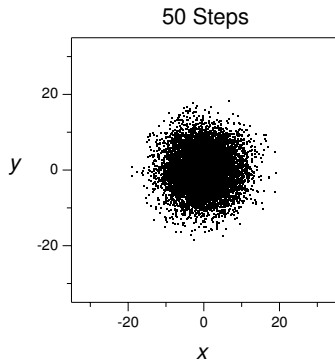


- Education researcher
- Computer scientist
- Co-developer of the Logo computer language

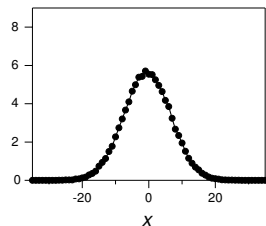
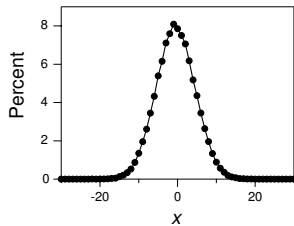
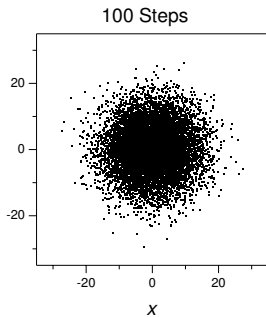
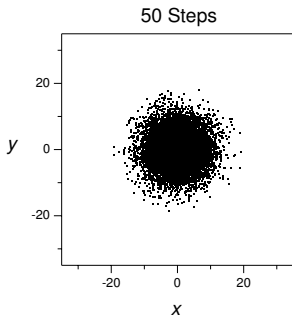
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<http://el.media.mit.edu/logo-foundation/>

# End Points for 2-d Random Walks, Step length = 1



# Final $x$ -Coordinate for 2-d Random Walks



# Final Distance from Origin for 2-d Random Walks

