



Probability is the very guide of life.

*Leonard Mlodinow, The Drunkard's Walk: How  
Randomness Rules Our Lives*

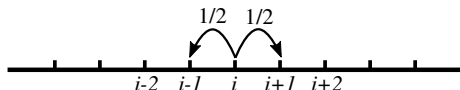
It takes only one drink to get me drunk. The trouble is, I  
can't remember if it's the thirteenth or the fourteenth.

*George Burns*

# Section 1

## The Drunkard's Walk

# A Simple Random Walk



- Imagine moving around the integers using the following rule:
  - ▶ starting at 0
  - ▶ at each time step, toss a fair coin
  - ▶ if heads, move left by 1
  - ▶ if tails, move right by 1

This is a simple *random walk*

- Questions:
  - ▶ *If we did this lots of times, what is the probability distribution across the set of points?*
  - ▶ If we had barriers, how long would it take to hit them?
  - ▶ How often does the walk cross over itself (particularly in 2D)?
  - ▶ ...

# Random Walk Generalisations

We can generalise this in various ways

- allow a biased coin
- allow larger jumps
- jump around on a 2D lattice of points

But for the moment let's keep it simple

# Random Walk Mathematics

Take a series of *random variables*  $\{X_i\}$  for  $i = 1, 2, \dots$  defined by

$$X_i = \begin{cases} 1, & \text{with probability } 1/2, \\ -1, & \text{with probability } 1/2. \end{cases}$$

Now we could describe the state of our random walk at time  $n$  as a random variable  $S_n$ , defined by  $S_0 = 0$  and

$$S_n = \sum_{i=1}^n X_i$$

This is a very common type of random process, and often analysed.

# Bernoulli distribution

A *Bernoulli* random variable is  $X$  such that

$$X_i = \begin{cases} 0, & \text{with probability } 1 - p, \\ 1, & \text{with probability } p. \end{cases}$$

Think of it as flipping a biased coin, with probability  $p$  of heads (or a “success”)

# Binomial distribution

The *Binomial* random variable  $Y \sim B(n, p)$  is what we get when we sum  $n$  Bernoulli random variables. It has probability distribution:

$$\text{Prob}(Y = k) = \binom{n}{k} p^k (1 - p)^{n-k}.$$

It has mean  $\mathbb{E}[Y] = np$  and variance  $\text{Var}(Y) = np(1 - p)$ .

The random-walk random variable is almost the same as the Binomial, except the components take values  $-1$  and  $1$  instead of  $0$  and  $1$ .



# Random Walk Distribution

- The random-walk random variable is almost the same as the Binomial, except the components take values -1 and 1 instead of 0 and 1.
- The main difference is
  - ▶ at time 1, we can only be in state -1 or 1
  - ▶ at time 2, we can only be in state -2, 0, or 2so at odd times = odd state, and even times = even state
- So, combining insight from Binomial, and the above we get a distribution following Pascal's triangle, *i.e.*,  $\binom{n}{k}$

$k$	-4	-3	-2	-1	0	1	2	3	4
$\text{Prob}(S_n = 0)$					1				
$2\text{Prob}(S_n = 1)$				1		1			
$2^2\text{Prob}(S_n = 2)$			1		2		1		
$2^3\text{Prob}(S_n = 3)$		1		3		3		1	
$2^4\text{Prob}(S_n = 4)$	1		4		6		4		1

# Tricks for understanding Random Walk Distribution

Expectation is the average or mean

Expectation is a *linear operator* which means

$$\mathbb{E}[A + B] = \mathbb{E}[A] + \mathbb{E}[B]$$

And so

$$\mathbb{E}[S_n] = \mathbb{E}\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n \mathbb{E}[X_i] = 0$$

# Tricks for understanding Random Walk Distribution

Variance is a measure of the spread of variability

Variance of *independent* random variables add

$$\text{Var}(A + B) = \text{Var}(A) + \text{Var}(B)$$

And so

$$\text{Var}(S_n) = \text{Var}\left(\sum_{i=1}^n X_i\right) = \sum_{i=1}^n \text{Var}(X_i) = \sum_{i=1}^n 1 = n$$

# Tricks for understanding Random Walk Distribution

The *Central Limit Theorem* says that for any sum like this<sup>1</sup>

$$\sqrt{n} \left[ \frac{S_n}{n} - \mu \right] \rightarrow N(0, \sigma^2),$$

where  $N(0, \sigma^2)$  denotes the normal or Gaussian distribution with mean 0 and variance  $\sigma^2$  (where this is the variance of the  $X_i$ ).

Here,  $X_i$  has  $\mu = 0$  and  $\sigma^2 = 1$ , so

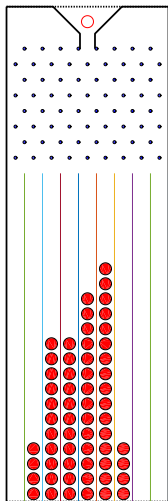
$$\frac{S_n}{\sqrt{n}} \rightarrow N(0, 1),$$

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<sup>1</sup>There are some conditions, and we need to define the notion of limit for probabilities more carefully.

# Galton Board

The Galton board or Quincunx demonstrates the Central Limit Theorem



# Tricks for understanding Random Walk Distribution

These three together (or just the last) give us a pretty clear picture that the distribution evolves towards a Gaussian (normal) distribution with well understood parameters.

# Example

# Activities

- Simulate and play with random walks
- Start thinking more seriously about your project



## Further reading I



Paul C. Bressloff, *Stochastic processes in cell biology*, ch. Diffusion in Cells: Random Walks and Brownian Motion, Springer, 2014,  
<http://www.springer.com/gp/book/9783319084879>.



Sheldon Ross, *Introduction to probability models*, Academic Press, 2010.