
#Here are the mathematical functions needed to implement the telescope's levy walk based sky foraging. It is written in python and runs
#on all computer platforms. Required packages include: pyephem, matplotlib, numpy and pylab

#!/usr/bin/env python

mathematical utilities and some statistical distributions

makelanguage, part III

july 2007

```
import numpy
from math import *
import matplotlib
from pylab import *
```

#<http://mathworld.wolfram.com/Pi.html>

pi = 3.14159265359

```
def sigmoid(beta, n, offset):
    val = (1 / (1 + power(math.e, (-beta * (n-offset)))))
    return(val)
```

```
def sigmoid_inv(beta, n, offset):
    #inverted; from max to min
    val = (1 / (1 + power(math.e, (beta * (n-offset)))))
    return(val)
```

```
def cauchyrand(a, b):
    #using the quantile function (inverse of the cdf) of the cauchy distribution
    return a + b*tan(pi*(randn()-0.5))
```

```
def LevyWalk(mean, std, lowerlimit, upperlimit, location, sfactor, numpoints, doshow=1):
    #with Cauchy Distribution; returns a pair of coordinates in radians
    x = []; xx = []
    y = []; yy = []
    tx = 0; ty = 0
    randvalues = numpy.random.normal(mean, std, numpoints)
    randvalues = randvalues*2*pi #scale values to degrees (0-2pi)
    walklength = ConstrainedCauchy(lowerlimit, upperlimit, location, sfactor, numpoints)
    for i in xrange(0, numpoints):
        y.append(walklength[i]*sin(randvalues[i]))
        x.append(walklength[i]*cos(randvalues[i]))
    if(doshow):
        for i in xrange(0,numpoints):
            tx = tx+x[i]
            ty = ty+y[i]
            xx.append(tx)
            yy.append(ty)
        figure(figsize=(8,8))
        axes([0.1, 0.1, 0.8, 0.8])
        plot(xx,yy, 'bD')
        plot(xx,yy, 'r-')
        text = "levy walk - pruned cauchy distribution (n=" + str(numpoints) + " ,scale factor=" + str(sfactor) + ")"
        title(text)
        grid(True)
        show()
    return(x,y)
```

```
def CauchyRandomVariables(location, sfactor, numpoints):
    #generate a series of cauchy random points at a desired location and scale factor (>0)
    cauchyvals=[]
    for i in arange(0, numpoints):
        cauchyvals.append(cauchyrand(location,sfactor))
    return(cauchyvals)
```

```

def ConstrainedCauchy(lowerlimit, upperlimit, location, sfactor, numpoints):
    #dont shorten paths, only elongate selectively, within the interval lower-upper
    ar = [];a=[];b=[];c=[];d=[];e=[];nvals = 0
    while(nvals < numpoints):
        a = CauchyRandomVariables(location, sfactor, numpoints)
        ar = array(a) #convert to array
        b = ar.compress((ar < -lowerlimit).flat)
        b = b.compress((b > -upperlimit).flat)
        c = ar.compress((ar > lowerlimit).flat)
        c = c.compress((c < upperlimit).flat)
        d = concatenate((b,c), axis=0)
        for i in xrange(0, len(d)):
            e.append(d[i])
        nvals = len(e)
        a=[];b=[];c=[];d=[];ar=[]
    pruned_values = e[0:(numpoints)]
    return(pruned_values)
#-----

```