# Markov chains and applications 

## Dr. András Pongrácz

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## Mixing time

## Total variation distance

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\left|\underline{\underline{x}}^{*} P^{k}-\underline{w}^{*}\right|_{T V}
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Furthermore, in the definition, we start from a Dirac distribution (concentrated on one state). We could start from any initial distribution, it would not affect the notion. See the exercises.

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According to a famous result, $t_{\text {mix }}=t_{\text {mix }}(1 / 4)=7$. If the $25 \%$ error rate is not good enough, ask for 12 shuffles.

## Walks on graphs

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The frequency of being at a given vertex $v$ is proportionate to the degree $d(v)$ of $v$. The mean recurrence time to $v$ is $2 m / d(v)$.

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## Theorem (Feige)

The cover time from any starting node in a graph with $n$ nodes is at least $(1+o(1)) n \log n$ and at most $(4 / 27+o(1)) n^{3}$. The cover time of a regular graph on $n$ nodes is at most $2 n^{2}$.

## Expanders

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A sequence $G_{i}=\left(V_{i}, E_{i}\right)$ of finite $k$-regular graphs is a one-sided (resp. two-sided) expander family if there is an $\varepsilon>0$ such that $G_{i}$ is a one-sided (resp. two-sided) $\varepsilon$-expander for all sufficiently large $i$.

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These are used in computer science for generating random numbers, de-randomizing non-deterministic algorithms, and constructing good error-correcting codes.

## Exercises

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3. Prove that the number of $(p, q)$ riffle shuffles (when the deck of $N$ cards is cut into piles of size $p$ and $q$ ) is $\binom{p+q}{q}$.
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6. Using the result of Problem 2, show that the total number of riffle shuffles is $2^{N}-N$. (Watch out for the identity permutation!)
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