

Markov chains and applications

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Week 12, University of Debrecen



Evolutionary processes

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Voting protocols



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social models: Holme, Newman (2006), Durrett et al. (2012), Basu, Sly (2015)



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Cooper et al. (2015): introduction of discordant protocols



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Common generalization: linear voting model.



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Average matrix: $M = p_1 M_1 + \dots + p_k M_k$



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If M is ergodic, then the probability that the process ends in the consensus $\underline{1}$ provided that the initial state is $\underline{\xi}$ is $\underline{\mu}^* \underline{\xi}$, where $\underline{\mu}^*$ is the (unique) stationary distribution of M .



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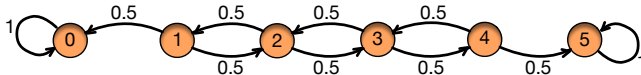
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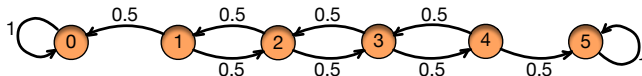
The runtime can be estimated too, e.g., by the conductance of the graph or the coalescence time, providing polynomial upper bounds.

Gambler's ruin

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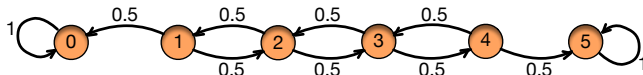


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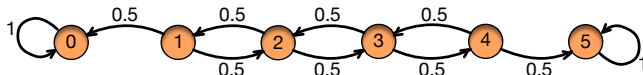
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On cycle graphs, the three discordant protocols are very similar (all very close to a gambler's ruin), so the game is nearly fair and concludes quickly. The discordant push (or some variant) is often used in computer science in P2P protocols (data sharing and synchronizing computers).

Exercises



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3. Find and verify the formulas for the probabilities of absorption and the expected runtime in the unfair gambler's ruin problem, when the probability to move to the left in each transient state is a fixed $p > 1/2$. (And understand why it is important to shuffle the deck properly before a new game of blackjack or poker.)



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4. Show that the fair gambler's ruin is indeed a fair game, i.e., a martingale, whereas the unfair gambler's ruin in the previous problem is a supermartingale.