# Markov chains and applications 

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## Infinite vectors, matrices

$$
\left(\begin{array}{cccc}
a_{1,1} & a_{1,2} & a_{1,3} & \cdots \\
a_{2,1} & a_{2,2} & a_{2,3} & \cdots \\
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\vdots & \vdots & \vdots & \ddots
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Stochastic: the (infinite) sum of elements in each row is 1 , and all elements are non-negative.
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We can multiply infinite row and column vectors (indexed by $\mathbb{N}$ or $\mathbb{N} \cup\{0\}$ ) in the logical way, by computing an infinite sum.

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$\lim _{k \rightarrow \infty} P^{k}=0$ (the walk fades away at infinity)

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The irreducible version (period is 2 ):


## Classification of states

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- positive recurrent if $m_{i}=E\left(\tau_{i i}\right)<\infty$ (which clearly implies that it is recurrent), and
- null recurrent if it is recurrent but not positive recurrent.
- transient otherwise, that is, if $\mathbb{P}\left(\tau_{i i}<\infty\right)<1$.

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What about countably infinite chains?

## Theorem

Given a countable Markov chain with two states $i$ and $j$ in the same strong connected component of the corresponding graph. Then $i$ is transient iff $j$ is.

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According to $\mathbb{P}\left(\tau_{i i}<\infty\right)=1$, a walk starting from $i$ hits $i$ infinitely often with probability 1 . (It is the intersection of countably infinitely many events each having probability 1.)

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Thus with positive probability, a walk starting from $i$ returns to $i$ only finitely many times, a contradiction.

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In the irreducible version, all states are null recurrent (cf. the exercises):


## Exercises

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1. We put a knight in a corner of a chessboard, and make random knight moves. What is the expected time of returning to the same corner square?
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3. Show that the cover time of the complete graph of $n$ vertices is asymptotically $n \log n$.
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5. Show that the cover time of the complete graph of $n$ vertices is asymptotically $n \log n$.
6. The $n$-lollipop graph consists of a complete graph of $n / 2$ vertices with a path of length $n / 2$ glued to a vertex. Show that the mean hitting time from any vertex $u$ of the complete graph to the base of the lollipop is at least cubic. Conclude a cubic lower bound for the cover time.
7. We put a knight in a corner of a chessboard, and make random knight moves. What is the expected time of returning to the same corner square?
8. Show that the cover time of the complete graph of $n$ vertices is asymptotically $n \log n$.
9. The $n$-lollipop graph consists of a complete graph of $n / 2$ vertices with a path of length $n / 2$ glued to a vertex. Show that the mean hitting time from any vertex $u$ of the complete graph to the base of the lollipop is at least cubic. Conclude a cubic lower bound for the cover time.
10. Prove that a connected graph is a two-sided expander iff it is not bipartite. (Hint: recall Hoffman's theorem.)
11. Let $\mathbb{N} \cup\{0\}$ be equipped with the irreducible fair walk structure (third slide): from every positive integer we move to each neighbor with equal probability $1 / 2$. Show that 0 is a null-recurrent state. (Hint: show that hitting $n$ from 0 has probability $1 / n$.)
12. Let $\mathbb{N} \cup\{0\}$ be equipped with the irreducible fair walk structure (third slide): from every positive integer we move to each neighbor with equal probability $1 / 2$. Show that 0 is a null-recurrent state. (Hint: show that hitting $n$ from 0 has probability $1 / n$.)
13. Classify all states in the previous example, and also in the unfair versions. That is, stepping to the right has probability $p$. What if $p>1 / 2$ ? And if $p<1 / 2$ ?
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15. Classify all states in the previous example, and also in the unfair versions. That is, stepping to the right has probability $p$. What if $p>1 / 2$ ? And if $p<1 / 2$ ?
16. Prove the proposition about communicating recurrent states.
