Will a random walker return home? Solution using electric networks

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Enrichment Programme for Young Mathematics Talents 27 June 2012

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## Simple random walk on $\mathbb{Z}^1$

The cat starts at 0 and jumps randomly.



# What is the probability that the cat never return to the starting position?

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**Theorem 1.**  $P_0$ {cat avoids 0 forever} = 0.

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**Theorem 1.**  $P_0$ {cat avoids 0 forever} = 0.

After one step, the cat will be at position 1 or position -1 (each has probability  $\frac{1}{2}$ ).

Conditioning on the first step,

$$\mathbf{P}_{0}\{\text{cat never returns to 0}\} = \frac{1}{2}\mathbf{P}_{1}\{\text{cat never visits 0}\} + \frac{1}{2}\mathbf{P}_{-1}\{\text{cat never visits 0}\}.$$

By symmetry,

 $\mathbf{P}_1$ {cat never visits 0} =  $\mathbf{P}_{-1}$ {cat never visits 0}.

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#### Gambler's ruin

Start with \$1. Gamble with a fair but infinitely rich guy.



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Aim:  $\mathbf{P}_1$ {cat never visits 0} = 0. For  $x \ge 0$ , let

 $u(x) = \mathbf{P}_{x} \{ \text{cat never visits 0} \}. \text{ (starting at } x \text{)}$ 

Then u(0) = 0 (since it starts at 0), and conditioning on the first step,

$$u(x) = \frac{1}{2}u(x-1) + \frac{1}{2}u(x+1), \quad x \ge 1.$$

(*u* is *discrete harmonic* on  $\mathbb{Z}^+$ .)

$$\Rightarrow u(x) - u(x-1) = u(x+1) - u(x).$$

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So *u* has constant increment. But  $0 \le u(x) \le 1$ . So  $u \equiv 0$ .  $\Box$ We have shown in fact that  $P_x$ {cat never visits 0} = 0 for all *x*.

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Simple random walk on  $\mathbb{Z}^2$ .

The frog starts at (0,0).



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Will the frog return to the starting leaf?

## Simple random walk on $\mathbb{Z}^3$ .

The monkey starts at (0, 0, 0).



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Will the monkey return to the starting point?

## Main theorem

**Theorem 2 (Polya 1921).** Consider the simple random walk on  $\mathbb{Z}^d$ , starting at the origin.

- If d = 1 or 2, the random walker will return to the starting point with probability 1. (recurrent)
- For *d* ≥ 3, there is a positive probability that the random walker will not return to the starting point. (*transient*)

The *electric network approach* is due to Nash-Williams (1959). Our presentation follows Doyle (1994).

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#### Connection with electric networks

Construct a network according to the lattice (the figure is the network for  $\mathbb{Z}^2$ ). Put a unit resistor on each edge.



#### Connection with electric networks

Claim: walk is recurrent  $\Leftrightarrow$  effective resistance is  $\infty$ 





Recurrent?

#### Connection with electric networks

Theorem 1 becomes an easy corollary.



Resistance from 0 to 'infinity' is

$$R = \frac{1}{2} + \frac{1}{2} + \frac{1}{2} + \cdots = \infty.$$

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Hence the walk on  $\mathbb{Z}^1$  is recurrent.

Consider a large square containing (0,0). Ground the boundary. Put a unit battery.



V(x, y) is the potential at the node (x, y). V(0, 0) = 1. V(x, y) = 0 on the boundary.

Consider an interior node  $\neq$  (0,0). *Ohm's law*: V = IR



 $l_{1} = V(x, y + 1) - V(x, y), l_{2} = V(x - 1, y) - V(x, y),$  $l_{3} = V(x, y) - V(x, y - 1), l_{4} = V(x, y) - V(x + 1, y).$ 

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current in = current out:  $I_1 + I_2 = I_3 + I_4$ . Hence

$$V(x, y + 1) - V(x, y) + V(x - 1, y) - V(x, y)$$
  
=  $V(x, y) - V(x, y - 1) + V(x, y) - V(x + 1, y)$ 

So *V* has the *averaging property*:

$$V(x,y) = \frac{1}{4}(V(x-1,y) + V(x,y+1) + V(x+1,y) + V(x,y-1)).$$

(Call V discrete harmonic.) Thus

 $\begin{cases} V(0,0) = 1 \\ V(x,y) = 0 \text{ on boundary} \\ V \text{ is discrete harmonic on interior} \setminus \{(0,0)\} \end{cases}$ 

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Let

 $U(x, y) = \mathbf{P}_{(x,y)}$ {frog visits (0,0) before hitting boundary}.



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Then U(0,0) = 1 and U(x, y) = 0 on boundary.

On interior  $\setminus \{(0,0)\}$ , conditioning on the first step,

$$U(x,y) = \frac{1}{4}(U(x-1,y)+U(x,y+1)+U(x+1,y)+U(x,y-1)).$$

We conclude:

$$U(0,0) = 1$$
  

$$U(x, y) = 0 \text{ on boundary}$$
  

$$U \text{ is discrete harmonic on interior} \setminus \{(0,0)\}$$

Hence *U* and *V* satisfies the same equations!

 $\Rightarrow U(x,y) = V(x,y)$  (uniqueness of solution)

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Probability is the voltage!

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Probability is the voltage!

 $\mathbb{P}_{(0,0)}\{\text{frog never returns to }(0,0)\text{ before hitting boundary}\}$ 

 $= 1 - \mathbb{P}_{(0,0)}$  {frog returns to (0,0) before hitting boundary}

$$= 1 - \frac{1}{4}(U(-1,0) + U(1,0) + U(0,1) + U(0,-1))$$
  
=  $1 - \frac{1}{4}(V(-1,0) + V(1,0) + V(0,1) + V(0,-1))$   
=  $\frac{1}{4}[(1 - V(-1,0)) + (1 - V(1,0)) + (1 - V(0,1)) + (1 - V(0,-1))]$   
=  $\frac{1}{4}$ current coming out from (0,0)

 $4 \times \text{effective resistance between } (0,0)$  and boundary

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Letting the boundary farther and farther away,

$$P_{(0,0)} \{ \text{frog never returns to } (0,0) \}$$

$$= \frac{1}{4 \times \text{effective resistance between } (0,0) \text{ and 'infinity'}}$$

$$= \frac{1}{4R}. \quad \Box$$
ofte: On  $\mathbb{Z}^1$ , we have
$$P_0 \{ \text{cat never returns to } 0 \} = \frac{1}{2R}.$$
In  $\mathbb{Z}^3$ , we have
$$P_{(0,0,0)} \{ \text{monkey never returns to } (0,0,0) \} = \frac{1}{6R}.$$

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Note: On  $\mathbb{Z}^1$ , we have

$$\mathbf{P}_0$$
{cat never returns to 0} =  $\frac{1}{2B}$ .

On  $\mathbb{Z}^3$ , we have

 $P_{(0,0,0)}$ {monkey never returns to (0,0,0)} =  $\frac{1}{6B}$ .

Replace the yellow edges with wires (*shorting*). Effective resistance decreases.



 $R \ge \frac{1}{4}\left(1 + \frac{1}{3} + \frac{1}{5} + \cdots\right) = \frac{1}{4}\sum_{n=1}^{\infty} \frac{1}{2n+1} = \infty.$ 

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Idea: If we cut away edges, resistance increases. Thus, if we can find a subnetwork with finite resistance, the whole  $\mathbb{Z}^3$  has finite resistance.

Construction: Start with 3 rays starting at the origin.



When a ray hits the plane  $x + y + z = 2^1 - 1$ , it splits into 3 rays:



Continue: When each ray hits the plane  $x + y + z = 2^n - 1$ , it splits into 3 rays.

The desired subnetwork is the traces of all the rays.



The subnetwork can be compared with a tree:



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Resistance of the tree:



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## **Further directions**

- ► Discrete harmonic functions  $(U(x, y) = \text{average}) \leftrightarrow$ harmonic functions  $(\frac{\partial^2 u}{\partial x^2} + \frac{\partial^2 u}{\partial y^2} = 0)$
- Gambler's ruin and martingales, financial mathematics
- Simple random walk and Brownian motion
- Random walk on trees and graphs



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## References and further readings

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