### 一维随机游走是暂态还是常返态?

$$\begin{split} &\sum_{n=1}^{\infty} P_{00}^n \\ &= \sum_{n=1}^{\infty} P_{00}^{2n} \\ &= \sum_{n=1}^{\infty} \frac{(2n)!}{n!n!} p^n (1-p)^n \\ &= \sum_{n=1}^{\infty} \frac{1 \times 2 \times \dots \times (2n-1) \times 2n}{(1 \times 2 \times \dots \times n) (1 \times 2 \times \dots \times n)} p^n (1-p)^n \\ &= \sum_{n=1}^{\infty} \frac{1 \times 3 \times \dots \times (2n-1) 2^n}{1 \times 2 \times \dots \times n} p^n (1-p)^n \quad (分子偶数项的每一个是分母第一部分每一个的两倍) \end{split}$$

寻找上界:

$$\sum_{n=1}^{\infty} \frac{1 \times 3 \times \dots \times (2n-1)2^n}{1 \times 2 \times \dots \times n} p^n (1-p)^n$$

$$< \sum_{n=1}^{\infty} \frac{2 \times 4 \times \dots \times 2n}{1 \times 2 \times \dots \times n} 2^n p^n (1-p)^n$$

$$= \sum_{n=1}^{\infty} (4p(1-p))^n$$

当  $p \neq 0.5$ 时:

$$\sum_{n=1}^{\infty} P_{00}^n$$

$$< \sum_{n=1}^{\infty} (4p(1-p))^n$$

$$< \sum_{n=1}^{\infty} 1^n$$

$$< \infty$$

寻找下界:

$$\sum_{n=1}^{\infty} \frac{1 \times 3 \times \dots \times (2n-1)2^n}{1 \times 2 \times \dots \times n} p^n (1-p)^n$$

$$= \sum_{n=1}^{\infty} \frac{1}{1} \cdot \frac{3}{2} \cdot \dots \cdot \frac{2n-3}{n-1} \frac{2n-1}{n} 2^n p^n (1-p)^n$$

$$= \sum_{n=1}^{\infty} \frac{3}{1} \cdot \frac{5}{2} \cdot \dots \cdot \frac{2n-1}{n-1} \frac{1}{n} 2^n p^n (1-p)^n \quad (分子整体向左移动)$$

$$> \sum_{n=1}^{\infty} 2^{n-1} \frac{1}{n} 2^n p^n (1-p)^n$$

$$= \sum_{n=1}^{\infty} \frac{1}{2n} (4p(1-p))^n$$

当 p = 0.5时:

$$\sum_{n=1}^{\infty} P_{00}^{n}$$
>  $\sum_{n=1}^{\infty} \frac{1}{2n} (4p(1-p))^{n}$ 
=  $\sum_{n=1}^{\infty} \frac{1}{2n}$ 
=  $\infty$ 

# 一维对称随机游走是正常返还是零常返?

$$\sum_{n=1}^{\infty} n P_{00}^{n}$$

$$\sum_{n=1}^{\infty} 2n P_{00}^{2n}$$

$$> \sum_{n=1}^{\infty} 2n \frac{1}{2n} (4p(1-p))^{n}$$

$$= \sum_{n=1}^{\infty} 1$$

$$= \infty$$

二维对称随机游走是暂态还是常返态?

$$\sum_{n=1}^{\infty} P_{00}^n$$

$$=\sum_{n=1}^{\infty}P_{00}^{2n}$$

$$=\sum_{n=1}^{\infty}\left(rac{1}{4}
ight)^{2n}\sum_{i=0}^{n}rac{(2n)!}{i!i!(n-i)!(n-i)!}$$

$$=\sum_{n=1}^{\infty}\left(rac{1}{4}
ight)^{2n}\sum_{i=0}^{n}rac{n!}{i!(n-i)!}rac{n!}{i!(n-i)!}rac{(2n)!}{n!n!}$$

$$= \sum_{n=1}^{\infty} \left(\frac{1}{4}\right)^{2n} \sum_{i=0}^{n} \binom{n}{i} \binom{n}{n-i} \binom{2n}{n}$$

$$=\sum_{n=1}^{\infty}\left(rac{1}{4}
ight)^{2n}inom{2n}{n}\sum_{i=0}^{n}inom{n}{i}inom{n}{n-i}$$

$$=\sum_{n=1}^{\infty}\left(rac{1}{4}
ight)^{2n}inom{2n}{n}inom{2n}{n}$$

(直观理解: 2n 个球, 在前 n 个选 i 个, 后 n 个选 n-i 个, 等价于 2n 个球直接选 n 个)

$$=\sum_{n=1}^{\infty}\left(rac{1}{4^n}
ight)^2inom{2n}{n}inom{2n}{n}$$

$$= \sum_{n=1}^{\infty} \left( \frac{(2n)!}{n! n! 2^n 2^n} \right)^2$$

$$=\sum_{n=1}^{\infty}\left(rac{1 imes2 imes\cdots2n}{(2 imes4 imes\cdots imes2n)(2 imes4 imes\cdots imes2n)}
ight)^{2}$$

$$=\sum_{n=1}^{\infty}\left(rac{1 imes3 imes\cdots imes2n-1}{2 imes4 imes\cdots imes2n}
ight)^2$$

$$= \sum_{n=1}^{\infty} \frac{1}{2} \cdot \frac{1}{2} \cdot \frac{3}{4} \cdot \frac{3}{4} \cdot \frac{5}{6} \cdot \frac{5}{6} \cdot \dots \cdot \frac{2n-1}{2n} \cdot \frac{2n-1}{2n}$$

$$=\textstyle\sum_{n=1}^{\infty}\frac{1}{2}\cdot\frac{3}{2}\cdot\frac{3}{4}\cdot\frac{5}{4}\cdot\frac{5}{6}\cdot\frac{7}{6}\cdots\frac{2n-1}{2n}\cdot\frac{1}{2n}$$

#### (分子整体向左移动)

$$= \sum_{n=1}^{\infty} \frac{1}{2} \cdot \frac{3}{2} \cdot \frac{3}{4} \cdot \frac{5}{4} \cdot \frac{5}{6} \cdot \frac{7}{6} \cdots \frac{2n-1}{2n} \cdot \frac{2n+1}{2n} \cdot \frac{1}{2n+1}$$

$$>\sum_{n=1}^{\infty}rac{1}{2}\cdotrac{3}{2}\cdotrac{1}{2}\cdotrac{3}{2}\cdotrac{2}{3}\cdotrac{4}{3}\cdot\cdot\cdotrac{n-1}{n}\cdotrac{n+1}{n}\cdotrac{1}{2n+1}$$

$$=\sum_{n=1}^{\infty}rac{1}{2}\cdotrac{3}{2}\cdotrac{1}{2}\cdot\left(rac{3}{2}\cdotrac{2}{3}
ight)\cdot\left(rac{4}{3}\cdotsrac{n-1}{n}
ight)\cdotrac{n+1}{n}\cdotrac{1}{2n+1}$$

(因为
$$\frac{2k-1}{2k} \cdot \frac{2k+1}{2k} = 1 - \frac{1}{4k^2} > 1 - \frac{1}{k^2} = \frac{k-1}{k} \cdot \frac{k+1}{k}$$
)
$$= \sum_{n=1}^{\infty} \frac{1}{2} \cdot \frac{3}{2} \cdot \frac{1}{2} \cdot \frac{n+1}{n} \cdot \frac{1}{2n+1}$$

$$> \sum_{n=1}^{\infty} \frac{1}{2} \cdot \frac{3}{2} \cdot \frac{1}{2} \cdot 1 \cdot \frac{1}{3n}$$

$$= \frac{1}{8} \sum_{n=1}^{\infty} \frac{1}{n}$$

 $=\infty$ 

# 三维对称随机游走是暂态还是常返态?

$$\begin{split} &\sum_{n=1}^{\infty} P_{00}^{n} \\ &= \sum_{n=1}^{\infty} P_{00}^{2n} \\ &= \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^{2n} \sum_{i+j=0}^{n} \frac{(2n)!}{i!i!j!j!(n-i-j)!(n-i-j)!} \\ &= \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^{2n} \binom{2n}{n} \sum_{i+j=0}^{n} \frac{n!}{i!j!(n-i-j)!} \frac{n!}{i!j!(n-i-j)!} \end{split}$$

接下来需要推导一个放缩:

首先当 i > j, 有:

$$egin{aligned} i!j! \ &= (i-1)! \cdot i \cdot (j+1)! \cdot rac{1}{j+1} \ &= (i-1)!(j+1)! rac{i}{j+1} \ &\geq (i-1)!(j+1)! \end{aligned}$$

同理可以得到:

$$egin{split} i!j! &\geq \left(rac{i+j}{2}
ight)! \left(rac{i+j}{2}
ight)! \ i!j!(n-i-j)! &\geq (n/3)!(n/3)!(n/3)! \ rac{n!}{i!j!(n-i-j)!} &\leq rac{n!}{(n/3)!(n/3)!(n/3)!} \end{split}$$

接下来继续:

$$\textstyle\sum_{n=1}^{\infty}P_{00}^{n}$$

$$= \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^{2n} {2n \choose n} \sum_{i+j=0}^{n} \frac{n!}{i!j!(n-i-j)!} \frac{n!}{i!j!(n-i-j)!}$$

$$\leq \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^{2n} {2n \choose n} \sum_{i+j=0}^{n} \frac{n!}{i!j!(n-i-j)!} \frac{n!}{(n/3)!(n/3)!(n/3)!(n/3)!}$$

$$= \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^{2n} {2n \choose n} \frac{n!}{(n/3)!(n/3)!(n/3)!} \sum_{i+j=0}^{n} \frac{n!}{i!j!(n-i-j)!}$$

$$= \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^{2n} {2n \choose n} \frac{n!}{(n/3)!(n/3)!(n/3)!} 3^{n}$$

(对于所有可能三种方向的全排列,就是全部的路径数)

$$= \sum_{n=1}^{\infty} \left(\frac{1}{6}\right)^n \left(\frac{1}{2}\right)^n \binom{2n}{n} \frac{n!}{(n/3)!(n/3)!(n/3)!}$$

$$= \sum_{n=1}^{\infty} \left(\frac{1}{3}\right)^n \left(\frac{1}{4}\right)^n \binom{2n}{n} \frac{n!}{(n/3)!(n/3)!(n/3)!}$$

接下来针对  $\left(\frac{1}{4}\right)^n \binom{2n}{n}$ ,回顾二维随机游走:

$$\left(\frac{1}{4}\right)^{2n} \binom{2n}{n} \binom{2n}{n} \\
= \frac{1}{2} \cdot \frac{3}{2} \cdot \frac{3}{4} \cdot \frac{5}{4} \cdot \frac{5}{6} \cdot \frac{7}{6} \cdot \dots \cdot \frac{2n-1}{2n} \cdot \frac{2n+1}{2n} \cdot \frac{1}{2n+1} \\
= \left(\frac{1}{2} \cdot \frac{3}{2}\right) \cdot \left(\frac{3}{4} \cdot \frac{5}{4}\right) \cdot \left(\frac{5}{6} \cdot \frac{7}{6}\right) \cdot \dots \cdot \left(\frac{2n-1}{2n} \cdot \frac{2n+1}{2n}\right) \cdot \frac{1}{2n+1} \\
< 1 \cdot 1 \cdot 1 \cdot \dots \cdot 1 \cdot \frac{1}{2n+1} \\
< \frac{1}{n}$$

因此有
$$\left(rac{1}{4}
ight)^n \binom{2n}{n} < rac{1}{\sqrt{n}}$$

我们继续:

$$\begin{split} &\sum_{n=1}^{\infty} P_{00}^{n} \\ &= \sum_{n=1}^{\infty} \left(\frac{1}{3}\right)^{n} \left(\frac{1}{4}\right)^{n} \binom{2n}{n} \frac{n!}{(n/3)!(n/3)!(n/3)!} \\ &< \sum_{n=3}^{\infty} \left(\frac{1}{3}\right)^{n} \frac{1}{\sqrt{n}} \frac{n!}{(n/3)!(n/3)!(n/3)!} \\ &\stackrel{n=3k}{=} \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} \frac{1}{3^{3k}} \frac{(3k)!}{k!k!k!} \\ &= \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} \frac{1}{(3 \times 6 \times \dots \times (3k-2) \times (3k-1) \times 3k)(3 \times 6 \times \dots \times 3k)(3 \times 6 \times \dots \times 3k)} \\ &= \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} \frac{1 \times 2 \times 4 \times 5 \dots \times 3k - 1}{(3 \times 6 \times \dots \times 3k)(3 \times 6 \times \dots \times (3k-2) \times (3k-1))} \\ &= \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} \frac{1}{3} \cdot \frac{2}{3} \cdot \frac{4}{6} \cdot \frac{5}{6} \dots \frac{3k-2}{3k} \cdot \frac{3k-1}{3k} \\ &= \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} \frac{2}{3} \cdot \frac{4}{3} \cdot \frac{5}{6} \cdot \frac{7}{6} \dots \frac{3k-1}{3k} \cdot \frac{1}{3k} \\ &= \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} \left(\frac{2}{3} \cdot \frac{4}{3}\right) \cdot \left(\frac{5}{6} \cdot \frac{7}{6}\right) \dots \left(\frac{3k-1}{3k} \cdot \frac{3k+1}{3k}\right) \cdot \frac{1}{3k+1} \\ &< \sum_{3k=1}^{\infty} \frac{1}{\sqrt{n}} 1 \cdot 1 \dots 1 \cdot \frac{1}{3k+1} \\ &\stackrel{3k=n}{=} \sum_{2k=1}^{\infty} \frac{1}{\sqrt{n}} \cdot \frac{1}{n+1} \end{split}$$

 $<\sum_{3k=1}^{\infty}\frac{1}{n\sqrt{n}}$ 

# 更高维的对称随机游走是暂态还是常返态?

更高维的对称随机游走相比与三维更容易放缩,均为暂态

### 为什么维度高了之后是暂态的? 直觉是什么?

假设我们在偏离 0 位置的地方,我们想要走到 0 处, 也就是 "内部":

- 一维随机游走的"内部"可以看作一根杆上的线段(如[-1,1])
- 二维随机游走的"内部"可以看作一个平面内的圆(如  $x^2 + y^2 = 1$ )

• 三维随机游走的"内部"可以看作一个空间内的一个球(如  $x^2+y^2+z^2=1$ )

可以发现:维度越高,"内部"相对于"外部"所占的"比例"会更小,因此也更难返回