

# Self-similar semigroups and finite state Markov chains

Arvind Ayer, Indian Institute of Science

Anne Schilling, University of California at Davis

**Benjamin Steinberg**, City College of New York

Nicolas Thiéry, Université Paris-Sud



February 28, 2013

Groups Acting on Rooted Trees and Around

# Outline

## Introduction and Examples

Sandpile models

The Toom-Tsetlin model

## Markov Chains and Monoids

$\mathcal{R}$ -trivial monoids

## Wreath Product Representations

Sandpile models as wreath products

The Toom-Tsetlin model and rooted trees

## Results

Sandpile models

Toom-Tsetlin model

# Background

- Beginning with Grigorchuk, Bartholdi and Żuk, people have been using groups acting spherically transitively on trees to study random walks.

# Background

- Beginning with Grigorchuk, Bartholdi and Żuk, people have been using groups acting spherically transitively on trees to study random walks.
- Idea: the Markov operator of the random walk on the Schreier graph of a generic parabolic subgroup can be approximated by the Markov operators associated to the finite levels.

# Background

- Beginning with Grigorchuk, Bartholdi and Żuk, people have been using groups acting spherically transitively on trees to study random walks.
- Idea: the Markov operator of the random walk on the Schreier graph of a generic parabolic subgroup can be approximated by the Markov operators associated to the finite levels.
- One can try to use self-similarity to recursively compute eigenvalues and then obtain spectral data of the original random walk by a limiting process.

# Background

- Beginning with Grigorchuk, Bartholdi and Żuk, people have been using groups acting spherically transitively on trees to study random walks.
- Idea: the Markov operator of the random walk on the Schreier graph of a generic parabolic subgroup can be approximated by the Markov operators associated to the finite levels.
- One can try to use self-similarity to recursively compute eigenvalues and then obtain spectral data of the original random walk by a limiting process.
- If the action is essentially free, one recovers in the limit the random walk on the Cayley graph of the group.

# Goal

- Here we take the opposite tact.

# Goal

- Here we take the opposite tact.
- We study families of finite state Markov chains by realizing them as the levels of a monoid acting on a rooted tree.



# Goal

- Here we take the opposite tact.
- We study families of finite state Markov chains by realizing them as the levels of a monoid acting on a rooted tree.
- More generally, we use ideas from the theory of iterated wreath products and self-similar groups to analyze families of finite state Markov chains.

# Goal

- Here we take the opposite tact.
- We study families of finite state Markov chains by realizing them as the levels of a monoid acting on a rooted tree.
- More generally, we use ideas from the theory of iterated wreath products and self-similar groups to analyze families of finite state Markov chains.
- We have managed to do this with some success but are just at the beginning.

# Abelian sandpile models

- Classical sandpile model: each vertex of the graph  $\Gamma$  can hold some amount of sand.

# Abelian sandpile models

- Classical sandpile model: each vertex of the graph  $\Gamma$  can hold some amount of sand.
- Configurations are distributions of grains of sand at each site.

# Abelian sandpile models

- Classical sandpile model: each vertex of the graph  $\Gamma$  can hold some amount of sand.
- Configurations are distributions of grains of sand at each site.
- Grains **fall** randomly into sites.

# Abelian sandpile models

- Classical sandpile model: each vertex of the graph  $\Gamma$  can hold some amount of sand.
- Configurations are distributions of grains of sand at each site.
- Grains **fall** randomly into sites.
- Grains **topple** to neighboring sites.

# Abelian sandpile models

- Classical sandpile model: each vertex of the graph  $\Gamma$  can hold some amount of sand.
- Configurations are distributions of grains of sand at each site.
- Grains **fall** randomly into sites.
- Grains **topple** to neighboring sites.
- Grains **fall off** at sinks.

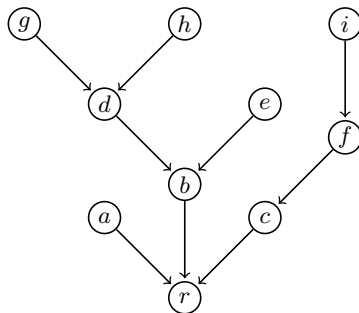
# Abelian sandpile models

- Classical sandpile model: each vertex of the graph  $\Gamma$  can hold some amount of sand.
- Configurations are distributions of grains of sand at each site.
- Grains **fall** randomly into sites.
- Grains **topple** to neighboring sites.
- Grains **fall off** at sinks.
- Prototypical model for the phenomenon of **self-organized criticality**, like a heap of sand.



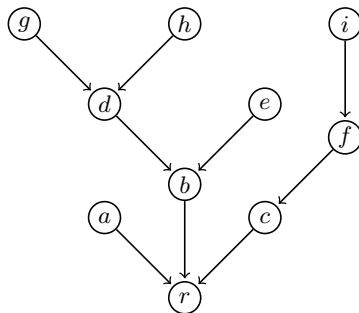
# Non-abelian sandpile models on routed trees

- One has a finite rooted tree  $\mathcal{T}$ .



# Non-abelian sandpile models on routed trees

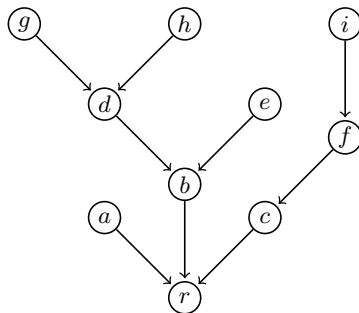
- One has a finite rooted tree  $\mathcal{T}$ .



- Each vertex  $v$  has a **threshold**  $T_v$ .

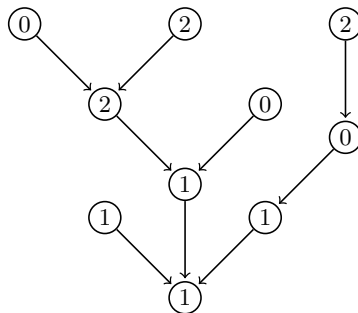
# Non-abelian sandpile models on routed trees

- One has a finite rooted tree  $\mathcal{T}$ .



- Each vertex  $v$  has a **threshold**  $T_v$ .
- Configurations are placements of grains of sand at the vertices, not to exceed the thresholds.

# A configuration of the sandpile model



A configuration when all thresholds are 2.

# The dynamics: sand enters the system

- We consider two different Markov chains with this state set.

# The dynamics: sand enters the system

- We consider two different Markov chains with this state set.
- In both models, a grain of sand can enter at leaf.

## The dynamics: sand enters the system

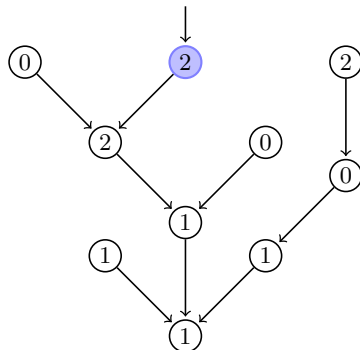
- We consider two different Markov chains with this state set.
- In both models, a grain of sand can enter at leaf.
- The sand particle moves along the geodesic from the leaf to the root until it finds a vertex below its threshold.

## The dynamics: sand enters the system

- We consider two different Markov chains with this state set.
- In both models, a grain of sand can enter at leaf.
- The sand particle moves along the geodesic from the leaf to the root until it finds a vertex below its threshold.
- If all vertices on the geodesic are full, the sand particle leaves the system.

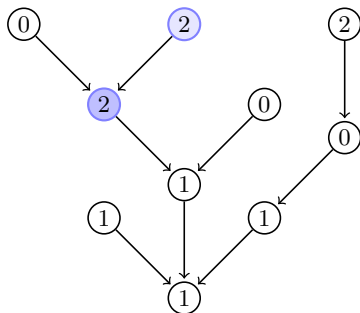


# Grain of sand entering at a leaf



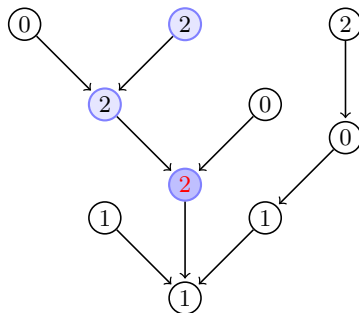
A sand particle entering when all thresholds are 2.

## Grain of sand entering at a leaf



A sand particle entering when all thresholds are 2.

## Grain of sand entering at a leaf



A sand particle entering when all thresholds are 2.

# The dynamics: toppling

- Vertices can also topple.

# The dynamics: toppling

- Vertices can also topple.
- We studied two variants.

# The dynamics: toppling

- Vertices can also topple.
- We studied two variants.
- **Landslide model**: when a vertex topples *all* its sand particles leave the vertex and move along the geodesic to the root, filling the first available sites.

# The dynamics: toppling

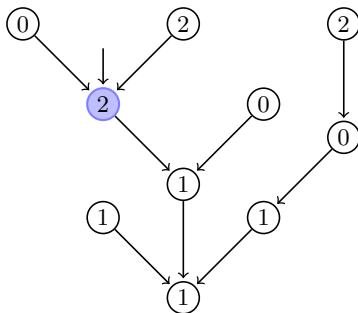
- Vertices can also topple.
- We studied two variants.
- **Landslide model**: when a vertex topples *all* its sand particles leave the vertex and move along the geodesic to the root, filling the first available sites.
- **Trickle-down model**: only *one* sand particle leaves a vertex when it topples.

# The dynamics: toppling

- Vertices can also topple.
- We studied two variants.
- **Landslide model**: when a vertex topples *all* its sand particles leave the vertex and move along the geodesic to the root, filling the first available sites.
- **Trickle-down model**: only *one* sand particle leaves a vertex when it topples.
- If all thresholds are 1, the two models coincide.

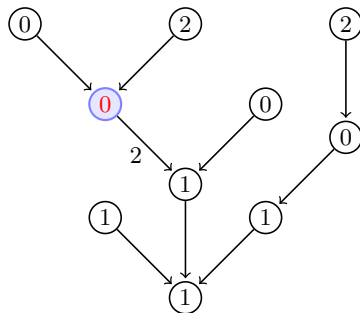


# Toppling in the Landslide model



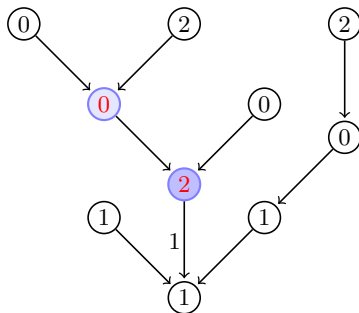
A vertex toppling when all thresholds are 2.

# Toppling in the Landslide model



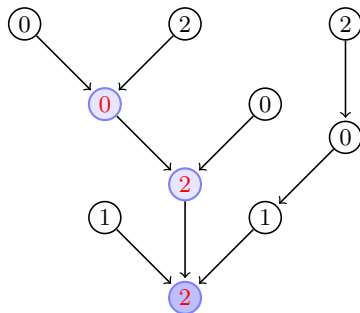
A vertex toppling when all thresholds are 2.

# Toppling in the Landslide model



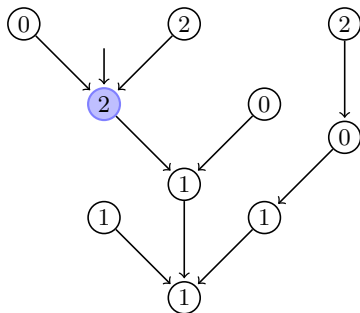
A vertex toppling when all thresholds are 2.

# Toppling in the Landslide model



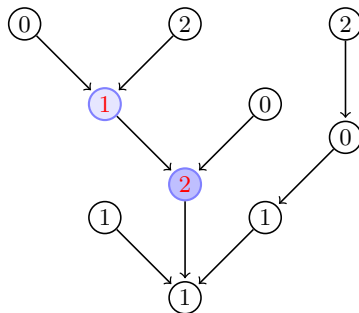
A vertex toppling when all thresholds are 2.

## Toppling in the Trickle-down model



A vertex toppling when all thresholds are 2.

# Toppling in the Trickle-down model



A vertex toppling when all thresholds are 2.

# The Tsetlin library

- The [Tsetlin library](#) is a classical Markov chain.

# The Tsetlin library

- The [Tsetlin library](#) is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .



# The Tsetlin library

- The [Tsetlin library](#) is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.

# The Tsetlin library

- The [Tsetlin library](#) is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.

# The Tsetlin library

- The **Tsetlin library** is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.
- Typical transition: moving  $b_3$  to the front.

$$b_5 b_2 \textcolor{red}{b_3} b_1 b_4$$

# The Tsetlin library

- The **Tsetlin library** is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.
- Typical transition: moving  $b_3$  to the front.

$$b_5 b_3 b_2 b_1 b_4$$

# The Tsetlin library

- The **Tsetlin library** is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.
- Typical transition: moving  $b_3$  to the front.

$$b_3 b_5 b_2 b_1 b_4$$

# The Tsetlin library

- The **Tsetlin library** is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.
- Typical transition: moving  $b_3$  to the front.

$$b_3 b_5 b_2 b_1 b_4$$

- This Markov chain can be completely analyzed using the representation theory of monoids.

# The Tsetlin library

- The **Tsetlin library** is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.
- Typical transition: moving  $b_3$  to the front.

$$b_3 b_5 b_2 b_1 b_4$$

- This Markov chain can be completely analyzed using the representation theory of monoids.
- Work of Bidigare, Hanlon and Rockmore, then Diaconis and Brown.

# The Tsetlin library

- The **Tsetlin library** is a classical Markov chain.
- One has a bookshelf with books  $b_1, \dots, b_n$ .
- Each time you use a book, you replace it at the front.
- Long term behavior: favorite books will be at the front.
- Typical transition: moving  $b_3$  to the front.

$$b_3 b_5 b_2 b_1 b_4$$

- This Markov chain can be completely analyzed using the representation theory of monoids.
- Work of Bidigare, Hanlon and Rockmore, then Diaconis and Brown.
- This is only a random walk on  $S_n$  when all books are equally likely to be chosen: **random-to-top shuffle**.



# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.
- Typical transition: moving the second copy of  $b_3$ .

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.
- Typical transition: moving the second copy of  $b_3$ .

$$b_4 b_3 b_1 b_4 b_5 b_2 \textcolor{red}{b}_3 b_1 b_4$$

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.
- Typical transition: moving the second copy of  $b_3$ .

$$b_4 b_3 b_1 b_4 b_5 \textcolor{red}{b}_3 b_2 b_1 b_4$$

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.
- Typical transition: moving the second copy of  $b_3$ .

$$b_4 b_3 b_1 b_4 \textcolor{red}{b}_3 b_5 b_2 b_1 b_4$$

# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.
- Typical transition: moving the second copy of  $b_3$ .

$$b_4 b_3 b_1 \textcolor{red}{b}_3 b_4 b_5 b_2 b_1 b_4$$



# The Toom-Tsetlin library: first variant

- We consider the following two generalizations.
- In the first variation, we have  $m_i$  copies of book  $b_i$ .
- A typical transition takes the  $j^{th}$  copy of book  $b_i$  and replaces it after the  $(j - 1)^{st}$  copy.
- Typical transition: moving the second copy of  $b_3$ .

$$b_4 b_3 \textcolor{red}{b}_3 b_1 b_4 b_5 b_2 b_1 b_4$$

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.
- We can have up to  $L$  copies of any of the books.

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.
- We can have up to  $L$  copies of any of the books.
- The transition “move the  $j^{th}$  copy of  $b_i$ ” works as before if there at least  $j$  copies of  $b_i$ .

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.
- We can have up to  $L$  copies of any of the books.
- The transition “move the  $j^{th}$  copy of  $b_i$ ” works as before if there at least  $j$  copies of  $b_i$ .
- If there are  $j - 1$  copies of  $b_i$ , then a copy of  $b_i$  is inserted immediately after the  $(j - 1)^{st}$  copy, removing the last book on the shelf.

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.
- We can have up to  $L$  copies of any of the books.
- The transition “move the  $j^{th}$  copy of  $b_i$ ” works as before if there at least  $j$  copies of  $b_i$ .
- If there are  $j - 1$  copies of  $b_i$ , then a copy of  $b_i$  is inserted immediately after the  $(j - 1)^{st}$  copy, removing the last book on the shelf.
- Otherwise, nothing happens.

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.
- We can have up to  $L$  copies of any of the books.
- The transition “move the  $j^{th}$  copy of  $b_i$ ” works as before if there at least  $j$  copies of  $b_i$ .
- If there are  $j - 1$  copies of  $b_i$ , then a copy of  $b_i$  is inserted immediately after the  $(j - 1)^{st}$  copy, removing the last book on the shelf.
- Otherwise, nothing happens.
- Moving the third copy of  $b_3$ :

$$b_4 b_3 b_1 b_4 b_5 b_2 b_3 b_1 b_4$$

## Toom-Tsetlin model: second variant

- In the second version, the shelf can hold  $L$  books.
- We can have up to  $L$  copies of any of the books.
- The transition “move the  $j^{th}$  copy of  $b_i$ ” works as before if there at least  $j$  copies of  $b_i$ .
- If there are  $j - 1$  copies of  $b_i$ , then a copy of  $b_i$  is inserted immediately after the  $(j - 1)^{st}$  copy, removing the last book on the shelf.
- Otherwise, nothing happens.
- Moving the third copy of  $b_3$ :

$$b_4 b_3 b_1 b_4 b_5 b_2 b_3 \textcolor{red}{b_3} b_1$$



# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.
- Every finite state Markov chain has a random mapping representation.

## Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.
- Every finite state Markov chain has a random mapping representation.
- $M$  can be chosen to be a group iff the uniform distribution is stationary.

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.
- Every finite state Markov chain has a random mapping representation.
- $M$  can be chosen to be a group iff the uniform distribution is stationary.
- We are interested in computing:

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.
- Every finite state Markov chain has a random mapping representation.
- $M$  can be chosen to be a group iff the uniform distribution is stationary.
- We are interested in computing:
  1. the spectrum of the transition operator;



# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.
- Every finite state Markov chain has a random mapping representation.
- $M$  can be chosen to be a group iff the uniform distribution is stationary.
- We are interested in computing:
  1. the spectrum of the transition operator;
  2. the stationary distribution;

# Random mapping representations

- A **random mapping representation** of a finite state Markov chain consists of:
  1. an action  $M \times \Omega \rightarrow \Omega$  of a monoid  $M$  on the state set  $\Omega$ ;
  2. a probability  $P$  on the monoid  $M$ .
- Transitions: randomly choose an element of  $M$  and act.
- Every finite state Markov chain has a random mapping representation.
- $M$  can be chosen to be a group iff the uniform distribution is stationary.
- We are interested in computing:
  1. the spectrum of the transition operator;
  2. the stationary distribution;
  3. mixing times.

# Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.

## Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.
- The transition matrix  $T$  is the matrix for the “probability”

$$P = \sum_{m \in M} P(m)m \in \mathbb{C}M.$$

## Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.
- The transition matrix  $T$  is the matrix for the “probability”

$$P = \sum_{m \in M} P(m)m \in \mathbb{C}M.$$

- $\mathbb{C}M$ -submodules give  $T$ -invariant subspaces.

## Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.
- The transition matrix  $T$  is the matrix for the “probability”

$$P = \sum_{m \in M} P(m)m \in \mathbb{C}M.$$

- $\mathbb{C}M$ -submodules give  $T$ -invariant subspaces.
- In many cases the simple  $\mathbb{C}M$ -modules are one-dimensional.

## Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.
- The transition matrix  $T$  is the matrix for the “probability”

$$P = \sum_{m \in M} P(m)m \in \mathbb{C}M.$$

- $\mathbb{C}M$ -submodules give  $T$ -invariant subspaces.
- In many cases the simple  $\mathbb{C}M$ -modules are one-dimensional.
- A composition series for  $\mathbb{C}\Omega$  then yields an upper triangular form for  $T$ .

## Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.
- The transition matrix  $T$  is the matrix for the “probability”

$$P = \sum_{m \in M} P(m)m \in \mathbb{C}M.$$

- $\mathbb{C}M$ -submodules give  $T$ -invariant subspaces.
- In many cases the simple  $\mathbb{C}M$ -modules are one-dimensional.
- A composition series for  $\mathbb{C}\Omega$  then yields an upper triangular form for  $T$ .
- The eigenvalues of  $T$  can then be read off from the characters of  $M$ .



## Computing the spectrum: the basic strategy

- $\mathbb{C}\Omega$  is a  $\mathbb{C}M$ -module.
- The transition matrix  $T$  is the matrix for the “probability”

$$P = \sum_{m \in M} P(m)m \in \mathbb{C}M.$$

- $\mathbb{C}M$ -submodules give  $T$ -invariant subspaces.
- In many cases the simple  $\mathbb{C}M$ -modules are one-dimensional.
- A composition series for  $\mathbb{C}\Omega$  then yields an upper triangular form for  $T$ .
- The eigenvalues of  $T$  can then be read off from the characters of  $M$ .
- Multiplicities can be computed by inverting the character table.

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.
- The characters take on only values 0, 1.

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.
- The characters take on only values 0, 1.
- The character table is the incidence matrix ( $\zeta$ -function) of a certain lattice.

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.
- The characters take on only values 0, 1.
- The character table is the incidence matrix ( $\zeta$ -function) of a certain lattice.
- The inverse is the the Möbius function.

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.
- The characters take on only values 0, 1.
- The character table is the incidence matrix ( $\zeta$ -function) of a certain lattice.
- The inverse is the the Möbius function.
- Eigenvalues for  $\mathcal{R}$ -trivial random walks can be computed.

## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.
- The characters take on only values 0, 1.
- The character table is the incidence matrix ( $\zeta$ -function) of a certain lattice.
- The inverse is the the Möbius function.
- Eigenvalues for  $\mathcal{R}$ -trivial random walks can be computed.
- They are always non-negative reals.



## $\mathcal{R}$ -trivial monoids

- A monoid  $M$  is  $\mathcal{R}$ -trivial if  $mM = nM \implies m = n$ .
- All simple  $\mathbb{C}M$ -modules are 1-dimensional.
- The characters take on only values 0, 1.
- The character table is the incidence matrix ( $\zeta$ -function) of a certain lattice.
- The inverse is the the Möbius function.
- Eigenvalues for  $\mathcal{R}$ -trivial random walks can be computed.
- They are always non-negative reals.
- Computing multiplicities amounts to computing the number of fixed points of each idempotent and performing a Möbius inversion.

# A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.

# A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.

# A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.

# A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.
- $T_v$  is the threshold of vertex  $v$ .

## A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.
- $T_v$  is the threshold of vertex  $v$ .
- State space is  $\{(t_v) \mid 0 \leq t_v \leq T_v\} = \prod_{v \in V} [0, T_v]$ .

## A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.
- $T_v$  is the threshold of vertex  $v$ .
- State space is  $\{(t_v) \mid 0 \leq t_v \leq T_v\} = \prod_{v \in V} [0, T_v]$ .
- A **source operator**  $\sigma_v$  for each vertex corresponding to a grain of sand entering at  $v$  (generalizing the leaf case).

## A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.
- $T_v$  is the threshold of vertex  $v$ .
- State space is  $\{(t_v) \mid 0 \leq t_v \leq T_v\} = \prod_{v \in V} [0, T_v]$ .
- A **source operator**  $\sigma_v$  for each vertex corresponding to a grain of sand entering at  $v$  (generalizing the leaf case).
- A **topple operator**  $\theta_v$  for each vertex  $v$ .



## A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.
- $T_v$  is the threshold of vertex  $v$ .
- State space is  $\{(t_v) \mid 0 \leq t_v \leq T_v\} = \prod_{v \in V} [0, T_v]$ .
- A **source operator**  $\sigma_v$  for each vertex corresponding to a grain of sand entering at  $v$  (generalizing the leaf case).
- A **topple operator**  $\theta_v$  for each vertex  $v$ .
- $M(\mathcal{T})$  is the monoid generated by these operators.

## A self-similar representation

- Goal: a self-similar representation of the **Trickle-down** sandpile model.
- The **Landslide** case is similar.
- $\mathcal{T} = (V, E)$  is a finite rooted tree.
- $T_v$  is the threshold of vertex  $v$ .
- State space is  $\{(t_v) \mid 0 \leq t_v \leq T_v\} = \prod_{v \in V} [0, T_v]$ .
- A **source operator**  $\sigma_v$  for each vertex corresponding to a grain of sand entering at  $v$  (generalizing the leaf case).
- A **topple operator**  $\theta_v$  for each vertex  $v$ .
- $M(\mathcal{T})$  is the monoid generated by these operators.
- Want to show that  $M(\mathcal{T})$  is “self-similar.”

## A wreath recursion

- Fix a leaf  $\ell$  and put  $\mathcal{T}' = \mathcal{T} - \{\ell\}$ .

## A wreath recursion

- Fix a leaf  $\ell$  and put  $\mathcal{T}' = \mathcal{T} - \{\ell\}$ .
- Let  $\ell'$  be the neighbor of  $\ell$ .

## A wreath recursion

- Fix a leaf  $\ell$  and put  $\mathcal{T}' = \mathcal{T} - \{\ell\}$ .
- Let  $\ell'$  be the neighbor of  $\ell$ .
- We can embed  $M(\mathcal{T})$  into  $\text{Maps}([0, T_\ell]) \wr M(\mathcal{T}')$ .

## A wreath recursion

- Fix a leaf  $\ell$  and put  $\mathcal{T}' = \mathcal{T} - \{\ell\}$ .
- Let  $\ell'$  be the neighbor of  $\ell$ .
- We can embed  $M(\mathcal{T})$  into  $\text{Maps}([0, T_\ell]) \wr M(\mathcal{T}')$ .
- The wreath recursions are:

## A wreath recursion

- Fix a leaf  $\ell$  and put  $\mathcal{T}' = \mathcal{T} - \{\ell\}$ .
- Let  $\ell'$  be the neighbor of  $\ell$ .
- We can embed  $M(\mathcal{T})$  into  $\text{Maps}([0, T_\ell]) \wr M(\mathcal{T}')$ .
- The wreath recursions are:

Source operators

$$\sigma_\ell(t_\ell, t) = \begin{cases} (t_\ell + 1, t) & \text{if } t_\ell < T_\ell \\ (T_\ell, \sigma_{\ell'} t) & \text{if } t_\ell = T_\ell \end{cases}$$

$$\sigma_v(t_\ell, t) = (t_\ell, \sigma_v t) \quad (v \neq \ell)$$

## A wreath recursion

- Fix a leaf  $\ell$  and put  $\mathcal{T}' = \mathcal{T} - \{\ell\}$ .
- Let  $\ell'$  be the neighbor of  $\ell$ .
- We can embed  $M(\mathcal{T})$  into  $\text{Maps}([0, T_\ell]) \wr M(\mathcal{T}')$ .
- The wreath recursions are:

Source operators

$$\sigma_\ell(t_\ell, t) = \begin{cases} (t_\ell + 1, t) & \text{if } t_\ell < T_\ell \\ (T_\ell, \sigma_{\ell'} t) & \text{if } t_\ell = T_\ell \end{cases}$$

$$\sigma_v(t_\ell, t) = (t_\ell, \sigma_v t) \quad (v \neq \ell)$$

Topple operators

$$\theta_\ell(t_\ell, t) = \begin{cases} (t_\ell - 1, \sigma_{\ell'} t) & \text{if } t_\ell > 0 \\ (0, t) & \text{if } t_\ell = 0 \end{cases}$$

$$\theta_v(t_\ell, t) = (t_\ell, \theta_v t) \quad (v \neq \ell)$$



## How we exploit the self-similarity

- If  $\mathcal{T}$  is a straightline and all thresholds are the same, we *are* looking at random walks of an infinite self-similar monoid on the levels.

## How we exploit the self-similarity

- If  $\mathcal{T}$  is a straightline and all thresholds are the same, we *are* looking at random walks of an infinite self-similar monoid on the levels.
- The self-similarity is used in the Trickle-down model to compute the stationary distribution recursively.

## How we exploit the self-similarity

- If  $\mathcal{T}$  is a straightline and all thresholds are the same, we *are* looking at random walks of an infinite self-similar monoid on the levels.
- The self-similarity is used in the Trickle-down model to compute the stationary distribution recursively.
- In the Landslide model, the self-similarity is used to:

## How we exploit the self-similarity

- If  $\mathcal{T}$  is a straightline and all thresholds are the same, we *are* looking at random walks of an infinite self-similar monoid on the levels.
- The self-similarity is used in the Trickle-down model to compute the stationary distribution recursively.
- In the Landslide model, the self-similarity is used to:
  1. prove  $\mathcal{R}$ -triviality;

## How we exploit the self-similarity

- If  $\mathcal{T}$  is a straightline and all thresholds are the same, we *are* looking at random walks of an infinite self-similar monoid on the levels.
- The self-similarity is used in the Trickle-down model to compute the stationary distribution recursively.
- In the Landslide model, the self-similarity is used to:
  1. prove  $\mathcal{R}$ -triviality;
  2. compute the fixed-point sets of the idempotents;

## How we exploit the self-similarity

- If  $\mathcal{T}$  is a straightline and all thresholds are the same, we *are* looking at random walks of an infinite self-similar monoid on the levels.
- The self-similarity is used in the Trickle-down model to compute the stationary distribution recursively.
- In the Landslide model, the self-similarity is used to:
  1. prove  $\mathcal{R}$ -triviality;
  2. compute the fixed-point sets of the idempotents;
  3. to bound the mixing time.

# The Toom-Tsetlin model

- Let  $B$  be the set of books.

# The Toom-Tsetlin model

- Let  $B$  be the set of books.
- Define a monoid  $M$  acting spherically transitively on the Cayley tree  $\mathcal{T}_B$  of  $B^*$  as follows.



# The Toom-Tsetlin model

- Let  $B$  be the set of books.
- Define a monoid  $M$  acting spherically transitively on the Cayley tree  $\mathcal{T}_B$  of  $B^*$  as follows.
- The operator  $\partial_{b,j}$  implements the “move the  $j^{\text{th}}$  copy of  $b$ ” rule for  $b \in B$  and  $j \geq 1$ .

# The Toom-Tsetlin model

- Let  $B$  be the set of books.
- Define a monoid  $M$  acting spherically transitively on the Cayley tree  $\mathcal{T}_B$  of  $B^*$  as follows.
- The operator  $\partial_{b,j}$  implements the “move the  $j^{\text{th}}$  copy of  $b$ ” rule for  $b \in B$  and  $j \geq 1$ .
- These operators are endomorphisms of  $\mathcal{T}_B$ .

# The Toom-Tsetlin model

- Let  $B$  be the set of books.
- Define a monoid  $M$  acting spherically transitively on the Cayley tree  $\mathcal{T}_B$  of  $B^*$  as follows.
- The operator  $\partial_{b,j}$  implements the “move the  $j^{\text{th}}$  copy of  $b$ ” rule for  $b \in B$  and  $j \geq 1$ .
- These operators are endomorphisms of  $\mathcal{T}_B$ .
- The action on level  $L$  of the tree is the second variant of the Toom-Tsetlin model.

# The Toom-Tsetlin model

- Let  $B$  be the set of books.
- Define a monoid  $M$  acting spherically transitively on the Cayley tree  $\mathcal{T}_B$  of  $B^*$  as follows.
- The operator  $\partial_{b,j}$  implements the “move the  $j^{\text{th}}$  copy of  $b$ ” rule for  $b \in B$  and  $j \geq 1$ .
- These operators are endomorphisms of  $\mathcal{T}_B$ .
- The action on level  $L$  of the tree is the second variant of the Toom-Tsetlin model.
- The first variant restricts the action of a submonoid to an invariant subset of the level.

## The Toom-Tsetlin model

- Let  $B$  be the set of books.
- Define a monoid  $M$  acting spherically transitively on the Cayley tree  $\mathcal{T}_B$  of  $B^*$  as follows.
- The operator  $\partial_{b,j}$  implements the “move the  $j^{\text{th}}$  copy of  $b$ ” rule for  $b \in B$  and  $j \geq 1$ .
- These operators are endomorphisms of  $\mathcal{T}_B$ .
- The action on level  $L$  of the tree is the second variant of the Toom-Tsetlin model.
- The first variant restricts the action of a submonoid to an invariant subset of the level.
- Induction on the level is used to compute the number of fixed points of an idempotent.

# Stationary distribution: Trickle-down model

- $\mathcal{T} = (V, E)$ ;  $L$  is the set of leaves;  $r$  is the root.

## Stationary distribution: Trickle-down model

- $\mathcal{T} = (V, E)$ ;  $L$  is the set of leaves;  $r$  is the root.
- $p_v$  is the probability of choosing topple operator  $\theta_v$ , for  $v \in V$ .

## Stationary distribution: Trickle-down model

- $\mathcal{T} = (V, E)$ ;  $L$  is the set of leaves;  $r$  is the root.
- $p_v$  is the probability of choosing topple operator  $\theta_v$ , for  $v \in V$ .
- $q_\ell$  is the probability of choosing source operator  $\sigma_\ell$ , for  $\ell \in L$ .



## Stationary distribution: Trickle-down model

- $\mathcal{T} = (V, E)$ ;  $L$  is the set of leaves;  $r$  is the root.
- $p_v$  is the probability of choosing topple operator  $\theta_v$ , for  $v \in V$ .
- $q_\ell$  is the probability of choosing source operator  $\sigma_\ell$ , for  $\ell \in L$ .
- For  $v \in V$ , let

$$Q_v = \sum_{\{\ell \in L \mid v \in [\ell, r]\}} q_\ell$$

be the probability of a sand grain entering at a leaf  $\ell$  with  $v$  on the geodesic from  $\ell$  to the root.

## Stationary distribution: Trickle-down model

- $\mathcal{T} = (V, E)$ ;  $L$  is the set of leaves;  $r$  is the root.
- $p_v$  is the probability of choosing topple operator  $\theta_v$ , for  $v \in V$ .
- $q_\ell$  is the probability of choosing source operator  $\sigma_\ell$ , for  $\ell \in L$ .
- For  $v \in V$ , let

$$Q_v = \sum_{\{\ell \in L | v \in [\ell, r]\}} q_\ell$$

be the probability of a sand grain entering at a leaf  $\ell$  with  $v$  on the geodesic from  $\ell$  to the root.

- The stationary distribution  $\pi$  for the Trickle-down model is:

## Stationary distribution: Trickle-down model

- $\mathcal{T} = (V, E)$ ;  $L$  is the set of leaves;  $r$  is the root.
- $p_v$  is the probability of choosing topple operator  $\theta_v$ , for  $v \in V$ .
- $q_\ell$  is the probability of choosing source operator  $\sigma_\ell$ , for  $\ell \in L$ .
- For  $v \in V$ , let

$$Q_v = \sum_{\{\ell \in L | v \in [\ell, r]\}} q_\ell$$

be the probability of a sand grain entering at a leaf  $\ell$  with  $v$  on the geodesic from  $\ell$  to the root.

- The stationary distribution  $\pi$  for the Trickle-down model is:

$$\pi((t_v)) = \prod_{v \in V} \frac{Q_v^{t_v} p_v^{T_v - t_v}}{\sum_{i=0}^{T_v} Q_v^i p_v^{T_v - i}}$$

where  $T_v$  is the threshold at  $v$ .

# Spectrum: Landslide model

- We computed the spectrum of the Landslide model.

# Spectrum: Landslide model

- We computed the spectrum of the Landslide model.
- There is an eigenvalue  $\lambda_S$  associated to each subset  $S$  of vertices of the tree.

# Spectrum: Landslide model

- We computed the spectrum of the Landslide model.
- There is an eigenvalue  $\lambda_S$  associated to each subset  $S$  of vertices of the tree.
- Say a leaf  $\ell$  is **good** for  $S$  if  $[\ell, r] \subseteq S$ .

## Spectrum: Landslide model

- We computed the spectrum of the Landslide model.
- There is an eigenvalue  $\lambda_S$  associated to each subset  $S$  of vertices of the tree.
- Say a leaf  $\ell$  is **good** for  $S$  if  $[\ell, r] \subseteq S$ .
- Then

$$\lambda_S = \sum_{v \in S} p_v + \sum_{\ell \text{ good}} q_\ell.$$

## Spectrum: Landslide model

- We computed the spectrum of the Landslide model.
- There is an eigenvalue  $\lambda_S$  associated to each subset  $S$  of vertices of the tree.
- Say a leaf  $\ell$  is **good** for  $S$  if  $[\ell, r] \subseteq S$ .
- Then

$$\lambda_S = \sum_{v \in S} p_v + \sum_{\ell \text{ good}} q_\ell.$$

- The multiplicity for  $\lambda_S$  is  $\prod_{v \notin S} T_v$ .



# Mixing time: Landslide model

## Theorem (ASST 2013)

*The rate of convergence to stationarity is bounded by*

$$\|P^k - \pi\|_{TV} \leq \exp\left(-\frac{(kp - (|V| - 1))^2}{2kp}\right)$$

*as long as  $k \geq (|V| - 1)/p$  where  $p = \min\{p_v \mid v \in V\}$ .*

# Mixing time: Landslide model

## Theorem (ASST 2013)

*The rate of convergence to stationarity is bounded by*

$$\|P^k - \pi\|_{TV} \leq \exp\left(-\frac{(kp - (|V| - 1))^2}{2kp}\right)$$

*as long as  $k \geq (|V| - 1)/p$  where  $p = \min\{p_v \mid v \in V\}$ .*

So the mixing time is bounded by  $2|V|/p$ .

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .
- The **standard ordering** is  $b_1 b_1 \cdots b_1 b_2 b_2 \cdots b_2 \cdots b_n b_n \cdots b_n$ .

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .
- The **standard ordering** is  $b_1 b_1 \cdots b_1 b_2 b_2 \cdots b_2 \cdots b_n b_n \cdots b_n$ .
- I.e., all copies of  $b_1$  are first, followed by all copies of  $b_2$ , etc.



# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .
- The **standard ordering** is  $b_1 b_1 \cdots b_1 b_2 b_2 \cdots b_2 \cdots b_n b_n \cdots b_n$ .
- I.e., all copies of  $b_1$  are first, followed by all copies of  $b_2$ , etc.
- An ordering of the books is a **derangement** if it does not agree with the standard ordering in any position.

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .
- The **standard ordering** is  $b_1 b_1 \cdots b_1 b_2 b_2 \cdots b_2 \cdots b_n b_n \cdots b_n$ .
- I.e., all copies of  $b_1$  are first, followed by all copies of  $b_2$ , etc.
- An ordering of the books is a **derangement** if it does not agree with the standard ordering in any position.
- If  $m_1 = \cdots = m_n = 1$ , this is the standard notion of derangement.

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .
- The **standard ordering** is  $b_1 b_1 \cdots b_1 b_2 b_2 \cdots b_2 \cdots b_n b_n \cdots b_n$ .
- I.e., all copies of  $b_1$  are first, followed by all copies of  $b_2$ , etc.
- An ordering of the books is a **derangement** if it does not agree with the standard ordering in any position.
- If  $m_1 = \cdots = m_n = 1$ , this is the standard notion of derangement.
- If  $\vec{m} = (2, 3, 2)$ , then  $b_2 b_2 b_1 b_3 b_3 b_1 b_2$  is a derangement.

# The Toom-Tsetlin model and derangements

- We reprise the first variant of the Toom-Tsetlin model.
- $B = \{b_1, \dots, b_n\}$  is the set of books.
- There are  $m_i$  copies of book  $b_i$ .
- Let  $\vec{m} = (m_1, \dots, m_n)$ .
- The **standard ordering** is  $b_1 b_1 \cdots b_1 b_2 b_2 \cdots b_2 \cdots b_n b_n \cdots b_n$ .
- I.e., all copies of  $b_1$  are first, followed by all copies of  $b_2$ , etc.
- An ordering of the books is a **derangement** if it does not agree with the standard ordering in any position.
- If  $m_1 = \cdots = m_n = 1$ , this is the standard notion of derangement.
- If  $\vec{m} = (2, 3, 2)$ , then  $b_2 b_2 b_1 b_3 b_3 b_1 b_2$  is a derangement.
- The number of derangements is denoted  $d_{\vec{m}}$ .

# Spectrum: Toom-Tsetlin model, first variant

- Let  $p_{b_i,j}$  be the probability of “move the  $j^{th}$  copy of  $b_i$ ”.

## Spectrum: Toom-Tsetlin model, first variant

- Let  $p_{b_i,j}$  be the probability of “move the  $j^{\text{th}}$  copy of  $b_i$ ”.
- There is an eigenvalue

$$\lambda_{\vec{J}} = \sum_{i=1}^n \sum_{j \in J_i} p_{b_i,j}$$

associated to each  $n$ -tuple  $\vec{J} = (J_1, \dots, J_n)$  with  $J_i \subseteq \{1, \dots, m_i\}$ .

## Spectrum: Toom-Tsetlin model, first variant

- Let  $p_{b_i,j}$  be the probability of “move the  $j^{\text{th}}$  copy of  $b_i$ ”.
- There is an eigenvalue

$$\lambda_{\vec{J}} = \sum_{i=1}^n \sum_{j \in J_i} p_{b_i,j}$$

associated to each  $n$ -tuple  $\vec{J} = (J_1, \dots, J_n)$  with  $J_i \subseteq \{1, \dots, m_i\}$ .

- The multiplicity of  $\lambda_{\vec{J}}$  is  $d_{(m_1-|J_1|, \dots, m_n-|J_n|)}$ .

## Spectrum: Toom-Tsetlin model, first variant

- Let  $p_{b_i,j}$  be the probability of “move the  $j^{\text{th}}$  copy of  $b_i$ ”.
- There is an eigenvalue

$$\lambda_{\vec{J}} = \sum_{i=1}^n \sum_{j \in J_i} p_{b_i,j}$$

associated to each  $n$ -tuple  $\vec{J} = (J_1, \dots, J_n)$  with  $J_i \subseteq \{1, \dots, m_i\}$ .

- The multiplicity of  $\lambda_{\vec{J}}$  is  $d_{(m_1-|J_1|, \dots, m_n-|J_n|)}$ .
- This recovers the classical result for the Tsetlin library when  $m_1 = \dots = m_n = 1$ .



## Spectrum: Toom-Tsetlin model, first variant

- Let  $p_{b_i,j}$  be the probability of “move the  $j^{\text{th}}$  copy of  $b_i$ ”.
- There is an eigenvalue

$$\lambda_{\vec{J}} = \sum_{i=1}^n \sum_{j \in J_i} p_{b_i,j}$$

associated to each  $n$ -tuple  $\vec{J} = (J_1, \dots, J_n)$  with  $J_i \subseteq \{1, \dots, m_i\}$ .

- The multiplicity of  $\lambda_{\vec{J}}$  is  $d_{(m_1-|J_1|, \dots, m_n-|J_n|)}$ .
- This recovers the classical result for the Tsetlin library when  $m_1 = \dots = m_n = 1$ .
- The transition matrix is diagonalizable for generic values of the probabilities.

## Spectrum: Toom-Tsetlin model, first variant

- Let  $p_{b_i,j}$  be the probability of “move the  $j^{\text{th}}$  copy of  $b_i$ ”.
- There is an eigenvalue

$$\lambda_{\vec{J}} = \sum_{i=1}^n \sum_{j \in J_i} p_{b_i,j}$$

associated to each  $n$ -tuple  $\vec{J} = (J_1, \dots, J_n)$  with  $J_i \subseteq \{1, \dots, m_i\}$ .

- The multiplicity of  $\lambda_{\vec{J}}$  is  $d_{(m_1-|J_1|, \dots, m_n-|J_n|)}$ .
- This recovers the classical result for the Tsetlin library when  $m_1 = \dots = m_n = 1$ .
- The transition matrix is diagonalizable for generic values of the probabilities.
- Similar, but messier results, hold for variant 2.

The end

Thank you for your attention!

Merci de votre attention!