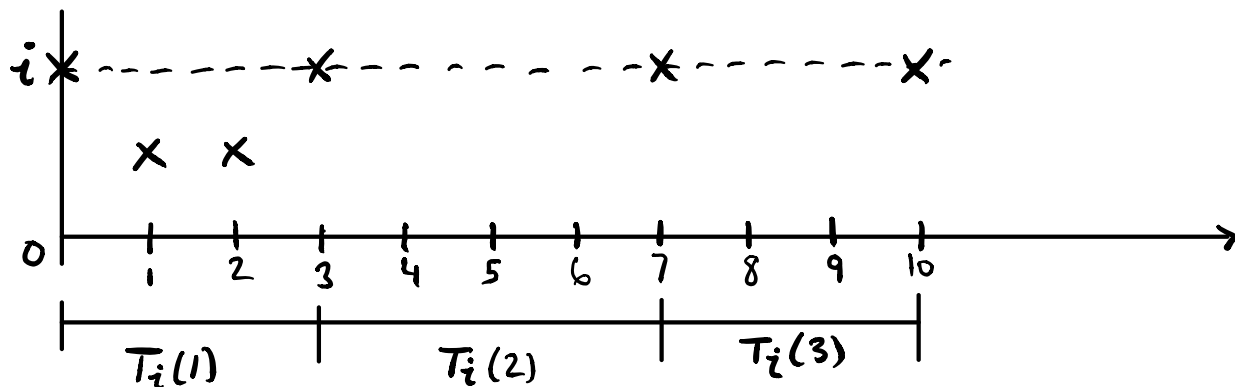


# Return Time $T_i$



$T_i$  iid.

Return Time

$$T_i \triangleq \min \{n \geq 1 : X_n = i \mid X_0 = i\}$$

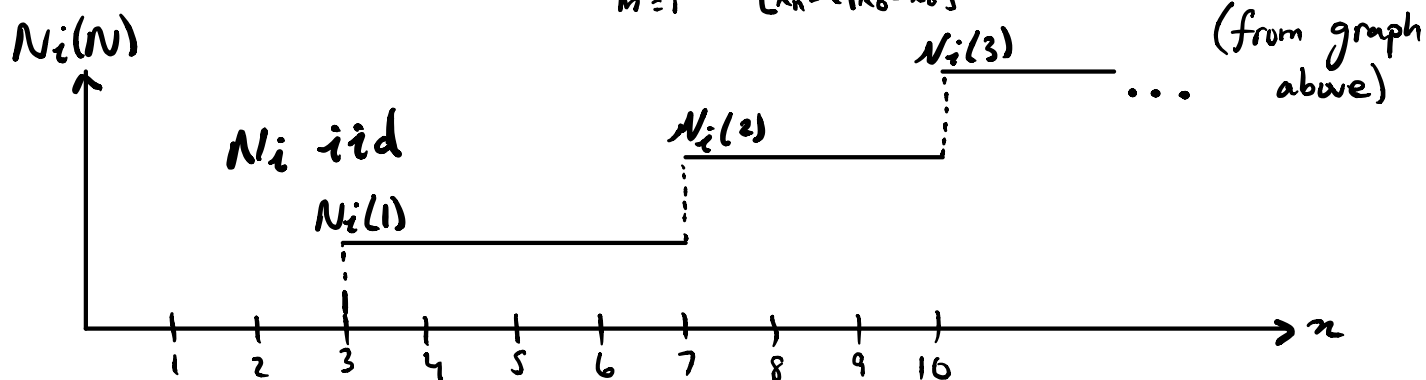
PMF of  $T_i$

$$f_i^{(n)} = \Pr[T_i = n] \quad n = 1, 2, \dots$$

$$f_i = \sum_{n=1}^{\infty} f_i^{(n)}$$

Number of Returns (up to time  $n$ )

$$N_i(n) \triangleq \sum_{m=1}^n \mathbf{1}_{[X_m = i \mid X_0 = i]}$$



$$N_i \triangleq N_i(\infty) \triangleq \sum_{m=1}^{\infty} \mathbf{1}_{[X_m = i \mid X_0 = i]}$$

PMF of  $N_i$

$$\Pr[N_i = k] = f_i^k (1 - f_i) \quad k = 0, 1, 2, \dots$$

Say that  $i$  is transient if  $f_i < 1$

$$\begin{cases} \Pr[T_i < \infty] = f_i < 1 \\ \Pr[T_i = \infty] = 1 - f_i > 0 \end{cases}$$

Note  $T_i$  is not properly distributed

$$\Pr[N_i < \infty] \triangleq \sum_{k=0}^{\infty} \Pr[N_i = k] = 1$$

$$\mathbb{E}[N_i] = \frac{f_i}{1 - f_i} < \infty$$

$$\sum_{n=1}^{\infty} P_{i,i}^n < \infty \quad \rightarrow \text{necessary \& sufficient condition}$$

Say that  $i$  is recurrent if  $f_i = 1$

$$\begin{cases} \Pr[T_i < \infty] = 1 \\ \Pr[T_i = \infty] = 0 \end{cases}$$

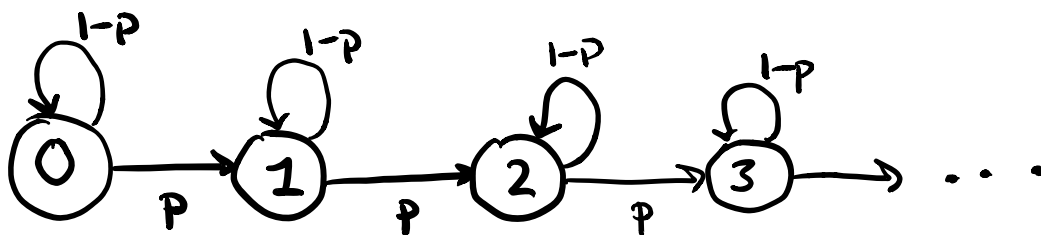
$$\begin{cases} \Pr[N_i < \infty] \triangleq \sum_{k=0}^{\infty} \Pr[N_i = k] = 1 \\ \mathbb{E}[N_i] = \infty \end{cases}$$

$$\mathbb{E}[N_i] = \sum_{n=1}^{\infty} P_{i,i}^{(n)} = \infty$$

Note

Finite-State Irreducible Markov Chains are Recurrent

Example: Binomial Counting

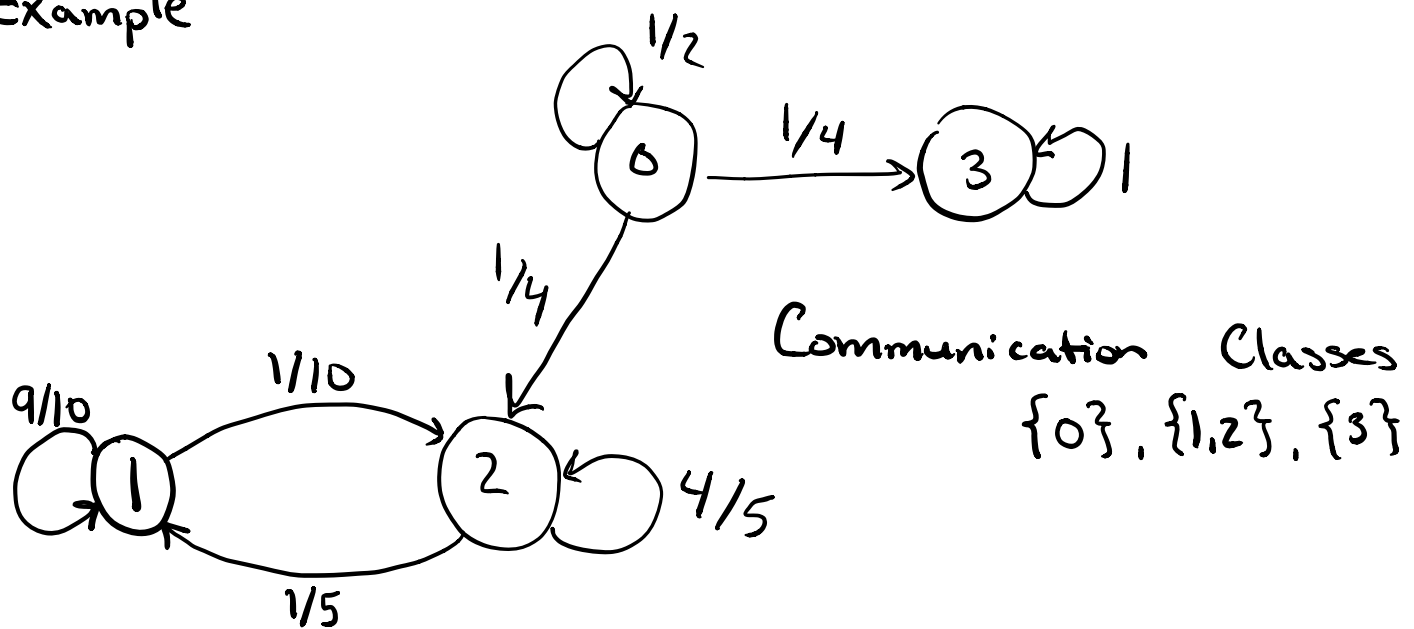


Communication Classes

$\{0\}, \{1\}, \{2\}, \dots$

$$P_{i,i}^{(n)} = (1-p)^n \rightarrow \sum_{n=1}^{\infty} P_{i,i}^{(n)} = \frac{1-p}{p}$$

Example



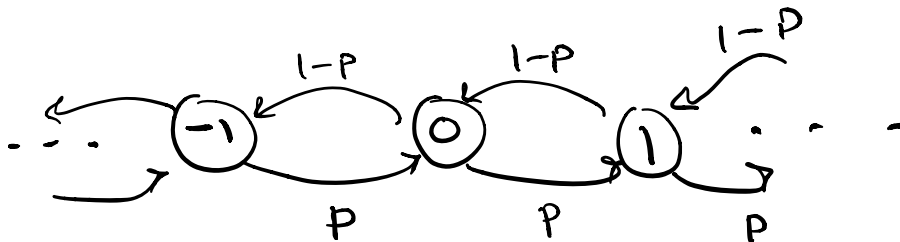
$$P_{0,0}^{(n)} = \left(\frac{1}{2}\right)^n \Rightarrow 0 \text{ transient}$$

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

$$P_{1,1}^{(n)} = \left(\frac{9}{10}\right)^n \Rightarrow 1 \text{ transient, similarly } 2 \text{ transient}$$

$$P_{3,3}^{(n)} = 1^n \Rightarrow 3 \text{ recurrent}$$

Example:



$$p = \frac{1}{2} \Rightarrow \text{every state recurrent}$$

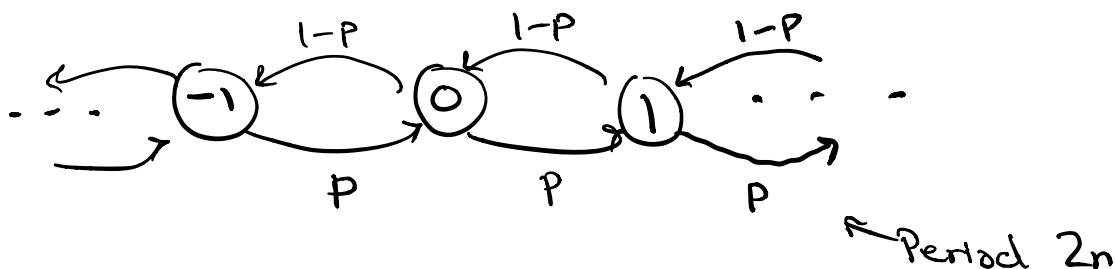
$$p < \frac{1}{2} \text{ or } p > \frac{1}{2} \Rightarrow \text{transient states}$$

## Positive Recurrent

- $i$  is positive recurrent if  $\mathbb{E}[T_i] < \infty$ .
- $i$  is null recurrent if  $\mathbb{E}[T_i] = \infty$ .

} How recurrent classification is split up

Observe the random walk



This chain is Null recurrent

To see this, observe

$$\Pr[T_i = 2n] \sim \frac{C}{n^{3/2}}$$

$$\sum_{n=1}^{\infty} \Pr[T_i = 2n] = 1$$

$$\mathbb{E}[T_i] = \sum_{n=1}^{\infty} 2n \frac{C}{n^{3/2}} \rightarrow \infty$$

Positive Recurrent

$$N_i(n) \propto n \quad \nearrow$$

Null Recurrent

$$N_i(n) \propto \frac{\sqrt{n}}{n} = \frac{1}{\sqrt{n}} \quad \searrow$$