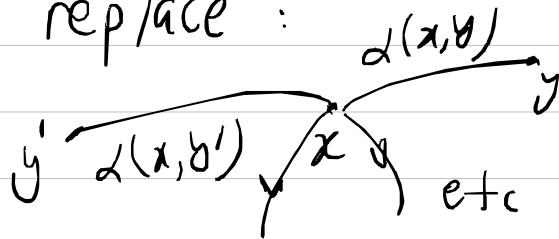
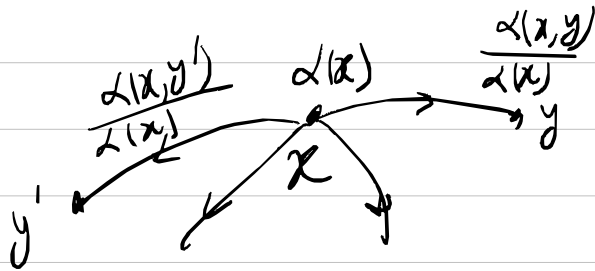


Lec 28

So we can replace :



by :



$$\alpha(x) = \sum_{z \in S} \alpha(x, z)$$

clocks are now on sites instead of arrows. When ~~the~~ site's clock rings, the chain moves.

The probabilities on the arrows tell us where to move to.

Can we use a single clock?

Yes, if $\sup_{x \in S} \alpha(x) < \infty$

(always the case if S is finite
no + so, if not.)

Suppose T_i are iid $\exp(\alpha)$

$$0 < \alpha \leq a$$

$$N \sim \text{Geo}\left(\frac{\alpha}{a}\right)$$

$$\text{Let } S = T_1 + \dots + T_N$$

Each time the α -clock rings, flip
a $p = \frac{\alpha}{a}$ -coin to decide if
"Wake up" or not. S = time when wake up

Think of tossing a q -coin repeatedly.
Suppose $p < q$

When H occurs, toss a $\frac{p}{q}$ coin
to decide if we keep the H or flip
it back to a T.

In total, this is like a p -coin
tossing and waiting for an H.

$$\begin{aligned} & (p(\text{success in combined process})) \\ &= P(H \text{ in } q\text{-coin}) \cdot P(H \text{ in } \frac{p}{q} \text{ coin}) \\ &= q \cdot \frac{p}{q} = p \end{aligned}$$

↑ to keep
the q -coin's H

pf.

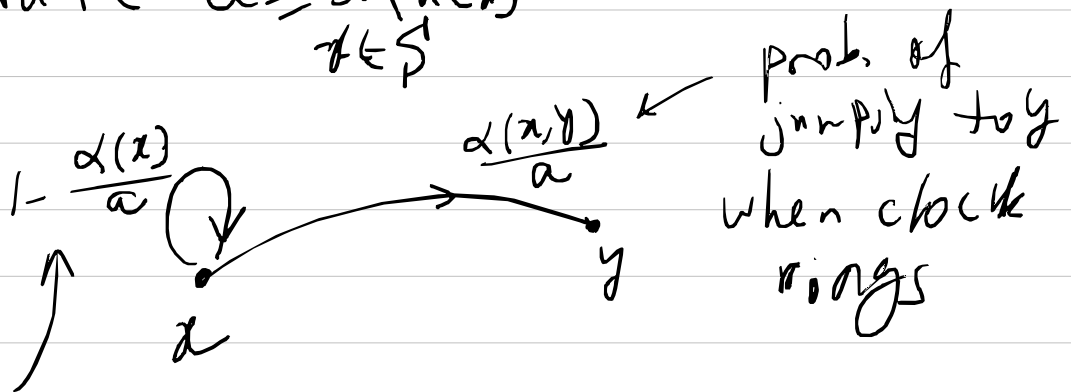
$$\begin{aligned} E[e^{tS}] &= E[e^{t(T_1 + \dots + T_N)}] \\ &= \sum_{n=0}^{\infty} E[e^{t(T_1 + \dots + T_n)}] P(N=n) \\ &= \sum_{n=1}^{\infty} E[e^{tT}]^n P(N=n) \\ &= \sum_{n=1}^{\infty} \left(\frac{a}{a-t}\right)^n \cdot (1-p)^{n-1} p \end{aligned}$$

$$= \frac{p}{1-p} \sum_{n=1}^{\infty} \left(\frac{a(1-p)}{a-t}\right)^n$$

$$= \frac{p}{1-p} \frac{\frac{a(1-p)}{a-t}}{1 - \frac{a(1-p)}{a-t}} = \frac{p}{1-p} \frac{a(1-p)}{a-t - a(1-p)}$$

$$\begin{aligned} \alpha p = \alpha &\rightarrow \frac{ap}{ap-t} = \frac{\text{mgf}(t)}{\text{exp}(\alpha)} \quad \text{so } S \sim \text{exp}(\alpha). \end{aligned}$$

So one can use a single clock
w/ rate $a \geq \sup_{x \in S} d(x)$



prob. of "ignoring" the clock

Note: if x is s.t. $d(x) = a$, then
 $1 - \frac{d(x)}{a} = 0$. So jump happens

when clock rings.

while if $d(x) < a$: $1 - \frac{d(x)}{a} > 0$

and jump happens at lower
rate than a (indeed, rate $d(x)$)
b/c a-clock is ignored w, prob. $1 - \frac{d(x)}{a}$

[makes sense: site x has clock w/
rate $d(x)$ but common clock is
ringing at rate $a > d(x)$, i.e. faster]