

Interacting particle systems and Jacobi style identities

Dan Fretwell

22 September 2021.

(Joint work with Márton Balázs and Jessica Jay)

Welcome to my PANTHA talk.

Welcome to my PANT talk.

Welcome to my P talk.

Welcome to my (virtual) P talk.

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Hope you find it interesting!

How did I become a closet probabilist?

What did we do?

What does the identity “mean”?

Where do we want to go from here?



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I craved more...so I joined forces with Marton Balázs and his PhD student Jessica Jay.

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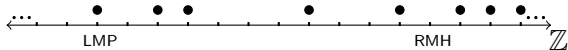
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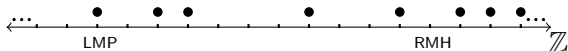
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- ▶ Probability - Coming right up.

Consider the set of states on \mathbb{Z} that look like:

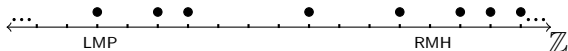


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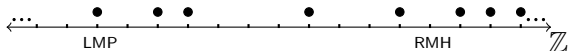
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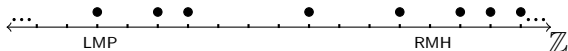


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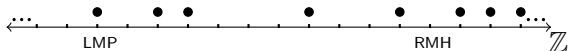
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We have invented the **ASEP** interacting particle system.

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- ▶ Stationary measure - it doesn't change over time.
- ▶ Product measure - it decomposes into local distributions $\mu = \otimes \mu_i$ (each μ_i is Bernoulli).

As particles jump the following quantity is conserved:

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We would like to know the conditional probability:

$$\nu^{n,c}(\eta) = \mu^c(\eta \mid N(\eta) = n),$$

i.e. we need to know $\mu^c(N(\eta) = n)$.

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If $N(\eta) = n$ then:

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If η_g has only particles to the right of 0 and only holes to the left:

$$\nu^{0,c}(\eta_g) = \frac{\sum_{m \in \mathbb{Z}} q^{m^2+(1-2c)m}}{\prod_{i \geq 1} (1 + q^{2i-1+(1-2c)})(1 + q^{2i-1-(1-2c)})}$$

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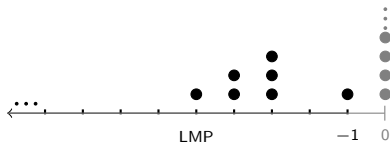
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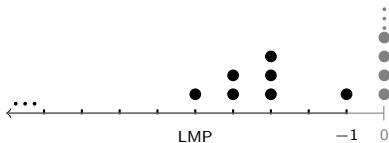
If η_g has particles to the right of 0 and holes to the left:

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AZRP is a particle system on $\mathbb{Z}_{<0}$, with states like:

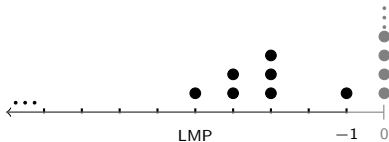


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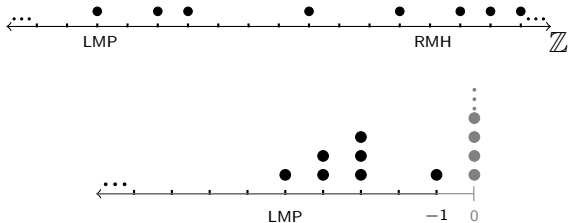
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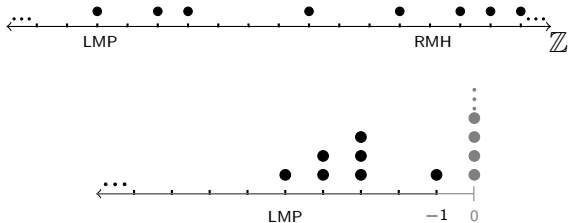


- ▶ Top particles jump left/right with rates q, q^{-1} respectively.
- ▶ Infinite wall of particles at 0 that can jump in/out.

ASEP and AZRP are the same process in disguise!



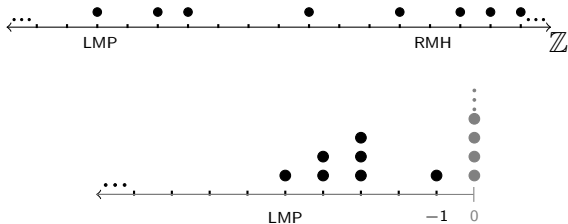
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Since $\eta_g \mapsto \omega_g$ we find that:

$$\nu^{0,c}(\eta_g) = \pi(\omega_g)$$

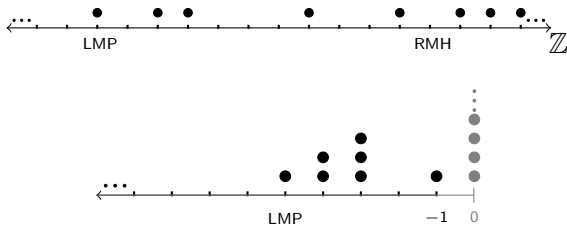
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$$\frac{\sum_{m \in \mathbb{Z}} q^{m^2} z^m}{\prod_{i \geq 1} (1 + q^{2i-1} z)(1 + q^{2i-1} z^{-1})} = \prod_{i \geq 1} (1 - q^{2i}).$$

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Can any of these be found using interacting particle systems?

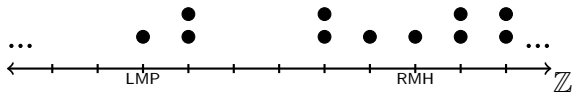
How did I become a closet probabilist?

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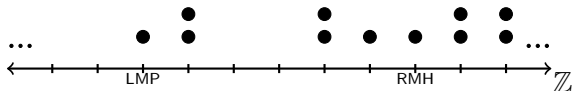
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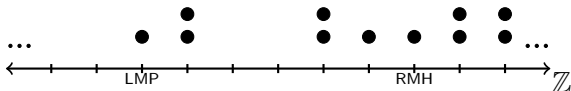


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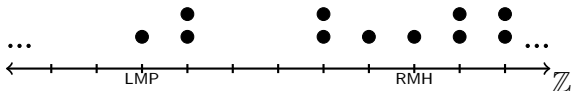
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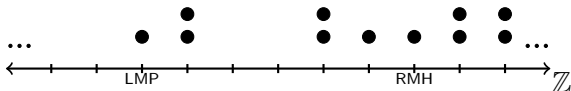
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- ▶ Particles are more likely to jump from sites with lots of particles to sites with few particles.
- ▶ $p(y, z) = p_{\text{asym}} s(y, z + 1) f(y)$ and $q(y, z) = (1 - p_{\text{asym}}) s(y + 1, z) f(z)$ for some $\frac{1}{2} < p_{\text{asym}} \leq 1$ and functions $f : I \rightarrow [0, \infty)$ and $s := I \times I \rightarrow [0, \infty)$.

Fact: The general solution to these constraints is a two-parameter family, depending on $\tilde{q} = \frac{q_{\text{asym}}}{p_{\text{asym}}} < 1$ and $t = \sqrt{\frac{p(1,0)q(0,2)}{q(0,1)p(1,1)}} \geq 1$.

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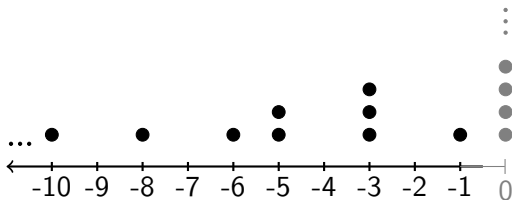
If η_g has 2 particles everywhere to the right of 0 and empty to the left then (after painful manipulation):

$$\nu^{0,c}(\eta_g) = \frac{2 \sum_{m \in \mathbb{Z}} \tilde{q}^{m(m+1)} z^{2m}}{\sum_{\epsilon=\pm 1} \prod_{i \geq 1} (1 + \epsilon t z \tilde{q}^i + z^2 \tilde{q}^{2i})(1 + \epsilon t z^{-1} \tilde{q}^i + z^{-2} \tilde{q}^{2i})}$$

Our entire family of processes can be “stood up” as before to make an equivalent AZRP style process on $\mathbb{Z}_{<0}$.

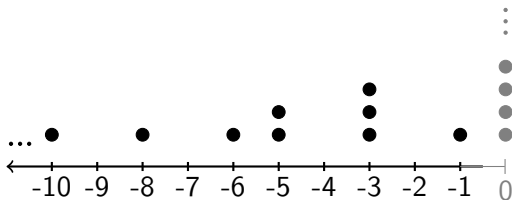
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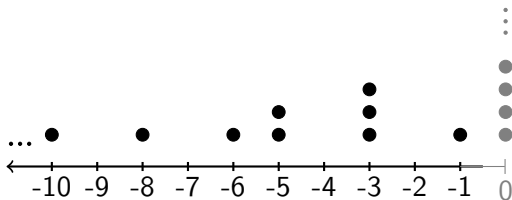
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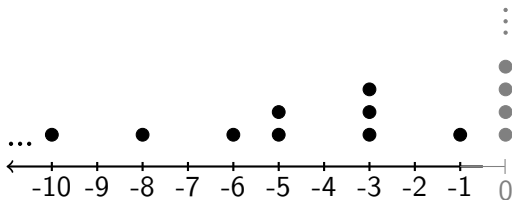


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Much harder to find the stationary distribution...but we did it!

$$\pi(\omega) = \frac{\tilde{q}^{\sum_{i \text{ odd}} i \omega_{-i} + \sum_{i \text{ even}} i(\omega_{-i} - 1)} t^{2(\sum_{i \text{ odd}} \mathbf{1}(\omega_{-i} \geq 1) - \sum_{i \text{ even}} \mathbf{1}(\omega_{-i} = 0))}}{S(\tilde{q}, t)},$$

with $S(\tilde{q}, t)$ the normalising factor (sum the numerator over all states).

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Conjecturally:

$$S(\tilde{q}, t) = \frac{1}{\prod_{m \geq 1} (1 - \tilde{q}^{2m})} + \frac{\sum_{i \geq 1} \sum_{n \geq i} (-1)^{n-i} \binom{n+i-1}{2i-1} \frac{n}{i} \tilde{q}^{n^2} t^{2i}}{\prod_{m \geq 1} (1 - \tilde{q}^{2m})^2}$$

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Partitions of n are in 1-1 correspondence with two row arrays

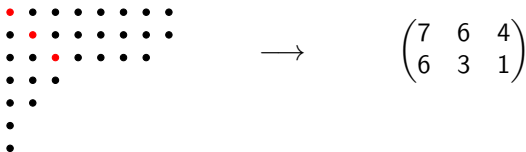
$$\begin{pmatrix} a_1 & a_2 & \dots & a_s \\ b_1 & b_2 & \dots & b_s \end{pmatrix}$$

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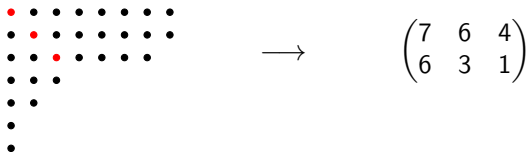
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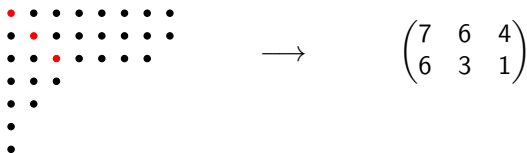


These are called Frobenius partitions of offset 0.

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In general, a Frobenius partition of offset k has row lengths s_1, s_2 satisfying $s_1 - s_2 = k$.

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As we saw $p_{n,0} = p(n)$. Get other values of k by gluing triangles to Young diagrams.

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Then $f_A(q, qz)f_B(q, z^{-1}) = \sum_{n,k} p_{n,k} q^n z^k$ is the generating function for GFP's of n with offset k , top row satisfying condition A and bottom row satisfying condition B .

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This explained our observation about $\prod_{i \geq 1} (1 + q^i z)(1 + q^{i-1} z^{-1})$.

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$$\prod_{i \geq 1} (1 + tz\tilde{q}^i + z^2\tilde{q}^{2i})(1 + tz^{-1}\tilde{q}^i + z^{-2}\tilde{q}^{2i}) = \sum_{n,k,d} p_{n,k,d} \tilde{q}^n z^k t^d,$$

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where $p_{n,k,d}$ counts GFP's of n with offset k , each entry appearing at most twice and exactly d distinct entries (per row).

The sum on the RHS counts only those with even offset. In particular $p_{n,0,d}$ is the $\tilde{q}^n t^d$ coefficient of $S(\tilde{q}, t)$.

In other words, for each $n, d \geq 0$ we have:

$$p_{n,0,d} = \# \left\{ \omega \mid \begin{array}{l} \sum_{i \text{ odd}} i \omega_{-i} + \sum_{i \text{ even}} i(\omega_{-i} - 1) = n \\ 2(\sum_{i \text{ odd}} \mathbf{1}(\omega_{-i} \geq 1) - \sum_{i \text{ even}} \mathbf{1}(\omega_{-i} = 0)) = d \end{array} \right\}$$

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Really?! How would anyone have come up with this combinatorially...let alone prove it that way?

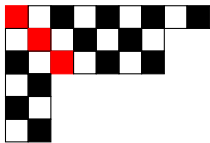
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$$\begin{pmatrix} 4 & 2 & 2 \\ 2 & 2 & 0 \end{pmatrix}$$

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Function field analogue?

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Thanks for your attention!