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# *Graphs and Probability 1: Adjacency Matrices*

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```
# execute this part to modify the css style
from IPython.core.display import HTML
def css_styling():
    styles = open("./style/custom2.css").read()
    return HTML(styles)
css_styling()
```

```
## loading python libraries

# necessary to display plots inline:
%matplotlib inline

# load the libraries
import matplotlib.pyplot as plt # 2D plotting library
import numpy as np             # package for scientific computing

from math import *             # package for mathematics (pi, arctan, sqrt, factorial)
import sympy as sympy         # package for symbolic computation
from sympy import *
```

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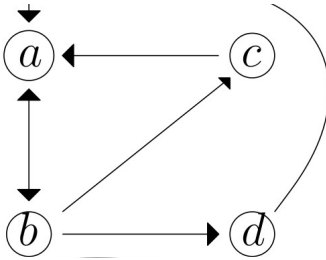
## *Adjacency Matrices*

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### *Exercise 1. A first example*

Let  $G$  be the following graph:





**Do it yourself.** Use the adjacency matrix of  $G$  to compute the number of paths of length 20 from  $a$  to  $b$  in  $G$ .

**Answers.**

## Enumeration of words

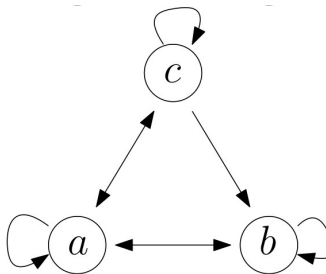
### Exercise 2. $b$ never followed by $c$

**Do it yourself.** We consider words  $w$  with letters  $a, b, c$ . Let  $M_n$  be the number of words of length  $n$  (the length of a word is the number of letters) such that a letter  $b$  is never immediately followed by a letter  $c$ .

For example  $M_2 = 8$ :

$aa, ab, ac, ba, bb, ca, cb, cc.$

**Question 1.** Write a script which computes  $M_1, M_2, \dots, M_{20}$  using a graph and its adjacency matrix. You can consider the following graph:



**Answers.**

### Exercise 3. $b$ -short words

**Do it yourself.** We say that a word  $w$  with letters  $a, b$  is  $b$ -short if there are never 4 consecutive  $b$ 's in  $w$ . For instance,

$$w_1 = aabaaaaabbbaaaba$$

is  $b$ -short while

$$w_2 = aabaabbabbbbaabba$$

is not. Let  $S_n$  be the number of  $b$ -short words of length  $n$  (the length of a word is the number of letters).

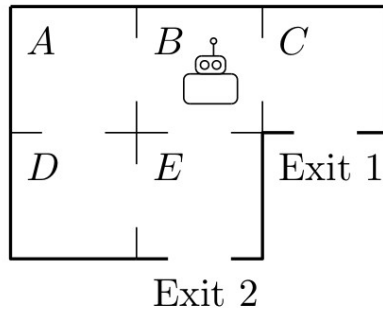
(To check your results: first values are  $\{2, 4, 8, 15, 29, \dots\}$ )

**Answers.**

## *Transition matrices*

### *Exercise 4. Labyrinth.*

We consider a random robot in the following labyrinth:



The robot is initially in room  $B$  (time  $n = 0$ ). At each time step, it chooses uniformly at random one of the doors of the room in which it is located, and passes through that door. If the robot hits Exit 1 (resp. 2) it stays at Exit 1 (resp. 2) forever.

**Do it yourself.**

Let  $p(n)$  denote the vector of the probability distribution of the location of the robot at time  $n$ . More formally,

$$p(n) = \left( p_x(n) \right)_{x \in \{A, B, C, D, E, \text{Exit 1}, \text{Exit 2}\}},$$

where  $p_x(n)$  is the probability that the robot is at  $x$  at time  $n$ . Of course we have that

$$p(0) = (0, 1, 0, 0, 0, 0, 0).$$

- 1) Use a transition matrix  $M$  to compute approximate values of  $p(5)$ ,  $p(2000)$ .
- 2) The robot eventually escapes the labyrinth, either through Exit 1 or Exit 2. Deduce from  $p(2000)$  an approximation of the probability that the robot escapes the labyrinth through Exit 1.

Answers.

Answers.

**Do it yourself.** We still assume that the robot starts at  $B$ .

Denote by  $L_n$  the event "The robot is still in the labyrinth at time  $n$ " (i.e. it did not find the exit yet). Use your matrix  $M$  to plot  $n \mapsto \mathbb{P}(L_n)$ . (Try  $1 \leq n \leq 40$ .)

**Do it yourself.** Use the method seen in class and the function `solve` from `SymPy` to compute the *exact* probability that starting from  $B$  the robot escapes the labyrinth through Exit 1.

Compare with your approximation obtained previously.

Recall that to solve a system with `solve` you must write something like:

```
var('x y')
solve([x-2*y, 2*x-1+y], [x, y])
```

Answers.

## Exercise 5. OK Corral

We consider the following probabilistic model. (Its name refers to [this historical event](https://en.wikipedia.org/wiki/Gunfight_at_the_O.K._Corral) ([https://en.wikipedia.org/wiki/Gunfight\\_at\\_the\\_O.K.\\_Corral](https://en.wikipedia.org/wiki/Gunfight_at_the_O.K._Corral)!))

Initially there is a population of  $N$  gangsters,  $a$  of them belong to gang  $A$  and  $b = N - a$  belong to gang  $B$ . At times  $t = 0, 1, 2, \dots$ , a randomly and uniformly chosen gangster (among survivors) kills a member of the other gang. The process ends when one of the gangs is wiped out.

We want to find:

- The probability that the gang  $A$  wins (depending on  $a, b$ )
- The expected number of survivors of gang  $A$  at the end of the gunfight.

**Do it yourself.** Let  $p(i, j)$  be the probability that Gang  $A$  wins the gunfight against gang  $B$ , starting from respectively  $i, j$  gangsters.

1. Find  $p(i, j)$  when  $i$  or  $j$  equals 0.
2. For  $i \geq 1$  and  $j \geq 1$  find a recurrence relation between  $p(i, j)$  and  $p(i, j - 1)$ ,  $p(i - 1, j)$ .
3. Write a function which computes  $p(i, j)$  and draw a plot of  $i \mapsto p(i, 8)$  for  $1 \leq i \leq 16$ .  
Is this consistent with intuition? In particular what is the value of  $p(8, 8)$ ?

**Answers.**

**Do it yourself.** Let  $e(i, j)$  be the expected numbers of survivors of Gang  $A$  after the gunfight starting from respectively  $i, j$  gangsters.

1. State a recursive formula for the  $e(i, j)$ 's.
2. Write a function which computes  $e(i, j)$  and draw a plot of  $i \mapsto e(i, 8)$  for  $1 \leq i \leq 16$ .

**Answers.**