

# Breaking the Brownian chain: time and place

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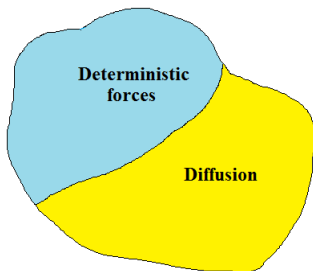
joint work with:  
Frank Aurzada and Volker Betz (both TU Darmstadt)

High Dimensional Probability IX  
Będlewo  $\rightsquigarrow$  Zoom  
June 2020

# A class of physical problems

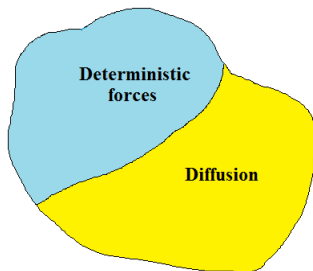
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**A particle system**



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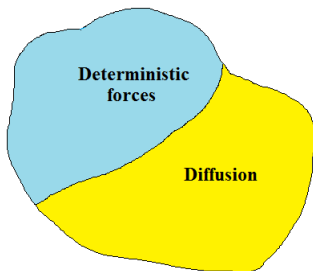
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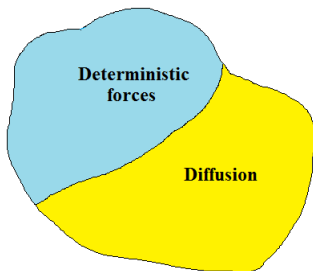


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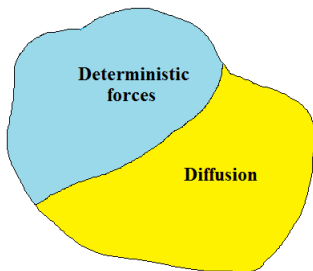
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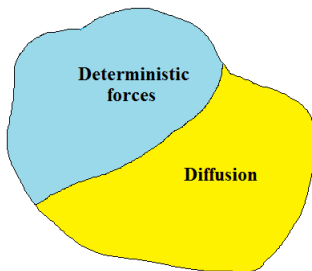
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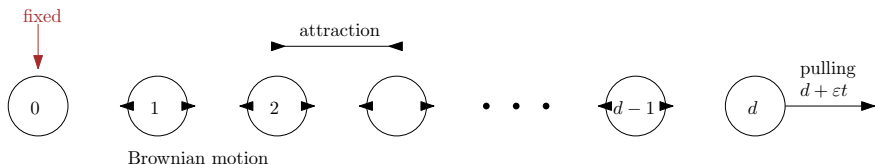
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We will explore in depth one such problem.

# Problem setting: a Brownian chain

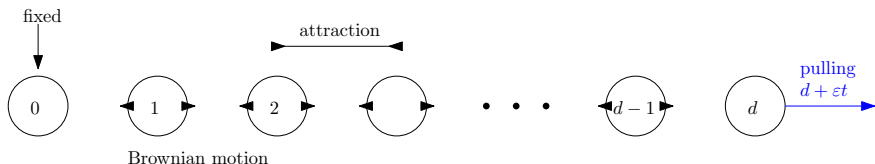
# Problem setting: a Brownian chain

- $d + 1$  particles (named  $0, 1, \dots, d$ ) moving on the real line;
- initial location at time  $t = 0$  is:  $0, 1, \dots, d$ ;
- various forces acting on these particles:



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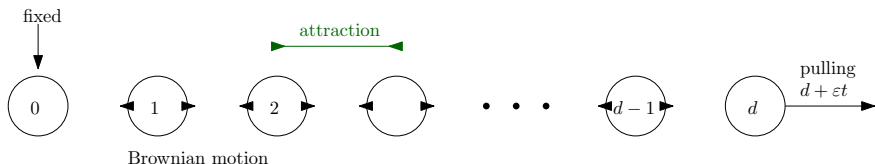
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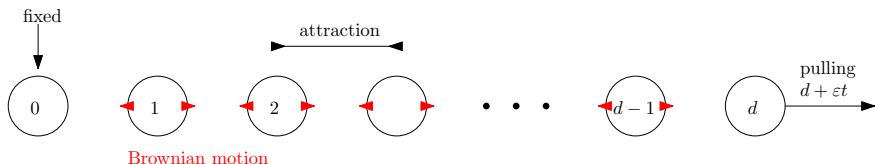
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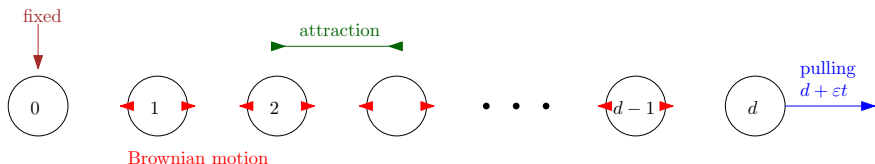
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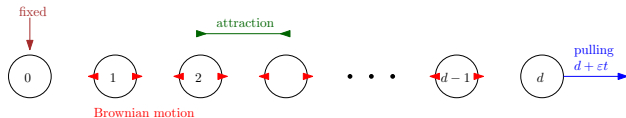
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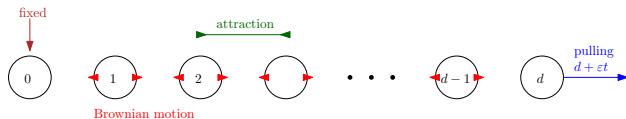
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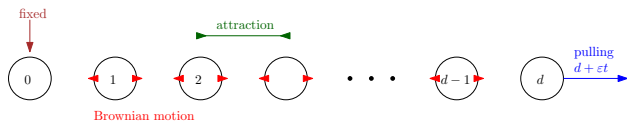
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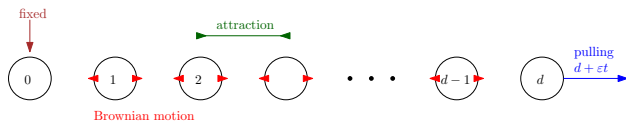
Let  $(B_t^i)$ ,  $i = 1, \dots, d-1$ , be independent Brownian motions.  
We consider the system

$$\begin{cases} X_0^i = i & i = 0, 1, \dots, d, \\ X_t^0 = 0 & t \geq 0, \\ X_t^d = d + \varepsilon t & t \geq 0, \\ dX_t^i = (X_t^{i+1} - 2X_t^i + X_t^{i-1})dt + \sigma dB_t^i, & i = 1, \dots, d-1, t \geq 0. \end{cases}$$

# Problem setting: the break

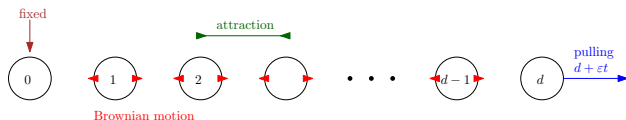


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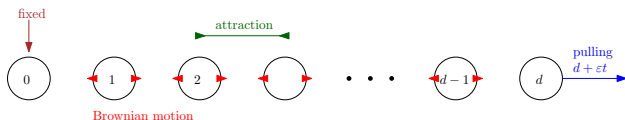


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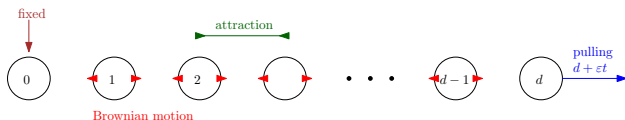
The **break time**  $\tau$ : First, define the break time at a position  $i$ :

$$\tau^i := \inf\{t \geq 0 : X_t^i - X_t^{i-1} > 2\}.$$

Then let

$$\tau := \min_{1 \leq i \leq d} \tau^i.$$

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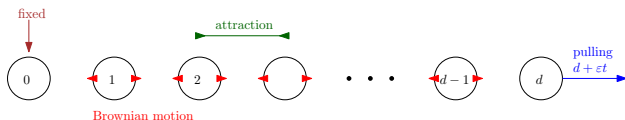
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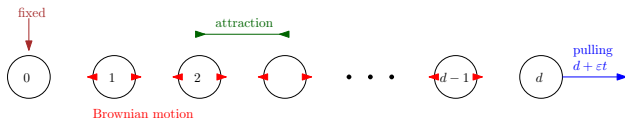
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Next, find the distribution of the **break position**:

$$\mathbb{P}(\tau = \tau^i), \quad i = 1, \dots, d.$$

# Problem setting: asymptotics

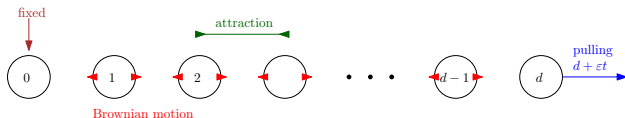


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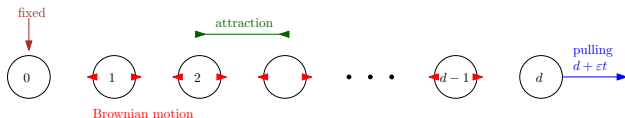


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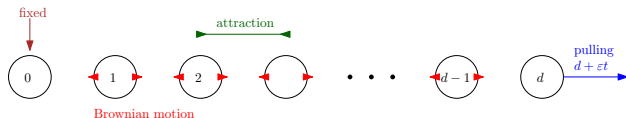
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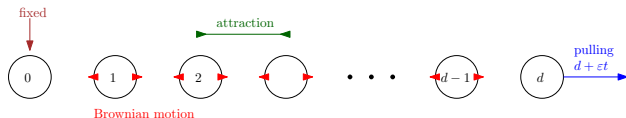
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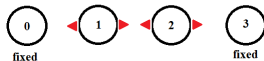
Mathematically, this model was studied by [Allman and Betz](#) (2009), then by [Allman, Betz, and Hairer](#) (2011).

# The break as an exit time

Let for simplicity  $d = 3$ ,  $\varepsilon = 0$  (no pulling).

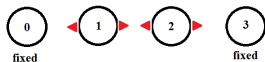
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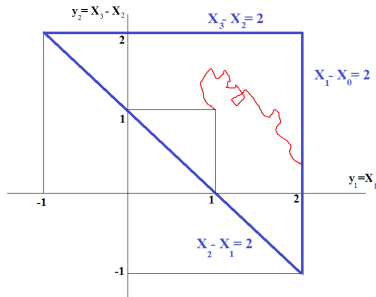


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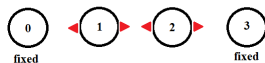


Then the break is an exit of a  $2D$ -diffusion from a triangle:

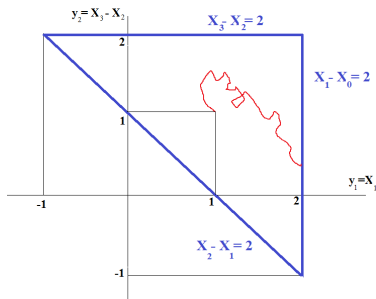


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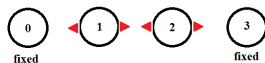


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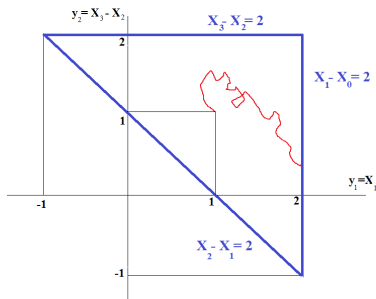


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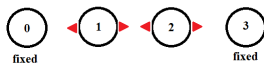
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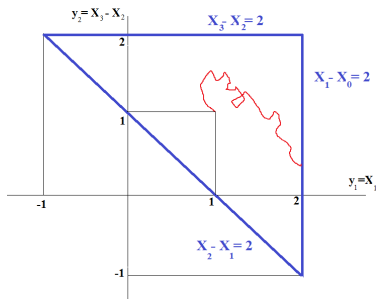
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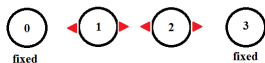
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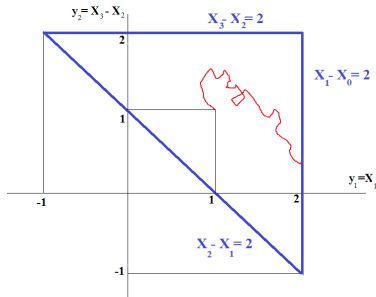
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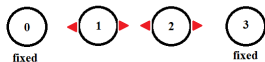


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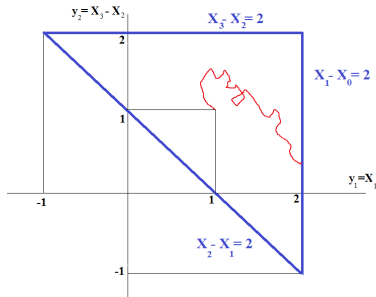
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If  $\varepsilon > 0$ , the triangle shrinks in time.

## Results: three regimes

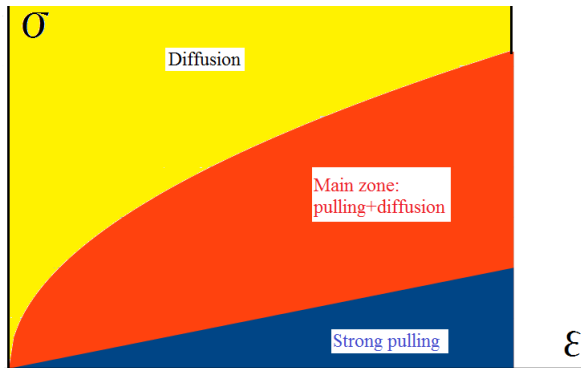
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There are three zones, each with its own behavior of the model.

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$$\tau = t_* - \frac{(d-1)(2d-1)}{6} + o_P(1).$$

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- the break time: when properly rescaled, has a Gumbel (double exponential) distribution defined by  $\mathbb{P}(\mathcal{G} \leq r) = \exp\{-g_1 \cdot \exp(-g_2 r)\}$ .

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Remark:  $|\log \varepsilon| \sigma^2 \rightarrow 0$  ensures that  $t_* \gg \frac{\sigma}{\varepsilon} \sqrt{\log(\sigma/\varepsilon)}$ .


The very slow pulling regime:  $\sigma^2 |\log \varepsilon| \rightarrow \infty$  (the yellow zone in )

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$$\text{but : } \tau (\sigma v)^{-1} \exp(-(\sigma v)^{-2}/2) \cdot \frac{2d}{\sqrt{2\pi}} \Rightarrow \mathcal{E},$$

where  $\mathcal{E}$  is standard exponential and  $v^2 = \frac{d-1}{2d}$ .

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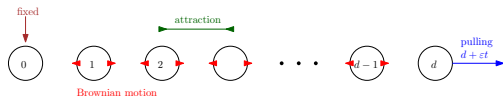
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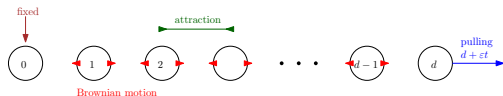
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Further complication: If the winning probability of  $i$ -th player depends on the game number  $\ell$ :  $p_i \rightarrow \delta_\ell p_i$ , then the winning probability remains the same but the series duration distribution may change (for example to **Gumbel** law).

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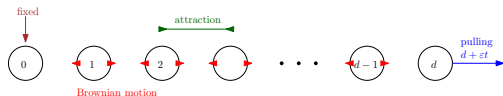
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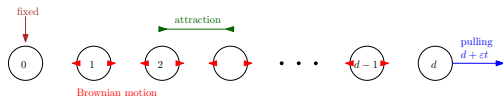
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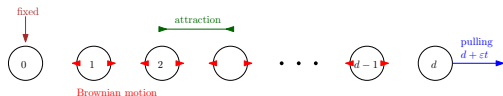
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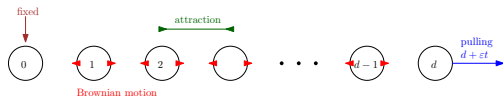
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- the exit probabilities are evaluated via Pickands–Piterbarg lemma (sharper than with usual LDP).

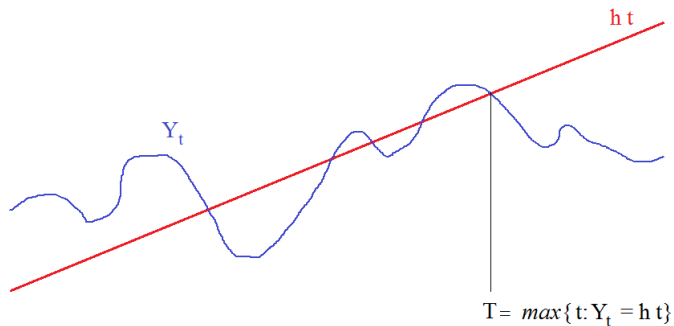
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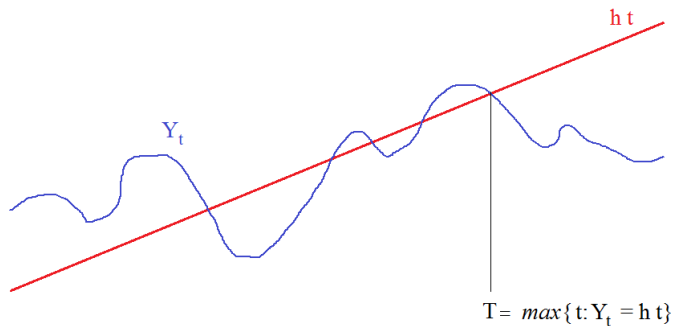
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Under appropriate assumptions on  $Y$  (Pickands lemma applies, mixing), as  $h \rightarrow 0$ ,  $T$  goes to infinity and has asymptotically Gumbel distribution.

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- Consider other systems (cf. Malyshev for second order equation).

# Thank you for your attention!

## References:

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