## Insert Markov pun here

A talk on Probabilistic Automata and Markov Chains

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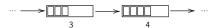
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Stochastic vectors can be thought of as a form of **discrete probability distribution**: given a finite number of possible states, S gives the probability of transitioning to the ith state.

# A short recap of NFA's

#### Deterministic and Nondeterministic Finite State Machines

Combining both these concepts, a **Deterministic Finite State Automata** (**DFA**) is one whose next state is uniquely determined by the current state. As an example, a loading bar at n% can only progress to a state at n+1%



In contrast, a **Nondeterministic Finite State Automata (NFA)** is one whose next state is not uniquely determined by it's current state. An example would be the output of a dice roll: it's a NFA, because the number of states are finite, and the next state is independent of the current state





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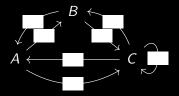
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#### Probabilistic Automata

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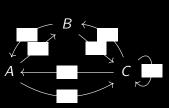


## Modeling PA's: Markov Processes

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Now, given an initial state a, Sa would give the final state after one transition. By induction,  $S^na$  would give the final state after n transitions.

More on Markov Matrices

Analysing the steady state