

Chapter 16: Stochastic Processes

DSCC 462

Computational Introduction to Statistics

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Fall 2022

Final Project Announcement

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- Due next Friday: short 1-2 minute video describing your approach to the last question (#7) – mid-project check-in

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- Official announcement will be posted after class today

Plan for Today

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- Stochastic processes (how random variables evolve over time)

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- Poisson processes (counting arrivals)
- Markov chains (any memoryless process)

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 - Financial derivatives (when and how are both random)

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- Discrete time process: sequence X_1, X_2, \dots
- Continuous time process: process on a subset $t \in [0, \infty)$

X_i
↑

$X_{7.5}$, $X_{6\pi}$

Counting Processes

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- Think of $N(t)$ as an arrival process
 - At $N(0) = 0$, no one has arrived yet; one person arrives at a time; no one leaves
- For $t > s$, we have $N(t) - N(s)$ is the number of arrivals in the interval $(s, t]$

$s < \leq t$

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 - Number of arrivals in any interval of length $s > 0$ has a $Pois(\lambda s)$ distribution

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- Find the probability that there are 2 customers between 11:00 and 11:20

$$\Pr(X=x) = \frac{e^{-\lambda s} (\lambda s)^x}{x!}$$

$$\lambda s = \frac{10}{3} \rightarrow \Pr(X=2) = \frac{e^{-10/3} \left(\frac{10}{3}\right)^2}{2!} \approx \boxed{0.2}$$

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≈ 0.2

- What about between 12:15 and 12:35?



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- If $X_2 > s$, then there were no arrivals between t and $t + s$

$$\frac{e^{-\lambda s}}{\cancel{(\lambda s)^k}}$$

$$F(x) = 1 - e^{-\lambda x}$$

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- Time between events is exponentially distributed with rate λ

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- Intuitively: Probability of an event depends only on the previous state

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- In this lecture, we will consider Markov chains that are
 - Discrete time (time proceeds in jumps of one increment)
 - Time-homogeneous (probabilities do not change over time)
 - Finite state space
- There exist more complicated Markov chains, but they're out of scope for today

Properties of Markov Chains

Properties of Markov Chains

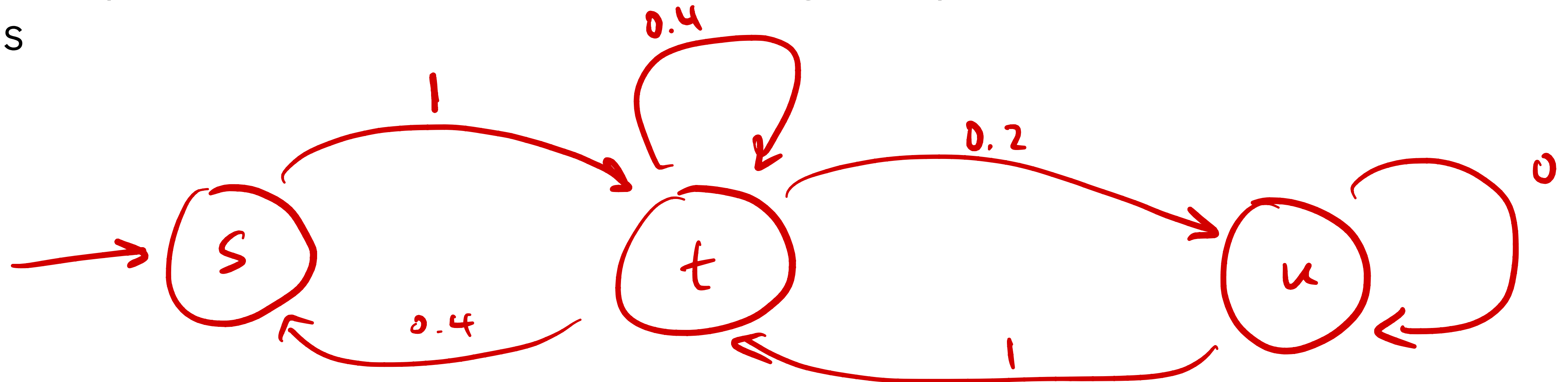
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- Can express Markov chains as a graph
 - Nodes represent states and directed edges represent transitions between states



Transition Matrices

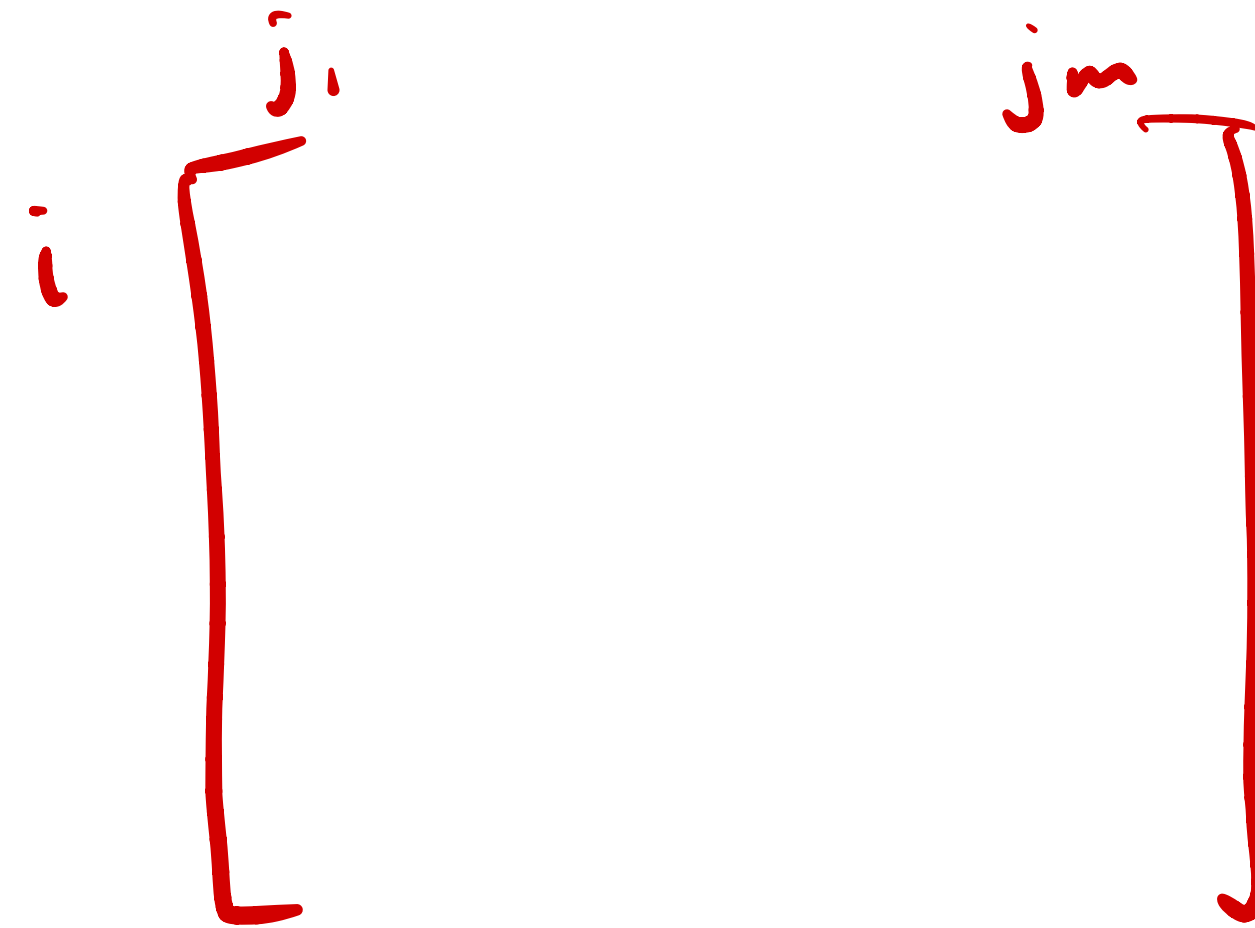
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(i, j)

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- We assume that transition probabilities do not change with time (time homogeneous)

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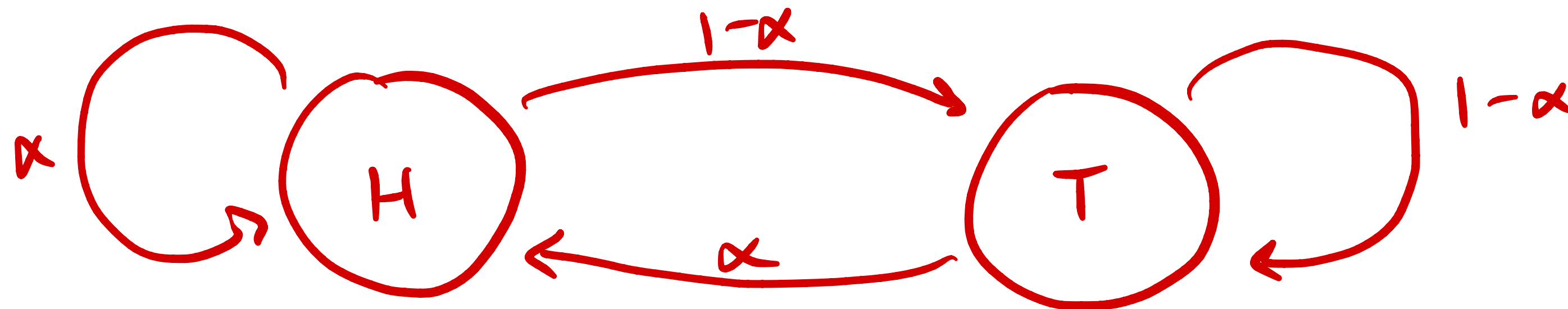
- Setup: Consider the process of repeatedly flipping an unfair coin with probability $\alpha > 1/2$ of being heads and $1 - \alpha < 1/2$ of being tails. This is expressible as a Markov chain.

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- Question 1: How can we express this as a graph?

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- Question 2: How can we express this as a transition matrix?

$$\begin{array}{c} H \\ T \end{array} \begin{array}{cc} H & T \\ \left[\begin{array}{cc} \alpha & 1-\alpha \\ \alpha & 1-\alpha \end{array} \right] \end{array}$$
$$\begin{array}{c} 0 \\ 1 \\ \vdots \\ n \end{array} \left[\begin{array}{cc} 0 & 1 \\ 1 & 0 \\ \vdots & \vdots \\ n & n \end{array} \right]$$

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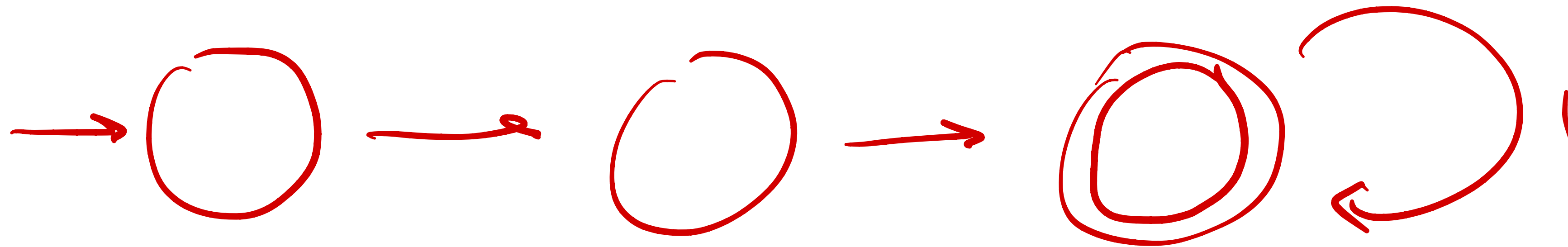
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- Pictorially:



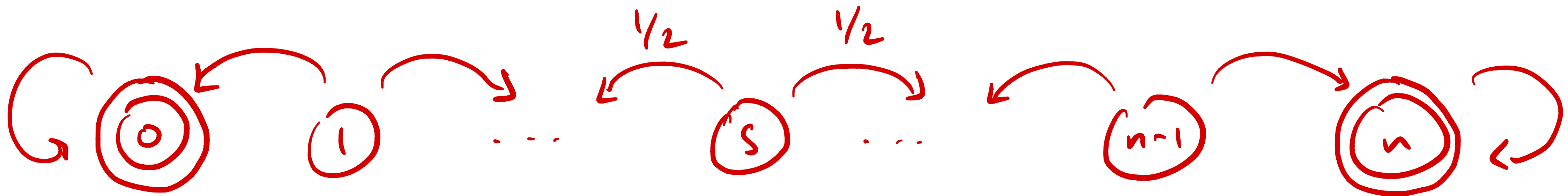
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- Consider the Gambler's Ruin setup: A gambler starts with s dollars. Every time step, he bets \$1 that a tossed coin will come up heads. The coin has probability $1/2$ of being heads and $1/2$ of being tails. The gambler keeps betting until either (1) he has no money left, or (2) he reaches some value $n > s$, at which point he collects his winnings and leaves.

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- Express this as a graph:



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Given s , ± 1 transitions
 $\Pr(\text{hit } n \text{ before } 0)$

- Question: What is the probability of winning? (Key idea: recurrences!)

$$R_i = \Pr(\text{winning starting from } \$i)$$

$$R_i - R_{i-1} = R_{i+1} - R_i$$

$$R_1 - 0 = R_2 - R_1$$

$$2R_1 = R_2$$

$$\rightarrow \underline{R_k = k \cdot R_1}$$

$$R_0 = 0$$

$$R_n = 1$$

$$R_n = n \cdot R_1 = 1$$

$$\textcircled{R_1} = 1/n$$

$$R_k = k/n$$

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Here, P_{ij}^k is the $(i, j)^{th}$ entry in P^k

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$$\begin{bmatrix} \overline{} \\ P \end{bmatrix} \begin{bmatrix} 1 \\ P \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

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- Let's consider $k = 2$ transitions

$$\Pr(X_{n+2} = j | X_n = i) = \sum_h \Pr(X_{n+2} = j | X_{n+1} = h, \cancel{X_n = i}) \times \Pr(X_{n+1} = h | X_n = i)$$

← step 2

← step 1

$$\sum_h \underbrace{P_{ih}}_{P_{ij}} \cdot \underbrace{P_{hj}}_{P_{ih}} = \sum_h \underbrace{\Pr(X_{n+2} = j | X_{n+1} = h)}_{P_{hj}} \underbrace{\Pr(X_{n+1} = h | X_n = i)}_{P_{ih}}$$

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- Get as a result of matrix multiplication!

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- Path: $i_0 \rightarrow i_1 \rightarrow \dots \rightarrow i_{m-1} \rightarrow i_m$
- Because every transition is given, we can just use the product rule
- $\Pr(X_m = i_m, X_{m-1} = i_{m-1}, \dots, X_1 = i_1, X_0 = i_0) = \underline{p_{i_0, i_1}} \cdot \underline{p_{i_1, i_2}} \cdot \dots \cdot \underline{p_{i_{m-1}, i_m}}$

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 - A Markov chain is ergodic if all its states are ergodic ("best behaved chains")

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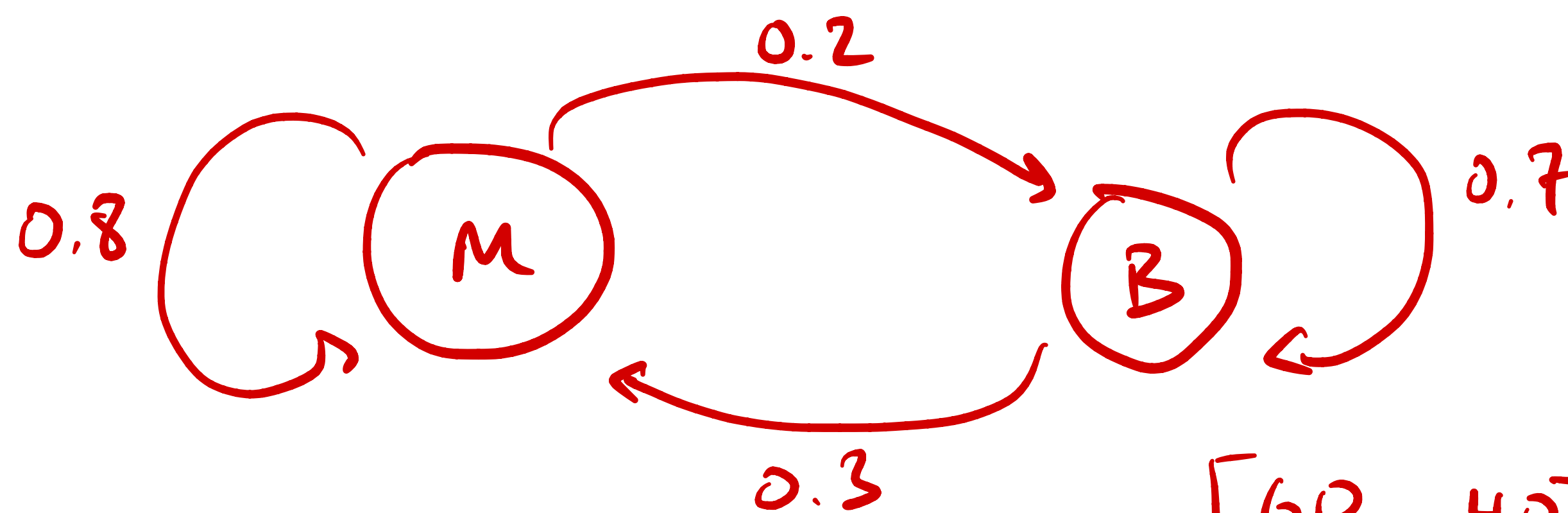
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- Any ergodic Markov chain has a unique stationary distribution

Stationary Distributions: Example

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- A population of 100 people either go to McDonald's or Burger King for fast food every day. Every day, ~~20~~ ^{30%} % of people who went to McDonald's the previous day switch to Burger King, and ~~20~~ % of people who went to Burger King the previous day switch to McDonald's. After a while, the proportion of the population that goes to each restaurant stabilizes. What is the stationary distribution?



$m = \# \text{ ppl at McD's}$

$b = \# \dots \text{BK}$

$$[60 \quad 40] \begin{bmatrix} 0.8 & 0.2 \\ 0.3 & 0.7 \end{bmatrix} \stackrel{?}{=} [60 \quad 40]$$

$$\pi = \pi P$$

$$\left[\overset{48}{60 \times 0.8} + \overset{12}{40 \times 0.3}, \quad \overset{12}{60 \times 0.2} + \overset{28}{40 \times 0.7} \right] = [60 \quad 40]$$

Markov Chain Example

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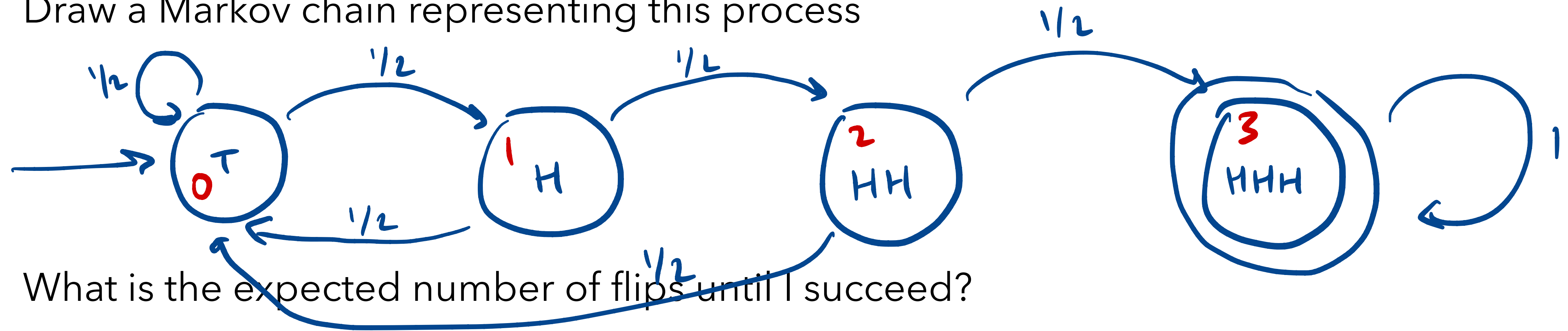
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- What is the expected number of flips until I succeed?

X_i = exp # flips until HHH starting at i .

$$X_0 = 1 + \frac{1}{2}X_0 + \frac{1}{2}X_1$$

$$X_2 = 1 + \frac{1}{2}X_0 + \frac{1}{2}X_3$$

↖ 0

$$X_1 = 1 + \frac{1}{2}X_0 + \frac{1}{2}X_2$$

TBD ...

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- I decide to flip a fair coin until I get three heads in a row.
- Draw a Markov chain representing this process
- What is the expected number of flips until I succeed?

$$X_0 = 1 + (1/2)(X_0 + X_1)$$

$$X_1 = 1 + (1/2)(X_0 + X_2)$$

$$X_2 = 1 + (1/2)(X_0 + X_3)$$

$$X_3 = 0$$

Solving yields $X_0 = X_1 + 2$, $X_1 = X_2 + 4$, $X_1 = 12$, so $X_0 = 14$

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- Often applied to birth and death processes, with the requirement that state transitions can only occur between adjacent integers (or radioactive decay)

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- These processes give us tools to reason about randomness
- Many extensions of these frameworks are foundational for advanced topics in machine learning, data science, physics, etc.

$$m = 0.8m + 0.3b$$

