

A simple Markov chain.

Background. Suppose there is a discrete time system \mathcal{S} that we want to model. We have the following information:

- at each time point, \mathcal{S} must be in one of 3 states labelled by $\{1, 2, 3\}$;
- \mathcal{S} may transition between two states at any time increment;
- for every state i , we know the probability of each transition $i \rightarrow 1$, $i \rightarrow 2$, $i \rightarrow 3$;
- the transition probabilities are constant in time.

Fixed time. We model \mathcal{S} at time $k \in \mathbb{N}$ using a vector

$$X_k = (x_k^1, x_k^2, x_k^3).$$

Here x_k^i gives the probability that \mathcal{S} is in state i at time k . Since \mathcal{S} must be in one of these states,

$$x_0^1 + x_0^2 + x_0^3 = 1.$$

In other words, X_0 is a probability distribution over the states $\{1, 2, 3\}$. For example, if at time k we know with probability 1 that \mathcal{S} is in state 1 then $X_k = (1, 0, 0)$. If instead there is a 50%/50% split between states 1 and 3 then $X_k = (1/2, 0, 1/2)$.

Transitions. Next we need to model the transition process. We already know the probability p_{ij} of transitioning from state i to state j . Combining all the transition probabilities gives a matrix:

$$P = \begin{pmatrix} p_{11} & p_{12} & p_{13} \\ p_{21} & p_{22} & p_{23} \\ p_{31} & p_{32} & p_{33} \end{pmatrix}.$$

Since \mathcal{S} must transition at each step (even if the transition is from i to itself), so the rows of P satisfy

$$p_{i1} + p_{i2} + p_{i3} = 1.$$

That is, the rows of P are probability distributions. A matrix like this is called *stochastic*.

Forecasting. If we know X_k we can compute X_{k+1} using P :

$$X_{k+1} = X_k \cdot P.$$

Therefore, once we know the initial configuration X_0 , we get a distribution representing the k^{th} time step by computing

$$\begin{aligned} X_k &= X_{k-1} \cdot P \\ &= X_{k-2} \cdot P \cdot P \\ &= X_0 \cdot P^k. \end{aligned} \tag{1}$$

Implementing the model.

Background. The model of \mathcal{S} constructed above is an example of a *Markov chain*. We're now going to implement a simple 3-state Markov chain. The matrix P of transitions will be randomly generated. The main point of this exercise is to gain experience with `numpy`. You are encouraged to play around with the `numpy` functions and objects in the interpreter as you follow along.

Steps. 1. Import `numpy`.

2. The function `numpy.random.rand(n, m)` is a `numpy` function of two parameters. It is used to generate an $n \times m$ matrix with random entries chosen uniformly from $[0, 1]$. Use this function to initialize a 3×3 `numpy` matrix called `P_unscaled` with random entries.

3. The matrix `P_unscaled` is not a transition matrix, since its rows do not necessarily sum to 1. To fix this:

i Compute the sum of each row of `P_unscaled`. This can be done via a call to the `sum` method of `P_unscaled`:

```
1 row_sums = P_unscaled.sum(axis=1).reshape(3, 1)
```

The variable `row_sums` is a `numpy` matrix with one column and three rows. The entry in row i is the sum of the i^{th} row of `P_unscaled`. (To improve your intuition, run this command in the interpreter and investigate the `numpy` matrix returned as output.)

ii Create a new matrix `P` by dividing each row of `P_unscaled` by its sum:

```
1 P = P_unscaled / row_sums
```

Pay close attention to how the rows of `P_unscaled` are matched with the rows of `row_sums` during the division process. It may help to run this command in the interpreter as well.

You may want to verify that `P` is a stochastic matrix. You can do so by summing its rows:

```
1 print(P.sum(axis=1))
2
3 ## prints array([1., 1., 1.]
```

4. Create an initial configuration corresponding to state 2 with probability 1:

```
1 X_0 = numpy.array([0.0, 1.0, 0.0])
```

5. Compute the distribution X_5 that gives the evolved configuration of our system after 5 time steps. Recalling equation 1, we get X_5 by computing $X_0 \cdot P^5$. The matrix power P^k can be computed using the `numpy.linalg.matrix_power` function. The product of X_0 and P^5 can then be computed using the `dot` method. Combined into one line, this looks like

```
1 X_5 = X_0.dot(numpy.linalg.matrix_power(P, 5))
```

6. Repeat steps 4 and 5 to compute the configuration of the system after 7 steps when given an initial state vector with probabilities:

state 1 \mapsto 0.25, state 2 \mapsto 0.25, state 3 \mapsto 0.5

Plotting the (p-norm) unit ball.

Goals.

- (1) Generate the points of the unit ball $|x|^p + |y|^p = 1$ using `numpy` for $p = 1, 2, 3, 5, 10$. Make a 2-D plot of these points using the `matplotlib` library.
- (2) Generate the points of the unit ball $|x|^p + |y|^p + |z|^p = 1$ using `numpy` for $p = 1, 2, 3, 5, 10$. Make a 3-D plot of these points using the `matplotlib` library.

Hints.

- In the 2-D case write y as a function of x , given $|x|^p + |y|^p = 1$. Then write a python function called `y_fn` that takes p and x as arguments and returns $y(x)$.
- If we have a function defined by

```
1 def func(x, p):  
2     return x ** p
```

then the `numpy.vectorize` function has the following effect:

```
1 vectorized_func = numpy.vectorize(func)  
2 print(vectorized_func([1, 2, 3, 4, 5], 2))  
3 ## prints array([1, 4, 9, 16, 25])
```

- Use `matplotlib.pyplot.subplot` to show multiple plots at once. The `subplot` function arranges the individual plots into an $n \times m$ grid. It takes an argument `nmk` where `n` = number of rows, `m` = number of columns, and `k` specifies we want the k^{th} sub-plot (labelled left-to-right and top-to-bottom). Below is an example that creates an 3×2 grid of subplots:

```
1 plt.figure(1)  
2 plt.subplot(321)  
3 ## do plotting for p = 1  
4 plt.gca().set_aspect('equal', adjustable='box') ## this line scales the axes  
5  
6 plt.subplot(322)  
7 ## do plotting for p = 2  
8 plt.gca().set_aspect('equal', adjustable='box')  
9  
10 ## etc ...  
11  
12 plt.show()
```

- If you have time, adapt your solution for 2D unit balls for the 3D case. You will need to use `mpl_toolkits.mplot3d`. In particular, try using `mpl_toolkits.mplot3d.scatter` to make a scatter plot of the points in the 3D unit ball.