Markov Chains

CS70 Summer 2016 - Lecture 6B/C

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Agenda

What are Markov Chains? State machine and matrix representations.

Hitting Time Convergence, limiting and stationary distributions



Motivation

Suppose we flip a coin until we get a three heads in a row. How many coin flips should we expect to do?

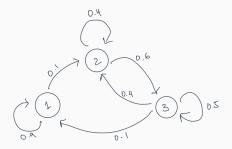
Drunkard on an arbitrary graph (remember HW?). When does the drunkard come home?

Try solving directly? Problem: conditioning gets really messy.

Need some way to express **state**.

Solution: Markov chains!

Intuition



A finite Markov chain consists of states, transition probabilities between states, and an *initial distribution*.

State: where are you now?

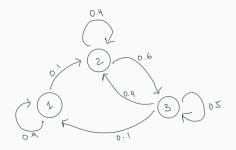
Transition probability: From where you are, where do you go next?

Initial distribution: how do you start?

Markov chains are **memoryless** - they don't remember anything other than what state they are.

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Formally Speaking...



A finite set of states: $\mathcal{X} = \{1, 2, \dots, K\}$

A initial probability distribution π_0 on $\mathcal{X}: \pi_0(i) \geq 0, \sum_i \pi_0(i) = 1$

Transition probabilities: P(i,j) for $i,j \in \mathcal{X}$

•
$$P(i,j) \ge 0, \forall i,j; \sum_{j} P(i,j) = 1, \forall i$$

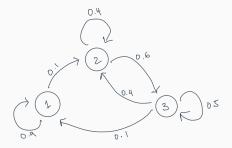
 $\{X_n, n \ge 0\}$ is defined so that:

•
$$Pr[X_0 = i] = \pi_0(i), i \in \mathcal{X}$$
 (initial distribution)

•
$$Pr[X_{n+1} = i \mid X_0, ..., X_n = i] = P(i, j), i, j \in \mathcal{X}.$$

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One Small (Time)step for a State



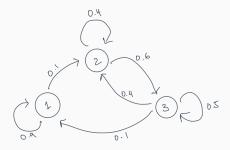
At each timestep t we are in some state $X_t \in \mathcal{X}$. (random variable.)

Where do we go next?

$$\Pr[X_{t+1} = j | X_t = i] = P_{i,j}$$

Probability depends on the previous state, but is independent of how it got to the previous state. (It's not independent of states before the previous state - but any dependence is captured in the previous state.)

One Giant Leap with Conditional Probability



At some point we might have a distribution for X_t - say, it's 1 w.p. 0.2, 2 w.p. 0.3, and 3 w.p. 0.5. Distribution for X_{t+1} ? Probability that it goes to 1?

$$Pr[X_{t+1} = 1] = \sum_{i} Pr[X_{t+1} = 1 | X_t = i] Pr[X_t = i] = \sum_{i} P_{i,1} Pr[X_t = i]$$

$$= 0.9 * 0.2 + 0 * 0.3 + 0.1 * 0.5 = 0.23$$

Rest of distribution for X_{t+1} can be found similarly.

Linear Algebra Intro

Very quick linear algebra intro:

Matrices: two-dimensional collection of numbers. $n \times m$ matrix has n rows, m columns. Element at ith row, jth column denoted A_{ij} .

Vector: one-dimensional collection of numbers. We deal with **row vectors** - $n \times 1$ matrices.

$$\begin{bmatrix} 5 & 9 & 3 & 0 \end{bmatrix}$$

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Matrix Multplication

For $n \times m$ matrix A and $m \times p$ matrix B:

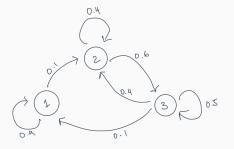
$$(AB)_{ij} = \sum_{k} A_{ik} B_{kj}$$

Or for vector x:

$$(xA)_i = \sum_k x_k A_{ki}$$

$$\begin{bmatrix} 5 & 9 & 3 & 0 \end{bmatrix} \begin{bmatrix} 1 & 6 & 7 & 2 \\ 6 & 5 & 6 & 3 \\ 8 & 6 & 2 & 2 \\ 2 & 5 & 3 & 8 \end{bmatrix} = \begin{bmatrix} 1*5+6*9+8*3+2*0 \\ 6*5+5*9+6*3+5*0 \\ 7*5+6*9+2*3+3*0 \\ 2*5+3*9+2*3+8*0 \end{bmatrix}^{T}$$

Matrix Markov



Markov chains have a very nice translation to matrices! Transition probabilities form an *transition matrix* P whose i, jth entry is $P_{i,j}$.

$$P = \begin{bmatrix} 0.9 & 0.1 & 0 \\ 0 & 0.4 & 0.6 \\ 0.1 & 0.4 & 0.5 \end{bmatrix}$$

Probabilities from a state sum to 1...rows sum to 1... (right) stochastic matrix.

Stepping with Multiplication

$$P = \begin{bmatrix} 0.9 & 0.1 & 0 \\ 0 & 0.4 & 0.6 \\ 0.1 & 0.4 & 0.5 \end{bmatrix}$$

Distributions are vectors. Suppose that X_t is distributed 1 w.p. 0.2, 2 w.p. 0.3, and 3 w.p. 0.5. Write distribution as vector!

$$\pi_t = \begin{bmatrix} 0.2 & 0.3 & 0.5 \end{bmatrix}$$

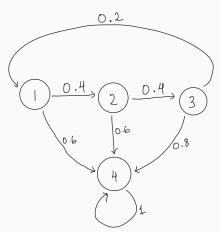
What's the product of π_t and P?

$$\begin{bmatrix} 0.2 * 0.9 + 0.3 * 0 + 0.5 * 0.1 \\ 0.2 * 0.1 + 0.3 * 0.4 + 0.5 * 0.4 \\ 0.2 * 0 + 0.3 * 0.6 + 0.5 * 0.5 \end{bmatrix}^{T} = \begin{bmatrix} 0.23 & 0.34 & 0.43 \end{bmatrix}$$

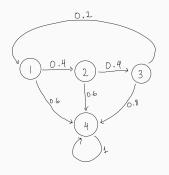
This is the distribution of X_{t+1} .

An Example

California driving test: you get 3 retakes before you have to start the application process all over again. Suppose someone passes a driving test w.p. 0.6, unless it's their final retake, in which case they're more careful and pass w.p. 0.8.



An Example

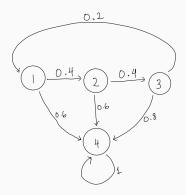


Initial distribution? $\pi_0 = [1 \ 0 \ 0 \ 0]$ Transition matrix?

$$T = \begin{bmatrix} 0 & .4 & 0 & .6 \\ 0 & 0 & .4 & .6 \\ .2 & 0 & 0 & .8 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Hitting Time

Motivation

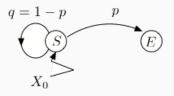


How long does it take to get a driver's license, in expectation?

Generally: given a Markov chain and an initial distribution, how many timesteps do we expect to take before reaching a particular state?

A Simple Example

Let's flip a coin with Pr[H] = p until we get H. How many flips, on average?



Let $\beta(S)$ be the average time until E, starting from S. Then,

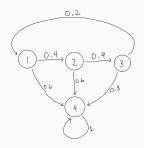
$$\beta(S) = 1 + q\beta(S) + p0.$$

Hence,

$$p\beta(S) = 1$$
, so that $\beta(S) = 1/p$.

Note: Time until E is G(p). We have rediscovered that the mean of G(p) is 1/p.

How Long to Get a Driver's License?



Let $\beta(S)$ denote expected time to get a driver's license from S.

$$\beta(1) = 0.6 * 0 + 0.4 * (1 + \beta(2))$$

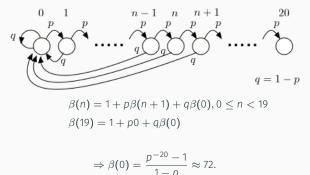
$$\beta(2) = 0.6 * 0 + 0.4 * (1 + \beta(3))$$

$$\beta(3) = 0.8 * 0 + 0.2 * (1 + \beta(1))$$

Solves to $\beta(1) \approx$ 0.61. Adding the first driving test: 1.61 driving tests.

Drunkard's Climb

Our old friend the drunkard to go up a ladder that has 20 rungs. At each time step, he succeeds in going up by one rung with probability p=0.9. Otherwise, he falls back to the ground (miraculously unharmed). How many time steps does it take for him to reach the top of the ladder, on average?



See Lecture Note 24 for algebra.

