

* MLE:

*** Maximum Likelihood Estimation:

→ In Statistics, MLE is a method of estimating the parameters of probability distribution by maximizing a likelihood function, so that under the assumed statistical model, is most probable. It is Generally a function defined over the Sample Space.

→ It determines value for the parameters of a model. Parameter values are found such that they maximize the likelihood that the process described by the model.

① Eg: Suppose that x is a discrete Random Variable with a following Probability mass function where $0 < \theta < 1$ is a Parameter. The following 10 independent Observations.

x	0	1	2	3
$P(x)$	$\frac{2\theta}{3}$	$\frac{\theta}{3}$	$\frac{2(1-\theta)}{3}$	$\frac{1-\theta}{3}$

θ is
PMF Parameter:

from such a distribution (3, 0, 2, 1, 3, 2, 1, 0, 2, 1)
what is the maximum likelihood Estimation for θ ?

Sol:

Sol: Since the Sample is $(3, 0, 2, 1, 3, 2, 1, 0, 2, 1)$,
the likelihood is $L(\theta) = P(x=3) P(x=0) P(x=2) \cdot$

$$P(x=1) P(x=3) P(x=2)$$

$$P(x=1) P(x=0) P(x=2)$$

$$P(x=1)$$

Substituting from the probability distribution given above

$$L(\theta) = \prod_{i=1}^n P(x_i | \theta) = \left(\frac{2\theta}{3}\right)^2 \left(\frac{\theta}{3}\right)^3 \left(\frac{2(1-\theta)}{3}\right)^3 \left(\frac{1-\theta}{3}\right)^2$$

Clearly the likelihood function $L(\theta)$ is not easy to maximize

$$\left[\begin{array}{l} f'(x) = 0 \\ f''(x) < 0 \end{array} \right. \begin{array}{l} \nearrow \text{maxima} \\ \searrow \text{minima} \end{array} \quad \text{recall}$$

$$d(uv) = uv' + vu' \quad \text{differentiation is very complex}$$

So, apply log

$$L(\theta) = \log L(\theta)$$

$$2 \left[\log\left(\frac{2}{3}\right) + \log \theta \right] + 3 \left[\log\left(\frac{1}{3}\right) + \log \theta \right]$$

$$+ 3 \left[\log\left(\frac{2}{3}\right) + \log(1-\theta) \right] + 2 \left[\log\left(\frac{1}{3}\right) + \log(1-\theta) \right]$$

constants

$$l(\theta) = C + 5 \log \theta + 5 \log (1-\theta)$$

where C is a constant which does not depend on θ .

It can be seen that log likelihood function is easier to maximize. Compare to likelihood function.

$$l(\theta) = C + 5 \log \theta + 5 \log (1-\theta)$$

$$\frac{d}{d\theta} l(\theta) = 0 + \frac{5}{\theta} + \frac{5}{1-\theta} (0-1) \left[\frac{d}{dx} \theta = 1 \right]$$

$$\left[\frac{d}{dx} (\log x) = \frac{1}{x} \right] \quad \frac{d}{d\theta} l(\theta) = \frac{5}{\theta} - \frac{5}{1-\theta} \Rightarrow \frac{d}{d\theta} l(\theta) = 0$$

$$\frac{d}{d\theta} l(\theta) = 0 \Rightarrow \frac{5}{\theta} - \frac{5}{1-\theta} = 0$$

$$\frac{5(1-\theta) - 5\theta}{\theta(1-\theta)} = 0$$

$$5 - 5\theta - 5\theta = 0$$

$$10\theta = 5$$

$$\boxed{\theta = 0.5}$$

$$\left[\frac{d}{dx} (\log x) = \frac{1}{x} \right]$$

* Stochastic process:

Mathematically, a Stochastic process is a set of random variables $\{x_t\}$ or $\{x(t)\}$ depending on some real Parameter like time t . These are also known as random processes or random functions.

[Random process / stochastic process
are same]

Eg: 1) Queuing

2) unbiased die

X_n outcome of n^{th} throw

$$\{X_n | n \geq 1\}$$

↓

family of Random Variables

$$X_1 = 1 \text{ to } 6$$

$$X_2 = 1 \text{ to } 6$$

3) X_n is maximum number shown in first n throws.

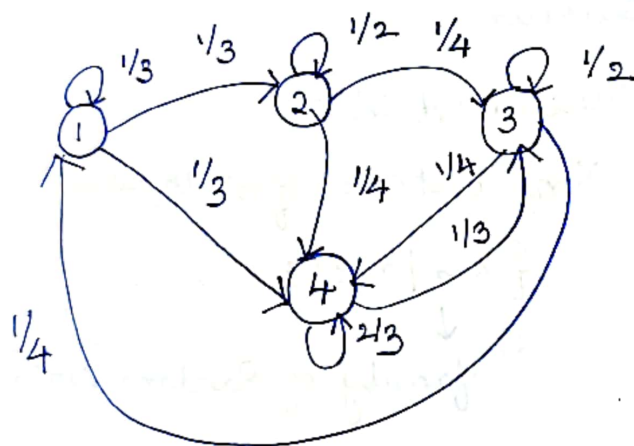
2/2/2021
(i)

Determine if the following transition matrix is ergodic markov chain?

Present States	1	2	3	4	
	1	$\frac{1}{3}$	$\frac{1}{3}$	0	$\frac{1}{3}$
	2	0	$\frac{1}{2}$	$\frac{1}{4}$	$\frac{1}{4}$
	3	$\frac{1}{4}$	0	$\frac{1}{2}$	$\frac{1}{4}$
	4	0	0	$\frac{1}{3}$	$\frac{2}{3}$

Probabilities

Sol: The transition diagram for the given transition matrix.



✓ In the above transition diagram, State 1 can go to any other State directly except to State 3.

→ To go to State 3, one must go from State 1 to State 2 and then to State 3.

→ It is Possible for State 2 to directly to all other States except to State 1.

→ now from State 2 one can reach State 1 in two ways. one way is from State 3 to State 1 and the other way is from State 4 to State 3 and then State 1.

→ From State 4 it is possible to go to State 3 and state 4. except ^{to} State 1 and State 2.

★ { Hence the given Matrix is an Ergodic Markov Chain }

② A training process is considered as two State markov chain. If it rains, it is considered to be in State 0 and it does not rain, the chain is in the state of 1. The transition Probability of the markov chain is defined by $P = \begin{bmatrix} 0.6 & 0.4 \\ 0.2 & 0.8 \end{bmatrix}$. find the Probability that it will rain for 3 days from today assuming that it is raining today. Assume that the mutual probabilities of State 0 are or State 1 as 0.4 and 0.6 respectively.

Soln

$$P = \begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 0.6 & 0.4 \\ 0.2 & 0.8 \end{bmatrix} \end{matrix} \rightarrow 2 \text{ State markov chain}$$

$$2^2 = 4$$

$$P^2 = \begin{bmatrix} 0.6 & 0.4 \\ 0.2 & 0.8 \end{bmatrix} \begin{bmatrix} 0.6 & 0.4 \\ 0.2 & 0.8 \end{bmatrix}$$

$$= \begin{bmatrix} 0.44 & 0.56 \\ 0.28 & 0.72 \end{bmatrix}$$

$$P^2 \cdot P \Rightarrow \begin{bmatrix} 0.44 & 0.56 \\ 0.28 & 0.72 \end{bmatrix} \begin{bmatrix} 0.6 & 0.4 \\ 0.2 & 0.8 \end{bmatrix}$$

$$P^3 = P^2 \cdot P$$

$$\therefore P(3) \rightarrow 3 \text{ days} = \begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} 0.376 & 0.624 \\ 0.312 & 0.688 \end{bmatrix} \end{matrix}$$

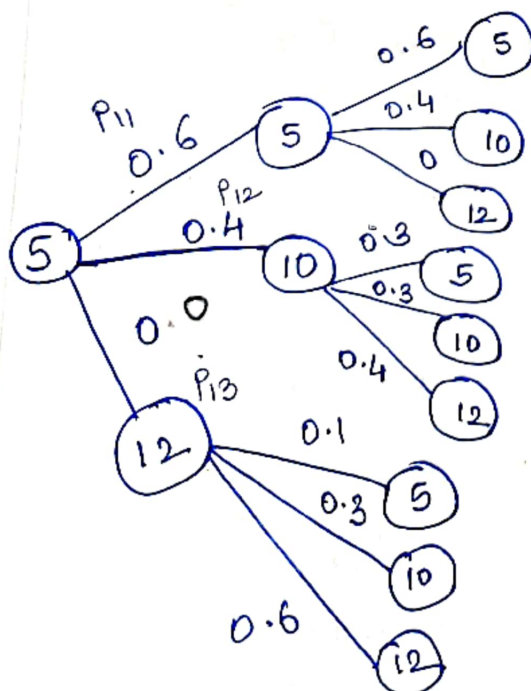
The probability that it will rain on 3rd day given that it will rain today is 0.376

- ③ The number of units of an item that are withdrawn from inventory on a day-to-day basis is a Markov chain process in which requirements for tomorrow depend on today's requirements. A one-day-transition matrix is given below.

		Tomorrow		
		5	10	12
Today	5	0.6	0.4	0.0
	10	0.3	0.3	0.4
	12	0.1	0.3	0.6

- (i) Construct a tree diagram showing inventory requirements on two consecutive days.
- (ii) Develop a two-day transition matrix.

Sol: (i) The inventory requirements on two consecutive days is represented by a tree diagram as shown below



tree diagram
(must be same line)

$$P_{11}^{(2)} = (0.6)(0.6) + (0.4)(0.3) + 0(0.1)$$

$$= 0.36 + 0.12 + 0$$

(2)
2 days

$$P_{11}^{(2)} = 0.48$$

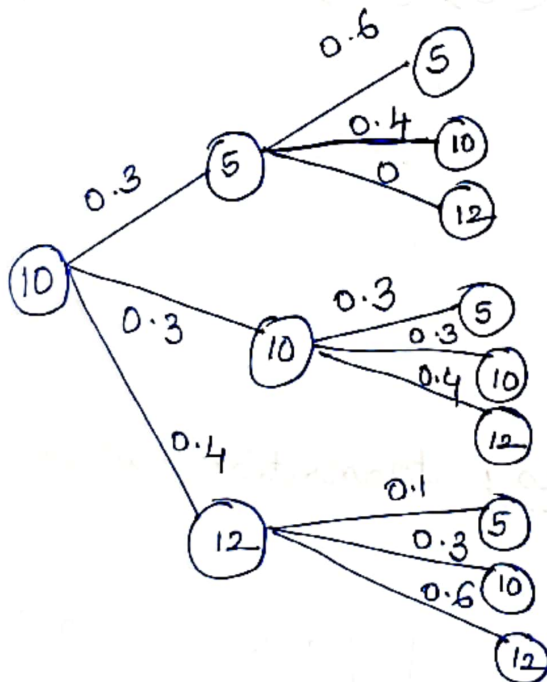
$$P_{12}^{(2)} = (0.6)(0.4) + (0.4)(0.3) + 0(0.3)$$

$$= 0.24 + 0.12 + 0$$

$$P_{12}^{(2)} = 0.36$$

$$P_{13}^{(2)} = (0.6)(0) + (0.4)(0.4) + 0(0.6)$$

$$P_{13}^{(2)} = 0.16$$



$$P_{23}^{(2)} = (0.3)(0) + (0.3)(0.4) + (0.4)(0.6)$$

$$= 0 + 0.12 + 0.24$$

$$P_{23}^{(2)} = 0.36$$

$$P_{21}^{(2)} = (0.3)(0.6) + (0.3)(0.3) + (0.4)(0.1)$$

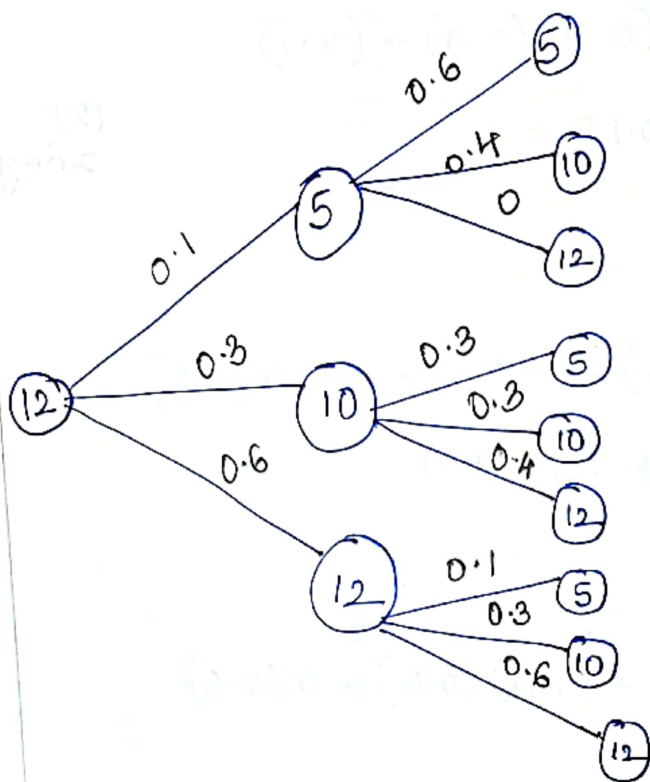
$$P_{21}^{(2)} = 0.18 + 0.09 + 0.04$$

$$P_{21}^{(2)} = 0.31$$

$$P_{22}^{(2)} = (0.3)(0.4) + (0.3)(0.3) + (0.4)(0.3)$$

$$= 0.12 + 0.09 + 0.12$$

$$P_{22}^{(2)} = 0.33$$



$$P_{31}^{(2)} = (0.31)(0.6) + (0.3)(0.3) + (0.6)(0.1)$$

$$P_{31}^{(2)} = 0.21$$

$$P_{32}^{(2)} = 0.31$$

$$P_{33}^{(2)} = 0.48$$

② Develop a two-day transition matrix

$$P^2 = \begin{bmatrix} 0.6 & 0.4 & 0.0 \\ 0.3 & 0.3 & 0.4 \\ 0.1 & 0.3 & 0.6 \end{bmatrix} \begin{bmatrix} 0.6 & 0.4 & 0.0 \\ 0.3 & 0.3 & 0.4 \\ 0.1 & 0.3 & 0.6 \end{bmatrix}$$

$$= \begin{bmatrix} 0.48 & 0.36 & 0.16 \\ 0.31 & 0.33 & 0.36 \\ 0.21 & 0.31 & 0.48 \end{bmatrix}$$

* STOCHASTIC MATRIX:

→ A Stochastic Matrix is a random matrix with non-negative elements and unit row sums. ≥ 0 → must be square matrix

* Regular Matrix:

→ A Stochastic Matrix P is said to be regular if all the entries of some power P^m are positive.

* Not Regular Matrix:

→ A Stochastic Matrix P is not regular if one 1 occurs in principle Main diagonal.

Eg.: (i) $\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}_{2 \times 3}$ → Not a Square matrix
 \therefore It is not Stochastic

(ii) $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}_{2 \times 2}$ → Matrix is Square Matrix with non-negative entries and Sum of the elements in each row is equal to 1

\therefore The matrix is Stochastic.

(iii) $\begin{bmatrix} 0 & 1 \\ 1/3 & 1/4 \end{bmatrix}_{2 \times 2}$ → The matrix is Square matrix but Sum in each row is not equal to 1. So it is not Stochastic.

$$4) \begin{bmatrix} 1/2 & 1/2 \\ 1/2 & 1/2 \end{bmatrix}$$

Stochastic

$$5) \begin{bmatrix} 1 & 0 \\ -1 & 0 \end{bmatrix}$$

The matrix is not Stochastic because it contains negative elements.

$$6) \begin{bmatrix} 0 & 2 \\ 1/4 & 1/4 \end{bmatrix}$$

The matrix is square but sum in each row is not equal to 1

\therefore It is not Stochastic process

Q check whether the following Markov chain is Regular or Not.

$$(i) P = \begin{bmatrix} 0 & 1/2 & 1/2 & 0 \\ 1/2 & 0 & 0 & 1/2 \\ 1/2 & 0 & 0 & 1/2 \\ 0 & 1/2 & 1/2 & 1/2 \end{bmatrix}_{4 \times 4}$$

$$(ii) \quad P = \begin{bmatrix} 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \end{bmatrix}$$

$$P^2 = \begin{bmatrix} 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \end{bmatrix}$$

$$P^2 = \begin{bmatrix} \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \end{bmatrix}$$

$$P^3 = P^2 \cdot P \Rightarrow \begin{bmatrix} \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \end{bmatrix} \cdot \begin{bmatrix} 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \end{bmatrix}$$

$$P^3 = \begin{bmatrix} 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \end{bmatrix} = P$$

$$P^3 = P$$

$$P^4 = P^3 \cdot P = P^2$$

$$P^6 = P^2$$

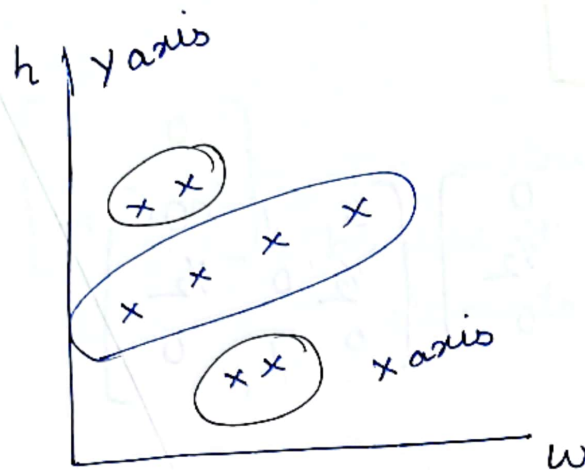
$$P^5 = P$$

$$\left\{ \begin{array}{l} P^{2n} = P^2 \\ P^{2n+1} = P \end{array} \right.$$

\therefore Not a Regular Matrix

4/1/2021

* Linear Regression: Geometrical Interpretation



usually height \uparrow weight \uparrow

Exceptions : outliers

↓
Obesity very thin

Plot the Graph for majority (max) points.

(xx)

minimize the errors: