

Chapter 4

Markov Chains

4.1. Intro

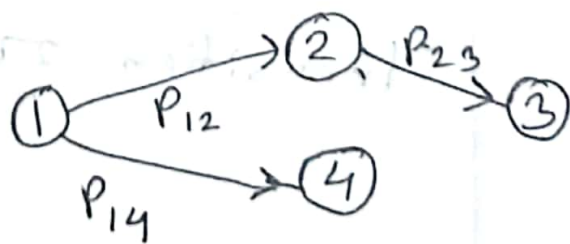
Chain \rightarrow Previous state or द्वारा depend कर आसकत state predict कर.

Stochastic Process :

- A collection of Random Variables.
- time or द्वारा define कर रहा है .
- $\{X(t), t \in T\} \rightarrow$ A state of the process at time t .

Markov Chain

Markov chain is an stochastic process $\{X_n, n=1, 2, 3, \dots\}$ such that whenever the process is in state i , there is a fixed probability P_{ij} that it will next be in state j .



$$P_{ij} = P \left\{ X_{n+1} = j \mid X_n = i_n, X_{n-1} = i_{n-1}, \dots, X_1 = i_1, X_0 = i_0 \right\}$$

The $\underbrace{P_{ij}}_{\text{future}}$ is independent of past states and depends only on the present state.

(i) $P_{ij} \geq 0$, $i, j \geq 0$

(ii) $\sum_j P_{ij} = 1$, $i = 0, 1, \dots$

at each step, there must be a transition

Transition Matrix:

$$P = \begin{bmatrix} P_{00} & P_{01} & P_{02} & \dots \\ P_{10} & P_{11} & P_{12} & \dots \\ P_{20} & P_{21} & P_{22} & \dots \\ \vdots & \vdots & \vdots & \ddots \\ P_{i0} & P_{i1} & P_{i2} & \dots \end{bmatrix}$$

Transition 2D # row \rightarrow # column \square

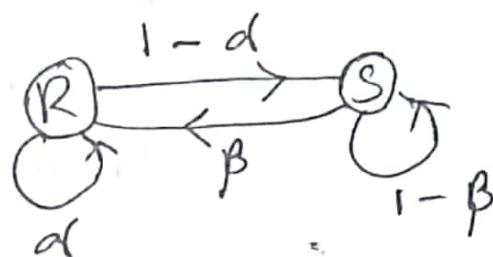
Example: Weather (4-1)

Weather: Rainy (R), Sunny (S), [states]

$$P = \begin{matrix} & \begin{matrix} R & S \end{matrix} \\ \begin{matrix} R \\ S \end{matrix} & \begin{bmatrix} \alpha & \beta \\ \beta & 1-\beta \end{bmatrix} \end{matrix}$$

row \rightarrow today

col \rightarrow tomorrow



$\alpha \rightarrow$ today rainy \rightarrow tomorrow rainy

$\beta \rightarrow$ " sunny \rightarrow " rainy

Example: Communication System

(col) output 0 1 1/0 \rightarrow \rightarrow 1/0

$$P = \begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{bmatrix} P & 1-P \\ 1-P & P \end{bmatrix} \end{matrix}$$

input (row)

Given

$$P(1 \rightarrow 1) = P$$

$$P(0 \rightarrow 0) = P$$

4.2 Chapman-Kolmogorov Equation

State (i) $\xrightarrow[n \text{ steps}]{(k)}$ State (j)

P_{ij} = One step transition probability

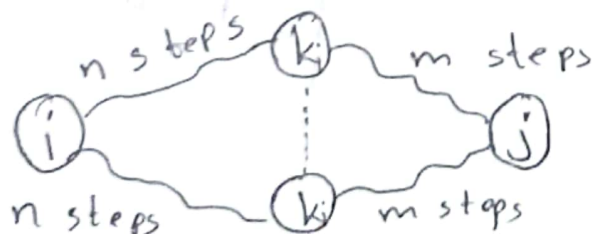
P_{ij}^n = n step transition probability

that a process in state i , will reach state j , after n transitions.

$$P_{ij}^n = P\{X_{n+k} = j \mid X_k = i\}, \quad n \geq 0, i, j \geq 0$$

$$P_{ij}^{(n+m)} = \sum_k P_{ik}^n P_{kj}^m \quad \text{for } \forall n, m \geq 0, \forall i, j$$

$P_{ij}^{(n+m)} \rightarrow$ i reach j in $(n+m)$ steps
probability



$$P(a|b) = \sum_c P(a|b, c) = \sum_c P(a|b, c) P(c|b)$$

$$P(a|b) = \sum_c P(a, c|b) = \sum_c P(a|b, c) P(c|b)$$

Proof:

$$P_{ij}^{(n+m)} = P\{X_{n+m} = j \mid X_0 = i\}$$

$$= \sum_{k=0}^{\infty} P\{X_{n+m} = j \mid X_n = k, X_0 = i\} P\{X_n = k \mid X_0 = i\}$$

$$= \sum_{k=0}^{\infty} P\{X_{n+m} = j \mid X_n = k\} P\{X_n = k \mid X_0 = i\}$$

$$\therefore P_{ij}^{(m+n)} = \sum_{k=0}^{\infty} P_{kj}^{(m)} P_{ik}^{(n)} \quad (\text{proved})$$

The n step transition probability may be obtained by multiplying the matrix by itself n times.

// Basically,

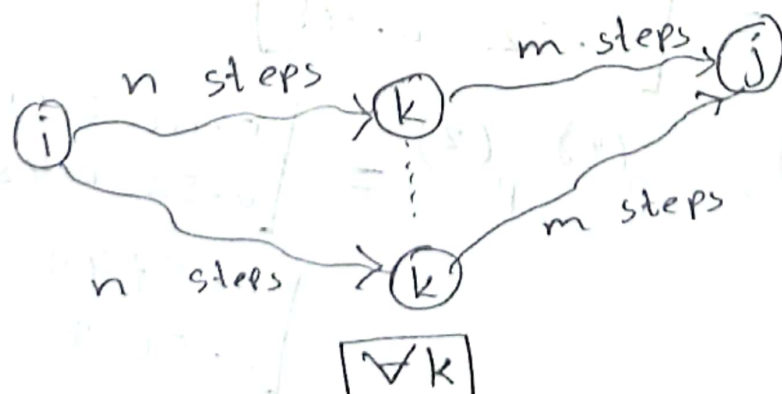
$$// \quad p^{m+n} = p^m p^n$$

$$// \quad n=1, m=1,$$

$$// \quad p^2 \text{ etc}$$

$$p^{(n+m)} = p^{(n)} p^{(m)}$$

↓
matrix



Example: 4.8

Consider example of the weather (4.1)

$$\alpha = 0.7, \beta = 0.4.$$

Calculate the probability that it will rain 4 days from today, given it is raining today.

Solve

$$P = \begin{matrix} & \begin{matrix} R & S \end{matrix} \\ \begin{matrix} R \\ S \end{matrix} & \begin{bmatrix} \alpha & 1-\alpha \\ \beta & 1-\beta \end{bmatrix} \end{matrix} = \begin{matrix} & \begin{matrix} R & S \end{matrix} \\ \begin{matrix} R \\ S \end{matrix} & \begin{bmatrix} 0.7 & 0.3 \\ 0.4 & 0.6 \end{bmatrix}$$

$$P^{(2)} = P \cdot P$$

$$= \begin{bmatrix} 0.7 & 0.3 \\ 0.4 & 0.6 \end{bmatrix} \begin{bmatrix} 0.7 & 0.3 \\ 0.4 & 0.6 \end{bmatrix}$$

$$= \begin{bmatrix} 0.61 & 0.39 \\ 0.52 & 0.48 \end{bmatrix}$$

$$P^{(4)} = P^{(2)} P^{(2)} = \begin{bmatrix} 0.61 & 0.39 \\ 0.52 & 0.48 \end{bmatrix} \begin{bmatrix} 0.61 & 0.39 \\ 0.52 & 0.48 \end{bmatrix}$$
$$= \begin{bmatrix} 0.5749 & 0.4251 \\ 0.5668 & 0.4332 \end{bmatrix}$$

$$\therefore P_{00}^{(4)} = 0.5749 \quad (\text{Ans})$$

$\swarrow \quad \searrow$
 $R \quad \quad R$

Today Rain \rightarrow Sunny, 4 days Later, $P_{01}^{(4)} = 0.4251$
 " Sunny \rightarrow Rain 4 " " $P_{11}^{(4)} = 0.5668$

$P_{00}^{(2)} = 0.61$ means, Today Rainy, 2 days later Rainy

$P_{11}^{(2)} = 0.48$ " " " Sunny, 2 " " Sunny

4.3 \rightarrow Classification of States

Markov chain is irreducible, if there is only one class, that is, if all states communicate each other.

$$P = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{4} & \frac{1}{4} \\ 0 & \frac{1}{3} & \frac{2}{3} \end{bmatrix}$$

Here, all state communicates with each other, only 1 class.

It is possible to go to 2 from 0.

$$0 \rightarrow 1 \rightarrow 2$$

		0	1	2	3
#	0	$\frac{1}{2}$	$\frac{1}{2}$	0	0
	1	$\frac{1}{2}$	$\frac{1}{2}$	0	0
	2	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$	$\frac{1}{4}$
	3	0	0	0	1

Here,

★ $\{0, 1\} \rightarrow$ Recurrent State

↑
state 2 and 3 are not accessible | $[0, 1 \Delta \text{ একবার গেলে তার পরে আর ফিরে না, } 0, 1 \Delta 2 \text{ ঘুরবে}]$

★ $\{2\} \rightarrow$ Transient State

↑
all states are accessible from it | $[\text{এই state থেকে long term } \Delta \text{ যাতে থাকে}]$

★ $\{3\} \rightarrow$ Absorbing State

↑
(no other state is accessible from it) | $[\text{long term } \Delta \text{ যেখানে থাকা terminate করে}]$

So, 3 classes $\rightarrow \{0, 1\}, \{2\}, \{3\}$

Example [4.4]

MT \ TW	RR	RS	SR	SS
RR	0.7	0.3	0	0
RS	0	0	0.4	0.6
SR	0.5	0.5	0	0
SS	0	0	0.2	0.8

MT \rightarrow Monday and Tuesday

TW \rightarrow Tuesday and Wednesday

MT \cap RR means, Monday and Tuesday
 \cap Rain Given.

Given RR in Monday, What is the probability of Raining on Thursday?

Solve	MT \ WTh	RR ^W	RS	SR ^W	SS
P ⁽²⁾ =	RR	0.49	0.21	0.12	0.18
	RS	0.20	0.20	0.12	0.48
	SR	0.35	0.15	0.20	0.30
	SS	0.1	0.1	0.16	0.64

$$P_{00}^{(2)} + P_{02}^{(2)} = 0.49 + 0.12 = 0.61 \quad (\text{Ans})$$

4.4. Limiting Probability

Theorem :

If $\lim_{n \rightarrow \infty} P_{ij}^n$ exists and is independent of i and $\pi_j = \lim_{n \rightarrow \infty} P_{ij}^n$, $j \geq 0$

then, π_j is the unique non-negative solution of:

$$\pi_j = \sum_{i=0}^{\infty} \pi_i P_{ij}, \quad j \geq 0$$

$$\sum_{j=0}^{\infty} \pi_j = 1$$

π_j is limiting probability of a column

Example: 4.22

$$P = \begin{matrix} & \begin{matrix} R & S \end{matrix} \\ \begin{matrix} R \\ S \end{matrix} & \begin{bmatrix} d & 1-d \\ \beta & 1-\beta \end{bmatrix} \end{matrix}$$

$\pi_0 \qquad \pi_1$

State 0 if it rains tomorrow.

" 1 " " doesn't rain "

Long run proportions π_0 and π_1 will be,

$$\pi_0 = d\pi_0 + \beta\pi_1$$

$$\pi_1 = (1-d)\pi_0 + (1-\beta)\pi_1$$

$$\pi_0 + \pi_1 = 1$$

$$\text{So, } \pi_0 = d\pi_0 + \beta(1-\pi_0)$$

$$\Rightarrow \pi_0 - d\pi_0 + \beta\pi_0 = \beta$$

$$\therefore \boxed{\pi_0 = \frac{\beta}{1-d+\beta}}$$

→ Probability of Rainy
in the long run

$$\boxed{\pi_1 = \frac{1-d}{1-d+\beta}}$$

→ " " Sunny
" " "

2 properties of Markov Chain

- ① Period \rightarrow State ① is said to have period of d if $P_{ii}^n = 0$, whenever n is not divisible by d and d is the largest integer with this property.
- ② A state with period 1 is said to be aperiodic.

Periodic chain doesn't have a limiting probability.

Example : 4.25

Markov Chain in Genetics

Hardy-Weinberg Law:

- 2 types of genes $\{A, a\}$
- Each individual possesses a particular pair of genes $\rightarrow AA, aa$ or Aa .
- $P\{AA\} = p_0$, $P\{Aa\} = r_0$, $P\{aa\} = q_0$
- During mating, each individual contribute one type of his/her genes at random.
- Mating occurs at random.

Let, next generation probability,

$$P\{AA\} = p, P\{Aa\} = r, P\{aa\} = q$$

Now,

A randomly chosen gene will be type A with probability,

$$P\{A\} = P\{A|AA\}p_0 + P\{A|aa\}q_0 + P\{A|Aa\}r_0 \quad // \quad P\{A|AA\} = \frac{1}{2}$$

$$\therefore P\{A\} = p_0 + \frac{r_0}{2} \quad // \quad P\{A|AA\} = 1$$

// $P\{A|aa\} = 0$

Similarly,

$$P\{a\} = q_0 + \frac{r_0}{2}$$

Now, $P = P\{AA\} = \left(p_0 + \frac{r_0}{2}\right)^2$

$$Q = P\{aa\} = \left(q_0 + \frac{r_0}{2}\right)^2$$

$$R = P\{Aa\} = 2C_1 \left(p_0 + \frac{r_0}{2}\right) \left(q_0 + \frac{r_0}{2}\right)$$

$$P + Q + R = \left(p_0 + \frac{r_0}{2}\right)^2 + 2\left(p_0 + \frac{r_0}{2}\right) \left(q_0 + \frac{r_0}{2}\right) + \left(q_0 + \frac{r_0}{2}\right)^2$$

$$= \left(p_0 + \frac{r_0}{2} + q_0 + \frac{r_0}{2}\right)^2$$

$$= (p_0 + q_0 + r_0)^2 = 1^2$$

$$\therefore P + Q + R = 1$$

In new generation, $P\{A\} = P + \frac{R}{2}$

$$\begin{aligned}
 p + \frac{r}{2} &= \left(p_0 + \frac{r_0}{2}\right)^2 + \left(p_0 + \frac{r_0}{2}\right)\left(q_0 + \frac{r_0}{2}\right) \\
 &= \left(p_0 + \frac{r_0}{2}\right) \left(p_0 + \frac{r_0}{2} + q_0 + \frac{r_0}{2}\right) \\
 &= \left(p_0 + \frac{r_0}{2}\right) (p_0 + q_0 + r_0) \\
 &= p_0 + \frac{r_0}{2} \quad (\text{Unchanged!})
 \end{aligned}$$

Under random mating, in all successive generations after the initial one, the percentages of the population having gene pairs AA, aa, Aa will remain same at the values p , q and r .

[Hardy-Weinberg Law]

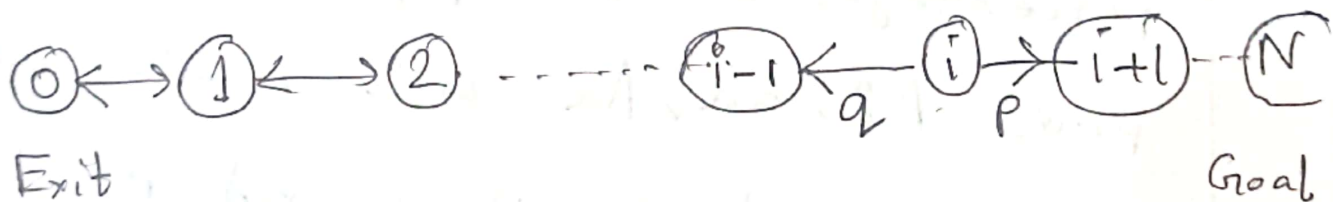
4.5 Some Applications

The Gambler's Ruin Problem

$$\left. \begin{array}{l} P(\text{winning one unit}) = p \\ P(\text{losing one unit}) = q \end{array} \right\} \text{At each game play}$$

$p + q = 1$

What is the probability that, starting with i units, the gambler's fortune will reach N before reaching 0?



- Random model, ଅନୁସନ୍ଧାନ ଆହୁତ ଚିହ୍ନଟ ଯାଏ.
- 0 ଅର୍ଥ ଖାଲି ଘାଟି (ହେଲେ ଚାହୁଁଛନ୍ତି).
- i ଯିଏ କିଏ କରୁଛନ୍ତି.
- N ଏହା ପ୍ରାୟତଃ probability ଥିବା କରୁଛନ୍ତି.

Let, P_i = Probability that starting from i , the Gambler will eventually reach N . Base Case: $P_0 = 0, P_N = 1$

$$P_i = pP_{i+1} + qP_{i-1}$$

$$\Rightarrow (p+q)P_i = pP_{i+1} + qP_{i-1} \quad // p+q=1$$

$$\Rightarrow P_{i+1} - P_i = \frac{q}{p}(P_i - P_{i-1})$$

$$\text{So, } P_2 - P_1 = \frac{q}{p}(P_1 - P_0)$$

$$\therefore P_2 - P_1 = \frac{q}{p}(P_1)$$

$$P_3 - P_2 = \frac{q}{p}(P_2 - P_1) = \left(\frac{q}{p}\right)^2 P_1$$

$$P_4 - P_3 = \left(\frac{q}{p}\right)^3 P_1$$

$$\vdots$$
$$P_i - P_{i-1} = \left(\frac{q}{p}\right)^{i-1} P_1$$

$$P_i - P_1 = P_1 \left[\frac{q}{p} + \left(\frac{q}{p}\right)^2 + \left(\frac{q}{p}\right)^3 + \dots + \left(\frac{q}{p}\right)^{i-1} \right]$$

$$P_i = \begin{cases} \frac{1 - \left(\frac{q}{p}\right)^i}{1 - \frac{q}{p}} P_1, & \text{if } \frac{q}{p} \neq 1 \\ & \text{or } q \neq p \text{ or } q \neq \frac{1}{2} \\ i P_1, & \text{if } \frac{q}{p} = 1 \end{cases}$$

Now,

$$P_N = 1$$

$$P_N = \begin{cases} P_1 \frac{1 - \left(\frac{q}{p}\right)^N}{1 - \frac{q}{p}}, & p \neq \frac{1}{2} \\ N P_1, & p = \frac{1}{2} \end{cases}$$

$$\text{So, } P_1 \left(\frac{1 - \left(\frac{q}{p}\right)^N}{1 - \frac{q}{p}} \right) = 1 \quad // p \neq \frac{1}{2}, P_N = 1$$

$$\therefore P_1 = \frac{1 - \frac{q}{p}}{1 - \left(\frac{q}{p}\right)^N} \quad ; p \neq \frac{1}{2}$$

$$\text{And, } N P_1 = 1$$

$$\therefore P_1 = \frac{1}{N} \quad ; p = \frac{1}{2}$$

$$P_i = \begin{cases} \frac{1 - (q/p)^i}{1 - (q/p)^N} & ; p \neq \frac{1}{2} \\ \frac{1}{N} & ; p = \frac{1}{2} \end{cases}$$

And, So,

$$P_i = \begin{cases} \frac{1 - (q/p)^i}{1 - q/p} \times \frac{1 - q/p}{1 - (q/p)^N} & ; p \neq \frac{1}{2} \\ i \times \frac{1}{N} & ; p = \frac{1}{2} \end{cases}$$

$$= \begin{cases} \frac{1 - (q/p)^i}{i - (q/p)^N} & ; p \neq \frac{1}{2} \\ i/N & ; p = \frac{1}{2} \end{cases}$$

As, $N \rightarrow \infty$

$$P_i = \begin{cases} 1 - (q/p)^i & ; p > \frac{1}{2} \\ 0 & ; p \leq \frac{1}{2} \end{cases}$$

So, if $p \leq \frac{1}{2}$, gambler will lose everything in the long run.