

Defn A stochastic process is any sequence of outcomes where the outcomes at any stage depend on chance.

A Markov process is a stochastic process where:

- 1) the set of possible outcomes is finite
- 2) the prob. of next outcome only depends on the outcome before
- 3) The probabilities are constant over time

Lecture #1: Stochastic process and Markov Chain Model | Transition Probability Matrix (TPM)

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Lecture #1: Markov Chain

STOCHASTIC PROCESS & MARKOV CHAIN - TRANSITION PROBABILITY MATRIX

With illustrative Examples

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Random changes with time

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Lecture #1: Stochastic process and Markov Chain Model | Transition Probability Matrix (TPM)

Case 2:

A professor tried not to be late for class too often. If he is late one day, he is 90% sure to be on time next time. If he is on time, then the next time there is a 30% chance of his being late.

In the long run, how often is he late for class?

Q Case 3: Suppose that new razor blades were introduced in the market by three companies at the same time. When they were introduced each company has an equal share of the market, but during the year the following changes took place:

- Company A retained 90% of its customers and lost 3% to company B and 7% to company C.
- Company B retained 70% of its customers and lost 10% to Company A and 20% to company C.
- Company C retained 80% of its customers and lost 10% to Company A and 10% to company B.

Assuming that no change take place in the buying habits of the customers. What are the market shares of the three companies at the end of the first year and the second year?

Description of the STOCHASTIC PROCESS

In all these discussed cases (Case 1, Case 2, Case 3), the most important thing is the change in the behaviour of the factor/states over the time.

Hence, we are interested in how a random variable changes over time.

The study which evolves over time includes Stochastic Processes.



Let

X_0 be number of students entered in a class at $t = t_0$

X_1 be number of students entered in a class at $t = t_0 + 1$

...

X_n be number of students entered in a class at $t = t_n$

Let $\{X_n, n = 0, 1, 2, \dots\}$ be a stochastic process that takes on a finite or countable number of possible values.



In probability theory, a **Markov model** is a **stochastic model** used to **model randomly changing systems** over time.

For example,

- The amount of money the gambler possesses after toss "t"
- No of students enterin a class before time "t"

11:00 am 11:05 am → ??
11:07 am → ??

Notation:

$$X_n = i$$

It means process is said to be in state i at time n.

$$X_0 = 3 \quad X_1 = 4$$

Notation:

$$X_n = i$$

It means process is said to be in state i at time n .

Here, we will see the new term STATE Mentioned. WHAT is STATE???



In Markov Model, two terms play an important role:



- States
- Transition Probability

To understand the MARKOV MODEL, we consider a very SIMPLE EXAMPLE.



PRESENTNEXT DAY

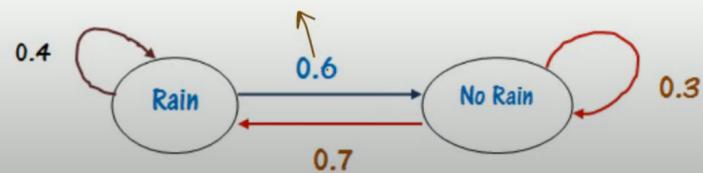
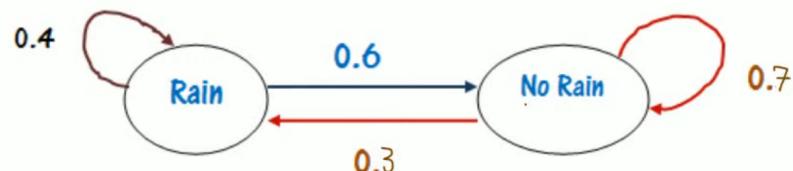
Raining Today:

40% Rain Tomorrow

60% No Rain Tomorrow

Non-Raining Today: 70% Rain Tomorrow

30% No Rain Tomorrow

Representation of Model and Matrix

Transition Matrix

$$\begin{matrix}
 & \text{Rain} & \text{No Rain} \\
 \text{Rain} & [0.4 & 0.6] \\
 \text{No Rain} & [0.3 & 0.7]
 \end{matrix}$$

Markov Chain

It is the process X_0, X_1, X_2, \dots

$X_t = i$ State
time period

- Here system states are observable and fully autonomous
- Simplest of all Markov models.

The state of the Markov chain at time t is the value of X_t

For example, if

$$X_t = 5$$

we say the process is in state 5 at time t .



Markov Property or memoryless

The basic property of the Markov chain is that X_{t+1} depends upon X_t , but it does not depend upon $X_{t-1}, X_{t-2}, \dots, X_1, X_0$.

Mathematically, the Markov property is stated as

$$\begin{aligned} P(X_{t+1} = j | X_t = i, X_{t-1} = i_1, \dots, X_0 = i_0) \\ = P(X_{t+1} = j | X_t = i) \end{aligned}$$

for all $t = 1, 2, 3, \dots$ and for all states.



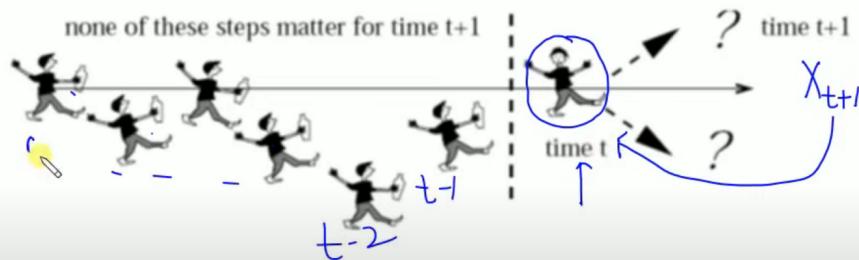
MARKOV CHAIN

Let $\{X_0, X_1, X_2, \dots\}$ be a sequence of discrete random variables. Then, $\{X_n, n \geq 0\}$ is a **MARKOV CHAIN** if it satisfies the **MARKOV Property**

$$\begin{aligned} P(X_{t+1} = j | X_t = i, X_{t-1} = i_1, \dots, X_0 = i_0) \\ = P(X_{t+1} = j | X_t = i) \end{aligned}$$

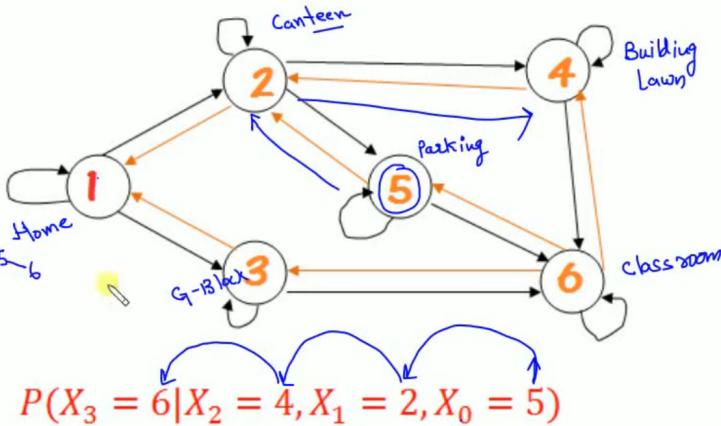
In a **MARKOV CHAIN**, the future depends **only** upon the present: **NOT** upon the past.

Example: Consider a RANDOM WALK



Example:

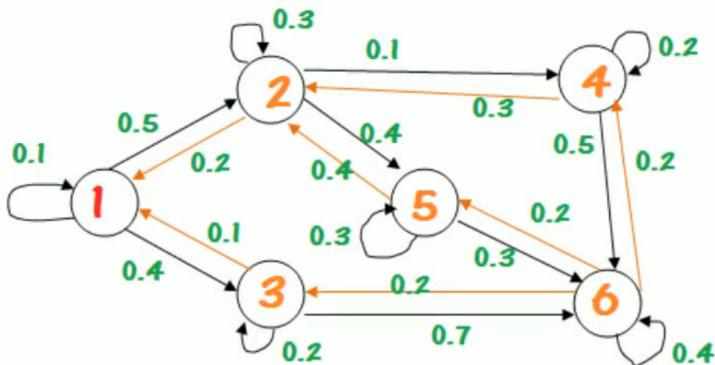
States
(5)-2-1-3-6
5-2-4-6
(6)-5-2-2-1-3-1-2-5-6
5-6



??

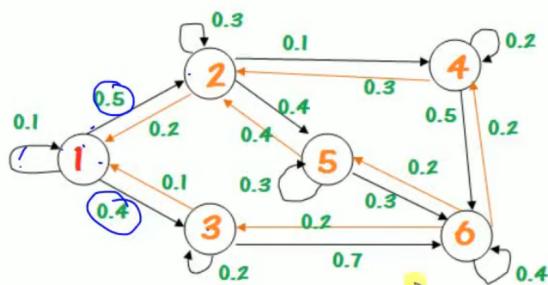


Example:



$$P(X_3 = 6 | X_2 = 4, X_1 = 2, X_0 = 5) \\ = P(X_3 = 6 | X_2 = 4)$$



Example:

$$\begin{aligned} P(X_3 = 6 | X_2 = 4, X_1 = 2, X_0 = 5) \\ = P(X_3 = 6 | X_2 = 4) \end{aligned}$$

$$\begin{aligned} &= p_{46}^{(1)} \\ &= 0.5 \end{aligned}$$

Probability Matrix

	1	2	3	4	5	6
1	0.1	0.5	0.4	0	0	0
2	0.2	0.3	0.0	0.1	0.4	0
3	0.1	0	0.2	0	0	0.7
4	0	0.3	0	0.2	0	0.5
5	0	0.4	0	0	0.3	0.3
6	0	0	0.2	0.2	0.2	0.4

JMPZ

Transition probabilities

Probabilities **FROM state i TO state j after 1 step time period**, denoted by p_{ij} is defined as,

$$p_{ij} = P\{X_{n+1} = j | X_n = i\}$$

Examples:

$$P(X_2 = 3 | X_1 = 2) = p_{23}^{(1)}$$

$$P(X_2 = 2 | X_1 = 0) = p_{02}^{(1)}$$

...

1-day

n-step probabilities

Probabilities **FROM state i TO state j after n-step time period**, denoted by $p_{ij}(n)$ or $p_{ij}^{(n)}$ is defined as,

$$p_{ij}^{(n)} = P\{X_{n+1} = j | X_1 = i\}$$

Example:

$$P(X_2 = 3 | X_0 = 2) = p_{23}^{(2)}$$

$$P(X_3 = 2 | X_1 = 1) = p_{12}^{(2)}$$

Transition Probability MATRIX (TPM)

The matrix describing the MARKOV CHAIN is called **transition matrix**.

$$P = \begin{pmatrix} 1 & 2 & \dots & n \\ 1 & (p_{11} & p_{12} & \dots & p_{1n}) \\ 2 & (p_{21} & p_{22} & \dots & p_{2n}) \\ \vdots & \vdots & \ddots & \vdots \\ n & (p_{n1} & p_{n2} & \dots & p_{nn}) \end{pmatrix}$$

This matrix is said to be TPM if

- ✓ It must be square matrix.
- ✓ $p_{ij} \geq 0$ for all i and j
- ✓ $\sum p_{ij} = 1$ (row wise)

Remember:

- Rows always represent **NOW/FROM/PRESENT**
- Column always represent **NEXT/TO/FUTURE**
- Entry (i, j) is the conditional probability that **NEXT state** $= j$, given that **NOW** $= i$. In other word, the probability of going **FROM** state i **TO** state j .

Present $p_{ij} = P\{X_{n+1} = j | X_n = i\}$

Past Now $\begin{pmatrix} 1 & 2 & 3 \\ 1 & 2 & 3 \end{pmatrix}$

$$\begin{aligned} p_{n1} &= P(X_2 = 2 | X_1 = n) \\ p_{n2} &= P(X_4 = 2 | X_3 = n) \end{aligned}$$



Example: A professor tried not to be late for class too often. If he is late one day, he is **90% sure** to be **on time** next time. If he is **on time**, then the **next time** there is a **30% chance** of his being **late**. Construct the TPM.

Solution: The required TPM is

$P = \begin{matrix} & \text{late} & \text{on-time} \\ \text{late} & \left[\begin{array}{cc} \checkmark & 0.9 \\ 0.3 & \checkmark \end{array} \right] \\ \text{on time} & \left[\begin{array}{cc} \checkmark & 0.9 \\ 0.3 & \checkmark \end{array} \right] \end{matrix}$

TPM

$$\begin{pmatrix} 0.1 & 0.9 \\ 0.3 & 0.7 \end{pmatrix}$$

Example: Suppose that new razor blades were introduced in the market by three companies at the same time. When they were introduced each company has an equal share of the market, but during the year the following changes took place:

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Construct the TPM

$$P(X_3 = B \mid X_0 = A) \\ = P_{AB} = 0.03$$

Solution: The required TPM is

$$\text{Loss } P = \begin{bmatrix} \text{Gain} \\ \text{A} & 0.90 & 0.03 & 0.07 \\ \text{B} & 0.10 & 0.70 & 0.20 \\ \text{C} & 0.10 & 0.10 & 0.80 \end{bmatrix} \text{ TPM}$$

$$P(X_3 = B \mid X_0 = A)$$

