

## Markov Chains

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### Markov Chains

A Markov Chain is a walk along a discrete **state space**  $\{1, 2, \dots, M\}$ . We let  $X_t$  denote which element of the state space the walk is on at time  $t$ . The Markov Chain is the set of random variables denoting where the walk is at all points in time,  $\{X_0, X_1, X_2, \dots\}$ . Each  $X_i$  takes on values that are in the state space, so if  $X_1 = 3$ , then at time 1, we are at state 3.

What makes such a sequence of random variables a Markov Chain is the **Markov Property**, which says that if you want to predict where the chain is at a future time, you only need to use the present state, and not any past information. In other words, *the given the present, the future and past are conditionally independent*.

Mathematically, this says:

$$P(X_{n+1} = j | X_0 = i_0, X_1 = i_1, \dots, X_n = i_n) = P(X_{n+1} = j | X_n = i)$$

In words: Given that my history of states has been  $i_0, i_1, \dots, i_n$ , the distribution of where my next state will be doesn't depend on any of that history besides  $i_n$ , the most recent state.

### State Properties

A state is either recurrent or transient.

- If you start at a **Recurrent State**, then you will always return back to that state at some point in the future. *You can leave, but you'll always return at some point.*
- Otherwise you are at a **Transient State**. There is some probability that once you leave you will never return. *There's a chance that you'll leave and never come back*

A state is either periodic or aperiodic.

- If you start at a **Periodic State** of period  $k$ , then the GCD of all of the possible number steps it would take to return back is  $k$  (which should be  $> 1$ ).
- Otherwise you are at an **Aperiodic State**. The GCD of all of the possible number of steps it would take to return back is 1.

### Transition Matrix

Element  $q_{ij}$  in square transition matrix  $Q$  is the probability that the chain goes from state  $i$  to state  $j$ , or more formally:

$$q_{ij} = P(X_{n+1} = j | X_n = i)$$

To find the probability that the chain goes from state  $i$  to state  $j$  in  $m$  steps, take the  $(i, j)^{\text{th}}$  element of  $Q^m$ .

$$q_{ij}^{(m)} = P(X_{n+m} = j | X_n = i)$$

If  $X_0$  is distributed according to row-vector PMF  $\vec{p}$  (e.g.  $p_j = P(X_0 = i_j)$ ), then the marginal PMF of  $X_n$  is  $\vec{p}Q^n$ .

## Chain Properties

A chain is **irreducible** if you can get from anywhere to anywhere. An irreducible chain must have all of its states recurrent. A chain is **periodic** if any of its states are periodic, and is **aperiodic** if none of its states are periodic. In an irreducible chain, all states have the same period.

A chain is **reversible** with respect to  $\vec{s}$  if  $s_i q_{ij} = s_j q_{ji}$  for all  $i, j$ . A reversible chain running on  $\vec{s}$  is indistinguishable whether it is running forwards in time or backwards in time. Examples of reversible chains include random walks on undirected networks, or any chain with  $q_{ij} = q_{ji}$ , where the Markov chain would be stationary with respect to  $\vec{s} = (\frac{1}{M}, \frac{1}{M}, \dots, \frac{1}{M})$ .

**Reversibility Condition Implies Stationarity** - If you have a PMF  $\vec{s}$  on a Markov chain with transition matrix  $Q$ , then  $s_i q_{ij} = s_j q_{ji}$  for all  $i, j$  implies that  $s$  is stationary.

## Stationary Distribution

Let us say that the vector  $\vec{p} = (p_1, p_2, \dots, p_M)$  is a possible and valid PMF of where the Markov Chain is at at a certain time. We will call this vector the stationary distribution,  $\vec{s}$ , if it satisfies  $\vec{s}Q = \vec{s}$ . As a consequence, if  $X_t$  has the stationary distribution, then all future  $X_{t+1}, X_{t+2}, \dots$  also has the stationary distribution.

- If a Markov Chain is irreducible, then it has a unique stationary distribution. In addition, all entries of this stationary distribution are non-zero (which could have been inferred from the fact that all states are recurrent).
  - **Counterexample:** In the Gambler's Ruin problem, which is not irreducible, what ultimately happens to the chain can either be that one's money is always 0 or always  $N$ .
- If a Markov Chain is irreducible **and** aperiodic, then it has a unique stationary distribution  $\vec{s}$  and

$$\lim_{n \rightarrow \infty} P(X_n = i) = \vec{s}_i$$

meaning that the chain *converges* to the stationary distribution.

- **Counterexample:** Imagine a Markov chain which is just a cycle, and hence is periodic. Then, depending on where we start,  $P(X_n = i)$  will be either 0 or 1 deterministically, and surely won't converge to the stationary distribution, which is uniform across all nodes in the cycle.

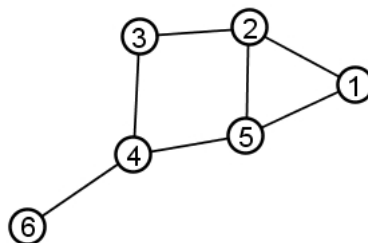
For irreducible, aperiodic chains, the stationary distribution exists, is unique, and  $s_i$  is the long-run probability of a chain being at state  $i$ . The expected number of steps to return back to  $i$  starting from  $i$  is  $1/s_i$ . To solve for the stationary distribution, you can solve for  $(Q' - I)(\vec{s})' = 0$ . The stationary distribution is uniform if the columns of  $Q$  sum to 1.

## Random Walk on Undirected Network

If you have a certain number of nodes with undirected edges between them, and a chain can pick any edge uniformly at random and move to another node, then this is a random walk on an undirected network. The stationary distribution can be easily calculated. Let  $d_i$  be the degree of the  $i$ th node, meaning the number of edges connected to this node. Then, we have:

$$\vec{s}_i = \frac{d_i}{\sum_i d_i}$$

For example, in the below graph:



The stationary distribution would be proportional to:  $(w_1, w_2, w_3, w_4, w_5, w_6) = (2, 3, 2, 3, 3, 1)$  and therefore, it would be  $\left(\frac{2}{14}, \frac{3}{14}, \frac{2}{14}, \frac{3}{14}, \frac{3}{14}, \frac{1}{14}\right)$

## Practice Problems

### Example 1. Two-State Markov Chain.

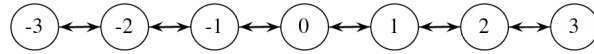
Suppose  $X_n$  is a two-state Markov chain with transition matrix

$$Q = \begin{matrix} & \begin{matrix} 0 & 1 \end{matrix} \\ \begin{matrix} 0 \\ 1 \end{matrix} & \begin{pmatrix} 1-\alpha & \alpha \\ \beta & 1-\beta \end{pmatrix} \end{matrix}$$

- Find the stationary distribution  $\vec{s} = (s_0, s_1)$  of  $X_n$  by solving  $\vec{s}Q = \vec{s}$ .
- Show that this Markov Chain is reversible under the stationary distribution found in part (a)
- Let  $Z_n = (X_{n-1}, X_n)$ . Is  $Z_n$  a Markov chain? If so, what are the states and transition matrix?

**Example 2. Symmetrical Chain.**

A Markov chain  $X_0, X_1, X_2 \dots$  with state space  $\{-3, -2, -1, 0, 1, 2, 3\}$  proceeds as follows. The chain starts at  $X_0 = 0$ . If  $X_n$  is not an endpoint ( $-3$  or  $3$ ), then  $X_{n+1}$  is  $X_n + 1$  or  $X_n - 1$ , each with probability  $1/2$ . Otherwise, the chain gets reflected off the endpoint, i.e., from  $3$  it always goes to  $2$  and from  $-3$  it always goes to  $-2$ . A diagram of the chain is shown below.



- (a) Is  $|X_0|, |X_1|, |X_2|, \dots$  a Markov Chain?
- (b) Define the sign function  $S(x)$  as follows:

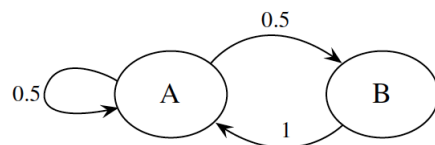
$$S(x) = \begin{cases} 1 & x > 0 \\ 0 & x = 0 \\ -1 & x < 0 \end{cases}$$

Is  $S(X_0), S(X_1), S(X_2), \dots$  a Markov Chain?

- (c) Find the stationary distribution of the original chain:  $X_1, X_2, X_3 \dots$
- (d) Find a simple way to modify some of the transition probabilities  $q_{ij}$  for  $i, j \in \{-3, 3\}$  to make the stationary distribution of the modified chain uniform over the states.

**Example 3. Not a Markov Chain.**

A Markov chain has two states,  $A$  and  $B$ , with transitions as follows:



Suppose we do not get to observe this Markov chain, which we'll call  $X_1, X_2, \dots$ . Instead, whenever the chain transitions from  $A$  back to  $A$ , we observe a 0, and whenever it changes states, we observe a 1. Let the sequence of 0's and 1's be called  $Y_0, Y_1, Y_2, \dots$ . For example, if the  $X$  chain starts out as

$A, A, B, A, B, A, A, \dots$

then the  $Y$  chain starts out as

$0, 1, 1, 1, 1, 0, \dots$

- (a) Show that  $Y_0, Y_1, Y_2, \dots$  is not a Markov Chain.
- (b) In the past, when we have encountered processes that are not directly Markov chains, our remedy was to create a new state  $Z_n$  which would represent not only the current state  $X_n$  that the chain is on, but also remember the past  $m$  states. Thus,  $Z_n$  is not just one state, but a tuple of states that represent the chain's history:

$$Z_n = (X_n, X_{n-1}, X_{n-2}, \dots, X_{n-(m-1)})$$

Show that such a trick will not work for  $Y_0, Y_1, Y_2, \dots$ . That is, no matter how large  $m$  is,  $\{Z_n\}$  will never be a Markov Chain.

**Example 4. Balls and Urns.**

There are two urns with a total of  $2N$  distinguishable balls. Initially, the first urn has  $N$  white balls and the second urn has  $N$  black balls. At each stage, we pick a ball at random from each urn and interchange them. Let  $X_n$  be the number of black balls in the first urn at time  $n$ . This is a Markov chain on the state space  $\{0, 1, 2, \dots, N\}$ .

- (a) Give the transition probabilities of the chain.
- (b) Set up, but do not evaluate, one or more equations that you would use to prove that

$$\vec{s}_i = \frac{\binom{N}{i} \binom{N}{N-i}}{\binom{2N}{N}}$$

is the stationary distribution for the above Markov Chain.

**Extension:** Show that the equation(s) you set up for part (b) are in fact true.