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## PROJECT LOG - WEEK 3

### **What I wanted to learn this week**

Over the last week I have continued research into probability theory and Markov chains. I have primarily used Probability, Markov Chains..[1] as my main textbook, reading the relevant section and completing the supplied exercises to test myself.

One aim from last week which I was unable to meet was developing a very basic Markov chain with primitive features. On attempting to construct this, I discovered I lacked the fundamental knowledge required for completion which led me to dedicate the remaining time to further research.

I did not plan to meet my supervisor this week as my questions at this early stage are answered in the various resources available to me.

### **Tasks completed**

The following topics were researched this week:

1. Probability theory
  1. Trails, Samples spaces and Events
  2. Mutual Exclusivity and Collectively Exhaustive Events
  3. Probability Space
  4. Condition Probability
  5. Independent Events ( single and multiple )
  6. Baye's Rule
2. Combinatories
  1. Permutations
    1. with / without replacements
  2. Combinations
    1. with / without replacements

### 3. Bernoulli Trials

### 3. Markov Chains

1. Overview of stochastic processes
2. Discrete-time Markov Chains
  1. Understanding the Markov property relationship
  2. Constructing a transition probability matrix / chain matrix
3. Parameter space
  1. discrete time parameter stochastic process
  2. continuous time parameter stochastic process
4. Change over time
  1. Stationary / Non-Stationary
  2. Homogeneous / Non-Homogeneous

### **Week 4 Plan**

Continue to progress through Probability, Mar..[1] completing exercises throughout. I have identified the following areas that need to be researched: Embedded Markov Chains, Chapman-Kolmogorov Equations, Hidden Markov Models amongst others. Hopefully by the middle of the week I shall be knowledgeable enough to produce a basic Markov chain program.

1. William J. Stewart, 2009. Probability, Markov Chains, Queues, and Simulation: The Mathematical Basis of Performance Modeling. Edition. Princeton University Press.