

# Homework 3

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Markov Processes  
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$$1. \frac{f(x)}{g(x)} = \frac{\sqrt{\pi}}{2\sqrt{2}} e^{x^2/2 - x}$$

$$\lim_{x \rightarrow \infty} \frac{\sqrt{\pi}}{2\sqrt{2}} e^{x^2/2 - x} = \infty$$

Since the limit as  $x \rightarrow \infty$  of  $f(x)/g(x)$  is  $\infty$ , there is no constant  $c$  such that  $f(x) \leq cg(x)$  for all  $x \in \mathbb{R}$ .

2. a. CDF:  $F(x) = \int_{-\infty}^x \cos(x)/2 dx = \sin(x)/2 + 1/2$   
Inverse of cdf:  $u = \sin(x)/2 + 1/2 \Rightarrow x = \arcsin(2u - 1)$   
Pseudocode:

Generate  $u \sim U(0, 1)$   
Calculate  $x = \arcsin(2u - 1)$   
Return  $x$

b. While  $x$  not accepted:

generate  $x \sim U(-\pi/2, \pi/2)$   
generate  $u \sim U(0, 1)$

Calculate the acceptance probability as  $\cos(x)/2$

If  $u \leq$  the acceptance probability, then accept and return  $x$

We know that  $\max(\cos(x)/2) = 1/2$ , so the condition that there exists a  $c$  such that  $f(x) \leq cg(x)$  where  $g(x)$  is a uniform distribution is met.

$$3. a. \frac{f(x)}{g(x)} = \frac{\pi e^{-x^2/2}}{\sqrt{2\pi}} = \frac{\pi e^{-x^2/2}}{\sqrt{2\pi}} (1+x^2)$$

$$\frac{d}{dx} \left( \frac{\pi e^{-x^2/2}}{\sqrt{2\pi}} (1+x^2) \right) = \frac{\pi}{\sqrt{2\pi}} \left( -xe^{-x^2/2} - x^3 e^{-x^2/2} + 2xe^{-x^2/2} \right)$$

$$= \frac{\pi}{\sqrt{2\pi}} (xe^{-x^2/2} - x^3 e^{-x^2/2}) = \frac{\pi}{\sqrt{2\pi}} x(1-x^2)e^{-x^2/2}$$

This occurs at  $x=0$ , and  $x=1$ . It goes from positive to negative at  $x=1$ .  
So the minimum  $c$  is  $\frac{f(0)}{g(0)} = \frac{\pi}{\sqrt{2\pi}} = \sqrt{\frac{\pi}{2}}$



b. CDF:  $G(y) = \int_{-\infty}^y \frac{1}{\pi(1+x^2)} dx = \tan^{-1}(y)/\pi + 1/2$

Inverse:  $u = \tan^{-1}(y)/\pi + 1/2$   $y = \tan(\pi u + \pi/2)$

Pseudocode:

Generate  $U \sim U(0,1)$

Calculate  $Y = \tan(\pi u + \pi/2)$

Return  $Y$

c. Set  $C = \sqrt{\pi/2}$

While  $Y$  not accepted:

Generate  $Y$  using inverse transform from (b)

Calculate the acceptance probability  $p = (f(Y)/(c \cdot g(Y)))$

Generate  $U \sim U(0,1)$

if  $(U \leq p)$ :

return  $Y$

5. a.  $S = \{0, 1, 2, \dots, 99, 100\}$  representing the number of working light bulbs

b. This is a Markov Chain because the number of working light bulbs depends only on  $p$  and the number of working light bulbs in the previous step, satisfying the Markovian property

c. The number of ways to choose  $j-i$  failing light bulbs in state  $t+1$  is  $\binom{j-i}{i}$

The probability that  $j-i$  light bulbs fail is  $p^{j-i}(1-p)^i$

Thus,  $P(X_{t+1} = i | X_t = j) = \binom{j-i}{i} p^{j-i}(1-p)^i$



c. a. Possible Paths:  $3 \rightarrow 2 \rightarrow 3 \rightarrow 2 \rightarrow 1$ ,  $3 \rightarrow 4 \rightarrow 3 \rightarrow 2 \rightarrow 1$ ,  
 $3 \rightarrow 2 \rightarrow 1 \rightarrow 1 \rightarrow 1$

$$P(3 \rightarrow 2 \rightarrow 3 \rightarrow 2 \rightarrow 1 | x_0 = 3) = \frac{1}{4} \cdot \frac{3}{4} \cdot \frac{1}{4} \cdot \frac{1}{4} = \frac{3}{256}$$

$$P(3 \rightarrow 4 \rightarrow 3 \rightarrow 2 \rightarrow 1 | x_0 = 3) = \frac{1}{4} \cdot \frac{1}{4} \cdot \frac{1}{4} \cdot \frac{1}{4} = \frac{1}{256}$$

$$P(3 \rightarrow 2 \rightarrow 1 \rightarrow 1 \rightarrow 1 | x_0 = 3) = \frac{1}{4} \cdot \frac{1}{4} \cdot 1 \cdot 1 = \frac{1}{16}$$

$$\text{Thus, } P(x_4 = 1 | x_0 = 3) = \frac{3}{256} + \frac{1}{256} + \frac{1}{16} = \frac{22}{256} = 0.086$$

$$b. \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ \frac{1}{4} & 0 & \frac{3}{4} & 0 & 0 \\ 0 & \frac{1}{4} & 0 & \frac{3}{4} & 0 \\ 0 & 0 & \frac{1}{4} & 0 & \frac{3}{4} \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$c. A^4 = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0.297 & 0.07 & 0 & 0.211 & 0.422 \\ 0.086 & 0 & 0.141 & 0 & 0.773 \\ 0.016 & 0.023 & 0 & 0.07 & 0.891 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

The probability of getting to state 1 at  $x_4$  from state 3 at  $x_0$  is  $A^4(3,1)$ , which is 0.086, same as in part A

$$d. A^{100} = \begin{bmatrix} 1 & 0 & 0 & 0 & 0 \\ 0.325 & 0 & 0 & 0 & 0.675 \\ 0.1 & 0 & 0 & 0 & 0.9 \\ 0.025 & 0 & 0 & 0 & 0.975 \\ 0 & 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P(x_{100} = 1 | x_0 = 3) = A^{100}(3,1) = \boxed{0.0}$$



$$7. a. S = \{0, 1, 2, 3, 4\}$$

$$b. \begin{bmatrix} 0 & 1 & 0 & 0 & 0 \\ 1/3 & 0 & 2/3 & 0 & 0 \\ 0 & 1/2 & 0 & 1/2 & 0 \\ 0 & 0 & 2/3 & 0 & 1/3 \\ 0 & 0 & 0 & 1 & 0 \end{bmatrix}$$

c. The shortest possible path from 0 to 4 is 4 steps

$$A^4 = \begin{bmatrix} 0.222 & 0 & 0.667 & 0 & 0.111 \\ 0 & 0.556 & 0 & 0.444 & 0 \\ 0.167 & 0 & 0.667 & 0 & 0.167 \\ 0 & 0.444 & 0 & 0.556 & 0 \\ 0.111 & 0 & 0.667 & 0 & 0.222 \end{bmatrix}$$

$$P(X_4 = 4 \mid X_0 = 0) = A^4(0, 4) = 0.111$$

$$8. a. \begin{bmatrix} 0 & 0.5 & 0.5 \\ 0.1 & 0.7 & 0.2 \\ 0.2 & 0.8 & 0 \end{bmatrix}$$

$$b. A^2 = \begin{bmatrix} 0.100 & 0.697 & 0.203 \\ 0.189 & 0.697 & 0.194 \\ 0.109 & 0.698 & 0.194 \end{bmatrix} \quad P(X_2 = 1 \mid X_0 = 1) = A^2(1, 1) = 0.100$$

$$c. A^{50} = \begin{bmatrix} 0.109 & 0.698 & 0.194 \\ 0.109 & 0.698 & 0.194 \\ 0.109 & 0.698 & 0.194 \end{bmatrix}$$

Dish 2 will be eaten on any day in the far future with probability 0.698