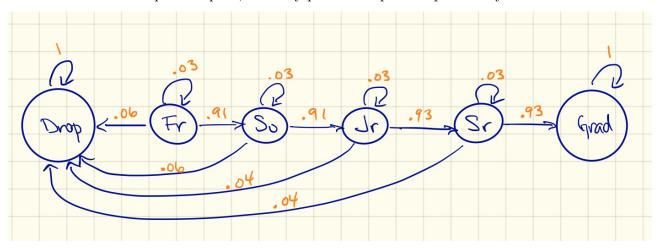
# Introduction to Markov Chains

Math 315, Fall 2019

**Example.** University administrators have developed a Markov chain model to simulate graduation rates at their school. Students might drop out, repeat a year, or move on to the next year. Below is a graph representing the possible transitions that students can make at the university. Probabilities are listed next to each possible path, and only paths with positive probability are drawn.



#### Your turn:

- 1. What's the probability that a student who drops out will re-enroll?
- 2. What's the probability that a senior will graduate?
- 3. Does that probability depend on how many years it took them to achieve senior class standing?

#### **Definition: Markov chain**

A sequence of random variables,  $X_0, X_1, X_2, ...$ , taking values in the state space  $\{1, ..., M\}$  is called a Markov chain if for all  $n \ge 0$ 

# Remarks:

- Think of  $X_n$  as the state of the system at (discrete) time n.
- $q_{ij}$  is the transition probability from state i to state j.

<sup>&</sup>lt;sup>1</sup>Source: Introduction to Stochastic Processes with R by Bob Dobrow

### **Definition: Transition matrix**

A Markov chain can be represented by an  $M \times M$  matrix of the probabilities  $Q = (q_{ij})$ 

where the rows represent the

and the columns represent the

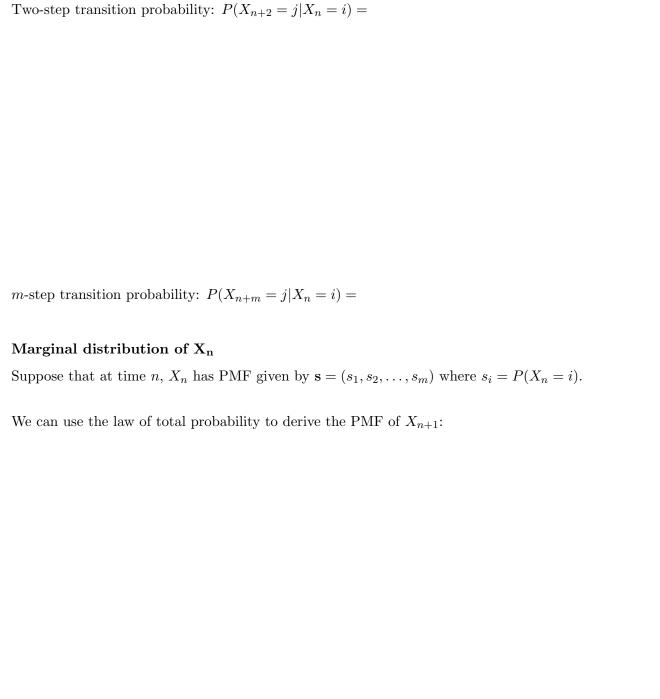
**Your turn:** Write down the  $6 \times 6$  transition matrix for the university graduation rate Markov chain model.

- 4. Should the probabilities within each row sum to 1?
- 5. Should the probabilities within each row sum to 1?

# Calculating probabilities using the transition matrix

If we know the transition matrix, Q, then we can derive the probability that a student goes from state i to state j in some given number of steps.

One-step transition probability:  $P(X_{n+1} = j | X_n = i) =$ 



#### Uses of Markov Chains

- 1. Use a Markov chain model, if your Markov chain is a reasonable abstraction of reality.
- 2. Markov Chain Monte Carlo (MCMC). Synthetically construct a Markov chain that is known to converge to the distribution of interest.

Not all Markov chains will converge to a single distribution, so we need a few more concepts before we can explore MCMC.

#### Classification of states

**Definition:** A state is **recurrent** if starting there, the chain has probability 1 of returning to that state.

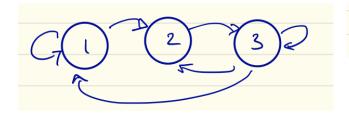
**Definition:** A state that is not recurrent is **transient**.

**Definition:** If it's possible to get from any state to any state in a chain (with positive probability) in a finite number of steps, then it is **irreducible**.

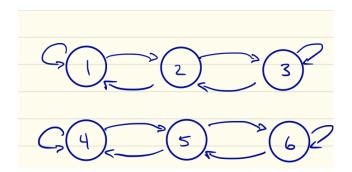
**Definition:** A chain that is not irreducible is **reducible**.

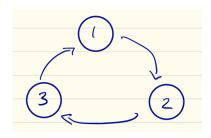
**Your turn:** Assume that each of the Markov chains given below have uniform transition probabilities. For each Markov chain

- i. Classify the chain as reducible or irreducible
- ii. Identify the transient states
- iii. Identify the recurrent states









# Long-run behavior

**Definition.** For irreducible, aperiodic Markov chains, the fraction of the time spent in each of the recurrent states is given by the **stationary distribution.** (a.k.a. steady state)

 $\mathbf{s} = (s_1, s_2, \dots, s_m)$  is a stationary distribution if

**Key result:** A Markov chain which starts out with a stationary distribution will stay in the stationary distribution forever.

**Theorem.** For any irreducible Markov chain:

- 1. A stationary distribution exists.
- 2. The stationary distribution is unique.
- 3.  $s_i = 1/r_i$ , where  $r_i$  is the expected number of steps required to return to state i, if starting at state i.
- 4. If  $Q^m$  is strictly positive (which implies aperiodic and recurrent) for some m, then

$$P(X_n = i) \to s_i \text{ as } n \to \infty$$