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As n gets larger and larger, T^n gets closer and closer to the matrix

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

Notice

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$$\begin{bmatrix} a & b \end{bmatrix} \begin{bmatrix} 2/3 & 1/3 \\ 2/3 & 1/3 \end{bmatrix} = \begin{bmatrix} 2/3 & 1/3 \end{bmatrix}$$

no matter what a and b are.

Remember $T^n \approx \begin{bmatrix} 2/3 & 1/3 \\ 2/3 & 1/3 \end{bmatrix}$
when n is large

Moral of the story: No matter what assumptions you make about the initial probability distribution, after a large number of steps have been taken the probability distribution is approximately
 $(2/3 \quad 1/3)$

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$$\begin{pmatrix} 2/3 & 1/3 \end{pmatrix}$$

Question: How could we determine this without computing large powers of T and estimating the limiting matrix?

Clue: Notice that the probability distribution $(2/3 \ 1/3)$ has the property that

$$\begin{bmatrix} 2/3 & 1/3 \end{bmatrix} \begin{bmatrix} .8 & .2 \\ .4 & .6 \end{bmatrix} = \begin{bmatrix} 2/3 & 1/3 \end{bmatrix}$$

Clue: Notice that the probability distribution $(2/3 \ 1/3)$ has the property that

$$\begin{bmatrix} 2/3 & 1/3 \end{bmatrix} \begin{bmatrix} .8 & .2 \\ .4 & .6 \end{bmatrix} = \begin{bmatrix} 2/3 & 1/3 \end{bmatrix}$$

In other words, a solution of the matrix equation

$$\begin{bmatrix} x & y \end{bmatrix} \begin{bmatrix} .8 & .2 \\ .4 & .6 \end{bmatrix} = \begin{bmatrix} x & y \end{bmatrix}$$

is $x = 2/3, y = 1/3$

Idea!!!

We can find the **steady state probability distribution** [**(2/3 1/3)** in this example] by solving for x and y below:

$$\begin{bmatrix} x & y \end{bmatrix} \begin{bmatrix} .8 & .2 \\ .4 & .6 \end{bmatrix} = \begin{bmatrix} x & y \end{bmatrix}$$

(Remember also that $x + y = 1$)

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$$\begin{array}{l} y = 1/3 \\ x = 2/3 \end{array}$$

Example: Bob, Alice and Carol are playing Frisbee. Bob always throws to Alice and Alice always throws to Carol. Carol throws to Bob $\frac{2}{3}$ of the time and to Alice $\frac{1}{3}$ of the time. In the long run what percentage of the time do each of the players have the Frisbee?

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$$T = \begin{matrix} & \begin{matrix} A & B & C \end{matrix} \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 1/3 & 2/3 & 0 \end{bmatrix} \end{matrix}$$

$$T = \begin{matrix} & \text{A} & \text{B} & \text{C} \\ \text{A} & \begin{bmatrix} 0 & 0 & 1 \end{bmatrix} \\ \text{B} & \begin{bmatrix} 1 & 0 & 0 \end{bmatrix} \\ \text{C} & \begin{bmatrix} 1/3 & 2/3 & 0 \end{bmatrix} \end{matrix}$$

We must solve the matrix equation

$$\begin{bmatrix} x & y & z \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 1/3 & 2/3 & 0 \end{bmatrix} = \begin{bmatrix} x & y & z \end{bmatrix}$$

and use the fact that $x + y + z = 1$

$$\begin{bmatrix} x & y & z \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 1/3 & 2/3 & 0 \end{bmatrix} = \begin{bmatrix} x & y & z \end{bmatrix}$$

We multiply out the left side and equate to the right side:

$$\begin{bmatrix} x & y & z \end{bmatrix} \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 1/3 & 2/3 & 0 \end{bmatrix} = \begin{bmatrix} x & y & z \end{bmatrix}$$

We multiply out the left side and equate to the right side:

$$y + 1/3 z = x$$

$$2/3 z = y$$

$$x = z$$

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$$y + 1/3 z = x$$

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Remember also: $x + y + z = 1$

Equations to solve:

$$x + y + z = 1$$

$$y + \frac{1}{3} z = x$$

$$\frac{2}{3} z = y$$

$$x = z$$

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Solution: $x + y + z = 1$ can be rewritten as
 $z + \frac{2}{3} z + z = 1$

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Solution: $x + y + z = 1$ can be rewritten as

$$z + \frac{2}{3} z + z = 1$$

$$\text{so } z = \frac{3}{8}$$

Therefore $x = \frac{3}{8}$ and $y = \frac{1}{4}$

$$x = 3/8, y = 1/4, z = 3/8$$

Alice — $3/8$ probability

Bob — $1/4$ probability

Carol — $3/8$ probability

In the truck rental problem we had the following transition matrix:

$$\begin{array}{c} \text{NC} \\ \text{SC} \\ \text{VA} \end{array} \begin{array}{c} \text{NC} \text{ SC} \text{ VA} \\ \left[\begin{array}{ccc} .5 & .2 & .3 \\ .4 & .4 & .2 \\ .4 & .1 & .5 \end{array} \right] \end{array}$$

What fraction of the time does a truck spend in each of the 3 states?

We have to solve for

$$[x \quad y \quad z] \begin{bmatrix} .5 & .2 & .3 \\ .4 & .4 & .2 \\ .4 & .1 & .5 \end{bmatrix} = [x \quad y \quad z]$$

remembering that $x + y + z = 1$.

We have to solve for

$$[x \quad y \quad z] \begin{bmatrix} .5 & .2 & .3 \\ .4 & .4 & .2 \\ .4 & .1 & .5 \end{bmatrix} = [x \quad y \quad z]$$

remembering that $x + y + z = 1$.

So the system of equations is

$$.5x + .4y + .4z = x$$

$$.2x + .4y + .1z = y$$

$$.3x + .2y + .5z = z$$

$$x + y + z = 1$$

$$.5x + .4y + .4z = x$$

$$.2x + .4y + .1z = y$$

$$.3x + .2y + .5z = z$$

$$x + y + z = 1$$

Rewrite the equations in standard form:

$$x + y + z = 1$$

$$-.5x + .4y + .4z = 0$$

$$.2x + -.6y + .1z = 0$$

$$.3x + .2y + -.5z = 0$$

$$.5x + .4y + .4z = x$$

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This system of equations could be solved using the augmented matrix method of Chapter 1.

The methods we have learned in this section work only with **regular** Markov chains.

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A **regular Markov Chain** is one where for some positive integer n , the matrix T^n has no 0 entries.

$$T = \begin{bmatrix} 0 & 0 & 1 \\ \underline{2} & 0 & \underline{1} \\ 3 & & 3 \\ \underline{1} & \underline{1} & \underline{1} \\ 2 & 4 & 4 \end{bmatrix}$$

$$T^2 = \begin{bmatrix} 2 & 0 & 1 \\ \underline{3} & & \underline{3} \\ 1 & 3 & 1 \\ \underline{6} & \underline{4} & \underline{12} \\ 7 & 9 & 7 \\ \underline{24} & \underline{16} & \underline{48} \end{bmatrix}$$

$$T^3 = \begin{bmatrix} \underline{1} & \underline{3} & \underline{1} \\ 6 & 4 & 12 \\ \underline{13} & \underline{3} & \underline{13} \\ 24 & 16 & 48 \\ \underline{43} & \underline{21} & \underline{43} \\ 96 & 64 & 192 \end{bmatrix}$$

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T is regular
because T^3
contains no 0
entries.