

# Urn Models

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# Urn Model

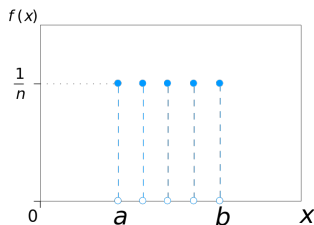
- System of one or more urns containing objects of various types.
  - The objects are called balls.
  - The types are represented by colors or numbers on the balls .
- System evolves in time, subject to rules of throwing balls into the urns or drawing balls under predesignated replacement schemes.
- Drawing a ball is assumed to be completely random.
- Urn Models have many applications.



# Realization of Distributions via Urns

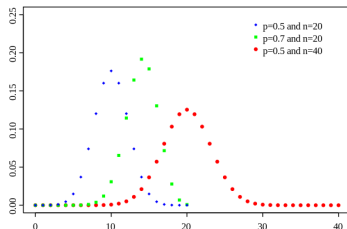
- **Uniform**
- Bernoulli
- **Binomial**
- Negative Binomial
- **Geometric**
- Hyper-geometric
- Negative Hyper-geometric

# Discrete Uniform Distribution

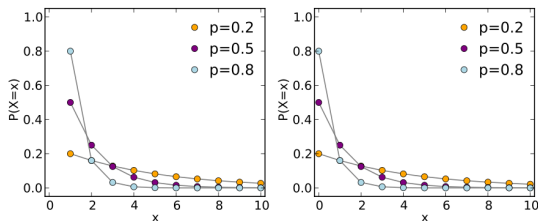


- $P(U = a_k) = \frac{1}{n}$  for  $k = 1, 2, \dots, n$
- Have an urn with  $n$  balls labeled with the numbers  $a_1, a_2, \dots, a_k$ . One draw mimics the discrete uniform distribution.

# Binomial Distribution



- Given  $X \sim \text{Binomial}(n,p) \Rightarrow P(X = k) = \binom{n}{k} p^k q^{n-k}$  for  $k = 1, 2, \dots, n$
- Have an urn containing  $w$  white balls and  $b$  blue balls. Balls are sampled from the urn at random and with replacement. The experiment is carried out  $n$  times. The probability  $p$  is defined as  $\frac{w}{w+b}$ .  $X$  is the number of white balls chosen.



- Given  $X \sim \text{Geo}(p) \Rightarrow P(U = a_k) = (1 - p)^{k-1}p$  for all positive  $k$
- Have an urn containing  $w$  white balls and  $b$  blue balls. Balls are sampled from the urn at random and with replacement until a white ball is taken out. The individual drawing has probability  $p = \frac{w}{w+b}$ .  $X$  is the number of draws until the first white ball appears.

## Urn Model

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### Finite-Time Urn Models

- Exact Probabilities
- Combinatorial
- Analytic Solutions

## Polya Urn Models

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### Infinite-Time Urn Models

- Limiting behavior
- Convergence
- Symmetries
- Stochastic Path

# Tools for Finite-Time Urn Models

- Recursion
- Conditional Expectation
- Law of Total Probability

## Note

These methods often yield formulas that allow us to explicitly understand the system at each discrete time step since the evolution is often deterministic.



# Ballot Problems

## Problem Statement

Suppose two candidates A and B are running against each other in an election, and A wins (or is tied) by receiving  $m \geq n$  votes, where  $n$  is the number of votes received by B.

**Classical Question:** *What is the probability that A stays ahead of B throughout the voting?*

**Key Observation** - Using Recursion

$$P_{m,n} = \frac{m}{m+n} P_{m-1,n} + \frac{n}{m+n} P_{m,n-1}$$

## Solution

We use induction on this recursive relationship to prove:

$$P_{m,n} = \frac{m-n}{m+n}$$

# Polya Urn Models

What makes a Polya urn model different from a regular urn model?

Replacement scheme that causes urn to evolve randomly in discrete time steps

## Infinite-Time Urn Model

- Limiting behavior
- Convergence
- Symmetries
- Stochastic Path

## Example

Start with two balls in an urn. One ball is white the other is black. When you draw out one ball you insert two balls of the same color as the one you drew out.

# Tools for Infinite-Time Urn Models

- Ex-changeability  $\Rightarrow$  De Finetti's Theorem
- Markov Chains
- Martingale
- Simulations

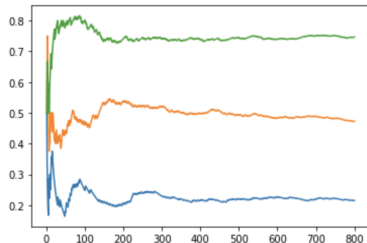
## Note

Using these tools often results in understanding of limiting behavior, convergence, and distribution of converged states.

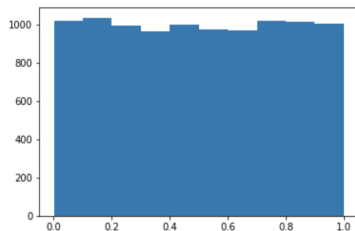
# Simulations

## Problem

Start with two balls in an urn. One ball is white; the other is black. When you draw out one ball you insert two balls of the same color as the one you drew out.



(a) Convergence of three experiments with same initial conditions



(b) Limit points of 10000 trials

Figure: Simulation Results

# Tools for Approaching Infinite-time Urn Models

## Ex-changeability

A random sequence  $\{E_n\}_{n \geq 1}$  with  $E_n = 0$  or  $E_n = 1$  is called exchangeable if for any finite  $n$  and any permutation  $\sigma \in S_n$

$$(E_1, \dots, E_n) \stackrel{d}{=} (E_{\sigma(1)}, \dots, E_{\sigma(n)})$$

Ex-changeability gives us access to **De Finetti's Theorem**

## Martingale

A discrete-time random process  $X_{n \geq 1}$  is called a martingale if, for all  $n$ ,

$$E[X_{n+1} | X_1, \dots, X_n] = X_n.$$

## Markov Chains

Discussed Later

# The Ehrenfest Urn

## Problem Statement

Suppose that we have two urns, labeled 0 and 1, that contain a total of  $m$  balls. The state of the system at time  $n$  is the number of balls in urn 1, which we will denote by  $X_n$ .

## Approach

- Determine whether the urn is Markov, Ex-changeable, or a Martingale.
- Determine transition probability based on last time step (given that it is Markov)
- Use the matrix to understand dynamic behavior

## Application

The Ehrenfest urn, like many urn models, has many applications. One of the most well-known application for this urn is for the exchange of gas molecules between two containers.

# Markov Chains

## Markov-Chain

A discrete-time random process  $X_{n \geq 1}$  taking values in  $\mathbf{Z}$  is called a Markov Chain if for all  $n$  and  $a \in \mathbf{Z}$ ,

$$P(X_{n+1} = a | X_1, \dots, X_n) = P(X_{n+1} = a | X_n).$$

This relationship is often represented in a transition matrix where each column and row represents a state in the state space.

$$P = \begin{bmatrix} P_{1,1} & P_{1,2} & \dots & P_{1,j} & \dots & P_{1,s} \\ P_{2,1} & P_{2,2} & \dots & P_{2,j} & \dots & P_{2,s} \\ \vdots & \vdots & \ddots & \vdots & \ddots & \vdots \\ P_{i,1} & P_{i,2} & \dots & P_{i,j} & \dots & P_{i,s} \\ \vdots & \vdots & \ddots & \vdots & \ddots & \vdots \\ P_{s,1} & P_{s,2} & \dots & P_{s,j} & \dots & P_{s,s} \end{bmatrix}$$

## Key Observation

$$P_{i,j} = \begin{cases} \frac{i}{M} & , \quad j = i - 1 \\ \frac{M-i}{M} & , \quad j = i + 1 \\ 0 & , \quad \text{otherwise} \end{cases}$$

This translates to a Markov chain transition matrix where the  $i,j$  entry is the  $P_{i,j}$  value from the above transition probability rule.