# STAT 150 Notes

#### September 4, 2025

#### 1 Markov Chains

Consider a Markov chain (MC) with three states  $\{0, 1, 2\}$ . Suppose 0 and 2 are absorbing states.

$$\alpha + \beta + \delta = 1$$

**Definition 1.1** (Stopping Time  $\tau$ ).

$$\tau = \min\{n \ge 0 : X_n = 0 \text{ or } X_n = 2\}.$$

$$\nu = \Pr(X_{\tau} = 0) = \frac{\alpha}{1 - \beta} = \frac{\alpha}{\alpha + \gamma}.$$
$$V_i = \mathbb{E}[\tau \mid X_0 = i].$$

### Conditioning on $X_1$

$$V = \mathbb{E}[\tau] = \sum_{i=0}^{2} \Pr(X_1 = i) \mathbb{E}[\tau \mid X_1 = i].$$

Explicitly:

$$V = \alpha \cdot 1 + \beta(V+1) + \gamma \cdot 1 = (\alpha + \beta + \gamma) + \beta V = 1 + \beta V.$$

**Theorem 1.1** (Tail-Sum Formula). For a nonnegative random variable  $\tau$ ,

$$\mathbb{E}[\tau] = \sum_{n=0}^{\infty} \Pr(\tau > n).$$

*Proof.* Apply monotone convergence to the representation  $\tau = \sum_{n=0}^{\infty} \mathbf{1}_{\{\tau > n\}}$ .

$$\Pr(\tau > n) = \beta^n \implies \mathbb{E}[\tau] = \sum_{n=0}^{\infty} \beta^n = \frac{1}{1-\beta}.$$

#### 2 Classification of States

**Definition 2.1** (Accessibility). State j is accessible from i if

$$\exists n \ge 0 \quad s.t. \ P_{ij}^{(n)} > 0.$$

**Definition 2.2** (Communication). We say i and j communicate, denoted  $i \leftrightarrow j$ , if i is accessible from j and j is accessible from i.

**Theorem 2.1.** Communication is an equivalence relation:

- 1. Reflexive:  $i \leftrightarrow i$ .
- 2. Symmetric:  $i \leftrightarrow j \iff j \leftrightarrow i$ .
- 3. Transitive: If  $i \leftrightarrow j$  and  $j \leftrightarrow k$ , then  $i \leftrightarrow k$ .

*Proof.* Suppose  $P_{ij}^{(m)} > 0$  and  $P_{jk}^{(n)} > 0$ . Then

$$P_{ik}^{(m+n)} \ge P_{ij}^{(m)} \cdot P_{jk}^{(n)} > 0.$$

Thus  $i \leftrightarrow k$ .

#### **Example: Transition Matrix**

$$P = \begin{bmatrix} a & b & c & 0 & 0 \\ d & e & f & 0 & 0 \\ g & h & i & 0 & 0 \\ 0 & 0 & 0 & u & v \\ 0 & 0 & 0 & w & x \end{bmatrix}.$$

Equivalence classes:  $\{1,2,3\}$  and  $\{4,5\}$ .

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### 3 Recurrence and Hitting Times

**Definition 3.1** (First Hitting Time). For state y,

$$T_y = \min\{n \ge 1 : X_n = y\}.$$

$$f_{yy} = \Pr_{y}(T_{y} < \infty) = \sum_{n=1}^{\infty} \Pr(T_{y} = n).$$

Interpretation: probability that the chain, starting from y, eventually returns to y.

By the Markov property, the probability of returning to y at least k times is

$$(f_{yy})^k$$
.

4 Stopping Times

**Definition 4.1** (Stopping Time). A random time T is a **stopping time** if  $\{T = n\}$  depends only on  $(X_0, \ldots, X_n)$ .

Example 4.1.

$$\{T_y = n\} = \{X_1 \neq y, X_2 \neq y, \dots, X_{n-1} \neq y, X_n = y\}.$$

# 5 Strong Markov Property

**Theorem 5.1** (Strong Markov Property (Durrett, Thm 1.2)). If  $\tau$  is a stopping time and E is an event measurable with respect to  $\{X_0, \ldots, X_{\tau-1}\}$ , then

$$\Pr(X_{\tau+k} = j \mid X_{\tau} = i, E) = \Pr(X_{\tau+k} = j \mid X_{\tau} = i).$$

**Remark 5.1.** Equivalently, defining  $Y_n := X_{\tau+n}$ , we have that  $(Y_n)$  is itself a Markov chain.