#### A Brief Introduction to Markov Chains

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- Discrete Time Markov Chains
  - Steady-State Probabilities
  - Higher Order Markov Chains
- Absorbing Markov Chains
  - Snakes & Ladders
- Continuous Time Markov Chains
  - A Simple Queue



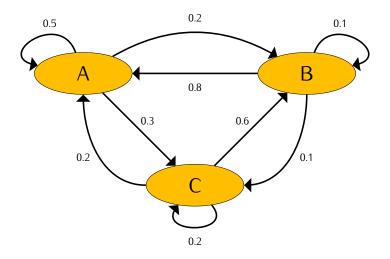
Figure: from Flickr brickset

# Andrei Andreyevich Markov



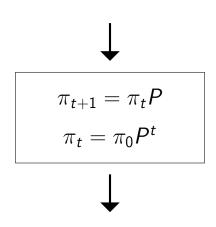
Figure: Markov chain pioneer.

#### What is a Markov Chain?



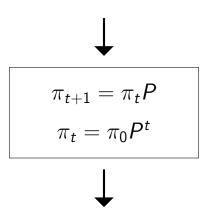
$$P = \begin{pmatrix} 0.5 & 0.2 & 0.3 \\ 0.8 & 0.1 & 0.1 \\ 0.2 & 0.6 & 0.2 \end{pmatrix}$$

# Initial state $\pi_0 = (1, 0, 0)$ :



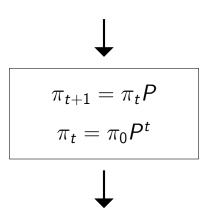
 $\pi_3 = (0.521, 0.262, 0.217)$ 

# Initial state $\pi_0 = (103, 147, 82)$ :



 $\pi_3 = (167.875, 88.725, 75.400)$ 

# Initial state $\pi_0 = (0.1, 0.3, 0.6)$ :



$$\pi_3 = (0.5093, 0.2569, 0.2338)$$

## Steady-State Probabilities

$$\pi = \pi P$$

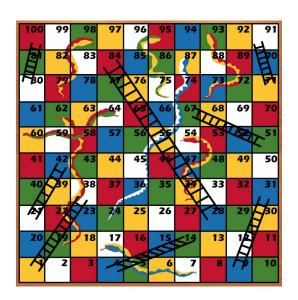
$$\Sigma \pi = 1$$

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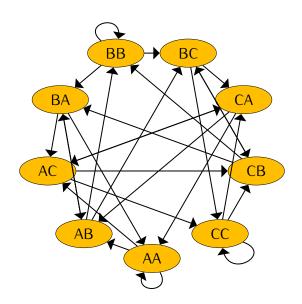
## Steady-State Probabilities

$$\pi = \pi P$$
 $\Sigma \pi = 1$ 
0.5
0.2
0.1
0.5
0.2
0.1
0.5
0.2
0.1
0.1
0.5
0.2
0.1

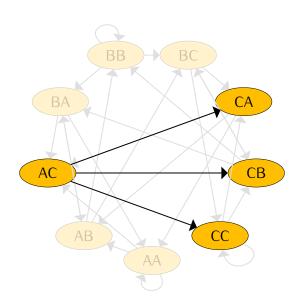
## The Markov Property



# Higher Order Markov Chains



# Higher Order Markov Chains



GRAIN **MOTHER** WALL ZONE SUCCESS the SHADOW J<sub>0</sub>B T.A.R.D.I.S. **CLOCK** TIDE DISAPPOINTMENT against the

GRAIN
WALL
SUCCESS SHADOW
T.A.R.D.I.S.
CLOCK
TIDE

race against the

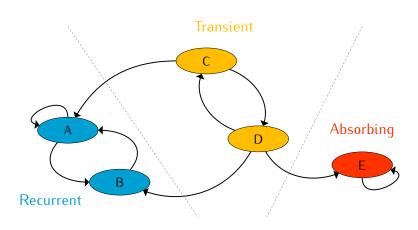
GRAIN MOTHER
WALL
SUCCESS SHADOW
T.A.R.D.I.S.
CLOCK

TIDE

### Generating Music with Markov Chains

https://www.youtube.com/watch?v=q0Z2Q-Ls48U

#### Classification of States



## Absorbing Markov Chains

#### **Probability of Absorption**

$$\mathbb{P}(\text{absorption in } t \text{ steps from } s) = P_{(s,a)}^t$$

$$\lim_{t\to\infty}P^t_{(s,a)}\to 1$$

## Absorbing Markov Chains

#### Probability of Absorption

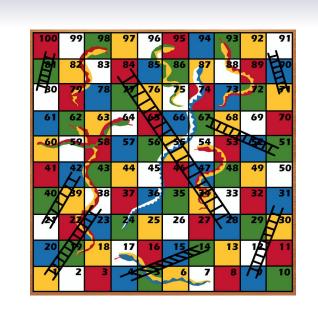
$$\mathbb{P}\left(\text{absorption in }t\text{ steps from }s\right)=P_{(s,a)}^{t}$$

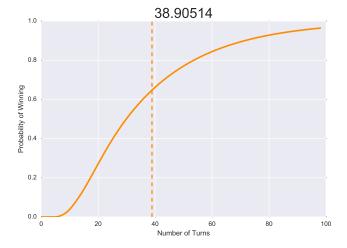
$$\lim_{t\to\infty}P^t_{(s,a)}\to 1$$

#### Mean Steps to Absorption

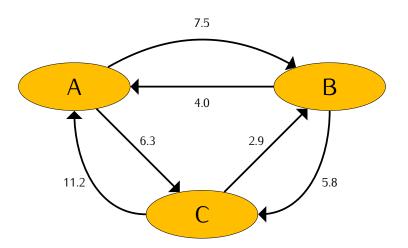
$$P = \left(\begin{array}{cc} Q & R \\ \mathbf{0} & 1 \end{array}\right)$$

$$\mathbb{E}\left[ ext{steps to absorption from } s 
ight] = \left( \mathbb{I} - Q 
ight)^{-1} {}_{(s)}$$





#### Continuous-Time Markov Chains



$$Q = \begin{pmatrix} -13.8 & 7.5 & 6.3 \\ 4.0 & -9.8 & 5.8 \\ 11.2 & 2.9 & -14.1 \end{pmatrix}$$

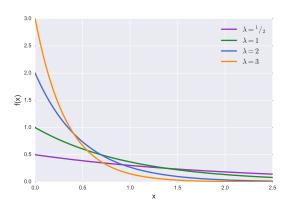
# Discrete

Continuous

$$\pi_t = \pi_0 P^t$$
 
$$\pi_t = \pi_0 \left( \mathbb{I} + \sum_{k=1}^{\infty} \frac{Q^k t^k}{k!} \right)$$
 
$$\pi = \pi P$$
 
$$0 = \pi Q$$

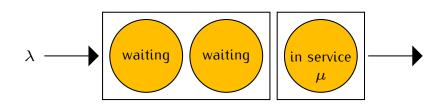
## The Exponential Distribution

$$f(x) = \lambda e^{-\lambda x}$$

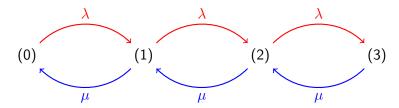


$$\mathbb{P}\left(T>s+t\mid T>s\right)=\mathbb{P}\left(T>s\right)$$

## Modelling a Queue



Arrivals  $\sim \mathsf{Poisson}(\lambda)$ Service time  $\sim \mathsf{Exponential}(\mu)$ 



$$Q = \left( egin{array}{cccc} -\lambda & \lambda & 0 & 0 \ \mu & -(\lambda + \mu) & \lambda & 0 \ 0 & \mu & -(\lambda + \mu) & \lambda \ 0 & 0 & \mu & -\mu \end{array} 
ight)$$

$$Q=\left(egin{array}{cccc} -\lambda & \lambda & 0 & 0 \ \mu & -(\lambda+\mu) & \lambda & 0 \ 0 & \mu & -(\lambda+\mu) & \lambda \ 0 & 0 & \mu & -\mu \end{array}
ight)$$

$$Q = \begin{pmatrix} \mu & -(\lambda + \mu) & \lambda & 0 \\ 0 & \mu & -(\lambda + \mu) & \lambda \\ 0 & 0 & \mu & -\mu \end{pmatrix}$$

$$\pi_0 = \frac{\mu^3}{\lambda^3 + \lambda^2 \mu + \lambda \mu^2 + \mu^3}$$

 $\pi_2 = \frac{\lambda^2 \mu}{\lambda^3 + \lambda^2 \mu + \lambda \mu^2 + \mu^3}$ 

 $\pi_3 = \frac{\lambda^3}{\lambda^3 + \lambda^2 \mu + \lambda \mu^2 + \mu^3}$ 

$$\pi_0 = \frac{\mu^3}{\lambda^3 + \lambda^2 \mu + \lambda \mu^2 + \mu^3}$$

$$\pi_1 = \frac{\lambda \mu^2}{\lambda^3 + \lambda^2 \mu + \lambda \mu^2 + \mu^3}$$

# Thank You!