# Discrete time Markov Chains (DTMC)

A stochastic process  $\{X_n, n \in \mathbb{Z}_+\}$  is a discrete time Markov chain if for any n we have

$$P(X_n = j | X_1 = x_1, ..., X_{n-1} = x_{n-1}) = P(X_n = j | X_{n-1} = x_{n-1})$$

- ► This is called as the Markov property.
- ightharpoonup P(next state|past states, present state) = P(next state| present state)
- Why Chain? You can view the successive random variables as a chain of states being visited in a sequence and where the next state visited depends only on the current state.
- ightharpoonup We will throughout assume that the state space  $\mathcal S$  is countable.

### Running example: Coin with memory!

- In a Markovian coin with memory, the outcome of the next toss depends on the current toss.
- $ightharpoonup X_n = 1$  for heads and  $X_n = -1$  otherwise.  $S = \{+1, -1\}$ .
- Sticky coin :  $P(X_{n+1} = 1 | X_n = 1) = 0.9$  and  $P(X_{n+1} = -1 | X_n = -1) = 0.8$  for all n.
- ► Flippy Coin:  $P(X_{n+1} = 1 | X_n = 1) = 0.1$  while  $P(X_{n+1} = -1 | X_n = -1) = 0.3$  for all n.
- ► This can be represented by a transition diagram (see board)
- The one step transition probability matrix P for the two cases is  $P_s = \begin{bmatrix} 0.9 & .1 \\ 0.2 & 0.8 \end{bmatrix}$  and  $P_f = \begin{bmatrix} 0.1 & 0.9 \\ 0.7 & 0.3 \end{bmatrix}$
- The row corresponds to present state and the column corresponds to next state.

### Running example: Dice with memory!

- In a markovian dice with memory, the outcome of the next roll depends on the current roll.
- $ightharpoonup X_n = i ext{ for } i \in \mathcal{S} ext{ where } \mathcal{S} = \{1, \dots, 6\}.$
- Example one-step transition probability matrix

$$P = \begin{bmatrix} 0.9 & .1 & 0 & 0 & 0 & 0 \\ 0 & .9 & .1 & 0 & 0 & 0 \\ 0 & 0 & 0.9 & 0.1 & 0 & 0 \\ 0 & 0 & 0 & 0.9 & 0.1 & 0 \\ 0 & 0 & 0 & 0 & 0.9 & 0.1 \\ 0.1 & 0 & 0 & 0 & 0 & 0.9 \end{bmatrix}$$

- State transition diagram on board
- ► Consider  $S_n = \sum_{i=1}^n X_i$  and  $\hat{\mu}_n = \frac{S_n}{n}$ . What is  $\lim_{n \to \infty} \hat{\mu}_n$ ?
- ightharpoonup Cannot invoke SLLN as  $\{X_i\}$  are not i.i.d.
- ► We will see later SLLN for Markov chains!

#### Finite dimensional distributions

- Consider a Markov dice with transition probability P.
- What is  $P(X_0 = 4, X_1 = 5, X_2 = 6)$ ?
- $ightharpoonup = P(X_2 = 6 | X_1 = 5, X_0 = 4) P(X_1 = 5 | X_0 = 4) P(X_0 = 4)$
- $ightharpoonup = p_{65}p_{54}P(X_0=4).$
- ▶ What is  $P(X_0 = 4)$ ?
- This probability of starting in a particular state is called initial distribution of the markov chain.

#### Finite dimensional distributions

- ▶ Consider a DTMC  $\{X_n, n \ge 0\}$  with transition matrix P.
- $\triangleright$  We assume M states and  $X_0$  denotes the initial state.
- You can start in any starting state or may pick your starting state randomly.
- Let  $\bar{\mu} = (\mu_1, \dots, \mu_M)$  denote the initial distribution, i.e.,  $P(X_0 = x_0) = \mu_{x_0}$ .
- How does one obtain the finite dimensional distribution  $P(X_0 = x_0, X_1 = x_1, X_2 = x_2)$ ?
- $P(X_0 = x_0, X_1 = x_1, X_2 = x_2) = p_{x_1, x_2} p_{x_0, x_1} \mu_{x_0}.$
- In general,  $P(X_0 = x_0, X_1 = x_1, ..., X_k = x_k) = p_{x_{k-1}, x_k} \times ... \times p_{x_0, x_1} \mu_{x_0}$

### Chapman Kolmogorov Equations for DTMC

Consider a Markov coin and its transition probability matrix

$$P = \begin{bmatrix} p_{1,1} & p_{1,-1} \\ p_{-1,1} & p_{-1,-1} \end{bmatrix}.$$

▶ Given  $X_0 = 1$ , what is  $P(X_2 = 1)$ ?

$$P(X_2 = 1|X_0 = 1) = P(X_2 = 1|X_1 = 1, X_0 = 1)P(X_1 = 1|X_0 = 1)$$
  
  $+ P(X_2 = 1|X_1 = -1, X_0 = 1)P(X_1 = -1|X_0 = 1)$   
  $= p_{1,1}^2 + p_{-1,1}p_{1,-1}$ 

Here the first inequality follow from the fact that

$$P(C|A) = P(C|BA)P(B|A) + P(C|B^cA)P(B^c|A)$$
 HW: Verify

Similarly,  $P(X_2 = -1|X_0 = 1)$ ,  $P(X_2 = 1|X_0 = -1)$ ,  $P(X_2 = -1|X_0 = -1)$  can be obtained and these are elements of a two-step transition matrix  $P^{(2)}$ .

## Chapman Kolmogorov Equations for DTMC

▶ The two step transition probability matrix  $P^{(2)}$  is given by

$$P^{(2)} = \begin{bmatrix} p_{1,1}^2 + p_{1,-1}p_{-1,1} & p_{1,1}p_{1,-1} + p_{1,-1}p_{-1,-1} \\ p_{-1,1}p_{1,1} + p_{-1,-1}p_{-1,1} & p_{-1,1}p_{1,-1} + p_{-1,-1}^2 \end{bmatrix}.$$

- ▶ This implies that  $P^{(2)} = P \times P = P^2$ .
- ▶ In general,  $P^{(n)} = P^n$ .
- Chapman-Kolmogorov equations are a further generalization of this.

$$P^{(n+l)} = P^{(n)}P^{(l)}$$

We wont see the proof of this.