

Markov chains

One-step probabilities: P

Initial probabilities: μ

Reward function: r

First passage probabilities: F

$$F(i, j) = P_i\{T^j < \infty\}$$

Expected number of visits

$$R(i, j) = E_i[N^j]$$

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Two states communicate ($i \longleftrightarrow j$)
 iff there is a path with positive
 probability of going from i to j
 and from j to i .

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$$\begin{matrix} a \\ b \\ c \\ d \\ e \end{matrix} \begin{bmatrix} 0.3 & 0 & 0 & 0 & 0.7 \\ 0.1 & 0.4 & 0.1 & 0.3 & 0.1 \\ 0.1 & 0 & 0.9 & 0 & 0 \\ 0 & 0.4 & 0.3 & 0.1 & 0.2 \\ 0 & 0 & 0.2 & 0 & 0.8 \end{bmatrix}$$

$$a \leftrightarrow c, a \leftrightarrow e, c \leftrightarrow e, b \leftrightarrow d$$

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- 1) A state j is recurrent if $F(j,j)=1$
(or equivalently if $R(j,j)=\infty$)
- 2) A state j is transient if $F(j,j)<1$
(or equivalently if $R(j,j)<\infty$)
- 3) A recurrent state j is null recurrent
if $E_j[T_j] = \infty$
- 4) A recurrent state j is periodic with
period $d \geq 2$ if d is the largest integer
for which $P_j\{T_j = nd \text{ for some } n \geq 1\} = 1$.
In other words, the chain can only return
to state j at steps numbered $d, 2d, 3d$, etc.
- 5) State j is absorbing if $P(j,j)=1$

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- 6) A set of states is closed if once the process is in the set, it cannot leave.
- 7) A set is irreducible if it is closed and contains no proper subset that is also closed.
- 8) A set of states is irreducible if it is closed and all states communicate with all other states in the set

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$$F = \begin{matrix} & \begin{matrix} a & c & e & d & b \end{matrix} \\ \begin{matrix} a \\ c \\ e \\ d \\ b \end{matrix} & \begin{bmatrix} 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 \\ 1 & 1 & 1 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0.5 & 0.5 & 0.5 & 0.5 & 0.4 \end{bmatrix} \end{matrix}$$

$$R = \begin{matrix} & \begin{matrix} a & c & e & d & b \end{matrix} \\ \begin{matrix} a \\ c \\ e \\ d \\ b \end{matrix} & \begin{bmatrix} \infty & \infty & \infty & 0 & 0 \\ \infty & \infty & \infty & 0 & 0 \\ \infty & \infty & \infty & 0 & 0 \\ 0 & 0 & 0 & \infty & \infty \\ \infty & \infty & \infty & \infty & \infty \end{bmatrix} \end{matrix}$$

$$P = \begin{matrix} & \begin{matrix} a & c & e & d & b \end{matrix} \\ \begin{matrix} a \\ c \\ e \\ d \\ b \end{matrix} & \begin{bmatrix} 0.3 & 0 & 0.7 & 0 & 0 \\ 0.1 & 0.9 & 0 & 0 & 0 \\ 0 & 0.2 & 0.8 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 \\ 0.1 & 0.1 & 0.1 & 0.3 & 0.4 \end{bmatrix} \end{matrix}$$

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If X is an irreducible non-null recurrent M.C. with Markov matrix P , then

$$\lim_{n \rightarrow \infty} P_i \{X_n = j\} = \pi(j) \text{ where}$$

$$\pi P = \pi \text{ and } \sum \pi(j) = 1$$

Also if f is a reward vector

$$\lim_{n \rightarrow \infty} \frac{1}{n} \sum_{k=0}^{n-1} f(X_k) = \pi f \text{ a.s.}$$

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$N \rightarrow \# \text{ tries until first head}$
 X is return for game $X = 2^N$

$$P\{N = n\} = \left(\frac{1}{2}\right)^n$$

$$E[X] = \sum_{n=1}^{\infty} 2^n \cdot \left(\frac{1}{2}\right)^n = \sum_{n=1}^{\infty} 1$$

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