

## Tutorial 3: Markov chains

In this tutorial you will learn how to compute Markov chains with Matlab.

Recall from class that a Markov chain defines a sequence of stochastic vectors  $\mathbf{x}_k$ ,  $k=1, 2, 3, \dots$  via a stochastic matrix  $\mathbf{P}$  such that

$$\mathbf{x}_{k+1} = \mathbf{P}\mathbf{x}_k, \quad k = 0, 1, 2, \dots$$

Here is an example:

```
P = [0.6 0.3
      0.4 0.7];
xo = [0.1
      0.9];
```

You can run the Markov chain, for a specified number of steps, in a for loop.

```
disp('You started with: ')
xo
% run the Markov chain
x = xo; % start with xo
for kk=1:10
    x = P*x;
end
disp('After 10 steps you ended up with: ')
x
```

Note that you can also compute  $\mathbf{x}_k$  directly by raising the matrix  $\mathbf{P}$  to the power  $k$

$$\mathbf{x}_k = \mathbf{P}^k \mathbf{x}_0$$

In Matlab, you do this with this code:

```
x = (P^10)*xo
```

You can also save all the steps in an array with 2 rows and 100 columns.

```
X = zeros(2,10); % it is good to pre-define the array before the for loop
X(:,1) = xo; % set first column to the starting vector x
x = xo;
for kk=2:10
    x = P*x; % take a step
    X(:,kk)=x; % save the step in the array X
end
X(:,end)
```

Now that you saved the steps of the Markov chain, you can also plot them:

```
figure
```

```
plot(X(1,:),'.','MarkerSize',15)
hold on, plot(X(2,:),'.','MarkerSize',15)
legend('1st element of x','2nd element of x')
xlabel('Number of steps')
ylabel('Elements of the probability vector x')
```

You can also plot the 2nd element of  $\mathbf{x}$  as a function of the 1st element

```
figure
plot(X(1,:),X(2,:),'.','MarkerSize',15)
xlabel('1st element of x')
ylabel('2nd element of x')
```

As you can see, the vector  $\mathbf{x}$  does not change very much after a few steps. This means that, for sufficiently large  $k$ ,

$$\mathbf{x}_{k+1} = \mathbf{P}\mathbf{x}_k \approx \mathbf{x}_k$$

Dropping the index  $k$ , this means that a steady-state vector  $\mathbf{x}$  satisfies:

$$\mathbf{x} = \mathbf{P}\mathbf{x}$$

You can re-arrange this to the linear system

$$(\mathbf{I} - \mathbf{P})\mathbf{x} = \mathbf{0}$$

where  $\mathbf{I}$  is the identity matrix.

You can thus compute the steady-state vector by solving this linear system. You know from previous tutorials that you can do that by row-reduction:

```
I = eye(2); % identity matrix
o = zeros(2,1); % a vector with zeros
rref([I-P o])
```

Thus, the solution of  $(\mathbf{I} - \mathbf{P})\mathbf{x} = \mathbf{0}$  is any scalar multiple of

```
x = [3/4
     1];
```

To make, this a probability vector, we need to make its elements sum to one. You can compute the sum of the elements of a vector by the command `sum`. Use help to find out about `sum`:

```
help sum
```

You can divide all elements of  $\mathbf{x}$  by its sum as follows:

```
x = x/sum(x);
x
```

The result from running the Markov chain for 10 steps is quite close:

```
X(:,end)
```

### Exercise

How many steps do you need to take to get the first three digits of the steady state vector? Hint: it's less than ten.