## State-space models

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#### Definition

A state-space model can be made up of:

- A state variable  $x_t$ , taking values in some state-space
- An output variable  $y_t$
- An observation equation  $P(y_t|x_t)$
- A state transition equation  $P(x_{t+1}|x_t)$
- Where  $x_t$  and  $y_t$  satisfy the Markov equations:

$$P(y_{t+1}, x_{t+1}|y_t, x_t, ..., y_1, x_1) = P(y_{t+1}, x_{t+1}|y_t, x_t)$$
$$P(y_{t+1}|x_{t+1}, y_t, x_t) = P(y_{t+1}|x_{t+1})$$

• Which implies that  $P(y_{t+1}, x_{t+1}|y_t, x_t) = P(y_{t+1}|x_{t+1})P(x_{t+1}|x_t)$ 

Obtaining the conditional distribution  $P(x_t|y_t,...,y_1)$ , from which  $P(x_{t+1})$  and  $P(y_{t+1})$  can be derived/sampled, is known as filtering.

#### White noise

White noise is the core of a stochastic time series model.

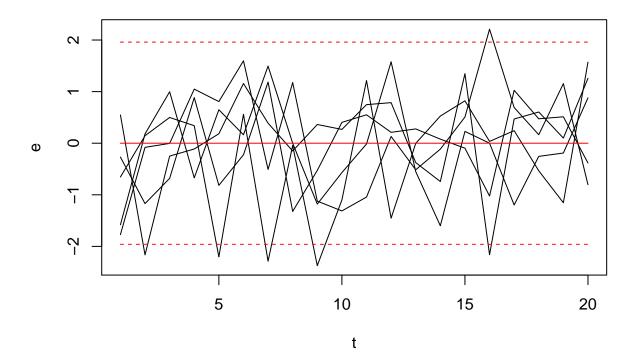
$$e_t \sim N(0, \sigma^2)$$

```
# Set simulation parameters
n_t <- 20
t <- 1:n_t
n_reals <- 5
n_samps <- n_t * n_reals
quants <- t(matrix(c(0, 1.96, -1.96), nrow = 3, ncol = n_t))
q_lty <- c(1, 2, 2)

# Simulate white noise
e <- matrix(rnorm(n_samps), nrow = n_t)

# Plot it
matplot(t, e, type = 'l', main = "White noise", col = 1, lty = 1)
matlines(t, quants, col = 'red', lty = q_lty)</pre>
```

### White noise



#### Random walk

The steps in a random walk are white noise.

$$a_t \sim N(0, \tau^2)$$

$$\mu_{t+1} = \mu_t + a_t$$

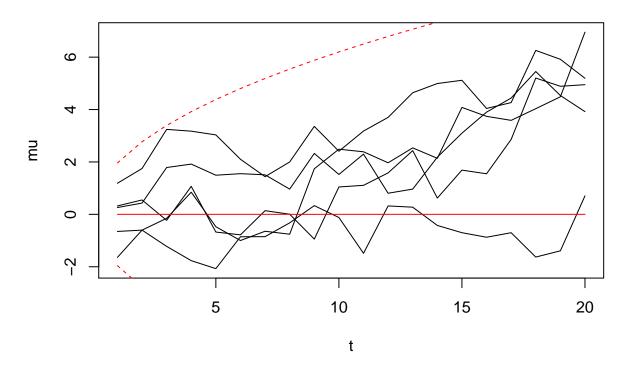
$$\mu_{t+1} | \mu_t \sim N(\mu_t, \tau^2)$$

$$u_0 = 0 \implies \mu_t \sim N(0, t\tau^2)$$

```
# Simulate random walk
a <- matrix(rnorm(n_samps), nrow = n_t)
mu <- apply(a, 2, cumsum)

# Plot it
matplot(t, mu, type = 'l', main = "Random walk", col = 1, lty = 1)
matlines(t, quants * sqrt(t), col = 'red', lty = q_lty)</pre>
```

### Random walk



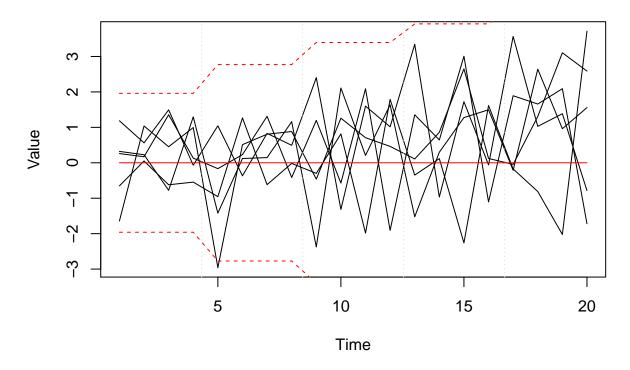
### Quarterly random walk

$$\mu_{t+1} = \mu_{t-3} + a_t$$

$$\mu_{t+1} | \mu_{t-3} \sim N\left(\mu_{t-3}, \tau^2\right)$$

$$u_0 = 0 \implies \mu_t \sim N\left(0, ceiling\left(\frac{t}{4}\right)\tau^2\right)$$

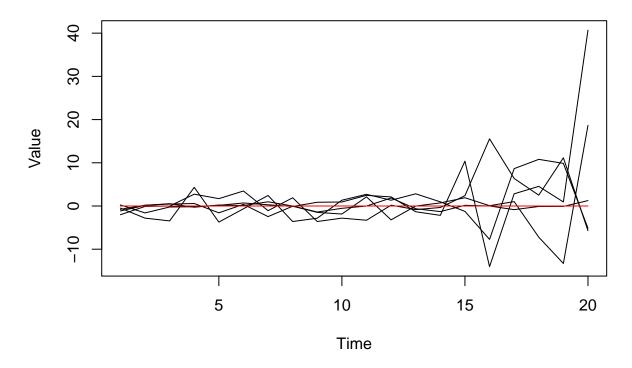
# **Quarterly random walk**



#### **Evolving variance**

$$h_{t+1} = h_t + a_t$$
 
$$y_t = \exp\left(\frac{h_t}{2}\right) e_t$$
 
$$y_t \not\sim N$$
 
$$y_t | h_t \sim N(0, \exp(h_t))$$
 
$$h_0 = 0 \implies \log\{var(y_t)\} \sim N(0, t\tau^2)$$

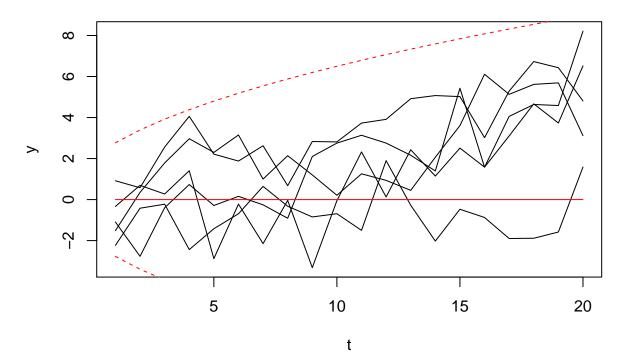
# **Evolving variance**



Filtering for a random walk plus white noise model

$$y_t = \mu_t + e_t$$
$$y_t | \mu_t \sim N(\mu_t, \sigma^2)$$
$$y_t \sim N(0, t\tau^2 + \sigma^2)$$

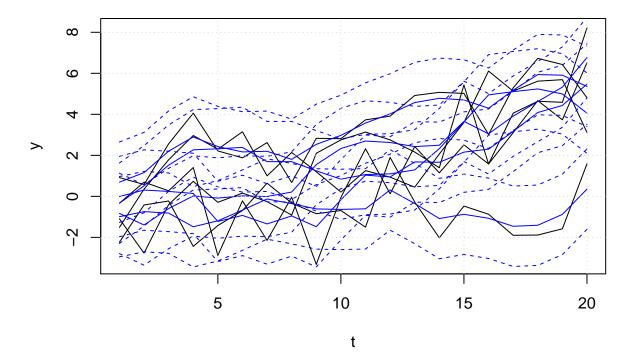
### Random walk plus white noise



$$\begin{split} x_t &:= \mu_t \\ \tilde{y}_t \sim N(\tilde{x}_t, \sigma^2 I_t) \\ \tilde{x}_t \sim N(\tilde{x}_{t-1}, \tau^2 I_t) \\ &\Longrightarrow (\tilde{x}_t, \tilde{y}_t) \sim N \\ E(\tilde{x}_t | \tilde{y}_t) &= E(\tilde{x}_t) + Cov(\tilde{x}_t, \tilde{y}_t) Var(\tilde{y}_t)^{-1} \{\tilde{y}_t - E(\tilde{y}_t)\} \\ Var(\tilde{x}_t | \tilde{y}_t) &= Var(\tilde{x}_t) - Cov(\tilde{x}_t, \tilde{y}_t) Var(\tilde{y}_t)^{-1} Cov(\tilde{y}_t, \tilde{x}_t) \\ E(\tilde{x}_t) &= E(\tilde{y}_t) = 0 \\ Cov(\tilde{x}_t, \tilde{y}_t) &= Cov(\tilde{y}_t, \tilde{x}_t)' = (Cov(\tilde{x}_t, \tilde{x}_t) + Cov(\tilde{e}_t, \tilde{x}_t))' = Var(\tilde{x}_t) \\ Var(\tilde{y}_t) &= Var(\tilde{x}_t) + \sigma^2 I_t \\ \begin{bmatrix} 1 \\ -1 & 1 \\ \dots \\ x_t \end{bmatrix} \begin{bmatrix} x_1 \\ \dots \\ x_t \end{bmatrix} = \begin{bmatrix} 1 \\ 1 \\ x_1 + \begin{bmatrix} a_1 \\ \dots \\ a_t \end{bmatrix} \\ D_t \tilde{x}_t &= \tilde{g}_t x_1 + \tilde{a}_t \\ D_t Var(\tilde{x}_t) D'_t &= K^2 \tilde{g}_t \tilde{g}'_t + \tau^2 I_t \\ x_1 \sim N(0, K^2) \\ Var(\tilde{x}_t) &= K^2 D_t^{-1} \tilde{g}_t \tilde{g}'_t D'_t^{-1} + \tau^2 D_t^{-1} D'_t^{-1} \\ E(\tilde{x}_t | \tilde{y}_t) &= Var(\tilde{x}_t) \{Var(\tilde{x}_t) + \sigma^2 I_t\}^{-1} \tilde{y}_t \\ Var(\tilde{x}_t | \tilde{y}_t) &= Var(\tilde{x}_t) - Var(\tilde{x}_t) \{Var(\tilde{x}_t) + \sigma^2 I_t\}^{-1} Var(\tilde{x}_t) \end{bmatrix} \end{split}$$

```
\implies \tilde{x}_t | \tilde{y}_t
\implies \tilde{y}_{t+k} | \tilde{y}_t
K = 0, \tau = 1, \sigma = 1 \implies Var(\tilde{x}_t) = D_t^{-1} D_t'^{-1}
```

## Random walk plus white noise



# CI's look a bit wide but it's hard to tell, might be OK