7 Markov Chains

For the Markov chain, the past and **the future are conditionally independent**. For the special case of random walk on an undirected network, the network structure is the key to determining the stationary distribution.

We can picture a Markov chain intuitively by imagining a system with *states* and someone randomly wandering around from state to state.

For many interesting Markov chains, the *stationary* distribution of the chain helps us understand how the chain will behave in the long run.

7.1 Markov property and transition matrix

A sequence of RVs X_0, X_1, X_2, \ldots evolving over time. This is called a *stochastic process*.

Markov chains have a form of one-step dependence, allowing to do beyond IIDs bust still have very convenient structure.

Markov chains widely used for simulations of complex distributions, via algorithms known as *Markov chain Monte Carlo (MCMC)*.

Markov chains live in both space and time: the set of possible states X_n is called *state time*, and index n represents evolution of the process over *time*. The state space of can be discrete or continuous, and time can also be discrete or continuous. We will focus on *discrete-state*, *discrete-time* Markov Chains with a *finite* state space.

Markov Chain

A sequence of RVs X_0, X_1, X_2, \ldots taking values in *state space* $\{1, 2, \ldots, M\}$ is called *Markov chain* \forall $n \geq 0$,

$$P(X_{n+1}=j|X_n=i,X_{n-1}=i-1,\ldots,X_0=i_0)=P(X_{n+1}=j|X_n=i)$$

 $P(X_{n+1} = j | X_n = j)$ is called the *transition probability*. from state i to state j. This Markov chain is time - homogeneous, which means that

$$P(X_{n+1}=j|X_n=j)$$
 is the same $\forall n$.

We can describe the probabilities of moving from state to state using a matrix called *translation matrix* whose i, j entry is probability of going from i-th to j-th state in a single step.

Translation matrix

Let X_0, X_1, X_2, \ldots be a Markov chain $\{1, 2, \ldots, M\}$ and let $q_{ij} = P(X_{n+1} = j | X_n = i)$ be transition probability from state i to state j. The matrix $Q = (q_{ij})$ is the *transition matrix* of the chain. Q is nonnegative and each row sums to 1.

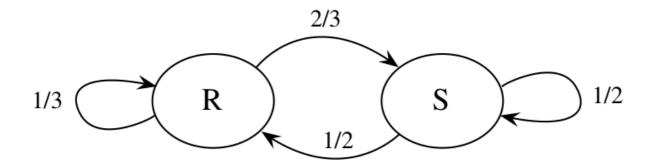
Example: Rainy-sunny Markov chain

If today is rainy, tomorrow it will be rainy with P=1/3 and sunny with P=2/3. If today is sunny, tomorrow it will be rainy with P=1/2 and sunny with P=1/2.

Let X_n be the weather on day n and X_0, X_1, X_2, \ldots is a Markov chain on the state space $\{R, S\}$. Translation matrix of this chain is:

$$\begin{array}{ccc}
R & S \\
R & \left(\frac{1/3}{1/2} & \frac{2/3}{1/2} \right)
\end{array}$$

Also we can represent this chain as graph:



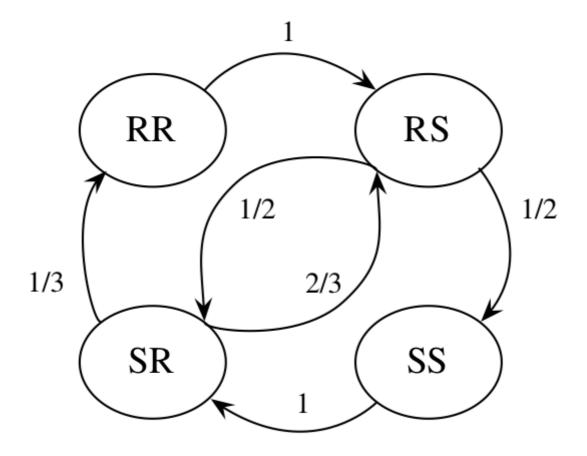
And what if tomorrow's weather depends on today's and yesterday's weather? To illustrate it, we can create a new Markov chain. Let $Y_n = (X_{n-1}, X_n) \ \forall n \geq 1$. Then Y_1, Y_2, \ldots is a Markov chain on the state space $\{(R, R)(R, S), (S, R), (S, S)\}$.

Translation matrix of this chain is:

$$(R,R) \quad (R,S) \quad (S,R) \quad (S,S)$$

$$(R,R) \quad \begin{pmatrix} 0 & 1 & 0 & 0 \\ 0 & 0 & 1/2 & 1/2 \\ (S,R) & 1/3 & 2/3 & 0 & 0 \\ (S,S) & 0 & 0 & 1 & 0 \end{pmatrix}$$

This Markov chain may be represented as the following graph:



Similarly, we can build a chain on n-order dependencies.

N-step transition probability

The n-step transition probability $q_{ij}^{(n)}$ from i to j is the probability of being at j exactly n steps after being at i.

$$q_{ij}^{(n)} = P(X_n = j | X_0 = i).$$

Of course,

$$q_{ij}^{(n)} = \sum_k q_{ik}q_{kj}.$$

The n-th power of the transition matrix gives the n-step transition probabilities $q_{ij}^{(n)}$ is the (i,j)-th entry of Q^n .

Marginal distribution of X_n

Let $\mathbf{t} = (t_1, t_2, \dots)$ where $t_i = P(X_0 = i)$ and \mathbf{t} is a row vector. Then the marginal distribution of X_n is given by the vector $\mathbf{t}Q^n$ is $P(X_n = j)$.

Proof:

By LOTA, conditioning on X_0 , the probability that the chain is at j-th state after n steps is:

$$P(X_n = j) = \sum_{i=1}^M P(X_0 = i) P(X_n = j | X_0 = i) = \ = \sum_{i=1}^M t_i q_{ij}^{(n)}$$

which is the *j*th component of $\mathbf{t}Q^n$.

7.2 Classification of states

States may be *recurrent* or *transient*. Recurrent ones will be visited over and over again in the long one while transient ones will be constantly abandoned.

Also states may be classified using their *period* which is a possible integer summarizing the amount of time that can be elapsed between visits to this state.

Recurrent and transient states:

State i of a Markov chain is recurrent if starting from i, the P=1 that the chain will return to i. The state i is transient if the chain starts from i there is P>0 that the chain will never return to i.

As long as there is a positive probability of leaving *i* forever, the chain eventually will leave *i* forever!

If i is a transient state of a Markov chain, and the probability of never returning to i starting from i is a positive number p > 0. Then the number of returns to i before leaving it forever is $\sim Geom(p)$.

Irreducible and reducible chain:

A Markov chain with transition matrix Q is *irreducible* if for $\forall i, j$ it is possible to go from i to j in a finite number of steps with P > 0. So $\forall i, j$ there is integer n > 0 that (i, j)-th entry of Q^n is positive.

Not irreducible Markov chain is reducible.

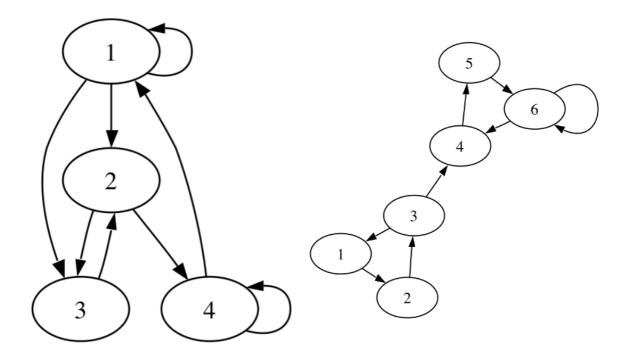
In an irreducible Markov chain with a finite state space, all states are recurrent.

Period of a state, periodic and aperiodic chain:

The *period* of a state i in a Markov chain is the greatest common divisor (gcd) of the possible numbers of steps it can take to return to i when starting at i. The period of i is the greatest common divisor of numbers n such that (i, j)-th entry of Q^n is positive.

A state is called *aperiodic* if period = 1 and *periodic* otherwise. The chain is *aperiodic* of all the states are *aperiodic*, and *periodic* otherwise.

Examples:



Left: aperiodic Markov chain

Right: periodic Markov chain with states ${\bf 1}, {\bf 2}, {\bf 3}$ with period ${\bf 3}.$