

Birth and death Markov chain:

$$P(x, y) = \begin{cases} q_x & y = x - 1 \\ r_x & y = x \\ p_x & y = x + 1 \end{cases} \quad \begin{matrix} q_0 = 0 \\ \\ p_d = 0 \end{matrix} \quad 0 \leq x \leq d$$

$$\begin{matrix} 0 \\ 1 \\ 2 \\ 3 \\ \dots \\ d-1 \\ d \end{matrix} \left[\begin{array}{ccccccccc} 0 & 1 & 2 & 3 & 4 & \dots & d-2 & d-1 & d \\ r_0 & p_0 & 0 & 0 & 0 & \dots & 0 & 0 & 0 \\ q_1 & r_1 & p_1 & 0 & 0 & \dots & 0 & 0 & 0 \\ 0 & q_2 & r_2 & p_2 & 0 & \dots & 0 & 0 & 0 \\ 0 & 0 & q_3 & r_3 & p_3 & \dots & 0 & 0 & 0 \\ \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots & \dots \\ 0 & 0 & 0 & 0 & 0 & \dots & q_{d-1} & r_{d-1} & p_{d-1} \\ 0 & 0 & 0 & 0 & 0 & \dots & 0 & q_d & r_d \end{array} \right]$$

OR

$$P(x, y) = \begin{cases} q_x & y = x - 1 \\ r_x & y = x \\ p_x & y = x + 1 \end{cases} \quad \begin{matrix} q_0 = 0 \\ \\ \end{matrix} \quad x \geq 0$$

$$\begin{matrix} 0 \\ 1 \\ 2 \\ 3 \\ \dots \end{matrix} \left[\begin{array}{cccccc} 0 & 1 & 2 & 3 & 4 & \dots \\ r_0 & p_0 & 0 & 0 & 0 & \dots \\ q_1 & r_1 & p_1 & 0 & 0 & \dots \\ 0 & q_2 & r_2 & p_2 & 0 & \dots \\ 0 & 0 & q_3 & r_3 & p_3 & \dots \\ \dots & \dots & \dots & \dots & \dots & \dots \end{array} \right]$$

$$q_x + r_x + p_x = 1, \quad x \in S.$$

$$a, b \in S \quad a < b$$

$$u(x) = P_x(T_a < T_b) \quad a < x < b$$

$$u(a) = 1 \quad u(b) = 0$$

$$\Rightarrow \quad u(y) = q_y \cdot u(y-1) + r_y \cdot u(y) + p_y \cdot u(y+1) \quad a < y < b$$

$$\text{Set} \quad \gamma_0 = 1. \quad \gamma_y = \frac{q_1 \cdots q_y}{p_1 \cdots p_y}, \quad y \geq 1.$$

$$\Rightarrow \quad u(x) = P_x(T_a < T_b) = \frac{\sum_{y=x}^{b-1} \gamma_y}{\sum_{y=a}^{b-1} \gamma_y}, \quad P_x(T_a > T_b) = \frac{\sum_{y=a}^{x-1} \gamma_y}{\sum_{y=a}^{b-1} \gamma_y}.$$

$$\text{Gambler's ruin chain:} \quad S = \{0, 1, 2, \dots, d\} \quad \text{OR} \quad S = \{0, 1, 2, 3, \dots\}.$$

$$q_x = q \quad (\text{lose a bet}), \quad r_x = 0, \quad p_x = p \quad (\text{win a bet}).$$

$$\text{Then} \quad \gamma_y = \frac{q_1 \cdots q_y}{p_1 \cdots p_y} = \left(\frac{q}{p}\right)^y, \quad y \in S.$$

$$p_0 = 0 \quad 0 \text{ is an absorbing state.}$$

$$\text{The probability of winning } d-x \text{ dollars before losing } x \text{ dollars} \quad (0 \leq x \leq d)$$

$$\begin{aligned} P_x(T_0 > T_d) &= \frac{\sum_{y=0}^{x-1} \gamma_y}{\sum_{y=0}^{d-1} \gamma_y} = \frac{\sum_{y=0}^{x-1} \left(\frac{q}{p}\right)^y}{\sum_{y=0}^{d-1} \left(\frac{q}{p}\right)^y} \\ &= \frac{x}{d}, \quad \text{if } p = q. \quad = \frac{\left(\frac{q}{p}\right)^x - 1}{\left(\frac{q}{p}\right)^d - 1}, \quad \text{if } p \neq q. \end{aligned}$$

Example 1:

Jack wants to buy his girlfriend Jill a 3' World's Softest Bear from VermontTeddyBear.com for Valentine's Day. The teddy bear costs \$100. Unfortunately, Jack only has \$60.



- a) Jack will bet \$1 on coin tosses until he either wins \$40 he need to buy the bear, or loses \$60 he has. Find $P_{60}(T_0 > T_{100})$.

$$p = \frac{1}{2}, \quad q = \frac{1}{2}, \quad \gamma_y = 1.$$

$$P_{60}(T_0 > T_{100}) = \frac{\sum_{y=0}^{60-1} \gamma_y}{\sum_{y=0}^{100-1} \gamma_y} = \frac{60}{100} = 0.60.$$

Jack has a 60% chance to get to \$100 before losing all his money.

- b) Craps is a dice game in which the players make wagers on the outcome of the roll, or a series of rolls, of a pair of dice.

Pass Line bet:

- If the come-out roll is 7 or 11, the bet wins.
- If the come-out roll is 2, 3 or 12, the bet loses (known as "crapping out").
- If the roll is any other value, it establishes a *point*.
 - If, with a point established, that point is rolled again before a 7, the bet wins.
 - If, with a point established, a 7 is rolled before the point is rolled again ("seven out"), the bet loses.

$$\begin{aligned}
 P(\text{win}) &= \left[\frac{6}{36} + \frac{2}{36} \right] + \left(\frac{3}{36} \cdot \frac{3}{9} \right) + \left(\frac{4}{36} \cdot \frac{4}{10} \right) + \left(\frac{5}{36} \cdot \frac{5}{11} \right) + \left(\frac{5}{36} \cdot \frac{5}{11} \right) + \left(\frac{4}{36} \cdot \frac{4}{10} \right) + \left(\frac{3}{36} \cdot \frac{3}{9} \right) \\
 &= \frac{244}{495} = 0.4929\overline{29}.
 \end{aligned}$$

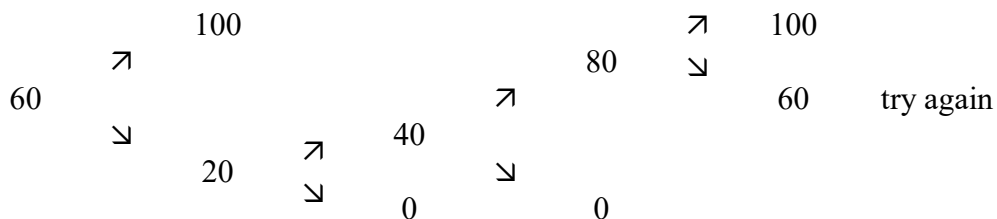
Jack will bet \$1 on Pass Line bets until he either wins \$40 he need to buy the bear, or loses \$60 he has. Find $P_{60}(T_0 > T_{100})$.

$$p = \frac{244}{495}, \quad q = \frac{251}{495}, \quad \gamma_y = \left(\frac{251}{244} \right)^y.$$

$$P_{60}(T_0 > T_{100}) = \frac{\sum_{y=0}^{60-1} \gamma_y}{\sum_{y=0}^{100-1} \gamma_y} = \frac{\left(\frac{251}{244} \right)^{60} - 1}{\left(\frac{251}{244} \right)^{100} - 1} \approx 0.28.$$

Jack has a 28% chance to get to \$100 before losing all his money.

Suppose that instead of the timid strategy of betting \$1 each time, Jack uses the bold strategy of betting as much as possible but not more than necessary to bring his fortune up to \$100.



- c) Jack will bet \$1 on Red in European Roulette until he either wins \$40 he need to buy the bear, or loses \$60 he has. Find $P_{60}(T_0 > T_{100})$.

European Roulette – 37 slots – 18 red, 18 black, 1 green.

$$p = \frac{18}{37}, \quad q = \frac{19}{37}, \quad \gamma_y = \left(\frac{19}{18}\right)^y.$$

$$P_{60}(T_0 > T_{100}) = \frac{\left(\frac{19}{18}\right)^{60} - 1}{\left(\frac{19}{18}\right)^{100} - 1} \approx 0.111.$$

Jack has a 11.1% chance to get to \$100 before losing all his money.

0.581928 with the bold strategy

- d) Jack will bet \$1 on Red in American Roulette until he either wins \$40 he need to buy the bear, or loses \$60 he has. Find $P_{60}(T_0 > T_{100})$.

American Roulette – 38 slots – 18 red, 18 black, 2 green.

$$p = \frac{18}{38}, \quad q = \frac{20}{38}, \quad \gamma_y = \left(\frac{20}{18}\right)^y.$$

$$P_{60}(T_0 > T_{100}) = \frac{\left(\frac{20}{18}\right)^{60} - 1}{\left(\frac{20}{18}\right)^{100} - 1} \approx 0.014755.$$

Jack has a 1.5% chance to get to \$100 before losing all his money.

0.564723 with the bold strategy

If $S = \{0, 1, 2, \dots, d\}$, if birth and death Markov chain is irreducible,
then it is recurrent.

Suppose $S = \{0, 1, 2, 3, \dots\}$.

$$P_1(T_0 < T_n) = 1 - \frac{1}{\sum_{y=0}^{n-1} \gamma_y} \quad \Rightarrow \quad P_1(T_0 < \infty) = 1 - \frac{1}{\sum_{y=0}^{\infty} \gamma_y}.$$

$$P_0(T_0 < \infty) = P(0, 0) + P(0, 1) \cdot P_1(T_0 < \infty).$$

Irreducible birth and death Markov chain is recurrent if and only if $\sum_{y=0}^{\infty} \gamma_y = \infty$.

Intuition: $\sum_{y=0}^{\infty} \gamma_y < \infty \Leftrightarrow$ there are a lot of “births” and not a lot of “deaths”
(we may never return to 0)

$\sum_{y=0}^{\infty} \gamma_y = \infty \Leftrightarrow$ there are enough “deaths” to guarantee return to 0

Example 2:

Determine whether the following birth and death chains are recurrent or transient.

$$\begin{aligned} \text{a)} \quad & P(0, 0) = r_0 = 0.8, \quad P(0, 1) = p_0 = 0.2, \\ & P(x, x-1) = q_x = 0.3, \\ & P(x, x) = r_x = 0.5, \quad x \geq 1. \\ & P(x, x+1) = p_x = 0.2, \end{aligned}$$

$$\gamma_y = \left(\frac{3}{2}\right)^y, \quad y \geq 1.$$

$$\sum_{y=0}^{\infty} \gamma_y = \infty. \quad \text{The chain is recurrent.}$$

$$\begin{aligned} \text{b)} \quad & P(0, 0) = r_0 = 0.7, \quad P(0, 1) = p_0 = 0.3, \\ & P(x, x-1) = q_x = 0.2, \\ & P(x, x) = r_x = 0.5, \quad x \geq 1. \\ & P(x, x+1) = p_x = 0.3, \end{aligned}$$

$$\gamma_y = \left(\frac{2}{3}\right)^y, \quad y \geq 1.$$

$$\sum_{y=0}^{\infty} \gamma_y = 3 < \infty. \quad \text{The chain is transient.}$$

$$\begin{aligned} \text{c)} \quad & P(0, 0) = r_0 = 0.7, \quad P(0, 1) = p_0 = 0.3, \\ & P(x, x-1) = q_x = 0.2, \\ & P(x, x) = r_x = 0.5, \quad 1 \leq x \leq 99. \\ & P(x, x+1) = p_x = 0.3, \\ & P(100, 100) = r_{100} = 0.8, \quad P(100, 99) = q_{100} = 0.2, \end{aligned}$$

$$S = \{0, 1, 2, \dots, 100\}. \quad \text{The chain is recurrent.}$$

- d) Consider the birth and death chain on $\{0, 1, 2, \dots\}$ defined by $p_x = (x+2)/(2x+2)$ and $q_x = x/(2x+2)$, $x \geq 0$ (i.e., there is a little bias to the right). Any state leads to any other state, so this chain is irreducible. (~ Example 13, p. 33 HPS)

$$\gamma_0 = 1. \quad \frac{q_x}{p_x} = \frac{x}{x+2}, \quad x \geq 1.$$

$$\gamma_y = \frac{q_1 \dots q_y}{p_1 \dots p_y} = \frac{1 \cdot 2 \cdot \dots \cdot y}{3 \cdot \dots \cdot (y+1) \cdot (y+2)} = \frac{2}{(y+1) \cdot (y+2)}, \quad y \geq 1.$$

$$\sum_{y=0}^{\infty} \gamma_y = \sum_{y=0}^{\infty} \frac{2}{(y+1) \cdot (y+2)} = 2 \sum_{y=0}^{\infty} \left(\frac{1}{y+1} - \frac{1}{y+2} \right) = 2 < \infty.$$

\Rightarrow the Markov chain is **transient**.

(i.e., everything will eventually move to the right without return)

- e) Consider the birth and death chain on $\{0, 1, 2, \dots\}$ defined by $p_x = (x+1)/(2x+1)$ and $q_x = x/(2x+1)$, $x \geq 0$ (i.e., there is a little bias to the right). Any state leads to any other state, so this chain is irreducible.

$$\gamma_0 = 1. \quad \frac{q_x}{p_x} = \frac{x}{x+1}, \quad x \geq 1.$$

$$\gamma_y = \frac{q_1 \dots q_y}{p_1 \dots p_y} = \frac{1 \cdot 2 \cdot \dots \cdot y}{2 \cdot 3 \cdot \dots \cdot (y+1)} = \frac{1}{y+1}, \quad y \geq 1.$$

$$\sum_{y=0}^{\infty} \gamma_y = \sum_{y=0}^{\infty} \frac{1}{y+1} = \infty.$$

\Rightarrow the Markov chain is **recurrent**.

(i.e., any state will be visited infinitely many times)