#### Lecture 21: Markov Chain - I



## Recap: Random process

**Probability Space** 

We can intuitively think of random process as evolving possibilities.



Random walk on a line:



**Coupon Collector** 

- If you buy a bag, you get a uniformly random card from *n* cards.
- How many bag in expectation do you need to buy to collect all cards?



#### Vitamin problem:

#### Q6.3 Part 3

0.1 Points

Rafael tosses a fair coin repeatedly. Let T be the number of tosses until Rafael gets 3 heads.

○ Uniform

🔘 Bernoulli

O Binomial

○ Geometric

O Poisson

None

Shuffle Cards:



In every step, with prob ½, pick two random cards and swap them. with prob ½, do nothing.

What is shared by all of them

- State

- Transition between States

What is shared by all of them : Random Walk

- State : Position x

- Transition between States: with 1/3 prob x-1, with 2/3 prob x+1.



What is shared by all of them: Coupon collector

- State : The number of card x you already have

- Transition between States: with (n-i+1)/n prob x+1, with remaining prob stay x



What is shared by all of them: Vitamin Problem – The third head

- State : The number of head x you already have

- Transition between States: with ½ prob x+1, with ½ prob stay x

**Q6.3 Part 3** 0.1 Points

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What is shared by all of them: Shuffle Cards

- State : The order of cards (a permutation)

- Transition between States:

With probability 1/n^2 select cards (i,j) and swap them



A general process that rules them all: Markov Chain

Definition: A Markov Chain (X, P) contains

- A finite/infinite set of states X.

These are "vertices".

- Transitions P.

 $P_{i,j}$  is the probability that from state i, we transition to state j in the next step.  $\forall i, \sum_{j} P_{i,j} = 1.$ 

These are "edges".

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What is shared by all of them: Shuffle 3 Cards JQK

- State : The order of cards (a permutation)
- Transition between States:

With probability 1/n<sup>2</sup> select cards (i,j) and swap them





## Random Walk on Markov Chain

Definition:

A Random walk on a Markov Chain (X, P) is a sequence of states  $X_0, X_1, X_2, ...$ , It starts at a state  $X_0$ . Then for each step t,  $X_t$  is sampled according to

$$\mathbb{P}[X_t = j \mid X_{t-1} = i, X_{t-2}, X_{t-3}, \dots, X_1] = \mathbb{P}[X_t = j \mid X_{t-1} = i] = P_{i,j}.$$

**Remark:** 

-  $\mathbb{P}[X_t = j | X_{t-1} = i, X_{t-2}, X_{t-3}, ..., X_1] = \mathbb{P}[X_t = j | X_{t-1} = i]$  is called the Markovian property (also called memoryless property.)

- Whether a process is memoryless or not, depends on how you define the states. It is memoryless when the state contains all the info that's useful for next step.



 $\mathbb{P}(X_0 = \text{cloud}) = 1.$ 







 $\mathbb{P}(X_0X_1X_2X_3 = \text{cloud, cloud, sun, thunder}) = 0.125 * 0.01 = 0.00125$ Picture is from Prof. Sinclair's slides in Spring 2024



 $\mathbb{P}(X_0X_1X_2X_3X_4 = \text{cloud, cloud, sun, thunder, rain}) = 0.00125 * 0.5 = 0.000625$ Picture is from Prof. Sinclair's slides in Spring 2024

## Distribution of random walk

Definition:

Let  $\pi_0$  be the distribution of  $X_0$ ;  $(\pi_0(j)$  denotes the probability of starting at j)  $\pi_1$  be the distribution of  $X_1$ ;  $\pi_2$  be the distribution of  $X_2$ 

#### Transition

$$\pi_{t}(j) = \mathbb{P}[X_{t} = j]$$

$$= \sum_{i \in \mathcal{X}} \mathbb{P}[X_{t-1} = i] \cdot \mathbb{P}[X_{t} = j \mid X_{t-1} = i]$$
(law of total probability)
$$= \sum_{i \in \mathcal{X}} \pi_{t-1}(i) \cdot P_{i,j}$$





### Matrix-vector representation

Transition between states:

$$\mathbb{P}[X_t = j \mid X_{t-1} = i] = P_{i,j}.$$

We can write P as a matrix.

This is called the transition matrix.



### Matrix-vector representation

**::**:

 $\frac{2}{3}$ 

Distribution  $\pi_t$ .

 $\pi_0$ 

For the distribution  $\pi_t$  of states at step t, we can write it as a row vector.

 $\frac{1}{3}$ 



#### Matrix-vector representation











## Convergence

What is the distribution  $\pi_t$  as  $t \to \infty$ ?

Example: When shuffling cards, will  $\pi_t$  converge?



## Convergence

What is the distribution  $\pi_t$  as  $t \to \infty$ ?

Example: When shuffling cards, will  $\pi_t$  converge? NO!



## Convergence

What is the distribution  $\pi_t$  as  $t \to \infty$ ?



# Invariant Distribution (aka Stationary Distribution)

If it does converge, to which distribution?

Definition:

The invariant distribution of a Markov chain is the distribution  $\pi$  that satisfies the balance equation:  $\pi = \pi \cdot P$ 

"If the distribution is already  $\pi$ , after one step of transition, it is still  $\pi$ ."

Note: If  $\pi$  is invariant distribution, When every  $\pi_t = \pi$  for all  $\pi_{t+n}$  we have  $\pi_{t+n} = \pi_t \cdot P^n = \pi$ 

## Find Invariant Distribution: Solve balance equ

 $\pi = \pi \cdot P$  gives us |X| equations to solve for  $\pi$ .



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Add  $\sum_{i \in X} \pi(i) = 1$ .

## When do we converge to stationary?



#### Non-convergent Case1: Periodic



For any two states  $i, j \in X$ ,  $gcd\{n: P^n(i, j) > 0\} = 1$ .

That is, the lengths of all the paths  $i \rightarrow j$  does not have a nontrivial common period.

#### Non-convergent Case2: reducible



Definition: We say a Markov chain is irreducible if For any two states  $i, j \in X$ ,  $\exists n. s.t. P^n(i, j) > 0$ .

That is, there exists a path  $i \rightarrow j$ .

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## Fundamental Theorem for Markov Chains.

Theorem:

If a finite Markov chain (X, P) is irreducible & aperiodic, then it has a unique Invariant distribution  $\pi$  with  $\pi(i) > 0$  for all  $i \in X$ .

Also for any initial distribution  $\pi_0$ , as  $n \to \infty$ , we have  $\pi_n = \pi_0 \cdot P^n$  converges to  $\pi$ .

That is, as for all  $i \in X$ , as  $n \to \infty$ , we have  $\mathbb{P}[X_n = i] \to \pi(i)$ .