

Stochastic process and Markov chains
 stochastic is a Greek word which means random or chance

Def:- Mathematically a stochastic process is a set of random variables $\{x(t)\}$ depending on some real parameter like ~~time~~ ^{time} ~~time~~ ^{time}. These are also known as random processes or Random functions.

eg:- Consider x_n as the max no. shown in the first n throws. we can see that $\{x_n/n \geq 1\}$ constitutes a stochastic process. state: It is a condition or location of an object in the system at particular time.

Stochastic matrix

- > It is a square matrix
- > And having non-negative entries
- > The sum of elements in each row is equal to 1.

① which of the following matrices are stochastic

(i)
$$\begin{bmatrix} 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix}_{2 \times 3}$$

It is not a square matrix
so it is not stochastic matrix. Q.E.D.

(ii) $\begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}_{2 \times 2}$

- * It is a square matrix.
- * All the elements are non-negative
- * Sum of each row equal to 1.
- $\therefore$ It is a stochastic matrix.

(iii) $\begin{bmatrix} 0 & 1 \\ \frac{1}{3} & \frac{1}{4} \end{bmatrix}_{2 \times 2}$

- * It is a square matrix
- * All the elements are non-negative
- * Sum of each row not equal to 1
- $\therefore$ It is not stochastic matrix

(iv) $\begin{bmatrix} \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} \end{bmatrix}$ $\therefore$ It is stochastic matrix

v) $\begin{bmatrix} 1 & 0 \\ -1 & 0 \end{bmatrix}_{2 \times 2}$ having negative elements
so $\therefore$ It is not stochastic matrix.

vi) $\begin{bmatrix} 0 & 2 \\ \frac{1}{4} & \frac{1}{4} \end{bmatrix}$ not-stochastic matrix
sum of each row not equal to 1.

Regular matrix

A stochastic matrix P is said to be a regular matrix, if all entries of some power P^m are positive.

→ A stochastic matrix P is not-regular matrix if '1' occurs in the principle main diagonal.

→ Also P has no zero elements.

problem

(I) which of the following matrices are regular.

(i) $A = \begin{bmatrix} \frac{1}{2} & \frac{1}{4} & \frac{1}{4} \\ 0 & 1 & 0 \\ \frac{1}{2} & 0 & \frac{1}{2} \end{bmatrix}$

'1' appears on the principle diagonal so it is not a regular matrix.

(ii) $B = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \end{bmatrix}$

$B^2 = B \cdot B = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \end{bmatrix} \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \end{bmatrix} =$

$$\begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{3}{8} & \frac{3}{8} & \frac{1}{4} \end{bmatrix}$$

$$B^3 = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ -\frac{7}{16} & \frac{7}{16} & \frac{1}{8} \end{bmatrix}$$

the entries B_{13} & B_{23} having zero
so it is not a regular matrix.

(iii)

$$C = \begin{bmatrix} 0 & 0 & 1 \\ \frac{1}{2} & 0 & \frac{1}{2} \\ 0 & 1 & 0 \end{bmatrix}$$

$$C^2 = \begin{bmatrix} 0 & 1 & 0 \\ 0 & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & 0 & \frac{1}{2} \end{bmatrix}, \quad C^3 = \begin{bmatrix} \frac{1}{2} & 0 & 1 \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ 0 & \frac{1}{2} & \frac{1}{2} \end{bmatrix}$$

$$C^4 = \begin{bmatrix} 0 & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \end{bmatrix}, \quad C^5 = \begin{bmatrix} \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{8} & \frac{1}{2} & \frac{3}{8} \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \end{bmatrix}$$

all entries of some power of C are > 0
 $\therefore C$ is a regular stochastic matrix.

Ex

①

$$\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ \frac{1}{2} & \frac{1}{2} & 0 \end{bmatrix}$$

is regular matrix?

Transition probability matrix

The transition probabilities: probabilities P_{ij} satisfy

(i) $P_{ij} \geq 0$ { all are +ve }

$i = \text{initial}$
 $j = \text{next state}$

(ii) $\sum P_{ij} = 1, \forall i$

these probabilities may be written in the matrix form.

$$P = \begin{matrix} & \begin{matrix} s_1 & s_2 & s_3 \end{matrix} \\ \begin{matrix} s_1 \\ s_2 \\ s_3 \end{matrix} & \begin{bmatrix} P_{11} & P_{12} & P_{13} \\ P_{21} & P_{22} & P_{23} \\ P_{31} & P_{32} & P_{33} \end{bmatrix} \end{matrix}$$

This is called the transition probability matrix of the Markov chain.

Markov chain :

The transition probability matrix P has defined with the initial probabilities

$\{P_j^0\}$ associated with the state E_j where $E_j = 0, 1, 2, \dots, n$ completely define a Markov chain.

Markov chains are 2 types

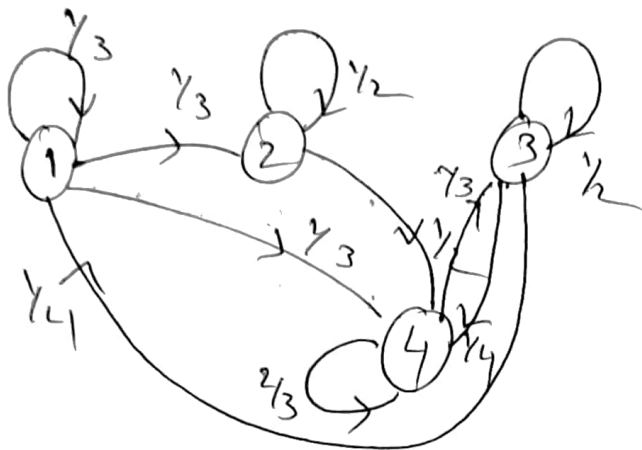
- (1) Ergodic (2) Regular.

Ergodic : An ergodic Markov chain is the probability that it is possible to pass from one state to another state in finite no. of steps. Regarding of present state.

A regular Markov chain is defined as a chain having a transition matrix P such that for some power of P it has only non-zero positive probability values. Thus all the regular chains must be ergodic.

① determine if the following transition probability matrix is ergodic.

$$\begin{matrix}
 & \begin{matrix} 1 & 2 & 3 & 4 \end{matrix} \\
 \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \end{matrix} & \begin{bmatrix} \frac{1}{3} & \frac{1}{3} & 0 & \frac{1}{3} \\ 0 & \frac{1}{2} & 0 & \frac{1}{2} \\ \frac{1}{4} & 0 & \frac{1}{2} & \frac{1}{4} \\ 0 & 0 & \frac{1}{3} & \frac{2}{3} \end{bmatrix}
 \end{matrix}$$

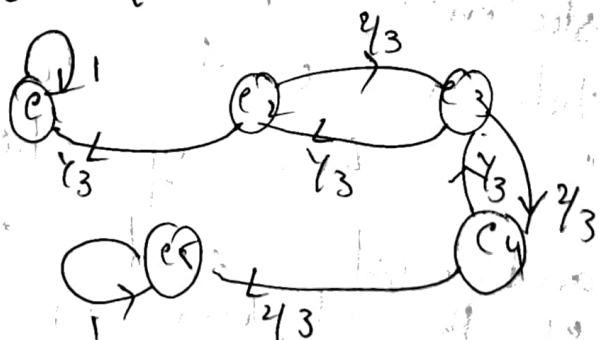


Here it is possible to go from every present state to all the other state.

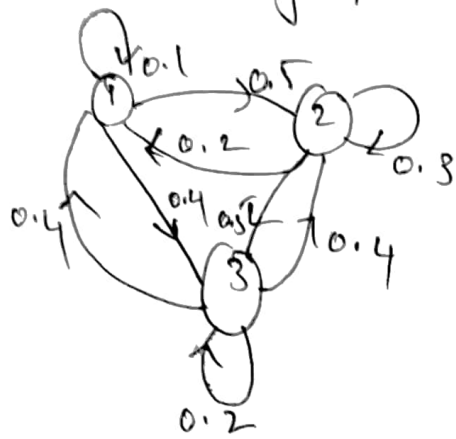
So the given TPM is ergodic Markov chain

2) consider the TPM & find its graph.

	e_1	e_2	e_3	e_4	e_5
e_1	1	0	0	0	0
e_2	$\frac{1}{3}$	0	$\frac{2}{3}$	0	0
e_3	0	$\frac{1}{3}$	0	$\frac{2}{3}$	0
e_4	0	0	$\frac{1}{3}$	0	$\frac{2}{3}$
e_5	0	0	0	0	1



③ draw graph to matrix



	1	2	3
1	0.1	0.5	0.4
2	0.2	0.3	0.5
3	0.4	0.4	0.2

∴ All states are ergodic

Imp^y

④ find the values of x, y, z if $\begin{bmatrix} 0 & x & y \\ 0 & 0 & y \\ y & y & z \end{bmatrix}$ is a TPM.

sol: - Sum of elements in each row = 1

$$0 + x + y = 1 \Rightarrow x = 1 - y \Rightarrow \boxed{x = \frac{2}{3}}$$

$$y = 1$$

$$y + y + z = 1 \Rightarrow z = 1 - \frac{4}{3} = -\frac{1}{3}$$

$$z = 1 - \frac{7}{12}$$

$$z = \frac{12-7}{12}$$

$$\boxed{z = \frac{5}{12}}$$

⑤ 3 universities A, B, C are admitting students. it is given that 80% of children went to A and the rest went to B. 40% of children of B went to B and rest split evenly between A and C of the children of C. 70% went to C and

20% went to A and 10% to B (5)
 70% went to C. find the markov
 chain and TPM.

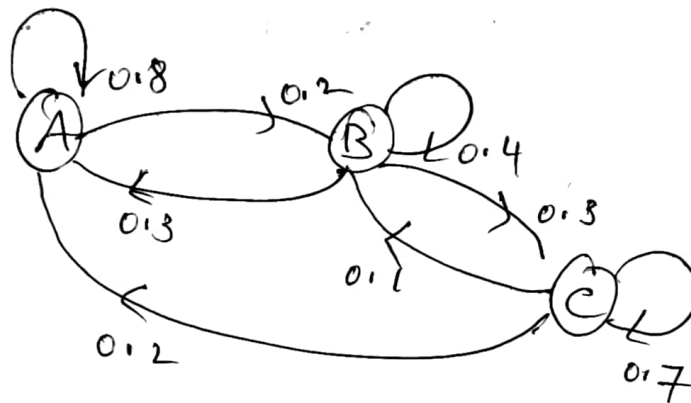
TPM:

sol:-

$$P = \begin{matrix} & \begin{matrix} A & B & C \end{matrix} \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{bmatrix} 0.8 & 0.2 & 0 \\ 0.3 & 0.4 & 0.3 \\ 0.2 & 0.1 & 0.7 \end{bmatrix} \end{matrix}$$

This is the transition probability
 matrix.

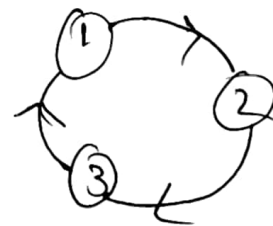
Markov chain:



Irreducible : A markov chain if all
 the states communicate to each other

ex:

$$\begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \end{matrix} & \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \end{matrix}$$



Recurrent state : come back to the state.

Eg:-



state ① and state ② are called recurrent states.

Transient state : Not come back

the states ② & ③ are called transient state.



(6)

probabilities of Gambler Ruin

→ If $p = q$ then (i) probability of ruin $q_z = \frac{a-z}{a}$

(ii) expected duration of the game $d_z = z(a-z)$

→ If $p \neq q$ then (i) probability of ruin

$$q_z = \frac{\left(\frac{q}{p}\right)^a - \left(\frac{q}{p}\right)^z}{\left(\frac{q}{p}\right)^a - 1}$$

(ii) expected duration of the game

$$d_z = \left(\frac{-a}{q-p}\right) \frac{\left(\frac{q}{p}\right)^z - 1}{\left(\frac{q}{p}\right)^a - 1} + \frac{z}{q-p}$$

(c) calculate the probability of ruin and expected duration of the game, where

(i) $a=50$, $z=40$, $p=0.5$

(ii) $a=100$, $z=5$, $p=0.6$

sol: - (i) Given that $a=50$, $z=40$, $p=0.5$

$$= \frac{1}{2}$$

$$q = 1-p$$

$$= 0.5$$

$$\therefore \text{probability of ruin } q_z = \frac{a-z}{a}$$

$$= \frac{50-40}{50} = \frac{10}{50}$$

$$= 0.2$$

$$\text{Expected duration of the game } d_z = z(a-z)$$

$$= 40(50-40)$$

$$= 40 \times 10$$

$$= 400$$

(ii) Given that $a=100$, $z=5$, $p=0.6$

$$q = 1-p$$

$$= 1-0.6$$

$$q = 0.4$$

$$\frac{p}{q} = \frac{2}{3}$$

$$\text{probability of ruin } q_z = \frac{\left(\frac{q}{p}\right)^a - \left(\frac{q}{p}\right)^z}{\left(\frac{q}{p}\right)^a - 1}$$

$$q_z = \frac{\left(\frac{2}{3}\right)^{100} - \left(\frac{2}{3}\right)^5}{\left(\frac{2}{3}\right)^{100} - 1} = 0.132$$

Expected duration of the game

$$d_z = \left(\frac{-a}{2-p}\right) \frac{\left(\frac{q}{p}\right)^z - 1}{\left(\frac{q}{p}\right)^a - 1} + \frac{z}{2-p}$$

(7)

$$= \frac{-100}{-0.2} \left(\frac{\left(\frac{2}{3}\right)^5 - 1}{\left(\frac{2}{3}\right)^{100} - 1} \right) + \frac{5}{-0.2} = 409$$

Higher transition probability

n step transition probability is given by $P(X_{m+n} = j / X_n = i) = P_{ij}^{(n)}$

eg:- $P\{X_4 = 2 / X_2 = 1\} = P_{12}^{(2)}$

① consider Markov chain $P =$

	0	1	2
0	$\frac{3}{4}$	$\frac{1}{4}$	0
1	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{1}{4}$
2	0	$\frac{3}{4}$	$\frac{1}{4}$

find $P_{01}^{(2)}$ and $P(X_2 = 1, X_0 = 0)$,
 $P(X_0 = 0) = \frac{1}{3}$

sol:- $P^2 =$

	0	1	2
0	$\frac{5}{8}$	$\frac{5}{16}$	$\frac{1}{16}$
1	$\frac{5}{16}$	$\frac{1}{2}$	$\frac{3}{16}$
2	$\frac{3}{16}$	$\frac{9}{16}$	$\frac{1}{4}$

$$P_{01}^{(2)} = \frac{5}{16}$$

$$\begin{aligned} P(X_2 = 1, X_0 = 0) &= P(X_2 = 1 / X_0 = 0) \cdot P(X_0 = 0) \\ &= P_{01}^{(2)} \cdot P(X_0 = 0) \\ &= \frac{5}{16} \cdot \frac{1}{3} = \frac{5}{48} \end{aligned}$$

② The transition probability matrix of a Markov chain $\{X_n\}$ where $n = 1, 2, 3, \dots$ having 3 states 1, 2, 3 is

$$P = \begin{bmatrix} 0.1 & 0.5 & 0.4 \\ 0.6 & 0.2 & 0.2 \\ 0.3 & 0.4 & 0.3 \end{bmatrix} \text{ and initial}$$

distribution is $P^{(0)} = [0.7 \ 0.2 \ 0.1]$

find (i) $P(X_2 = 3)$

(ii) $P[X_3 = 2, X_2 = 3, X_1 = 3, X_0 = 2]$

Sol:- Given the transition probability matrix

$$P = \begin{bmatrix} 0.1 & 0.5 & 0.4 \\ 0.6 & 0.2 & 0.2 \\ 0.3 & 0.4 & 0.3 \end{bmatrix}$$

Also given $P(X_0 = 1) = 0.7$

$$P(X_0 = 2) = 0.2$$

$$P(X_0 = 3) = 0.1$$

$$P^2 = \begin{bmatrix} 0.43 & 0.31 & 0.26 \\ 0.24 & 0.42 & 0.34 \\ 0.36 & 0.35 & 0.29 \end{bmatrix}$$

②

$$(i) P(X_2=3) = \sum_{i=1}^3 P\{X_2=3/X_0=i\} \cdot P\{X_0=i\}$$

$$= P\{X_2=3/X_0=1\} \cdot P\{X_0=1\} + P\{X_2=3/X_0=2\} \cdot P\{X_0=2\} + P\{X_2=3/X_0=3\} \cdot P\{X_0=3\}$$

$$= P_{13}^{(2)} P\{X_0=1\} + P_{23}^{(2)} P\{X_0=2\} + P_{33}^{(2)} P\{X_0=3\}$$

$$= 0.26 (0.7) + 0.34 (0.2) + 0.29 (0.1)$$

$$= 0.279$$

$$(ii) P\{X_1=3/X_0=2\} = \frac{0.2}{P_{23}}$$

$$P\{X_1=3, X_0=2\} = P\{X_1=3/X_0=2\} \cdot P\{X_0=2\}$$

$$= \frac{0.2 \times 0.2}{P_{23}}$$

$$= 0.04$$

$$P\{X_3=2, X_2=3, X_1=3, X_0=2\}$$

$$= P\{X_3=2/X_2=3\} \cdot P\{X_2=3/X_1=3\} \cdot P\{X_1=3/X_0=2\} \cdot P\{X_0=2\}$$

$$P_{32}^{(1)} \cdot P_{33}^{(1)} \cdot P_{23}^{(1)} \cdot P\{X_0=2\}$$

$$= 0.4 \times 0.3 \times 0.2 \times 0.2$$

$$= 0.0048$$

(3) A fair die is tossed repeatedly. X_n denotes the maximum of the numbers occurring in the first n tosses, find the transition probability matrix P of the Markov chain $\{X_n\}$. Find also p^2 and $P(X_2=6)$.

sol :- state space = $\{1, 2, 3, 4, 5, 6\}$
 let X_n = the max of the numbers occurring in the first n trials = 3 say.

then $X_{n+1} = 3$, if the $(n+1)^{th}$ trial results is 1, 2 or 3.
 $= 4$ if the $(n+1)^{th}$ trial results is 4.
 $= 5$ if the $(n+1)^{th}$ trial results is 5.
 $= 6$ if the $(n+1)^{th}$ trial results is 6.

The TPM is formed using the following analysis:

let X_n = the maximum of the numbers occurring in the first n trials = 3 (say)
 then $X_{n+1} = 3$ if the $(n+1)^{th}$ trial results is 1, 2, or 3

$= 4$ if the $(n+1)^{\text{th}}$ trial is 4
 $= 5$ " " " " " 5
 $= 6$ " " " " " 6

$$\therefore P\{X_{n+1} = 3 / X_n = 3\} = \frac{1}{6} + \frac{1}{6} + \frac{1}{6} = \frac{3}{6} = \frac{1}{2}$$

$$\therefore P\{X_{n+1} = i / X_n = i\} = \frac{1}{6} \quad \text{where } i = 4, 5, 6$$

$\therefore$ The TPM of chain is

$$\begin{matrix}
 & \begin{matrix} 1 & 2 & 3 & 4 & 5 & 6 \end{matrix} \\
 \begin{matrix} 1 \\ 2 \\ 3 \\ 4 \\ 5 \\ 6 \end{matrix} & \begin{bmatrix}
 \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} \\
 0 & \frac{2}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} \\
 0 & 0 & \frac{3}{6} & \frac{3}{6} & \frac{1}{6} & \frac{1}{6} \\
 0 & 0 & 0 & \frac{4}{6} & \frac{1}{6} & \frac{1}{6} \\
 0 & 0 & 0 & 0 & \frac{5}{6} & \frac{1}{6} \\
 0 & 0 & 0 & 0 & 0 & \frac{4}{6}
 \end{bmatrix}
 \end{matrix}$$

$$P^2 = \frac{1}{36} \begin{bmatrix}
 1 & 3 & 5 & 7 & 9 & 11 \\
 0 & 4 & 5 & 7 & 9 & 11 \\
 0 & 0 & 9 & 7 & 9 & 11 \\
 0 & 0 & 0 & 16 & 9 & 11 \\
 0 & 0 & 0 & 0 & 25 & 11 \\
 0 & 0 & 0 & 0 & 0 & 36
 \end{bmatrix}$$

initial state probability distribution

$$p^{(0)} = \left(\frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6}, \frac{1}{6} \right)$$

(since all the values of 1, 2, 3, 4, 5, 6 are equally likely).

$$(iii) P(X_2=6) = \sum_{i=1}^6 P(X_2=6 / X_0=i) P(X_0=i)$$

$$= P(X_2=6 / X_0=1) P(X_0=1) +$$

$$= \frac{1}{6} \sum_{i=1}^6 P_{i6}^{(2)}$$

$$= \frac{1}{6} \left[P_{16}^{(2)} + P_{26}^{(2)} + P_{36}^{(2)} + P_{46}^{(2)} + P_{56}^{(2)} + P_{66}^{(2)} \right]$$

$$= \frac{1}{6} \left[\frac{11}{36} + \frac{11}{36} + \frac{11}{36} + \frac{11}{36} + \frac{11}{36} + \frac{36}{36} \right]$$

$$= \frac{11+11+11+11+11+36}{6 \times 36}$$

$$= \frac{91}{216}$$

$$= \frac{91}{216}$$

=

$\frac{91}{216}$

$\frac{91}{216}$

An urn initially has 5 black balls⁽¹⁰⁾ and 5 white balls. The following experiment is repeated indefinitely.

A ball is drawn from the urn.

If the ball is white it is put back in the urn. Otherwise it is left out.

Let x_n be the number of black balls remaining in the urn after n draws from the urn. $\{x_n\}$ is a Markov process, if so

(a) find the appropriate transition probabilities

(b) Find the one-step T.P.M. P for x_n .

(c) Find the two-step T.P.M. P by matrix multiplication.

sol: - The x_n of black balls in the urn

$$P[x_n = 4 / x_{n-1} = 5] = \frac{5C_1}{10C_1} = 5/10$$

$x_{n-1} = \text{total } 5 \text{ B.B.}$

x_n - prob of outcomes

$$= 1 - P[x_n = 5 / x_{n-1} = 5] \quad \text{if not taking black balls}$$

$\therefore$ (if black state will change)

$$P[x_n = 3 / x_{n-1} = 4] = \frac{4}{9} = 1 - P[x_n = 4 / x_{n-1} = 4] = \frac{5}{10}$$

$5B + 5W = 5/10$
 $4B + 5W = 4/9$

$$P[x_n = 2 / x_{n-1} = 3] = \frac{3}{8} = 1 - P[x_n = 3 / x_{n-1} = 3] = \frac{3}{8}$$

$3B + 5W = 3/8$

$$P[x_n = 1 / x_{n-1} = 2] = \frac{2}{7} = 1 - P[x_n = 2 / x_{n-1} = 2]$$

$$P[x_n = 0 / x_{n-1} = 1] = \frac{1}{6} = 1 - P[x_n = 1 / x_{n-1} = 1]$$

$$P[X_n=0/X_{n-1}=0] = 1 \quad \text{only while ball coming} \quad (n)$$

(Transition: change of state to another state)

TPM

	0	1	2	3	4	5
0	1	0	0	0	0	0
1	$\frac{1}{6}$	$\frac{5}{6}$	0	0	0	0
2	0	$\frac{2}{7}$	$\frac{5}{7}$	0	0	0
3	0	0	$\frac{3}{8}$	$\frac{5}{8}$	0	0
4	0	0	0	$\frac{4}{9}$	$\frac{5}{9}$	0
5	0	0	0	0	$\frac{5}{10}$	$\frac{5}{10}$

$$P^2 = P \times P$$

	0	1	2	3	4	5
0	1	0	0	0	0	0
1	$\frac{11}{36}$	$\frac{25}{36}$	0	0	0	0
2	$\frac{1}{21}$	$\frac{65}{144}$	$\frac{25}{49}$	0	0	0
3	0	$\frac{3}{28}$	$\frac{225}{448}$	$\frac{25}{64}$	0	0
4	0	0	$\frac{1}{6}$	$\frac{95}{192}$	$\frac{95}{81}$	0
5	0	0	0	$\frac{2}{9}$	$\frac{19}{36}$	$\frac{1}{4}$

$P^2 = 2 \text{ step}$

Transition probability

⑤ A gambler has a ₹ 2. He bets 1 at a time and wins twice 1 with a prob $\frac{1}{2}$. He stops playing if he loses 2 or wins 4 Rs

- (a) what is the transition p.m of the related Markov chain?
 (b) what is the prob that he has lost his money at the end of 5 plays?
 (c) what is the prob that the game lasts for more than 7 plays?

sol: - let x_n represent the amount with the player at the end of the n th round of the play.

the state space of $x_n = \{0, 1, 2, 3, 4, 5, 6\}$
 when the game is stopped, if the player loses 2, $x_n = 0$ or if he wins 4, $x_n = 6$ ($4+2=6$)

The TPM is

	0	1	2	3	4	5	6	wins
0	1	0	0	0	0	0	0	
1	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	0	0	
2	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	0	
3	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0	0	
4	0	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	0	
5	0	0	0	0	$\frac{1}{2}$	0	$\frac{1}{2}$	
6	0	0	0	0	0	0	1	

0 and 6 states are called absorbing states.
If entered he cannot change any other state. (he stops playing)

Initial probability distribution

$$p^{(0)} = (0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 0)$$

$$\begin{aligned} p^{(1)} &= p^{(0)} P \\ &= (0 \ 0 \ 1 \ 0 \ 0 \ 0 \ 0) P \\ &= (0 \ \frac{1}{2} \ 0 \ \frac{1}{2} \ 0 \ 0 \ 0) \end{aligned}$$

$$\begin{aligned} p^{(2)} &= p^{(1)} P \\ &= (0 \ \frac{1}{2} \ 0 \ \frac{1}{2} \ 0 \ 0 \ 0) P \end{aligned}$$

$$p^{(2)} = (\frac{1}{4} \ 0 \ \frac{1}{2} \ 0 \ \frac{1}{4} \ 0 \ 0)$$

$$\begin{aligned} p^{(3)} &= p^{(2)} P \\ &= (\frac{1}{4} \ \frac{1}{4} \ 0 \ \frac{3}{8} \ 0 \ \frac{1}{8} \ 0) \end{aligned}$$

$$p^{(4)} = p^{(3)} \cdot P = (\frac{3}{8} \ 0 \ \frac{5}{16} \ 0 \ \frac{1}{4} \ 0 \ \frac{1}{16})$$

$$p^{(5)} = p^{(4)} P = (\frac{3}{8} \ \frac{5}{32} \ 0 \ \frac{9}{32} \ 0 \ \frac{1}{8} \ \frac{1}{16})$$

$$P(X_5 = 0) = \frac{3}{8}$$

(12)

$$p(6) = p(5) \cdot p$$

$$= \left(\frac{29}{64} \quad 0 \quad \frac{7}{32} \quad 0 \quad \frac{13}{64} \quad 0 \quad \frac{1}{8} \right)$$

$$p(7) = p(6) \cdot p$$

$$= \left(\frac{29}{64} \quad \frac{7}{64} \quad 0 \quad \frac{27}{128} \quad 0 \quad \frac{13}{128} \quad \frac{1}{8} \right)$$

$x=6$

$x=0$

$$P \mid X_7 = 1, 2, 3, 4 \text{ \& } 5]$$

$$\therefore \frac{7}{64} + 0 + \frac{27}{128} + 0 + \frac{13}{128}$$

$$= \frac{27}{64}$$

=

③ ^{Imp} Three boys A, B & C are throwing a ball to each other. A always throws the ball to B & B always throws the ball to C; but C is just as likely to throw the ball to B as A. Show that the process is Markovian. Find the transition matrix and classify the states. Do all the states are ergodic.

sol:- The transition probability matrix of the process $\{X_n\}$ is given below.

$$P = \begin{matrix} & \begin{matrix} \text{states of } X_n \\ \text{(future)} \end{matrix} \\ \begin{matrix} \text{states of } X_{n-1} \\ \text{(present)} \end{matrix} & \begin{matrix} A & B & C \end{matrix} \\ \begin{matrix} A \\ B \\ C \end{matrix} & \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ \frac{1}{2} & \frac{1}{2} & 0 \end{bmatrix} \end{matrix}$$

States of X_n depends only on states of X_{n-1} but not on states of $X_{n-2}, X_{n-3}, \dots$ or earlier states.

$\therefore \{X_n\}$ is a Markov chain.

$$\text{Now } P^2 = \begin{bmatrix} 0 & 0 & 1 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ 0 & \frac{1}{2} & \frac{1}{2} \end{bmatrix}, \quad P^3 = \begin{bmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ 0 & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \end{bmatrix}$$

$P_{11}^{(3)} > 0, P_{13}^{(2)} > 0, P_{21}^{(2)} > 0, P_{22}^{(2)} > 0, P_{33}^{(2)} > 0$ and all

others

$\therefore$ The chain is irreducible

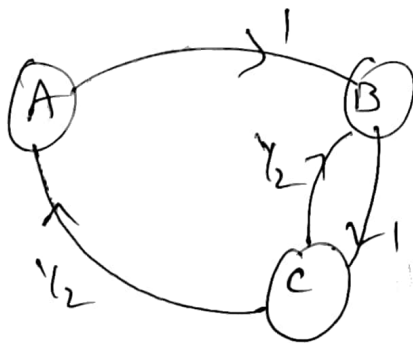
$$P^4 = \begin{bmatrix} 0 & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \end{bmatrix}, \quad P^5 = \begin{bmatrix} \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \\ \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{8} & \frac{3}{8} & \frac{1}{2} \end{bmatrix}$$

Ex 2.1 :- the transition probability matrix of the process $\{x_n\}$ is given below

		states of x_n (future)		
		A	B	C
states of x_{n-1} (present)	A	0	1	0
	B	0	0	1
	C	$\frac{1}{2}$	$\frac{1}{2}$	0

state of x_n depends only on states of x_{n-1} but not on states of $x_{n-2}, x_{n-3}, \dots$ or earlier states

$\therefore \{x_n\}$ is a Markov chain



$x_0 : A \rightarrow B$
 $x_1 : B \rightarrow C$
 $x_2 : C \rightarrow A$
 $x_3 : A \rightarrow B$
 $x_4 : B \rightarrow C$
 depends only on previous states.

$A \rightarrow B \rightarrow C \rightarrow A$ so, A is recurrent (come back)

B is "

C " "

$\therefore$ All the states are Recurrent

$$d(A) = \gcd(3, 5) = 1$$

$$d(B) = 3, 5$$

$$\gcd(3, 5) = 1$$

$$d(C) = 2, 3$$

$$\gcd\{2, 3\} = 1$$

All are communicate to each other. so
irreducible

A, B, C are aperiodic
so all are ergodic

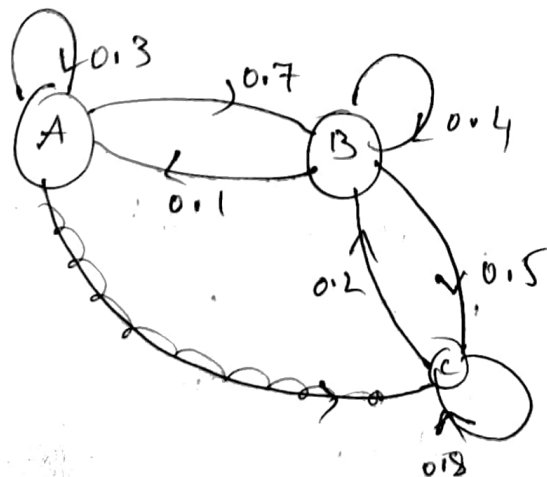
(2) The transition probability matrix of a
markov chain is given by
if this irreducible (tpm).

say:-

	A	B	C
A	0.3	0.7	0
B	0.1	0.4	0.5
C	0	0.2	0.8

$$\begin{pmatrix} 0.3 & 0.7 & 0 \\ 0.1 & 0.4 & 0.5 \\ 0 & 0.2 & 0.8 \end{pmatrix}$$

(irreducible means:
communicate to
each other)



$\therefore$ It is irreducible

(13)

$$p^{(6)} = \begin{bmatrix} \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \\ \frac{1}{4} & \frac{3}{8} & \frac{1}{2} \\ \frac{1}{8} & \frac{3}{8} & \frac{3}{8} \end{bmatrix} \text{ \& so on}$$

we note that $P_{ii}^{(2)}, P_{ii}^{(3)}, P_{ii}^{(4)}, P_{ii}^{(5)}, P_{ii}^{(6)}$ etc are > 0 for $i = 2, 3$.

G.C.D of $2, 3, 4, 5, 6, \dots = 1$
 the states $2 \& 3$ (i.e. B & C) are periodic with period 1

i.e. aperiodic.

we note that $P_{ii}^{(3)}, P_{ii}^{(5)}, P_{ii}^{(6)}$ etc are > 0 &

G.C.D of $3, 5, 6, \dots = 1$

$\therefore$ the state 1 (i.e. state A) is periodic with period 1 i.e. aperiodic.
 Since the chain is finite and irreducible, all its states are non-null persistent.

$\therefore$ All the states are ergodic.

$\hat{=}$

(4)

If the matrix

irreducible.

$$\begin{bmatrix} 0.4 & 0.6 & 0 & 0 \\ 0.3 & 0.7 & 0 & 0 \\ 0.2 & 0.4 & 0.1 & 0.3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

sol:-

$$P = \begin{bmatrix} 0.4 & 0.6 & 0 & 0 \\ 0.3 & 0.7 & 0 & 0 \\ 0.2 & 0.4 & 0.1 & 0.3 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P^2 = P \cdot P = \begin{bmatrix} 0.34 & 0.66 & 0 & 0 \\ 0.33 & 0.67 & 0 & 0 \\ 0.22 & 0.44 & 0.01 & 0.33 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

$$P^3 = \begin{bmatrix} 0.334 & 0.666 & 0 & 0 \\ 0.333 & 0.667 & 0 & 0 \\ 0.222 & 0.444 & 0.001 & 0.003 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

work-7 one of the rule to prove that a matrix is irreducible is that the sum of each row of the matrix must be equal to 1, but in matrix P^3 , the sum of third row is not equal to 1. Hence the given matrix is not irreducible.

Q) The TPM of a Markov chain $\{x_n\}$
 $n = 1, 2, 3, \dots$ having 3 states 1, 2 & 3

is $P = \begin{bmatrix} 0.1 & 0.5 & 0.4 \\ 0.6 & 0.2 & 0.2 \\ 0.3 & 0.4 & 0.3 \end{bmatrix}$ and the initial

distribution is $p(0) = (0.7, 0.2, 0.1)$

find (i) $P\{x_2 = 3\}$ (ii) $P\{x_3 = 2, x_2 = 3, x_1 = 3, x_0 = 2\}$.

sol: - G.T. the TPM of Markov chain:

$$P = \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \end{matrix} & \begin{bmatrix} 0.1 & 0.5 & 0.4 \\ 0.6 & 0.2 & 0.2 \\ 0.3 & 0.4 & 0.3 \end{bmatrix} \end{matrix}$$

we have $P(x_0 = 1) = 0.7, P(x_0 = 2) = 0.2$

$$P(x_0 = 3) = 0.1$$

$$P^2 = P \times P = \begin{bmatrix} 0.1 & 0.5 & 0.4 \\ 0.6 & 0.2 & 0.2 \\ 0.3 & 0.4 & 0.3 \end{bmatrix} \begin{bmatrix} 0.1 & 0.5 & 0.4 \\ 0.6 & 0.2 & 0.2 \\ 0.3 & 0.4 & 0.3 \end{bmatrix}$$

$$P^2 = \begin{bmatrix} 0.43 & 0.31 & 0.26 \\ 0.24 & 0.42 & 0.34 \\ 0.36 & 0.35 & 0.29 \end{bmatrix}$$

$$(i) P(n_2=3) = \sum_{i=1}^3 P(n_2=3/n_0=i) P(n_0=i)$$

$$= \sum_{i=1}^3 P_{i3}^{(2)} P(n_0=i)$$

$$= P_{13}^{(2)} P(n_0=1) + P_{23}^{(2)} P(n_0=2) + P_{33}^{(2)} P(n_0=3)$$

$$= 0.26(0.7) + 0.34(0.2) + 0.29(0.1)$$

$$= 0.279$$

$$(ii) P\{n_3=2, n_2=3, n_1=3, n_0=2\}$$

$$P(n_3=2/n_2=3) P(n_2=3/n_1=3) P(n_1=3/n_0=2) P(n_0=2)$$

$$P_{32}^{(1)} \cdot P_{33}^{(1)} \cdot P_{23}^{(1)} \cdot 0.2$$

$$= 0.4 \times 0.3 \times 0.2 \times 0.2$$

$$= 0.0048$$

=

period:

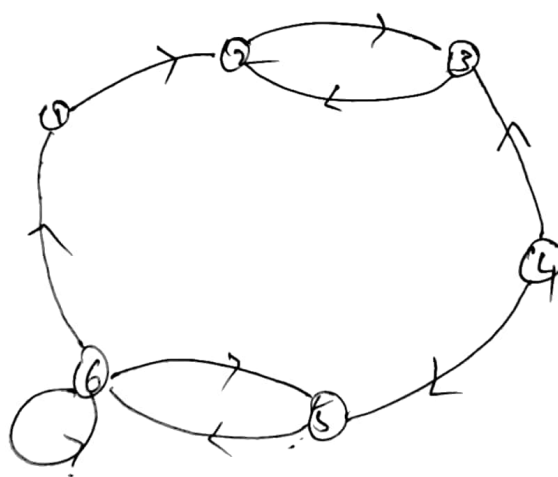
The period of state i is the GCD of n such that $P_{ii}^{(n)} \neq 0$ denoted by $d(i)$

If $d(i) > 1$, we say that the state i is periodic

If $d(i) = 1$, we say that the state i is aperiodic

Note: If $i \leftrightarrow j$ then $d(i) = d(j)$
communicate

eg:-



$$d(1) = 1 \quad (1 \text{ step}) \quad d(4) = 1$$

$$d(2) = 2$$

$$d(5) = 2, 3, \text{gcd}(2, 3) = 1$$

$$d(3) = 2$$

$$d(6) = 2, 3, \text{gcd}(2, 3) = 1$$

1, 4, 5, 6 - aperiodic

2, 3, are periodic

equilibrium vector of a Markov chain (16)

If a Markov chain with transition matrix P is regular, then there is a unique vector V such that, for any probability vector V and for large values of n , $V P^n = V$. vector V is called the equilibrium vector or fixed vector or steady state vector of the Markov chain. this is also called long range trend of the Markov chain.

probability vector : A probability vector is a matrix of only one row, having non-negative entries, with the sum of the entries equal to 1

$$\text{i.e. } V = v_1 + v_2 + \dots + v_n = 1$$

① Find the long trend or steady state vector for $P = \begin{bmatrix} 0.25 & 0.75 \\ 0.5 & 0.5 \end{bmatrix}_{2 \times 2}$

sol:- take $V P = V$

$$\begin{bmatrix} v_1 & v_2 \end{bmatrix} \begin{bmatrix} 0.25 & 0.75 \\ 0.5 & 0.5 \end{bmatrix} = \begin{bmatrix} v_1 & v_2 \end{bmatrix}$$

$$0.25 + 0.5v_2 = v_1$$

$$0.75v_1 + 0.5v_2 = v_2$$

$$-0.75v_1 + 0.5v_2 = 0 \rightarrow (1)$$

$$0.75v_1 + (0.5)v_2 = 0 \rightarrow (2)$$

Since v is a equilibrium vector
we must have

$$v_1 + v_2 = 1 \rightarrow (3)$$

$$(3) \times 0.75$$

$$-0.75v_1 + 0.5v_2 = 0$$

$$0.75v_1 + 0.75v_2 = 0.75$$

$$v_1 = 0.25, \quad v_2 = 0.75$$

$$v = [v_1 \ v_2]$$

$$= [0.25 \quad 0.75]$$

= ,

(2) Find the long range trend of steady state vector for the Markov chain with transition matrix

$$\begin{bmatrix} 0.65 & 0.28 & 0.07 \\ 0.15 & 0.67 & 0.18 \\ 0.12 & 0.36 & 0.52 \end{bmatrix}$$

sol: - All the entries are < 1, so this is regular matrix.

$$P = \begin{bmatrix} 0.65 & 0.28 & 0.07 \\ 0.15 & 0.67 & 0.18 \\ 0.12 & 0.36 & 0.52 \end{bmatrix}$$

(17)

Let v be the probability vector
 $v = [v_1 \ v_2 \ v_3]$, we want to
 find v such that $vp = v$

$$[v_1 \ v_2 \ v_3] \begin{bmatrix} 0.65 & 0.28 & 0.07 \\ 0.15 & 0.67 & 0.18 \\ 0.12 & 0.36 & 0.52 \end{bmatrix} = [v_1 \ v_2 \ v_3]$$

$$0.6v_1 + 0.15v_2 + 0.12v_3 = v_1$$

$$0.28v_1 + 0.67v_2 + 0.36v_3 = v_2$$

$$0.07v_1 + 0.18v_2 + 0.52v_3 = v_3$$

$$-0.35v_1 + 0.15v_2 + 0.12v_3 = 0 \rightarrow (1)$$

$$0.28v_1 - 0.33v_2 + 0.36v_3 = 0 \rightarrow (2)$$

$$0.07v_1 + 0.18v_2 - 0.48v_3 = 0 \rightarrow (3)$$

Since v is the probability vector

$$\text{we have } v_1 + v_2 + v_3 = 1 \rightarrow (4)$$

solve above eqns we get

$$v_1 = \frac{104}{363}, \quad v_2 = \frac{532}{1089}, \quad v_3 = \frac{245}{1089}$$

Steady state vector (or) equilibrium vector

$$v = [v_1 \ v_2 \ v_3] = [0.2865 \ 0.4885 \ 0.2250]$$

1. A fair die is tossed repeatedly. If x_n denotes the maximum number occurring in the first n tosses, find the transition probability matrix of the Markov chain $\{x_n\}$. Find A_{10} & P^2 .

sol :- Suppose max number $x_n = 3$ (say)

$x_{n+1} = 3$, $(n+1)^{\text{th}}$ state is 1 or 2 or 3
 $x_{n+1} = 4$ " " " 4
 $x_{n+1} = 5$ " " " 5
 $x_{n+1} = 6$ " " " 6

$$P(x_{n+1}=3/x_n=3) = \frac{1}{6} + \frac{1}{6} + \frac{1}{6} = \frac{3}{6}$$

$$P(x_{n+1}=4/x_n=3) = \frac{1}{6}$$

$$P(x_{n+1}=5/x_n=3) = \frac{1}{6}$$

$$P(x_{n+1}=6/x_n=3) = \frac{1}{6}$$

$\rightarrow x_{n+1}$ state
 $P = \begin{matrix} \downarrow x_n \\ \begin{matrix} 1 & 2 & 3 & 4 & 5 & 6 \end{matrix} \end{matrix} \begin{bmatrix} \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} \\ 0 & \frac{2}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} \\ 0 & 0 & \frac{3}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} \\ 0 & 0 & 0 & \frac{4}{6} & \frac{1}{6} & \frac{1}{6} \\ 0 & 0 & 0 & 0 & \frac{5}{6} & \frac{1}{6} \\ 0 & 0 & 0 & 0 & 0 & 1 \end{bmatrix}$

$p^2 =$

$$\begin{bmatrix} 1 & 3 & 5 & 7 & 9 & 11 \\ 0 & 4 & 5 & 7 & 9 & 11 \\ 0 & 0 & 9 & 7 & 9 & 11 \\ 0 & 0 & 0 & 16 & 9 & 11 \\ 0 & 0 & 0 & 0 & 25 & 11 \\ 0 & 0 & 0 & 0 & 0 & 36 \end{bmatrix}$$

① the weather in certain spot is classified as fair, cloudy (without rain) or rainy. A fair day is followed by a fair day 60% of the time and by a cloudy day 25% of the time. A cloudy day is followed by a cloudy day 35% of the time and by a rainy day 25% of the time. A rainy day is followed by a cloudy day 40% of the time and by a rainy day 25% of the time. Initial probabilities are 0.3, 0.3 and 0.4. Find the probability that there will be rainy day after 3 days. what portion of the days is expected to be fair, cloudy or rainy in the long run.

Sol:- we write TPM as

$$P = \begin{matrix} & \begin{matrix} \text{Fair} & \text{cloudy} & \text{Rainy} \end{matrix} \\ \begin{matrix} \text{Fair} \\ \text{cloudy} \\ \text{Rainy} \end{matrix} & \begin{bmatrix} 0.6 & 0.25 & 0.15 \\ 0.4 & 0.35 & 0.25 \\ 0.35 & 0.40 & 0.25 \end{bmatrix} \end{matrix}$$

Initial

probabilities are given by
 $\pi^0 = [0.3 \quad 0.3 \quad 0.4]$ say

$$\text{TPM for day 2} = \pi p = \pi^0 p$$

$$\begin{bmatrix} 0.3 & 0.3 & 0.4 \end{bmatrix} \begin{bmatrix} 0.6 & 0.25 & 0.15 \\ 0.4 & 0.35 & 0.25 \\ 0.35 & 0.40 & 0.25 \end{bmatrix}$$

$$= \begin{bmatrix} 0.44 & 0.34 & 0.22 \end{bmatrix}$$

$$\text{TPM for day 3} = \pi^2 p$$

$$\pi^2 p = \pi p \cdot p$$

$$= \begin{bmatrix} 0.44 & 0.34 & 0.22 \end{bmatrix} \begin{bmatrix} 0.6 & 0.25 & 0.15 \\ 0.4 & 0.35 & 0.25 \\ 0.35 & 0.40 & 0.25 \end{bmatrix}$$

$$= \begin{bmatrix} 0.477 & 0.317 & 0.206 \end{bmatrix}$$

$$\text{After day 3} = \text{day 4} = \pi p^3 \Rightarrow \pi p^2 \cdot p$$

$$= \begin{bmatrix} 0.477 & 0.317 & 0.206 \end{bmatrix} \begin{bmatrix} 0.6 & 0.25 & 0.15 \\ 0.4 & 0.35 & 0.25 \\ 0.35 & 0.40 & 0.25 \end{bmatrix}$$

$$= \begin{bmatrix} 0.4851 & 0.3126 & 0.2023 \end{bmatrix}$$

After long time, proportion of the days expected to be fair, cloudy or rainy is obtained by using the limiting probability

that $\pi_i = i = 0, 1, 2$ are obtained by solving the set of equations (20)

$$\pi_0 = 0.16\pi_0 + 0.25\pi_1 + 0.15\pi_2 \rightarrow (1)$$

$$\pi_1 = 0.4\pi_0 + 0.35\pi_1 + 0.25\pi_2 \rightarrow (2)$$

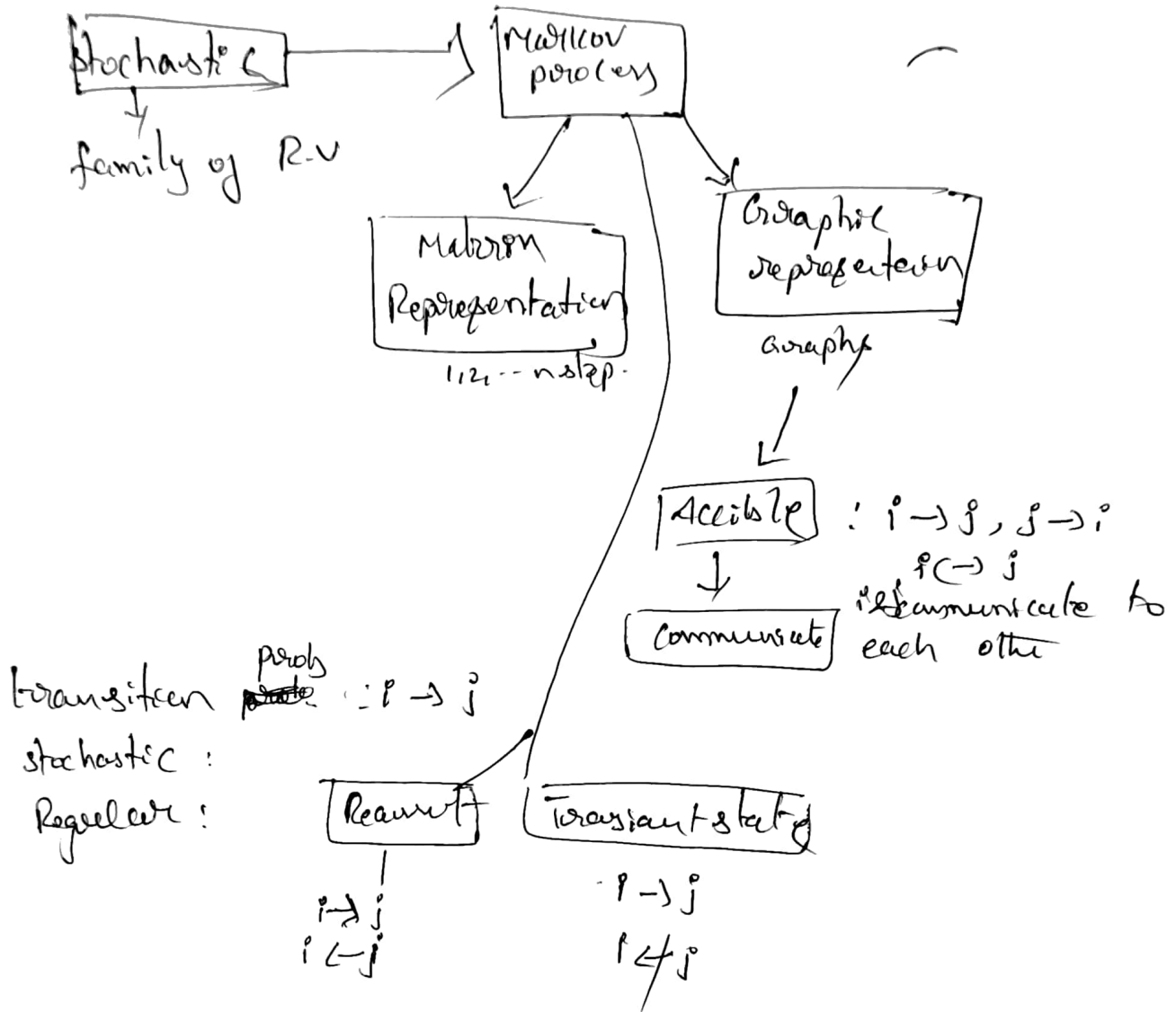
$$\pi_2 = 0.35\pi_0 + 0.40\pi_1 + 0.25\pi_2 \rightarrow (3)$$

$$\pi_1 + \pi_2 + \pi_3 = 1 \rightarrow (4)$$

solving (1), (2), (3) & (4) we get

$$\pi_0 = 0.33, \pi_1 = 0.33, \pi_2 = 0.33$$

$$P(X_n = x_n / X_{n-1} = x_{n-1}) \text{ depending on previous event}$$



note :- Any state, Recurrent or Transient

period : $d(i) = 1$, aperiodic (length of the walk is called period)
 $d(i) > 1$, periodic

gcd of $\{n: P_{ii}^n > 0\}$ denoted by $d(i)$

Ergodic : recurrent & aperiodic then ergodic

irreducible : All the states communicate to each other