

# 18.175: Lecture 21

## More Markov chains

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Recollections

General setup and basic properties

Recurrence and transience

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Recurrence and transience

- ▶ Consider a sequence of random variables  $X_0, X_1, X_2, \dots$  each taking values in the same state space, which for now we take to be a finite set that we label by  $\{0, 1, \dots, M\}$ .

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- ▶ Sequence is called a **Markov chain** if we have a fixed collection of numbers  $P_{ij}$  (one for each pair  $i, j \in \{0, 1, \dots, M\}$ ) such that whenever the system is in state  $i$ , there is probability  $P_{ij}$  that system will next be in state  $j$ .

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- ▶ Kind of an “almost memoryless” property. Probability distribution for next state depends only on the current state (and not on the rest of the state history).

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$$A = \begin{pmatrix} P_{00} & P_{01} & \dots & P_{0M} \\ P_{10} & P_{11} & \dots & P_{1M} \\ \cdot & & & \\ \cdot & & & \\ \cdot & & & \\ P_{M0} & P_{M1} & \dots & P_{MM} \end{pmatrix}$$

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- ▶ For this to make sense, we require  $P_{ij} \geq 0$  for all  $i, j$  and  $\sum_{j=0}^M P_{ij} = 1$  for each  $i$ . That is, the rows sum to one.

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- ▶ If  $A$  is the one-step transition matrix, then  $A^n$  is the  $n$ -step transition matrix.

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- ▶ We call  $\pi$  the *stationary distribution* of the Markov chain.
- ▶ One can solve the system of linear equations  $\pi_j = \sum_{k=0}^M \pi_k P_{kj}$  to compute the values  $\pi_j$ . Equivalent to considering  $A$  fixed and solving  $\pi A = \pi$ . Or solving  $(A - I)\pi = 0$ . This determines  $\pi$  up to a multiplicative constant, and fact that  $\sum \pi_j = 1$  determines the constant.

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- ▶ Snakes and ladders.

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# Outline

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- ▶ Say that  $X_n$  is a **Markov chain** w.r.t.  $\mathcal{F}_n$  with transition probability  $p$  if  $P(X_{n+1} \in B | \mathcal{F}_n) = p(X_n, B)$ .

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- ▶ How do we construct an infinite Markov chain? Choose  $p$  and initial distribution  $\mu$  on  $(S, \mathcal{S})$ . For each  $n < \infty$  write

$$P(X_j \in B_j, 0 \leq j \leq n) = \int_{B_0} \mu(dx_0) \int_{B_1} p(x_0, dx_1) \cdots \int_{B_n} p(x_{n-1}, dx_n).$$

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- ▶ **Theorem:** If  $X_n$  is any Markov chain with initial distribution  $\mu$  and transition  $p$ , then finite dim. probabilities are as above.

- ▶ **Markov property:** Take  $(\Omega_0, \mathcal{F}) = (\mathcal{S}^{\{0,1,\dots\}}, \mathcal{S}^{\{0,1,\dots\}})$ , and let  $P_\mu$  be Markov chain measure and  $\theta_n$  the shift operator on  $\Omega_0$  (shifts sequence  $n$  units to left, discarding elements shifted off the edge). If  $Y : \Omega_0 \rightarrow \mathbb{R}$  is bounded and measurable then

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- ▶ **Strong Markov property:** Can replace  $n$  with a.s. finite stopping time  $N$  and function  $Y$  can vary with time. Suppose that for each  $n$ ,  $Y_n : \Omega_n \rightarrow \mathbb{R}$  is measurable and  $|Y_n| \leq M$  for all  $n$ . Then

$$E_\mu(Y_N \circ \theta_N | \mathcal{F}_N) = E_{X_N} Y_N,$$

where RHS means  $E_x Y_n$  evaluated at  $x = X_n, n = N$ .

- ▶ **Property of infinite opportunities:** Suppose  $X_n$  is Markov chain and

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- ▶ **Reflection principle:** Symmetric random walks on  $\mathbb{R}$ . Have  $P(\sup_{m \geq n} S_m > a) \leq 2P(S_n > a)$ .
- ▶ **Proof idea:** Reflection picture.

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- ▶ What about directed graphs?

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  - ▶  $p(x, y) > 0$  implies  $p(y, x) > 0$
  - ▶ for any loop  $x_0, x_1, \dots, x_n$  with  $\prod_{i=1}^n p(x_i, x_{i-1}) > 0$ , we have

$$\prod_{i=1}^n \frac{p(x_{i-1}, x_i)}{p(x_i, x_{i-1})} = 1.$$

- ▶ **Kolmogorov's cycle theorem:** Suppose  $p$  is irreducible. Then exists reversible measure if and only if
  - ▶  $p(x, y) > 0$  implies  $p(y, x) > 0$
  - ▶ for any loop  $x_0, x_1, \dots, x_n$  with  $\prod_{i=1}^n p(x_i, x_{i-1}) > 0$ , we have

$$\prod_{i=1}^n \frac{p(x_{i-1}, x_i)}{p(x_i, x_{i-1})} = 1.$$

- ▶ Useful idea to have in mind when constructing Markov chains with given reversible distribution, as needed in Monte Carlo Markov Chains (MCMC) applications.

Recollections

General setup and basic properties

Recurrence and transience

# Outline

Recollections

General setup and basic properties

Recurrence and transience

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- ▶ Related to distribution after a Poisson random number of steps?

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- ▶ If it's 1, return to  $y$  infinitely often, else don't. Call  $y$  a **recurrent state** if we return to  $y$  infinitely often.