



The Bright Side of Mathematics

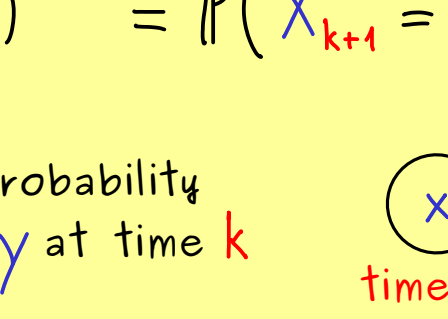
Probability Theory – Part 24

Definition: Let $(X_t)_{t \in T}$ be a stochastic process with $T \subseteq \mathbb{Z}$ or $T \subseteq \mathbb{R}$.
discrete-time continuous-time

We call $(X_t)_{t \in T}$ Markov process or Markov chain if for all $n \in \mathbb{N}$, $t_1, t_2, \dots, t_n, t \in T$, $t_1 < t_2 < \dots < t_n < t$, and $x_1, x_2, \dots, x_n, x \in \mathbb{R}$, we have:

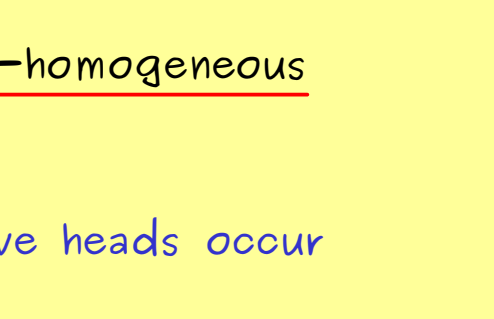
$$\begin{aligned} \mathbb{P}(X_t = x \mid X_{t_1} = x_1, X_{t_2} = x_2, \dots, X_{t_n} = x_n) \\ = \mathbb{P}(X_t = x \mid X_{t_n} = x_n) \end{aligned}$$

for discrete-time Markov chain:



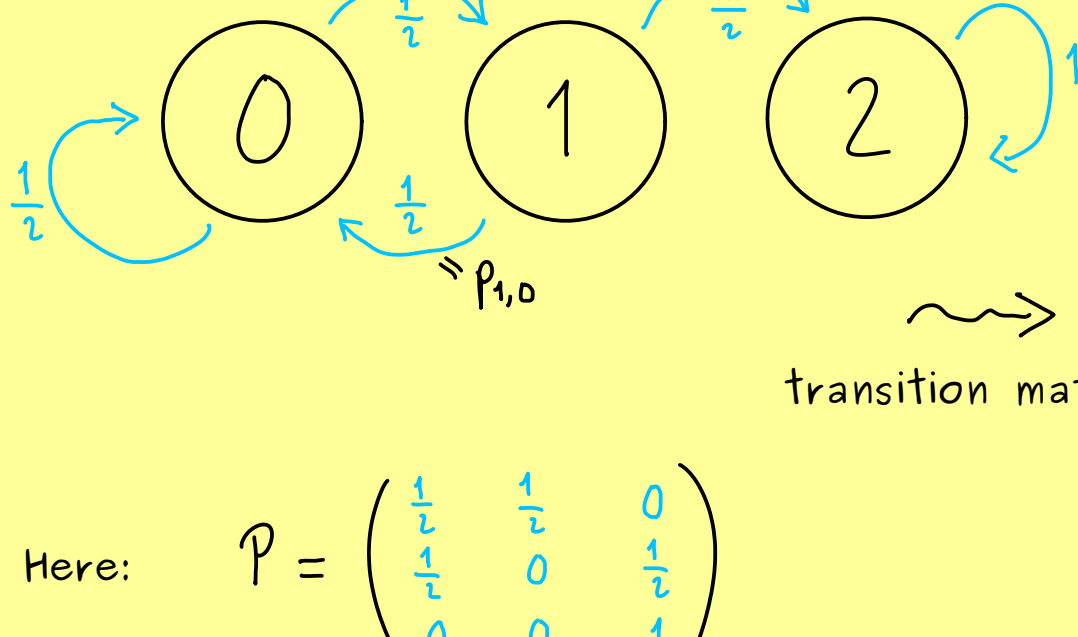
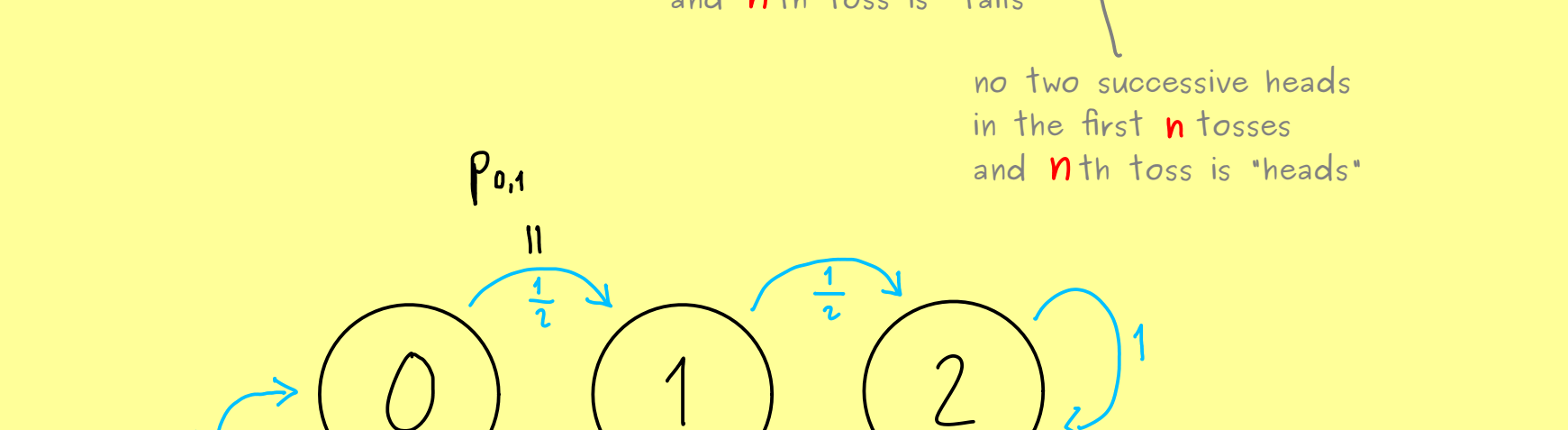
$$p_{x,y}(k, k+1) = \mathbb{P}(X_{k+1} = y \mid X_k = x)$$

transition probability from x to y at time k



If $p_{x,y}(k, k+1)$ does not depend on k , then we say:
 the Markov chain is time-homogeneous

Example: toss a coin again and again until two successive heads occur



transition matrix $P = \begin{pmatrix} p_{0,0} & p_{0,1} & p_{0,2} \\ p_{1,0} & p_{1,1} & p_{1,2} \\ p_{2,0} & p_{2,1} & p_{2,2} \end{pmatrix}$

Here: $P = \begin{pmatrix} \frac{1}{2} & \frac{1}{2} & 0 \\ \frac{1}{2} & \frac{1}{2} & 0 \\ 0 & 0 & 1 \end{pmatrix}$

start the game with $q^0 = (1, 0, 0) \xrightarrow{\text{one time-step}} q^1 = (\frac{1}{2}, \frac{1}{2}, 0)$

$\xrightarrow{\text{one time-step}} q^2 = (\frac{1}{2}, \frac{1}{4}, \frac{1}{4})$

$q^2 = q^1 P$ (vector-matrix-multiplication)

$\leadsto q^n = q^0 P^n$ (Law of total probability)
 $\xrightarrow{n \rightarrow \infty} (0, 0, 1) ?$