

Markov Chains

Note Title

4/6/2016

AS: Due April 15

- (1) Only current pos, don't worry about the past
- (2) Don't worry about distant future
↳ go one step at a time
- (3) In the limit, Everyone has perfect karma.

Markov Chains

V : node set $|V| = m$

P : $m \times m$ matrix, Prob. description matrix

g : g_0 initial state

$$\underline{g_{t+1} = P g_t}$$

g_t = probability distribution on V .

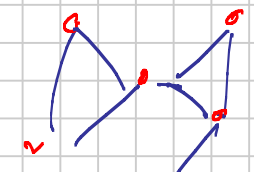
(1) "Markov"

Two Views of M.C.s.

1. Random Walk (in exactly one state)
 $g = [0, 0, 0, \dots, 1, 0, 0]^T$

Metropolis Algo.

MCMC



$$g_i = f(g_{i-1})$$

2. Probability Distribution of Random walk.

g_0 : dense $g_n := P^n g_0 = P g_{n-1}$

Interested in g_n for very large n .
 $n \rightarrow \infty$ $g_n = g_\infty$

Ergodic MC is ergodic if

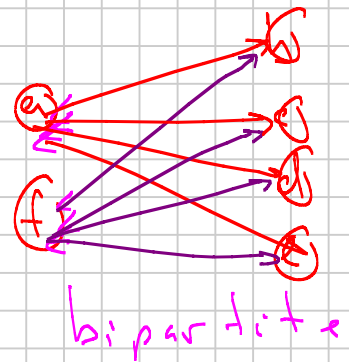
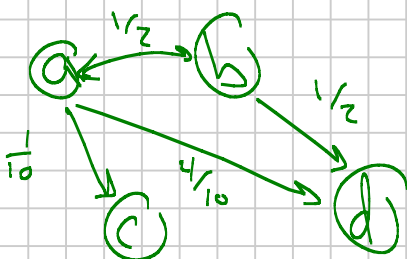
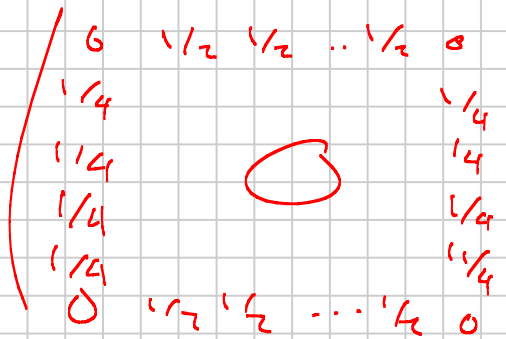
$\exists t$ s.t. for all $n \geq t$, then P^n is positive in every entry. (non-zero)

$$g_n = P^n g_0$$

Not ergodic only if

depend on g_0

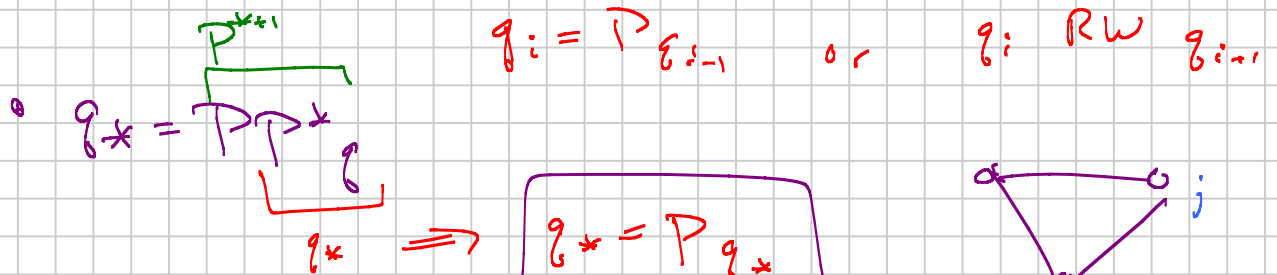
- cyclic
- absorbing and transient
- not connected.



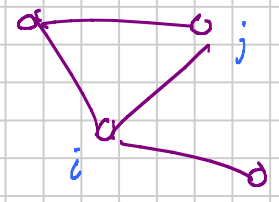
If ergodic : only need P

- Exists $P^* = P^n$ as $n \rightarrow \infty$
exists $q^* = P^* q$ (any q)

→ For all q_0 if we run M long enough
 $q_i \rightarrow q^*$ (LZ)



$q^* = P q^*$
 $P_{ij} q^*(j) = P_{ij} q^*(i)$

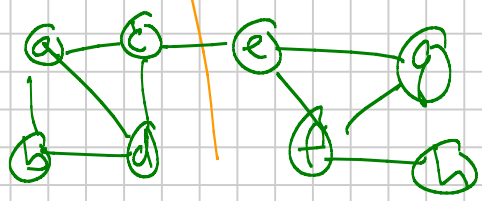


• q^* first eigen vector of P .

$[V, L] = \text{eig}(P)$

$v_1 = V(:, 1)$ $q_{\text{star}} = v_1 / \text{sum}(v_1)$

second eigenvalue \Rightarrow rate of convergence



$v_1 = q^* = (0.15, 0.1, 0.15, 0.15, 0.15, 0.1, 0.05)^T$

$\lambda_2 = 0.875 \Rightarrow$ smaller = faster

Metropolis's Algo.

MURRTT
1953

Hastings 1970

State space V

$v \in V$: weight $w(v)$

$$\sum_{v \in V} w(v) = W$$

$$p_*(v) = \frac{w(v)}{W}$$

Metropolis's Algo.

$$g = g_0 = [v_0, \sigma_0, \dots, v_1, \sigma_1, \sigma_0]^T \equiv v \in \mathbb{R}^d$$

repeat

$v \sim K(v, \cdot)$ $v = \text{neigh of } v$

if $(w(v) \geq w(v_i))$

$$v_{i+1} = v$$

else

$$\text{w.p. } \frac{w(v)}{w(v_i)} \text{ set } v_{i+1} = v$$

else

$$v_{i+1} = v_i$$

$$V = \{v_1, v_2, \dots, v_n\}$$