

M3S4/M4S4 Revision Notes

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1. Poisson Process
2. Branching Processes
3. Random Walks
4. Discrete time Markov Chains
5. Continuous time Markov processes – Birth, Death and Immigration

1 Poisson Process

Recall the **Bernoulli process**: sequence of independent Bernoulli trials, same p .

Poisson Process: continuous time analogue.

AXIOMS:

I $P(\text{exactly 1 event in a time interval of length } \delta t) = \lambda \delta t + o(\delta t)$

II $P(\text{two or more events in a time interval of length } \delta t) = o(\delta t)$

III Occurrence of events after time t is independent of events before time t

number of events by time $t = X(t) \sim \text{Poisson}(\lambda t)$.

Distribution of time, T , between $(k-1)$ th and k th $\Rightarrow P(T \leq t) = 1 - e^{-\lambda t}$.

$\Rightarrow T \sim \text{Exponential}(\lambda)$.

Stationary: distribution of number of events in $(u, u+t]$ is same as distribution in $(0, t]$ for all $t, u > 0$.

Non-homogeneous Poisson: $\lambda = \lambda(t)$,

$\Rightarrow$ Number of events in $(0, t] = X(t) \sim \text{Poisson}(\int_0^t \lambda(t) dt)$.

Compound Poisson: Each Poisson event associated with Y “occurrences”, Y a random variable.

$$E(X) = E_Y [E(X | Y)]$$

Doubly Stochastic: $\lambda(t)$ is a random variable.

Deterministic model: number of events in interval of length $t + \delta t$ is approximated by expected value - formulate differential equation for $D(t)$ - number of events in $(0, t]$ in deterministic approximation.

Mean Time Function: $\mu(t) = E(X(t))$.

Variance Time Function: $\sigma^2(t) = \text{var}(X(t))$.

Index of Dispersion: $I(t) = \frac{\sigma^2(t)}{\mu(t)}$

2 Branching Processes

Organise by **generations**: Discrete time.

If $P(\text{no offspring}) \neq 0$ there is a probability that the process will die out.

Let X = number of offspring of an individual

$$p(x) = P(X = x) = \text{“offspring prob. function”}$$

Galton-Watson process:

(i) p same for all individuals

(ii) individuals reproduce independently

Define:

Z_n = number of individuals at time n (start with $Z_0 = 1$)

T_n = total number born up to and including generation n

Probability generating functions:

The p.g.f. is

$$\Pi_X(s) = E(s^X) = \sum_{x=0}^{\infty} p(x) s^x$$

Note: $\Pi(0) = p(0)$

$$\Pi(1) = \sum p(x) = 1$$

$$E(X) = \mu = \Pi'(1); \quad \text{var}(X) = \sigma^2 = \Pi''(1) + \mu - \mu^2$$

Sums of a random number of rvs

$$Z = X_1 + X_2 + \dots + X_N$$

i.e. Z is the sum of N independent discrete rvs $X_1, X_2, \dots, X_N$. If X_i has range $\{0, 1, 2, \dots\}$ and pgf $\Pi_X(s)$, N is a rv with range $\{0, 1, 2, \dots\}$ and pgf $\Pi_N(s)$ then

$$\Pi_Z(s) = \Pi_N[\Pi_X(s)]$$

and Z has a compound distribution.

For n th generation, we have

$$Z_n = X_1 + X_2 \dots + X_{Z_{n-1}},$$

where X_i is the number born to the i th member of generation $n - 1$. so,

$$\Pi_n(s) = \Pi_{n-1}[\Pi(s)]$$

where $\Pi_n(s)$ is the pgf of Z_n and $\Pi(s)$ is the offspring pgf.

Given $E(X) = \mu$ and $\text{var}(X) = \sigma^2$, use pgfs to derive:

$$\begin{aligned} E(Z_n) &= \mu_n = \mu^n \\ \text{var}(Z_n) &= \sigma_n^2 = \begin{cases} \mu^{n-1} \sigma^2 \frac{1-\mu^n}{1-\mu} & \mu \neq 1 \\ n\sigma^2 & \mu = 1 \end{cases} \end{aligned}$$

Probability of ultimate extinction, θ^*

Must have $P(X = 0) = p(0) \neq 0$.

1. $\mu \leq 1 \Rightarrow \theta^* = 1 \Rightarrow$ ultimate extinction certain.
2. $\mu > 1 \Rightarrow \theta^* < 1 \Rightarrow$ ultimate extinction not certain

$$\theta^* = \text{smallest positive solution of } \theta = \Pi(\theta)$$

Hint: remember $\theta = 1$ is always a solution.

3 Random Walks

Consider a particle at some position on a line, moving with the following transition probabilities:

- with prob p it moves 1 unit to the right.
- with prob q it moves 1 unit to the left.
- with prob r it stays where it is.

Position at time n is given by,

$$X_n = Z_1 + \dots + Z_n \quad Z_n = \begin{cases} +1 \\ -1 \\ 0 \end{cases}$$

random walks satisfy the Markov property.

i.e. the distribution of X_n is determined by the value of X_{n-1}

Looked at reflecting and absorbing barriers.

Gambler's ruin

Two players A and B .

A starts with $\mathcal{L}j$, B with $\mathcal{L}(a - j)$.

Play a series of indep. games until one or other is ruined.

Z_i = amount A wins in i th game = ± 1 .

$$P(Z_i = 1) = p \quad P(Z_i = -1) = 1 - p = q.$$

Stop if $X_{n-1} = 0$ (A ruined) or $X_{n-1} = a$: (A wins and B ruined).

Unrestricted RW with $p + q = 1$

- recurrence (persistence) i.e. return to origin certain
- transience i.e. pos prob of never returning

Position after n steps

- use binomial link to find exact distribution
- CLT for large n
- find mean/variance then $X_n \sim N(E(X_n), \text{var}(X_n))$ approx.

Return Probabilities

$$f_n = P(\text{FIRST return at } n)$$

$$u_n = P(\text{some return at } n)$$

$$F(s) = \sum_0^\infty f_n s^n \quad U(s) = \sum_0^\infty u_n s^n \quad U(s) = 1 + F(s)U(s)$$

RW recurrent iff $\sum u_n = \infty, \sum f_n = 1$.

Probability of ultimate ruin

Define: R_j = event A loses if he starts with $\mathcal{L}j$, W = event A wins first game.

TRICK: condition on first game

$$P(R_j) = P(R_j | W)P(W) + P(R_j | \bar{W})P(\bar{W})$$

form recurrence relation (difference equation) and solve to calculate $q_j = P(R_j)$, use same trick to calculate expected duration of game.

4 Markov Chains

$$P(X_{n+1} = j | X_n = i \text{ and } A) = P(X_{n+1} = j | X_n = i) = p_{ij}$$

where A is any event depending only on $\{X_{n-1}, X_{n-2}, \dots, X_0\}$

TRANSITION MATRIX P with element p_{ij} and $\sum_j p_{ij} = 1 \forall i$

n -step transition $P^{(n)}$

Chapman-Kolmogorov equations:

$$\begin{aligned} p_{ij}^{(m+n)} &= \sum_k p_{ik}^{(m)} p_{kj}^{(n)} \\ \Rightarrow P^{(n)} &= P^n \end{aligned}$$

Sometimes MCs converge to an equilibrium distribution

$$\boldsymbol{\pi} = (\pi_1, \dots, \pi_s); \quad \boldsymbol{\pi} = \boldsymbol{\pi} P; \quad \pi_j \geq 0 \forall j; \quad \sum \pi_j = 1$$

Communicating Classes

$i \leftrightarrow j$ for all states in a class (there is a path of non-zero probability from i to j and back).

closed class – impossible to leave

one class – irreducible

Every Markov Chain with a finite state space has a unique stationary distribution unless the chain has two or more closed communicating classes.

Periodicity

The periodicity of state i is defined as

$$\text{gcd}\{n \geq 1 : p_{ii}^{(n)} > 0\}.$$

All states in the same c.c. are either:

- aperiodic (period 1)
- periodic with same period

MC which is:

- irreducible
- finite state space
- aperiodic

Then $p_{ij}^{(n)} \rightarrow \pi_j$, $j = 1, \dots, s$ as $n \rightarrow \infty$

where π is the unique stationary distribution, which is also limiting.

Return probabilities and return times c.f RWs

mean first return time μ_i :

NULL RECURRENT: infinite mean recurrence time

POSITIVE RECURRENT: finite mean recurrence time

For a recurrent, irreducible, aperiodic MC:

$$\lim_{n \rightarrow \infty} \frac{1}{\mu_i} = \pi_i$$

5 Continuous time Markov Chains

$X(t)$ is the state of the chain at time t . Transition matrix $P(t)$ with elements $p_{ij}(t)$ where

$$p_{ij}(t) = P(X(t) = j \mid X(0) = i)$$

Define

$$q_{ij} = \left. \frac{d}{dt} p_{ij}(t) \right|_{t=0}$$

$$p_{ij}(\delta t) = \begin{cases} 1 + \delta t q_{ii} + o(\delta t) & i = j \\ \delta t q_{ij} + o(\delta t) & i \neq j \end{cases}$$

Description of process:

remains in state i for a period exponentially distributed with mean $-1/q_{ii}$, and then jumps to another state. The state is j ($\neq i$) with probability $-q_{ij}/q_{ii} \dots$

Forward and Backward Equations

$$\frac{d}{dt} P(t) = P(t)Q \Rightarrow \frac{d}{dt} p_{ij}(t) = \sum_k p_{ik}(t) q_{kj} \quad \forall i, j \quad (\text{FORWARD EQNS})$$

$$\frac{d}{dt} P(t) = QP(t) \Rightarrow \frac{d}{dt} p_{ij}(t) = \sum_k q_{ik} p_{kj}(t) \quad \forall i, j \quad (\text{BACKWARD EQNS})$$

Stationary Distribution

$$\pi = \pi P(t) \text{ or } \pi Q = \mathbf{0}; \quad \sum_j \pi_j = 1, \quad \pi_j \geq 0 \quad \forall j$$

For an irreducible process π is unique if it exists and if it does exist then the process is positive persistent.