

# CMPSCI 240: Reasoning about Uncertainty

## Lecture 15: Steady-State Theorem

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# Outline

**1** Markov Chains

**2** Steady State Theorem

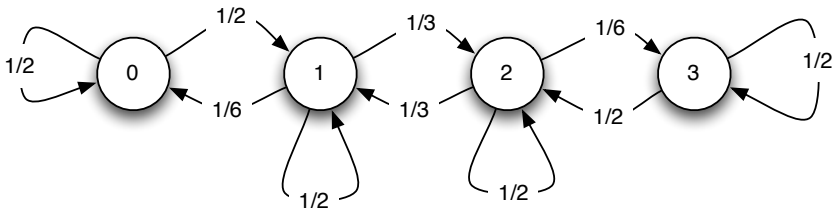
# Analyzing the Queue at Earth Foods Cafe

- Consider a queue at Earth Foods Cafe
- Every minute, someone joins the queue. . .
  - With probability 1 if the queue has length 0
  - With probability  $2/3$  if the queue has length 1
  - With probability  $1/3$  if the queue has length 2
  - With probability 0 if the queue has length 3.
- Every minute, the server serves a customer with probability  $1/2$ .

Suppose 1 person in line at noon. How many people in line at 12:10pm?

# States with Transition Probabilities

- Weight  $p_{ij}$  on arrow from state  $i$  to state  $j$  indicates the probability of transitioning to state  $j$  given we're in state  $i$ .



- Can work out things like “what’s the probability we’re in state 2 after two steps if we’re currently in state 3.”

# Markov Chain

A Markov Chain consists:

- A set of states:  $\{s_1, \dots, s_k\}$
- A matrix  $P$  of transition probabilities  $\{p_{ij} : 1 \leq i, j \leq k\}$
- An initial state  $s_j$ .

A Markov Chain defines a series of random variables  $X_0, X_1, X_2, \dots$  where

- $X_0 = i$
- For all  $t = 1, 2, 3, \dots$

$$P(X_t = j | X_{t-1} = i) = p_{ij}$$

- Write the **distribution** of each  $X_t$  as

$$v_t = (P(X_t = 1), P(X_t = 2), \dots, P(X_t = k))$$

**Note:** The value of  $X_t$  only depends on the value of  $X_{t-1}$ , e.g.,

$$P(X_t = j | X_{t-1} = i, X_{t-2} = h) = P(X_t = j | X_{t-1} = i) = p_{ij}$$

# Analyzing Markov Chains via Matrices

- Define **transition probability matrix**:

$$A = \begin{pmatrix} p_{0,0} & p_{0,1} & p_{0,2} & p_{0,3} \\ p_{1,0} & p_{1,1} & p_{1,2} & p_{1,3} \\ p_{2,0} & p_{2,1} & p_{2,2} & p_{2,3} \\ p_{3,0} & p_{3,1} & p_{3,2} & p_{3,3} \end{pmatrix} = \begin{pmatrix} 1/2 & 1/2 & 0 & 0 \\ 1/6 & 1/2 & 1/3 & 0 \\ 0 & 1/3 & 1/2 & 1/6 \\ 0 & 0 & 1/2 & 1/2 \end{pmatrix}$$

- Markov Chain Theorem** Given  $v_{t-1}$ , we can compute

$$v_t = v_{t-1}A$$

and so  $v_t = v_{t-1}A = v_{t-2}AA = v_{t-3}AAA = \dots = v_0A^t$ .

- Proof:** By the law of total probability

$$v_t[j] = P(X_t = j) = \sum_i P(X_t = j | X_{t-1} = i) P(X_{t-1} = i) = \sum_i p_{i,j} v_{t-1}[i]$$

and so  $v_t = v_{t-1}A$  as claimed.

# Simulation of the queue if there is initially one person

$$\begin{aligned}v_0 &= \langle 0.000, 1.000, 0.000, 0.000 \rangle \\v_1 &= \langle 0.167, 0.500, 0.333, 0.000 \rangle \\v_2 &= \langle 0.167, 0.444, 0.333, 0.056 \rangle \\v_3 &= \langle 0.158, 0.416, 0.342, 0.084 \rangle \\v_4 &= \langle 0.148, 0.401, 0.352, 0.099 \rangle \\v_5 &= \langle 0.142, 0.391, 0.359, 0.109 \rangle \\v_6 &= \langle 0.136, 0.386, 0.364, 0.114 \rangle \\v_7 &= \langle 0.133, 0.382, 0.368, 0.118 \rangle \\v_8 &= \langle 0.130, 0.380, 0.370, 0.120 \rangle \\&\vdots \\&\vdots \\v_\infty &= \langle 0.125, 0.375, 0.375, 0.125 \rangle\end{aligned}$$

# Simulation of the queue if there is initially three people

$$\begin{aligned}v_0 &= \langle 0.000, 0.000, 0.000, 1.000 \rangle \\v_1 &= \langle 0.000, 0.000, 0.500, 0.500 \rangle \\v_2 &= \langle 0.000, 0.167, 0.500, 0.333 \rangle \\v_3 &= \langle 0.028, 0.250, 0.472, 0.251 \rangle \\v_4 &= \langle 0.056, 0.296, 0.404, 0.204 \rangle \\v_5 &= \langle 0.078, 0.324, 0.423, 0.177 \rangle \\v_6 &= \langle 0.093, 0.341, 0.407, 0.159 \rangle \\v_7 &= \langle 0.104, 0.353, 0.397, 0.148 \rangle \\v_8 &= \langle 0.111, 0.360, 0.389, 0.140 \rangle \\&\vdots \quad \vdots \quad \vdots \\v_\infty &= \langle 0.125, 0.375, 0.375, 0.125 \rangle\end{aligned}$$



# Outline

- 1 Markov Chains
- 2 Steady State Theorem

# Question

Do all Markov chains have the property that eventually the distribution settles to the “same steady” state regardless of the initial state?

## Definition

If  $v = vA$ , we say  $v$  is a **steady state distribution** for the Markov Chain.

For the queueing example, if  $v = (a, b, c, d)$  then

$$(a, b, c, d) = (a, b, c, d) \begin{pmatrix} \frac{1}{2} & \frac{1}{2} & 0 & 0 \\ \frac{1}{6} & \frac{1}{2} & \frac{1}{3} & 0 \\ 0 & \frac{1}{3} & \frac{1}{2} & \frac{1}{6} \\ 0 & 0 & \frac{1}{2} & \frac{1}{2} \end{pmatrix} = \left( \frac{a}{2} + \frac{b}{6}, \frac{a}{2} + \frac{b}{2} + \frac{c}{3}, \frac{b}{3} + \frac{c}{2} + \frac{d}{2}, \frac{c}{6} + \frac{d}{2} \right)$$

Solving  $a = \frac{a}{2} + \frac{b}{6}$ ,  $b = \frac{a}{2} + \frac{b}{2} + \frac{c}{3}$ ,  $c = \frac{b}{3} + \frac{c}{2} + \frac{d}{2}$  and  $d = \frac{c}{6} + \frac{d}{2}$  gives

$$v = (0.125, 0.375, 0.375, 0.125)$$

# Question

## Theorem

*“Most” Markov Chains have a unique steady state distribution regardless of initial state that is approached by successive iterations from any starting distributions.*

# Irreducible Markov Chains

## Example

Consider the Markov Chain with transition matrix:

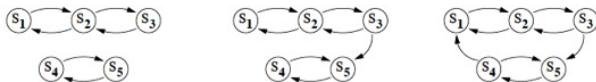
$$A = \begin{pmatrix} 0 & 0.9 & 0.05 & 0.05 \\ 0.2 & 0.8 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

This Markov chain doesn't converge to a unique steady state.

## Definition

A Markov chain is irreducible if in the transition graph there exists a path from every state to every other state, i.e., you can't get stuck in a small group of nodes.

# Irreducible Markov Chains



**Figure 2.1:** Examples of three Markov chains the one to the right is irreducible while the other two are not.

# Periodic Markov Chains

## Example

Consider the Markov Chain with transition matrix:

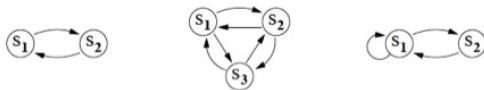
$$\begin{pmatrix} 0 & 0.5 & 0 & 0.5 \\ 0.75 & 0 & 0.25 & 0 \\ 0 & 0.75 & 0 & 0.25 \\ 0.75 & 0 & 0.25 & 0 \end{pmatrix}$$

This Markov chain doesn't converge at all!

## Definition

An irreducible Markov chain with transition matrix  $A$  is called *periodic* if there is some  $t \in \{2, 3, \dots\}$  such that there exists a state  $s$  which can be visited only at time  $\{t, 2t, 3t, 4t, \dots\}$  steps, that is with a period of  $t$ . If  $A$  is not periodic ( $t = 1$ ) we call the chain *aperiodic*.

# Periodic/Aperiodic Markov Chains



**Figure 2.2:** Examples of three Markov chains of which the left one has period 2 while the other two both are aperiodic.

# Steady State Theorem

## Definition

Consider Markov chain with  $k$  states and let  $v^* = (v^*[1], \dots, v^*[k])$  be a probability distribution on the states of  $C$ . We say that the Markov chain *approaches*  $v^*$  if for any arbitrarily small  $\epsilon > 0$ , there exists a sufficiently large  $t$  such that for any  $i$  and any starting distribution, then

$$|P(X_t = i) - v^*[i]| \leq \epsilon$$

## Theorem

*If a Markov Chain is aperiodic and irreducible then there exists a distribution  $v^*$  such that  $v_t$  approaches  $v^*$ .*



## Steady State Distribution: 2 state case

- Consider a Markov chain  $C$  with 2 states and transition matrix

$$A = \begin{pmatrix} 1 - a & a \\ b & 1 - b \end{pmatrix}$$

for some  $0 \leq a, b \leq 1$

- Since  $C$  is **irreducible**:  $a, b > 0$
- Since  $C$  is **aperiodic**:  $a + b < 2$
- Let  $v^* = (c, 1 - c)$  be a steady state distribution, i.e.,  $v^* = v^*A$
- Solving  $v^* = v^*A$  gives:

$$v^* = \left( \frac{b}{a + b}, \frac{a}{a + b} \right)$$

## Steady State Distribution: 2 state case (continued)

- We say  $v_t$  converges to  $v^*$  if for any  $\epsilon > 0$ , there exists  $t^*$  such that for all  $t \geq t^*$  corresponding entries of  $v_t$  and  $v^*$  differ by at most  $\epsilon$ .
- Suppose the start distribution is

$$v = (c + \gamma, 1 - c - \gamma)$$

i.e., entries are  $|\gamma|$  away from the corresponding entry in  $v^*$

- After one more step the distribution is

$$vA = (c + \gamma(1 - a - b), 1 - c - \gamma(1 - a - b))$$

i.e., entries are now only  $|\gamma(1 - a - b)| < |\gamma|$  away.

- Hence if we pick  $t^*$  such that  $|1 - a - b|^{t^*} < \epsilon$  then after  $t^*$  or more steps entries will differ by at most

$$|\gamma(1 - a - b)^{t^*}| \leq \epsilon |\gamma| \leq \epsilon$$