Random Walk Algorithms: Lecture 5 David A. Meyer

In which Markov processes are defined and random walks introduced as examples thereof.

Random walks on \mathbb{Z}

The random variables we defined in the last lecture to be the sum of a sequence of random "steps" are random walks.* More precisely, let $\Omega = \{f_1 f_2 \dots | f_i \in \{H, T\}, i \in \mathbb{N}\}$, and for $i \in \mathbb{N}$, define

$$S_i(\omega) = \begin{cases} +1 & \text{if } f_i = \mathbf{H}; \\ -1 & \text{if } f_i = \mathbf{T}, \end{cases}$$

where the events $\{f_i = H\}$ are mutually independent. Let $X_t = \sum_{i=1}^t S_i$. Then a random walk on \mathbb{Z} is the sequence of random variables $\{X_t \mid t \in \mathbb{N}\}$. This is an example of a random process (stochastic process), namely a set of random variables indexed by some set.

DEFINITION. A Markov process is a stochastic process $\{X_t \mid t \in \mathbb{N}\}$ such that

$$\Pr(X_{t+1} = x_{t+1} \mid X_t = x_t, \dots, X_1 = x_1) = \Pr(X_{t+1} = x_{t+1} \mid X_t = x_t),$$

i.e., the future depends only on the present, not on how we arrived at the present [4].

THEOREM. The random walk on \mathbb{Z} is a Markov process.

Proof. Notice that from the definition, $X_{t+1} = X_t + S_{t+1}$. Thus

$$Pr(X_{t+1} = x_{t+1} | X_t = x_t, \dots, X_1 = x_1)$$

= $Pr(X_t + S_{t+1} = x_{t+1} | X_t = x_t, \dots, X_1 = x_1)$
= $Pr(S_{t+1} = x_{t+1} - x_t | S_t = x_t - x_{t-1}, \dots, S_2 = x_2 - x_1, S_1 = x_1)$
= $Pr(S_{t+1} = x_{t+1} - x_t)$ by the independence of the S_i
= $Pr(X_t + S_{t+1} = x_{t+1} | X_t = x_t)$
= $Pr(X_{t+1} = x_{t+1} | X_t = x_t)$.

^{*} This name was first used by Karl Pearson on July 27, 1905, when he asked for the probability density function for the distance from the starting point after n steps in random directions in two dimensions [1]. Lord Rayleigh pointed out two days later [2] that he had answered the question 25 years earlier [3].

Transition probabilities

These conditional probabilities are those we have already seen:

$$\Pr(X_{t+1} = x_t + 1 \mid X_t = x_t) = p$$

$$\Pr(X_{t+1} = x_t - 1 \mid X_t = x_t) = 1 - p.$$

More generally:

DEFINITION. Let S be a countable set and let $\{X_t \mid t \in \mathbb{N}\}$ be a Markov process with $X_t : \Omega \to S$, the set of states. The conditional probabilities

$$p_{ij}(t) = \Pr(X_{t+1} = i \mid X_t = j)$$

are called the transition probabilities, and the arrays $P(t) = \{p_{ij}(t) \mid i, j \in S\}$ are called the transition matrices. Notice that $\sum_{i \in S} p_{ij}(t) = 1$, for all $j \in S$; this, together with the nonnegativity of its entries, makes P(t) a stochastic matrix. We will mostly consider cases in which the transition matrix does not depend on t; these are homogeneous Markov processes.

For a random walk on \mathbb{Z} , the transition probability matrix is

To define a random walk with a finite state space, consider the quotient space $\mathbb{Z}/\ell\mathbb{Z} = \{[x] \mid x \in \mathbb{Z}\}$, where the equivalence class $[x] = \{x + \ell\mathbb{Z}\} = \{x + k\ell \mid k \in \mathbb{Z}\}$. This is the integers modulo ℓ , and a random walk on them can be defined with the same rule: $X_{t+1} \equiv X_t + S_{t+1} \pmod{\ell}$. Then the transition probability matrix is

$$P = \begin{bmatrix} 0 & [1] & \dots & [\ell-2] & [\ell-1] \\ [1] & 0 & 1-p & p \\ [1] & p & 0 & & \\ p & 0 & & & \\ & \ddots & \ddots & \ddots & \\ & & 0 & 1-p \\ 1-p & p & 0 \end{bmatrix}.$$

References

- [1] K. Pearson, "The problem of the random walk", Nature 72 (1905) 294.
- [2] Lord Rayleigh, "The problem of the random walk", Nature 72 (1905) 318.
- [3] Lord Rayleigh, "On the resultant of a large number of vibrations of the same pitch and of arbitrary phase", *The London, Edinburgh, and Dublin Philosophical Magazine and Journal of Science*, Series 5 **10** (1880) 73–78.
- [4] A. A. Markov, "Extension of the limit theorems of probability theory to a sum of variables connected in a chain" (1906); translated and reprinted in R. A. Howard, *Dynamic Probabilistic Systems, Volume 1: Markov Chains* (New York: John Wiley and Sons 1971) Appendix B.