

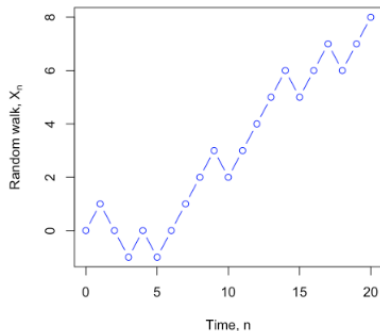
# **Simple Random Walk**

## Simple Random Walk

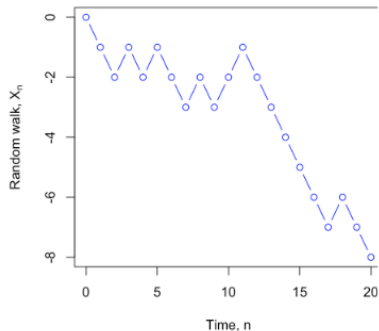
We can write this as a stochastic process  $(X_n)$  with discrete time  $n = \{0, 1, 2, \dots\}$  and discrete state space  $S = \mathbb{Z}$ , where  $X_0 = 0$  and, for  $n \geq 0$ , we have

$$X_{n+1} = \begin{cases} X_n + 1 & \text{with probability } p \\ X_n - 1 & \text{with probability } q \end{cases}$$

Random walk for  $n = 20$  steps,  $p = 2/3$



Random walk for  $n = 20$  steps,  $p = 1/3$



It's clear from this definition that  $X_{n+1}$  (the future) depends on  $X_n$  (the present), but, given  $X_n$ , does not depend on  $X_{n-1}, \dots, X_1, X_0$  (the past). Thus the Markov property holds, and the **simple random walk** is a **discrete time Markov process** or **Markov chain**.

**In other words:**

A Markov chain whose state space is given by the integers  $i = 0, \pm 1, \pm 2, \dots$  is said to be a simple random walk if, for some number  $0 < p < 1$ ,

$$P_{i,i+1} = p = 1 - P_{i,i-1}, \quad i = 0, \pm 1, \pm 2, \dots$$

The simple random walk is called **simple symmetric random walk** if  $p = q = \frac{1}{2}$ , that is,

$$X_0 = 0, \quad X_n = X_{n-1} + Y_n, \quad \text{where } Y_n = \begin{cases} +1, & \text{with probability } \frac{1}{2} \\ -1, & \text{with probability } \frac{1}{2} \end{cases}$$

## Unbiased Simple Random Walk on $\{0, 1, 2, 3\}$

Let's consider a random walk on a finite set of states  $\{0,1,2,3\}$ . We need to define what happens at the boundaries. A common choice is to make them **absorbing boundaries**, meaning once the walker reaches 0 or 3, they cannot leave.

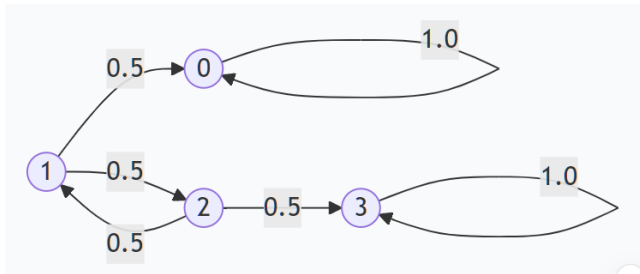
Here are the rules:

- From state **1**, you move to state **0** with probability  $p$  and to state **2** with probability  $1 - p$ .
- From state **2**, you move to state **1** with probability  $p$  and to state **3** with probability  $1 - p$ .
- States **0** and **3** are absorbing. If you are in state 0 or 3, you stay there with probability 1.

For a **simple, unbiased** walk, the probability of moving left or right is equal.

Let's set  $p = 0.5$ .

## State Transition Diagram



## Transition Probability Matrix, $P$

$$P = \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0.5 & 0 & 0.5 & 0 \\ 0 & 0.5 & 0 & 0.5 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$

Hopefully, you know the answer if one asks:

What is the probability of being in state 3 after 2 steps, starting from state 1?

*Thank you so much*