

Stochastic Process :

• Def'n: it is a sequence of random variables.

$$\{X_t, t \in I\} \quad I: \text{index set.} \quad \begin{matrix} \text{(for example} \\ I = \mathbb{N}, \text{ or } I = \mathbb{R}) \\ \text{discrete} \\ \text{time} \end{matrix} \quad \begin{matrix} \text{continuous} \\ \text{time.} \end{matrix}$$

all X_t takes value in the same space,

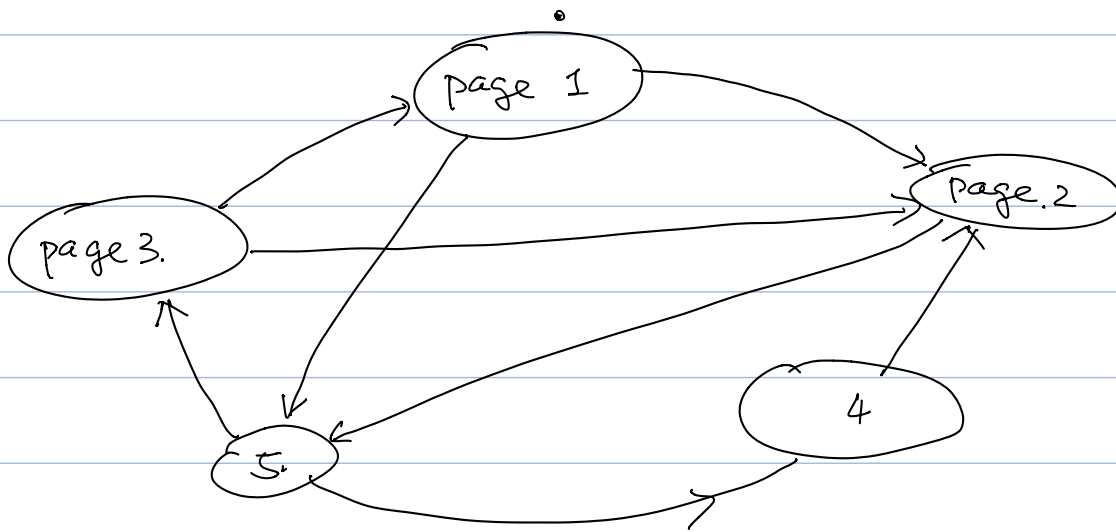
" S " the state space.

"random function: $X: I \rightarrow S$ "

(omitted causality in the definition).

• Ex 1: "Surf the web" and "Page Rank".

Suppose you are google, and you want rank the webpages on website based on its popularity / traffic. A simple model is based on "links"



• Create a graph (with nodes and arrows) with node = website
arrow = links.

• Assume a webuser browse the page, and randomly follows the link,

Question: what is the probability (percentage of traffic) of each page?

- \Leftrightarrow do a random walk on the graph, want to find the average (stay time / total time spent) on each node.
(Markov Chain).

Ex 2: Spread of Infectious Disease model.

Assumption: ① Population of N people.

$$\begin{aligned} \text{② } N &= S && \text{(susceptible, healthy, not infected yet)} \\ &+ I && \text{(infected)} \\ &+ R && \text{(recovered: will not be infected)}. \end{aligned}$$

(simplifying assumption).

- ③ • after being infected for one time unit, one will recover.

- each susceptible person will contact everybody during the time unit. • so the probability of get infected from one contact is \underline{z} .

(

$$S_t, I_t, R_t. \quad t = 0, 1, 2, 3, \dots$$

- $N = S_t + \underline{I_t} + R_t.$ so only need S_t, I_t

- $I_{t+1} =$ the newly infected ones during time $t \rightarrow t+1$,
= Binomial distribution. of sample size S_t .
with prop \underline{z} .

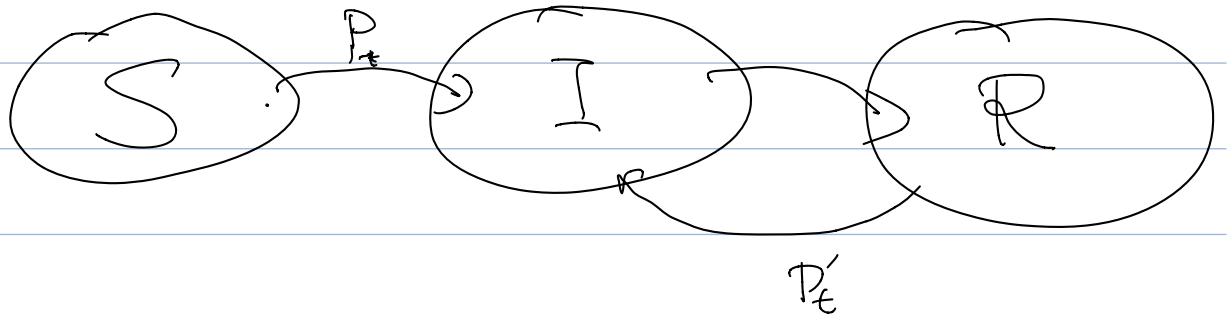
$p =$ probability that a susceptible person get infected in

time. $t \rightarrow t+1$ | - (prop of no infection) = | - $(1-z)^{I_t}$

P.

I_{t+1} : is a random variable, follows a distribution of Binom ($S_t, 1 - (1-z)^{I_t}$).

$$S_{t+1} = S_t - I_{t+1}.$$



• compartmental disease. (wikipedia).

• Random walk / Brownian Motion / Gambler's Ruin.

• Gambler enters a casino with initial amount of money, k . He want to get final amount n .

The game ~~is~~ is flipping coin, with prob of winning = p .

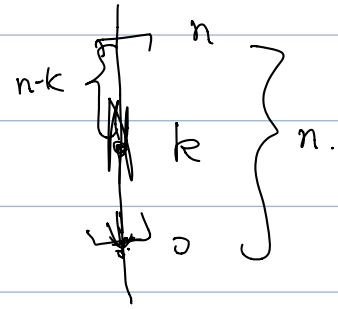
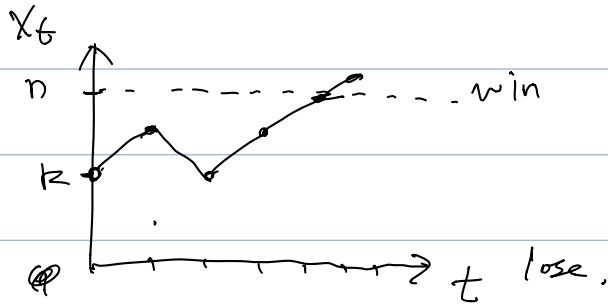
X_t = amount of money left at time t .

$$X_0 = k, \quad X_{t+1} = X_t + Y_{t+1} \quad \text{prob. } p$$

$$Y_{t+1} = \begin{cases} +1 & p \\ -1 & 1-p \end{cases}$$

Y_t . iid. (independent. identical distribution) R.V.
Bernoulli(p).

Q: what is the probability the Gambler has no money when he leaves?



(assume $P = \frac{1}{2}$) probability of ruin = $\frac{n-k}{n}$