

$$\begin{array}{l}
 D - NoMove \\
 D - EqualMove \\
 D - SourceSink \\
 D - SinkSource
 \end{array}
 \begin{pmatrix}
 P1 & P2 \\
 0 & 0 \\
 0.5 & 0.5 \\
 0.25 & 0.1 \\
 0.1 & 0.25
 \end{pmatrix}$$