```
In [20]: # We are aware that if one game is played, it is impossible to get two losses
    in a row
# Hence set F(1) = 0 where F is the probability
```

- In [21]: # F(2) can only happen when both games are losses. Since each loss is an indep endent event #  $F(2) = P_L * P_L$  where  $P_L = 0.2$  and  $P_W = 0.8$
- In [22]: # A function can be created to recursively calculate F(82) by checking the pre vious outcomes

  # since we need to have two losses in a row.

  # F(n) = P\_W \* F(n-1) + P\_L \* ( P\_L + P\_W \* F(n-2))

  # The first part of the equation states that if game n is a win, you multiply the probability it's a win times the

  # outcome of the previous game. The second part states that if game n is a los s, you the probability it's a loss

  # times the probability that the previous game was a loss (hence two losses in a row) plus the probability that

  # two games before it was a win and thus you continue recursively.
- In [23]: # Using this formula and the constants for F(1) and F(2) we can iteratively find the solution using a loop # In addition, the formula can be solved analytically to get F(82) directly.
- In [24]: import numpy as np
  # create an iterative list from games 3 to 82 to run the formula through
  games = np.arange(3,83)
  games
- Out[24]: array([ 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82])
- In [26]: consecutive\_losses
- Out[26]: [0, 0.04000000000000001]

```
In [33]: # initialize variable
    percent = 0
    for game in games:
        # F(n) = P_W * F(n-1) + P_L * ( P_L + P_W * F(n-2))
        percent = 0.8 * consecutive_losses[-1] + 0.2 * (0.2 + 0.8 * consecutive_losses[-2])
        consecutive_losses.append(percent)
```

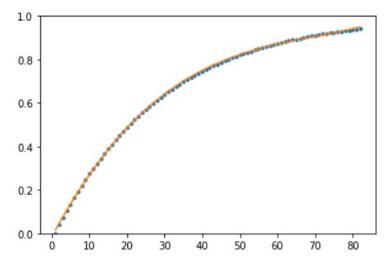
In [32]: consecutive\_losses

Out[32]: [0, 0.040000000000000001, 0.072000000000000001, 0.104000000000000001, 0.13472, 0.164416, 0.193088, 0.220776960000000002, 0.24751564800000003, 0.27333683200000003, 0.29827196928000005, 0.3223514685440001, 0.3456046899200001, 0.36805998690304015, 0.38974473990963215, 0.41068538983219216, 0.4309074702512949, 0.45043563857418667, 0.46929370609955656, 0.4875046670515152, 0.5050907266171412, 0.5220733280219554, 0.538473178676307, 0.5543102754245585 0.5696039289278559, 0.5843727872102141, 0.5986348583966283, 0.612407532670937, 0.62570760348021, 0.638551288011518, 0.650954246966048, 0.6629316036546813, 0.6744979624383127, 0.6856674265353992, 0.6964536152184495, 0.7068696804204235, 0.7169283227712908, 0.7266418070843004, 0.736021977310847, 0.7450802709821657, 0.753827733155468, 0.7622750298815211, 0.7704324612100919, 0.778309973749117, 0.7859171727929084, 0.7932633340341855, 0.8003574148742137, 0.8072080653448407, 0.8138236386557468, 0.8202122013797719, 0.826381543288737, 0.8323391868517532, 0.8380923964076006,

0.843648187022361, 0.849013333043105, 0.8541943763580618, 0.8591976343733463,

```
0.864029207715967,
0.8686949876725092,
0.8732006633725621,
0.8775517287256511,
0.881753489120131,
0.8858110678922091,
0.8897294125729883,
0.8935133009211442,
0.8971673467485937,
0.9006960055462581,
0.9041035799167816,
0.9073942248208267,
0.9105719526433464,
0.9136406380860094,
0.916604022891743,
0.919465720407156,
0.9222292199884037,
0.924897891255868,
0.927474988202839,
0.9299636531632102,
0.9323669206430224,
0.9346877210205315,
0.9369288841193089,
0.9390931426587322,
0.9411831355860754]
```

```
In [29]: full_games = np.arange(1,83)
```



```
In [ ]:
```