**Assignment # 03**

**Chapter 10**

Example 10.3-3

Problem Set: 10.3 C Q1

(Questions of Replacement model in PDF file)

**Chapter 11**

Definitions on page 428 & 429

Example 11.4-1

Problem Set 11.4 B: Q1, 3

**Chapter 13**

Define

1. Players
2. Strategy
3. Pure strategy
4. Mix strategy
5. Minimax/ Maximin principle
6. Value of the game
7. Saddle point
8. Zero-sum game

Example: 13.4-1, 13.4-2, 13.4-3

Problem Set 13.4A: Q1,2,3,4

Problem Set 13.4B4: Q1,3,4

(All the PDF files related to game theory)

**Chapter 14**

Example 17.1-1, 17.1-2, 17.1-3

Problem Set 17.1 A Q1-4

Definitions on page 646

Q01: Define Markov Chain.

Q02: Classify the states in Markov Chain with example and give the graphical representation of it.

**Analysis of absorbing state in Markov Chain:**

Topic 17.6, page 658