

Assignment - 2

1) a) $Q = \begin{bmatrix} 0.5 & 0.5 & 0 & 0 \\ 0.25 & 0.75 & 0 & 0 \\ 0 & 0 & 0.25 & 0.75 \\ 0 & 0 & 0.75 & 0.25 \end{bmatrix}$

b) Recurrent $\rightarrow 1, 2, 3, 4$
No transient state

c) $(Q - \lambda I) v = 0$
 $\lambda = 1$

$$(Q - I) v = 0$$

$$\begin{bmatrix} 0.5 & 0.5 & 0 & 0 \\ 0.25 & 0.75 & 0 & 0 \\ 0 & 0 & 0.25 & 0.75 \\ 0 & 0 & 0.75 & 0.25 \end{bmatrix} - \begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} v = 0$$

$$N \begin{bmatrix} -0.5 & 0.5 & 0 & 0 \\ 0.25 & -0.25 & 0 & 0 \\ 0 & 0 & -0.75 & 0.75 \\ 0 & 0 & 0.75 & -0.75 \end{bmatrix} v = 0$$

$$[a \ b \ c \ d] \begin{bmatrix} -2 & 2 & 0 & 0 \\ 1 & -1 & 0 & 0 \\ 0 & 0 & -3 & 3 \\ 0 & 0 & 3 & -3 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \end{bmatrix} = 0$$

$$\begin{aligned} -2a + 2b &= 0 & 2a - b &= 0 & -3c + 3d &= 0 & 3c - 3d &= 0 \\ 2a &= b & 2a &= b & c &= d & c &= d \end{aligned}$$

$$c = 0, d = 0, a + b = 1$$

$$a = \frac{1}{3}, b = \frac{2}{3}$$

Two classes $\rightarrow c + d = 1, a = 0, b = 0$

$$c = \frac{1}{2}, d = \frac{1}{2}$$

$$v = \left[\frac{1}{3}, \frac{2}{3}, 0, 0 \right] \quad \& \quad \left[0, 0, \frac{1}{2}, \frac{1}{2} \right]$$

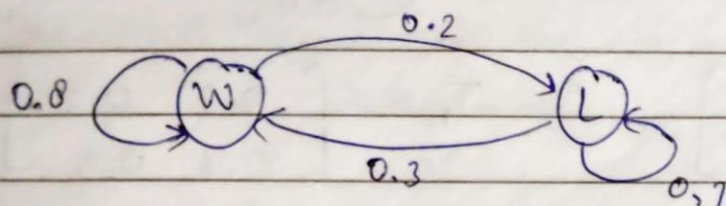
2)

$$W \xrightarrow{0.8} W$$

$$L \xrightarrow{0.3} W$$

$$W \xrightarrow{0.7} D$$

$$L \xrightarrow{0.2} D$$



$$T = \begin{bmatrix} 0.8 & 0.2 \\ 0.3 & 0.7 \end{bmatrix}$$

a)

for long run

stationary state $\rightarrow v = [a, b]$

$$v(T - I) = 0 \Rightarrow v \begin{bmatrix} -0.2 & +0.2 \\ +0.3 & -0.3 \end{bmatrix} = 0$$

$$\begin{bmatrix} a & b \end{bmatrix} \begin{bmatrix} -2 & 2 \\ 3 & -3 \end{bmatrix} = 0$$

$$-2a + 3b = 0$$

$$2a = 3b$$

$$2a - 3b = 0$$

$$a + b = 1$$

$$3b + b = 1 \Rightarrow 5b = 1$$

$$\boxed{a = \frac{3}{5}}$$

$$\Rightarrow \boxed{b = \frac{2}{5}}$$

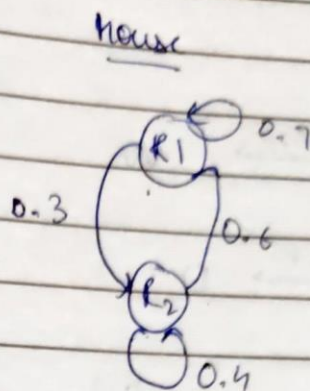
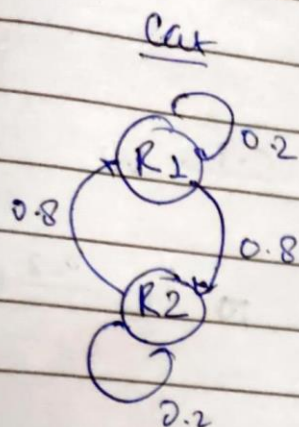
$$\boxed{W = \frac{3}{5}, L = \frac{2}{5}} \quad \text{Ans.}$$

b)

$$P = 0.7W + 0.2L = \frac{3}{5} \times \frac{7}{10} + \frac{2}{5} \times \frac{2}{5} = \frac{1}{2}$$

c) expected games = $\frac{1}{0.5} = 2$

3)



a) $T_c = \begin{bmatrix} 0.2 & 0.8 \\ 0.8 & 0.2 \end{bmatrix}$

$T_m = \begin{bmatrix} 0.7 & 0.3 \\ 0.6 & 0.4 \end{bmatrix}$

Cat $\rightarrow [R_1, R_2] \begin{bmatrix} -0.8 & 0.8 \\ 0.8 & -0.8 \end{bmatrix} = 0$

Mouse $\rightarrow [R_1, R_2] \begin{bmatrix} -0.3 & 0.3 \\ 0.6 & -0.6 \end{bmatrix} = 0$

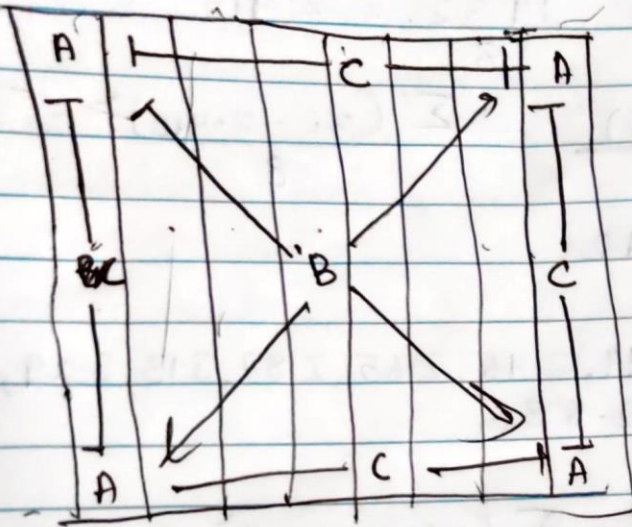
$R_1 = R_2$ & $R_1 + R_2 = 1$
 $\Rightarrow \boxed{R_1 = R_2 = 0.5}$

$2R_1 = 2R_2$ & $R_1 + R_2 = 1$
 $\Rightarrow \boxed{R_1 = \frac{2}{3}, R_2 = \frac{1}{3}}$

$[R_1, R_2] = \left[\frac{1}{2}, \frac{1}{2} \right]$

$[R_1, R_2] = \left[\frac{2}{3}, \frac{1}{3} \right]$

b) Yes can be treated as 2 classes of a Markov chain as current state only depends on previous state for both cat & mouse and hence for both combined.



$$A = 4$$

$$C = 4 \times 6 = 24$$

$$B = 36$$

$N \rightarrow$ no. of available loops

$$N(A) = 3$$

$$N(B) = 8$$

$$N(C) = 5$$

$$\text{Total stationary prob} = 3 \times 4 + 36 \times 8 + 24 \times 5$$

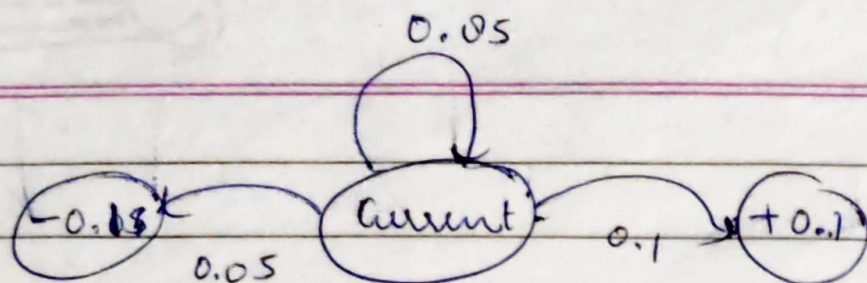
$$\text{Stationary prob} = SP$$

$$SP(A) = \frac{3 \times 4}{420} = \frac{1}{35}$$

$$SP(B) = \frac{36 \times 8}{420} = \frac{2}{5}$$

$$SP(C) = \frac{24 \times 5}{420} = \frac{2}{7}$$

5)



$$X_n = X_{n-1} + 0.1 \rightarrow P = 0.1$$

$$X_n = X_n \rightarrow P = 0.85$$

$$X_n = X_{n-1} - 0.1 \rightarrow P = 0.05$$

- a) ~~Transient~~ Transient as it is bounded and can go up indefinitely
- b) If there is no limit \Rightarrow no stationary state
- c) Probability of earning ₹ 5 before 1 pm is 0
0%. chance stock will reach 130 before 1 P.M.