#### Homework 4

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### Problem a

#### How many turns on average does it take to complete the game?

We compute the expected hitting time for state "9". Define the transition matrix P

Define  $\tilde{P} = P$  with the exception that p(9,9) = 0

$$\widetilde{P} = \begin{pmatrix}
0 & 0 & 0.5 & 0.5 & 0 \\
0.5 & 0 & 0.5 & 0 & 0 \\
0.5 & 0 & 0 & 0.5 & 0 \\
0 & 0.5 & 0 & 0 & 0.5 \\
0 & 0 & 0 & 0 & 0
\end{pmatrix}$$

Define the hitting time vector h

$$h = \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \\ 0 \end{pmatrix}$$

Then computing the expected hitting time is equivalent to solving the matrix equation

$$(I - \tilde{P}) \rho = h$$

for the unknown  $\rho = (\rho_1, \rho_4, \rho_5, \rho_7, \rho_9)^T$  where  $\rho_i$  is the hitting time for hitting state 9 from state i.

Solve [ (IdentityMatrix[5] - 
$$\tilde{P}$$
). { $\rho_1$ ,  $\rho_4$ ,  $\rho_5$ ,  $\rho_7$ ,  $\rho_9$ } == h, { $\rho_1$ ,  $\rho_4$ ,  $\rho_5$ ,  $\rho_7$ ,  $\rho_9$ }] { $\{\rho_1 \rightarrow 0, \rho_4 \rightarrow 0.142857, \rho_5 \rightarrow 0.285714, \rho_7 \rightarrow 0.571429, \rho_9 \rightarrow 1\}$ }

And so the expected hitting for hitting state 9 from state 1 is  $\rho_5 = 0.285714$ .

### Problem b

What is the probability that a player who has reached the middle

#### square will complete the game without slipping back to square 1?

This probability is equivalent to the probability of hitting the states {1,9} with the further conditon that state 1 carries probability of zero of "hitting 9 before 1" and state 9 carries a probability of one of "hitting 9 before 1".

Define  $\tilde{P} = P$  with the exception that p(9,9) = p(1, j) = 0

$$\widetilde{P} = \begin{pmatrix} 0 & 0 & 0 & 0 & 0 \\ 0.5 & 0 & 0.5 & 0 & 0 \\ 0.5 & 0 & 0 & 0.5 & 0 \\ 0 & 0.5 & 0 & 0 & 0.5 \\ 0 & 0 & 0 & 0 & 0 \end{pmatrix}$$

Define the hitting probability vector h

$$\mathbf{h} = \begin{pmatrix} 0 \\ 0 \\ 0 \\ 0 \\ 1 \end{pmatrix}$$

Then computing the expected hitting time is equivalent to solving the matrix equation

$$(I - \tilde{P}) \rho = h$$

for the unknown  $\rho = (\rho_1, \rho_4, \rho_5, \rho_7, \rho_9)^T$  where  $\rho_i$  is the probability of hitting state 1 or 9. It is h that encodes the conditions  $\rho_1 = 0$  and  $\rho_9 = 1$ .

Solve [(IdentityMatrix[5] - 
$$\tilde{P}$$
). $\{\rho_1, \rho_4, \rho_5, \rho_7, \rho_9\} = h, \{\rho_1, \rho_4, \rho_5, \rho_7, \rho_9\}$ ]  
 $\{\{\rho_1 \to 0., \rho_4 \to 0.142857, \rho_5 \to 0.285714, \rho_7 \to 0.571429, \rho_9 \to 1.\}\}$ 

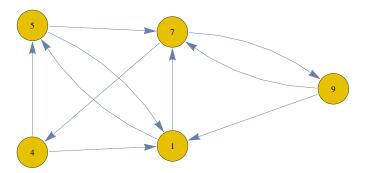
So  $\rho_5$  = 0.285714 is the probability that starting at state 5 you hit state 9 without hitting state 1 first.

# Problem c

Does this **new** Markov chain have a unique stationary distribution? Why or why not? In the long-run, in which square will we spend the most time, and what fraction of the time will we be there?

The adjusted transition matrix is





The system is irreducible and finite. Hence is has a stationary distribution. Further it's aperiodic because  $1 \rightarrow 5 \rightarrow 1$  and  $1 \rightarrow 7 \rightarrow 4$ :->1. Hence it has a limiting distribution and it is equal to the stationarity distribution.

MatrixPower[P, 100] // MatrixForm

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0.238 0.143 0.19 0.286
0.238 0.143 0.19 0.286
0.238 0.143 0.19 0.286 0.143
```

So in the long run position 7 will have the most visits and  $\frac{143}{500}$  of the time will be spent there.

# Problem d

### What is expected return time to square 1? Why same/different as in a?

Since the stationary distribution  $\pi$  = (0.238, 0.143, 0.19, 0.286, 0.143) by Thm 1.21 in Durrett the expected return time is  $\frac{1}{0.238}$  = 4.20168 . This is shorter than the 7 steps computing in **a** because you do not have to "cross" state 9 before returning to state 1.