## 1 Basketball II

The point difference between the Team A and Team B can be modeled as a continuous time Markov chain, with 2k + 1 states for point differences from -k to k.

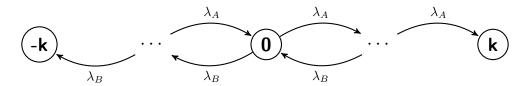


Figure 1: CTMC modeling point difference between Team A and Team B

We can convert this to a DTMC by normalizing the rates to probabilities by dividing by  $\lambda_A + \lambda_B$ . A self-loop for the recurrent states -k and k must be added to maintain the balance equations for the resulting DTMC. Using  $p = \frac{\lambda_A}{\lambda_A + \lambda_B}$  and  $(1 - p) = \frac{\lambda_B}{\lambda_A + \lambda_B}$  as a result, we get:

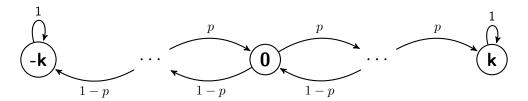


Figure 2: DTMC modeling point difference between Team A and Team B

We can now find  $\alpha(0) = \mathbb{P}(T_k < T_{-k} \mid X_0 = 0)$  from the first step equations. We have  $\alpha(-k) = 0$  and  $\alpha(k) = 1$ , and  $\alpha(i) = (1-p)\alpha(i-1) + p\alpha(i+1)$ , for  $i = -k+1, \ldots, k-1$ . This can be rewritten as  $(1-p)(\alpha(i) - \alpha(i-1)) = p(\alpha(i+1) - \alpha(i))$ , and letting  $\delta_i = \alpha(i+1) - \alpha(i)$  and  $\rho = \frac{1-p}{p}$ , we have  $\delta_i = \rho \delta_{i-1}$ . Since  $\sum_{i=-k}^{k-1} \delta_i = \alpha(k) - \alpha(-k) = 1$ , we get  $\sum_{i=0}^{2k-1} \delta_{-k} \rho^i = 1$  so that  $\delta_{-k} = \frac{1}{\sum_{i=0}^{2k-1} \rho^i}$ . We see that  $\alpha(i) = \sum_{j=-k}^{i-1} \delta_j = \sum_{j=0}^{k+i-1} \delta_{-k} \rho^j = \frac{\sum_{j=0}^{k+i-1} \rho^j}{\sum_{j=0}^{2k-1} \rho^j}$ . As such, we get  $\alpha(0) = \frac{1-\rho^k}{1-\rho^{2k}} = \frac{1-\left(\frac{\lambda_B}{\lambda_A}\right)^k}{1-\left(\frac{\lambda_B}{\lambda_A}\right)^{2k}}$ .

## 2 Taxi Queue

The number of passengers waiting can be modeled as a CTMC as follows.

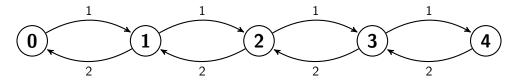


Figure 3: CTMC modeling the number of passengers waiting

The balance equations give us

$$\pi(0) = 2\pi(1)$$

$$\pi(1) = 2\pi(2)$$

$$\pi(2) = 2\pi(3)$$

$$\pi(3) = 2\pi(4)$$

Combining these with our normalization requirement  $\sum_{i=0}^4 \pi(i) = 1$ , we have that  $\pi(0) = \frac{16}{31}, \pi(1) = \frac{8}{31}, \pi(2) = \frac{4}{31}, \pi(3) = \frac{2}{31}, \pi(4) = \frac{1}{31}$ . Since the expected waiting time for John's position in the queue to decrease is  $\frac{1}{2}$ , we have that his expected waiting time given that he joins the queue is  $\frac{16}{31} \frac{1}{2} + \frac{8}{31} \frac{1 + \frac{4}{31}}{31} \frac{3}{2} + \frac{2}{31} \frac{2}{31} = \frac{13}{15}$ .

## 3 Two-Server System

We can model the number of broken servers as CTMC.

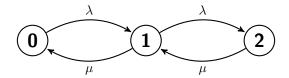


Figure 4: CTMC modeling the number of broken servers

The balance equations give us

$$\pi(2)\mu = \pi(1)\lambda$$
  
$$\pi(1)\mu = \pi(0)\lambda$$

Combining these with our normalization requirement,  $\sum_{i=0}^{2} \pi(i) = 1$ , we have that  $\left(\frac{\lambda}{\mu}\right)^{2} \pi(0) + \frac{\lambda}{\mu} \pi(0) + \pi(0) = 1$ , so that  $\pi(0) = \frac{1}{1 + \frac{\lambda}{\mu} + \left(\frac{\lambda}{\mu}\right)^{2}}$ .

## 4 Poisson Queues

(a) The queue-length is a Markov chain since the arrivals are independent of the queue-lengths and the service rate only depends on the current queue-length.

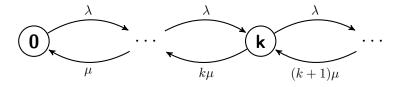


Figure 5: CTMC modeling the customers being served

(b) From the balance equations we have that  $\lambda \pi(0) = \mu \pi(1)$ , so that  $\pi(1) = \frac{\lambda}{\mu} \pi(0)$ , and  $\pi(i+1) = \frac{\lambda}{(i+1)\mu} \pi(i)$ , so  $\pi(i) = \frac{\lambda^i}{i!\mu^i} \pi(0)$ . From the our normalization constraint,  $\sum_{i=0}^{\infty} \pi(i) = \sum_{i=0}^{\infty} \frac{\lambda^i}{i!\mu^i} \pi(0) = e^{\frac{\lambda}{\mu}} \pi(0) = 1$ , we get that  $\pi(0) = e^{-\frac{\lambda}{\mu}}$ , so that  $\pi(i) = \frac{\left(\frac{\lambda}{\mu}\right)^i}{i!} e^{-\frac{\lambda}{\mu}} \sim \text{Poisson}\left(\frac{\lambda}{\mu}\right)$ .

Thus, since the invariant distribution is Poisson  $\left(\frac{\lambda}{\mu}\right)$ , the chain is positive recurrent for all finite values  $\lambda \& \mu$ .

5 [Bonus] Jukes-Cantor Model