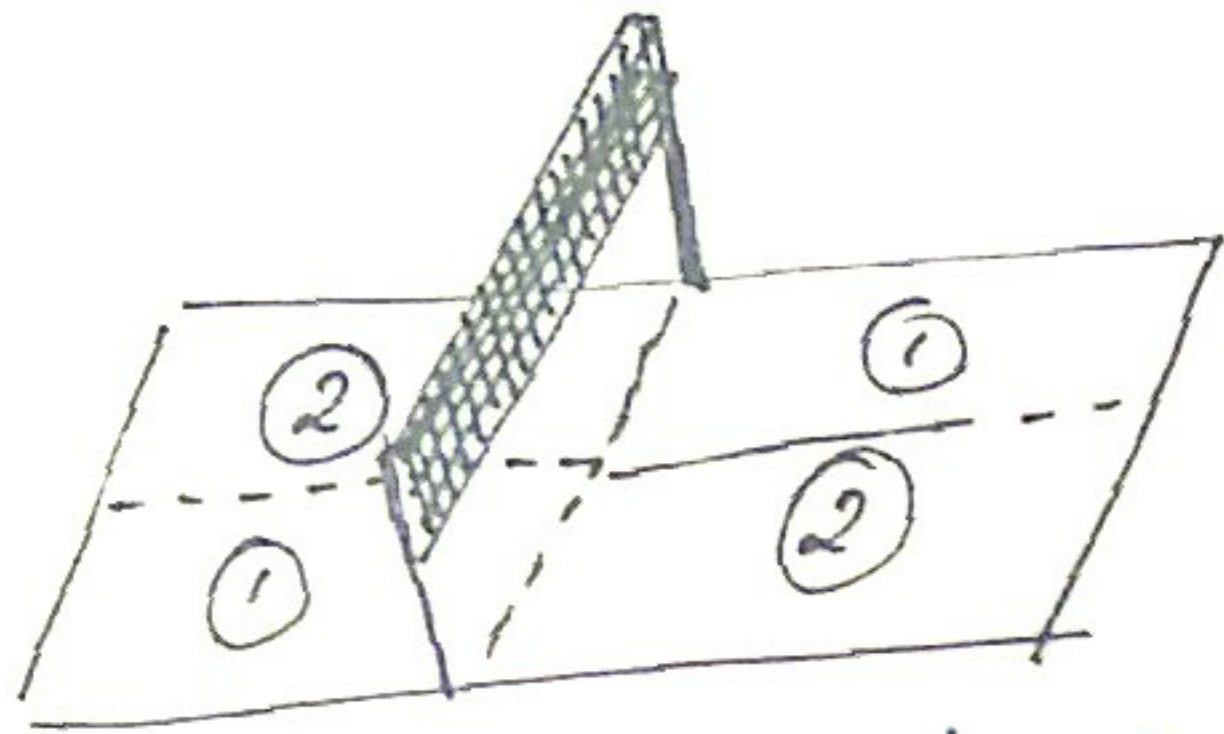


Numerical problems on return times.



- Q) Consider a simple badminton court divided into 2 quadrants on each side as shown.
- Based on recorded scores/rallies over many games in the past, the data reveals that the probability "a cross-court shot is played" is $\frac{2}{3}$. Assume a Markov model of the game.
- i) Construct the probability transition matrix.
 - ii) Given a service from quadrant ①; when does the shuttle return to quadrant ① on an average on either side?

$$\begin{aligned} \text{Soln :- } \mu_1(1) &= 1 + p_{12} \mu_2(1) \\ &= 1 + \frac{1}{3} \mu_2(1) \end{aligned}$$

$$\begin{aligned} \mu_2(1) &= 1 + p_{22} \mu_2(1) \\ &= 1 + \frac{2}{3} \mu_2(1) \end{aligned}$$

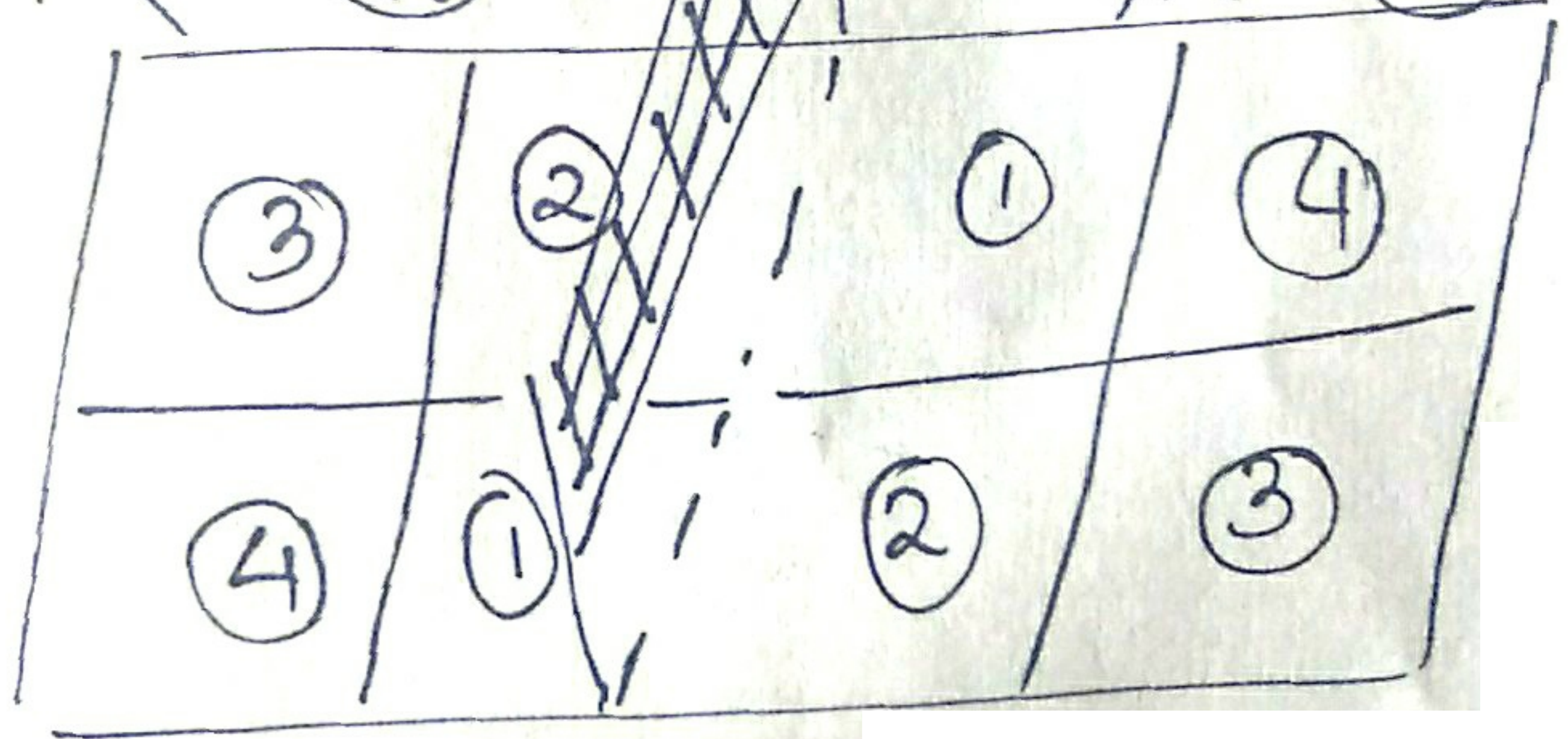
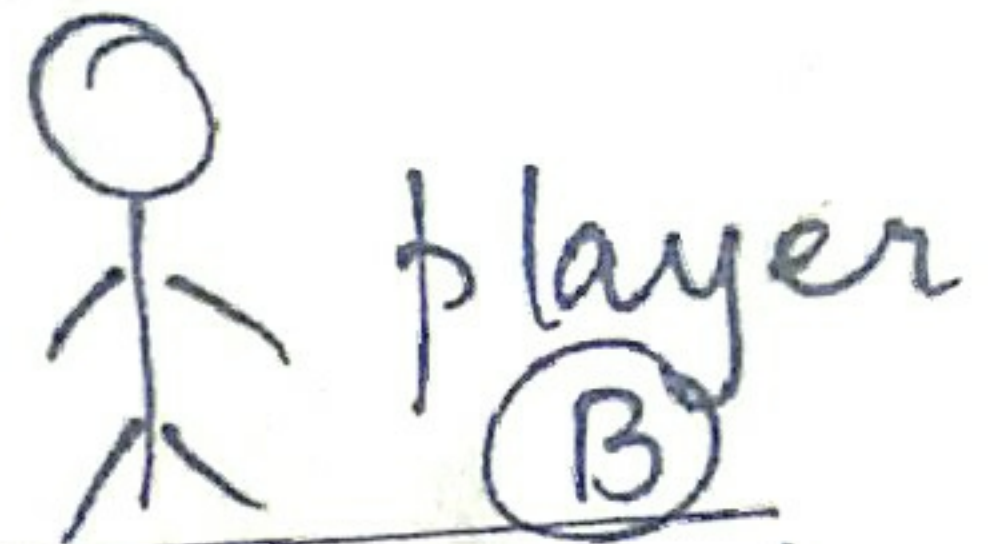
$$\Rightarrow \frac{1}{3} \mu_2(1) = 1 \Rightarrow \mu_2(1) = 3$$

$$\therefore \mu_1(1) = 1 + \frac{1}{3} \times 3 = 2$$

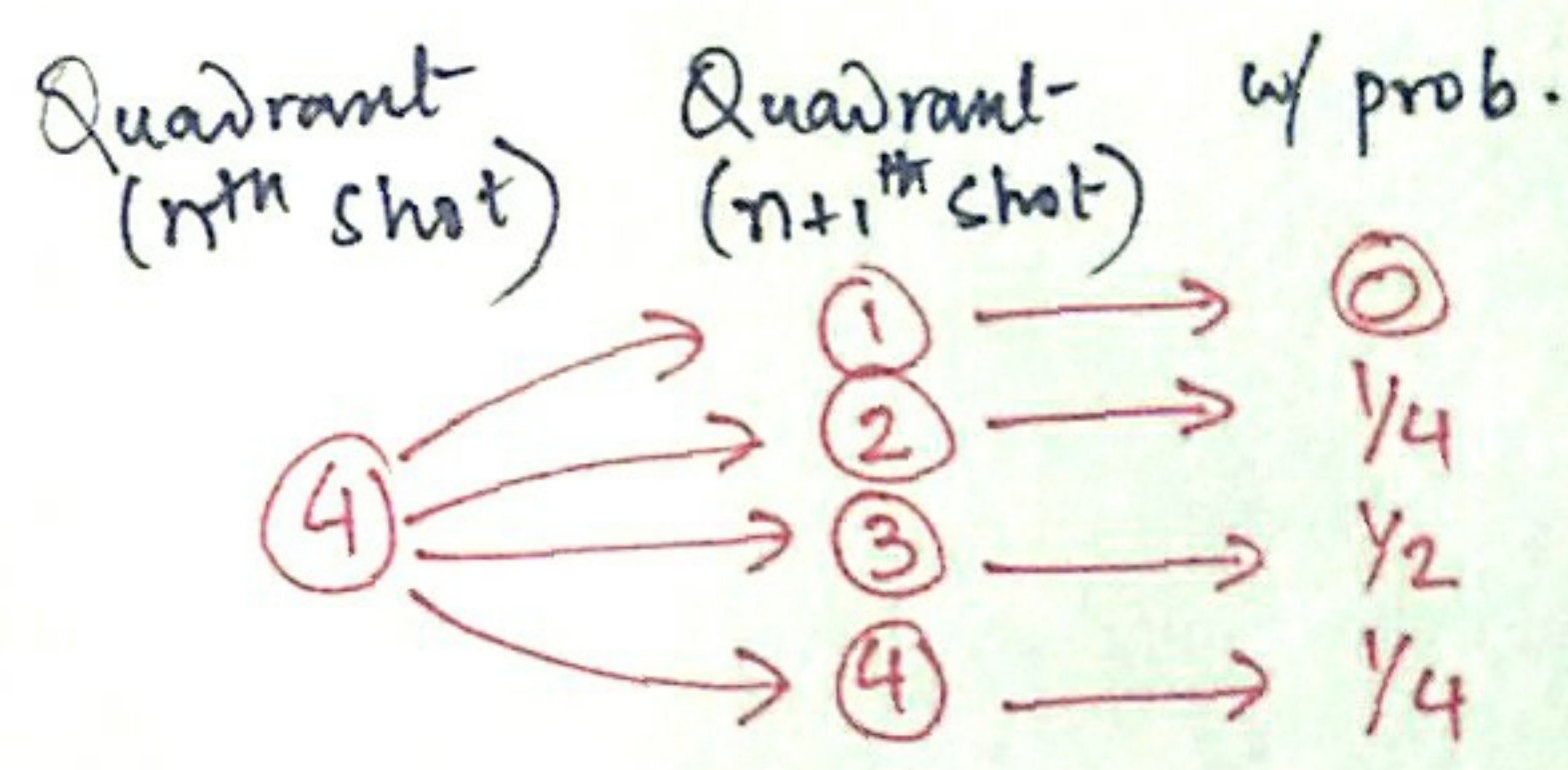
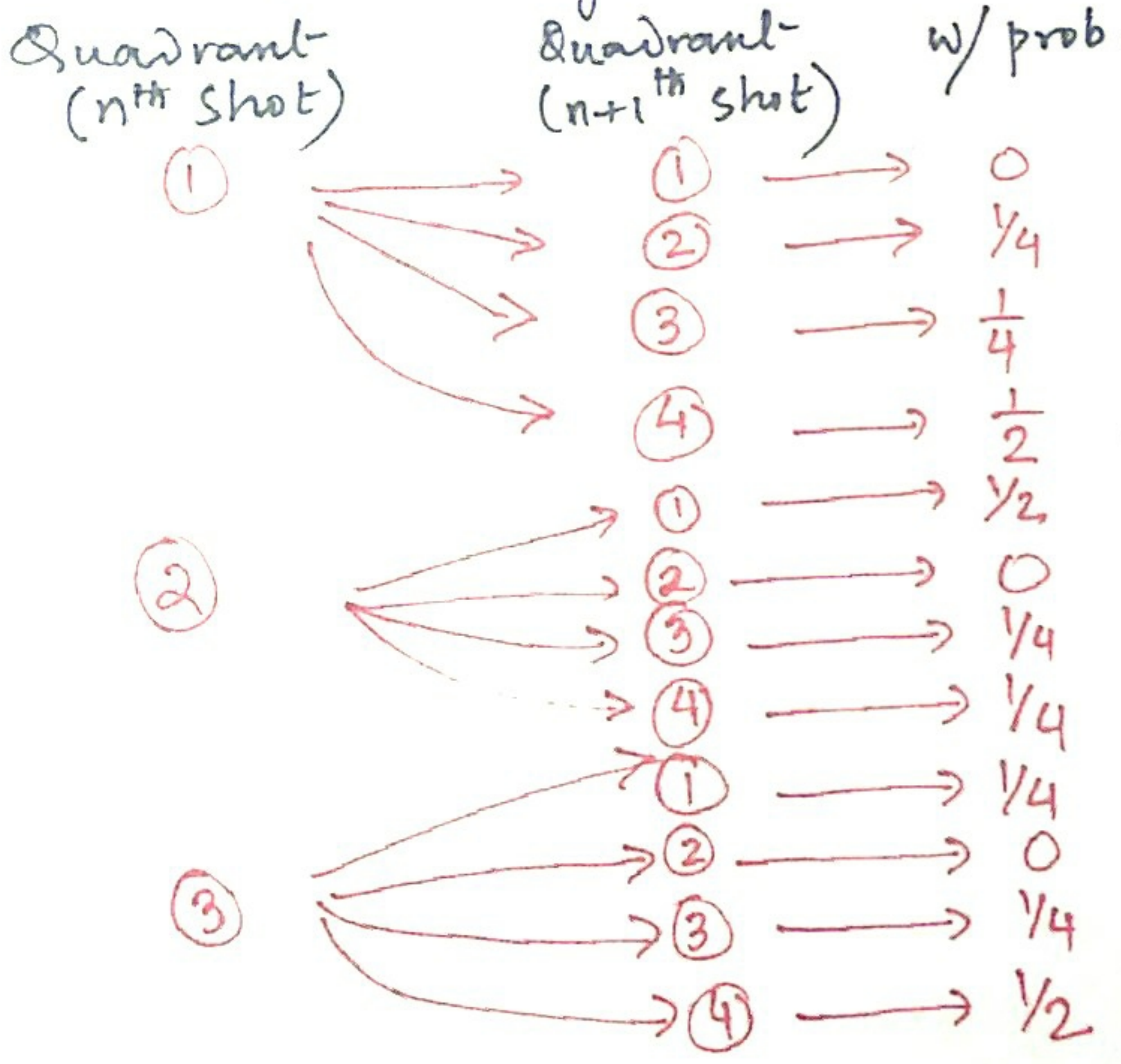
i.e. every 2nd shot in the rally returns to quadrant ① given a service from quadrant ①.

Recall formula from part III of previous lecture on mean return time to state y starting at state x

$$\mu_x(y) = 1 + \sum_{\substack{m \in S \\ m \neq y}} p_{xm} \mu_m(y)$$



Q) Now consider an extended (& more realistic) version of the same problem where the badminton court is divided into 4 quadrants. At any given instant in a rally, the shuttle arrives in one of these 4 quadrants according to a Markov process:-



- Q1) Construct the probability transition matrix
- Q2) Given that in an instant of a game, player (A) serves from quadrant ①; what is the average no. of shots in that rally before the shuttle arrives again in quadrant ① for either of the two players.