

Q-1 Gambler's ruin (this is a problem of on law of total probability/ Conditional probability).  
 (f) Total pts = 5

$R :=$  event that the gambler loses all her money

$p_x := P(R | \text{currently has } \geq x)$ ;  $x = 0, 1, \dots, N$

By conditions

$$\left. \begin{aligned} p_0 &= 1 \\ p_N &= 0 \end{aligned} \right\} \textcircled{1} + \textcircled{1} \text{ pts.}$$

$$p_x = P(R | \text{has } \geq x) \xrightarrow{\text{because}} = P(R | \text{has } \geq x+1) \frac{1}{2} + P(R | \text{has } \geq x-1) \frac{1}{2}$$

using law of total probability  $\Rightarrow \frac{1}{2} P(R | \text{has } \geq x+1) + \frac{1}{2} P(R | \text{has } \geq x-1)$  ① pt.

$$p_x = \frac{1}{2} p_{x+1} + \frac{1}{2} p_{x-1}$$

$$\Rightarrow 2p_x = p_{x+1} + p_{x-1} \quad \text{--- ① pt.}$$

Recurrence Relation

i.e.  $p_{x+1} = 2p_x - p_{x-1}$

$$\therefore p_0 = 1$$

$$p_2 = 2p_1 - 1$$

$$p_3 = 2p_2 - p_1 = 2(2p_1 - 1) - p_1 = 3p_1 - 2$$

$$p_4 = \dots = 4p_1 - 3$$

By inspection, the pattern reveals.

$$p_x = xp_1 - (x-1) \quad \text{--- (i)}$$

$$p_N = Np_1 - (N-1) \Rightarrow 0 = Np_1 - (N-1)$$

$$\Rightarrow p_1 = \left(1 - \frac{1}{N}\right) \quad \text{--- (ii)}$$

Note that the law of total probability gives  
 $P(R | \text{has } \geq x) = P(R | \text{1st toss is H; has } \geq x) \times P(\text{1st toss is H} | \text{has } \geq x)$   
 $+ P(R | \text{1st toss is T; has } \geq x) \times P(\text{1st toss is T} | \text{has } \geq x)$



Substitute eqn. (ii) in eq. (i)

$$\begin{aligned}
 P_x &= x p_1 - (x-1) \\
 &= x \left(1 - \frac{1}{N}\right) - (x-1) \\
 &= x - \frac{x}{N} - x + 1
 \end{aligned}$$

$$\boxed{P_x = 1 - \frac{x}{N}} \quad \text{--- 1 pt.}$$

this is the probability of gambler's ruin. #

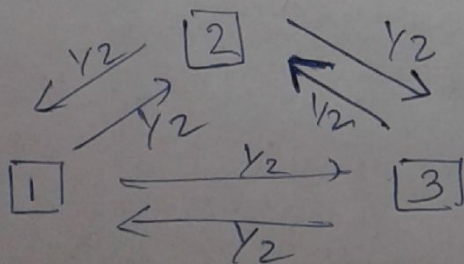
Q. 2 (a)

Chapman - Kolmogorov eqn -

$$P_{ij}^{m+n} = \sum_{k \in S} P_{ik}^m P_{kj}^n ; \text{ for } m, n \geq 0 \text{ and constant integers.}$$

--- 1 pt.

Q. 2 (c)



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States space =  $\{1, 2, 3\}$  where the vertices are labelled 1, 2, 3. --- 1 pt.

Probability transition matrix =  $\mathbb{P} = \begin{matrix} & \begin{matrix} 1 & 2 & 3 \end{matrix} \\ \begin{matrix} 1 \\ 2 \\ 3 \end{matrix} & \begin{pmatrix} 0 & 1/2 & 1/2 \\ 1/2 & 0 & 1/2 \\ 1/2 & 1/2 & 0 \end{pmatrix} \end{matrix}$  --- 1 pt.

We wish to find  $\mu_1(2) \equiv \mu_{12}$  i.e. mean no. of steps to get to 2 from 1.



& results  
 By def<sup>n</sup> from the theory of hitting times in discrete time Markov chains, we have

$$\mu_{i2} = \begin{cases} 0 & ; i=2 \\ 1 + \sum_{j \neq 2} p_{ij} \mu_{j2} & ; i \neq 2 \end{cases}$$

① pt

$$\begin{cases} \mu_{22} = 0 \\ \mu_{12} = 1 + \frac{1}{2} \mu_{22} + \frac{1}{2} \mu_{32} = 1 + \frac{1}{2} \mu_{32} \\ \mu_{32} = 1 + \frac{1}{2} \mu_{22} + \frac{1}{2} \mu_{12} \\ = 1 + \frac{1}{2} \mu_{12} \\ = 1 + \frac{1}{2} \left( 1 + \frac{1}{2} \mu_{32} \right) \end{cases}$$

$$\Rightarrow \mu_{32} = 2.$$

① pt

$$\mu_{12} = 1 + \frac{1}{2} \mu_{32} = 2 \text{ steps.}$$

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