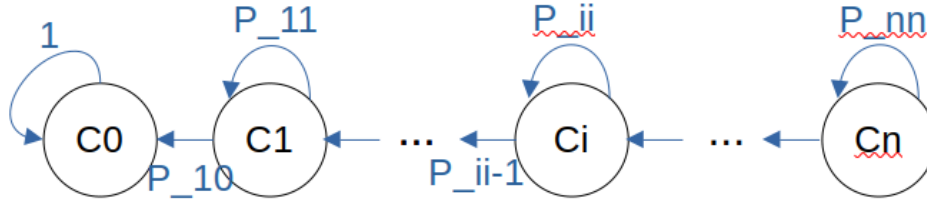




1. Jimmy has a box of N toys, some clean and some dirty. Each day, he randomly picks up a toy, plays with it and puts it back in the box. Whichever toy he plays, turns dirty at the end of the day with a probability of q .
 - [2] Model the status of the box as a Markov Chain, assuming the types of the toys is not important in general status calculation. Why does this model satisfy the Markov property?
 - [6] Find the transition probabilities.
 - [2] List the transient and recurrent states.

Solution:

- The number of clean toys each day, B_d , completely specifies the status of the toy box. Let the states be denoted as $c_0, c_1, \dots, c_i, \dots, c_n$, in which c_i stands for the existence of i clean toys in the box. We can have the following Markov Chain:



As the number of clean toys each day, B_d , specifies the probability distribution function of the number of clean toys on the next day, B_{d+1} , without requiring the history; the process has the Markov Property.

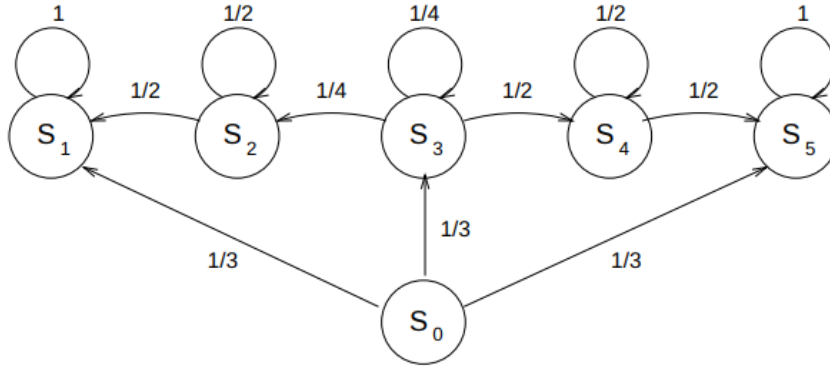
$$P(B_{d+1} = c_i | B_0 = c_{j_0}, B_1 = c_{j_1}, \dots, B_d = c_{j_d}) = P(B_{d+1} = c_i | B_d = c_{j_d}) \quad (1)$$

- Assume having c_i clean toys in the box. The probability of choosing a clean toy for playing would be $\frac{c_i}{N}$, and a dirty toy would be $\frac{N-c_i}{N}$. If we choose a dirty toy, the state won't be changed. But if we choose a clean one, the state would change with a probability of q :

$$\begin{cases} P_{i,i} = \frac{N - c_i}{N} + \left(\frac{c_i}{N}\right) * (1 - q) \\ P_{i,i-1} = \frac{c_i}{N} * q \end{cases} \quad (2)$$

- c_0 is the only recurrent state, as it is an absorbing state. All of the others are transient.

2. Consider the following Markov chain:



Assume starting from state s_0 , answer the following questions:

- [3] Entering the state s_2 for the first time as the result of K th trial.
- [4] Never entering s_4 .
- [3] Entering s_2 and leaving it on the text trial.

Solution:

- Assume that A_k specifies the state of the system at trial k . The only way to enter state s_2 for the first time on the k th trial is to enter state s_3 on the first trial, remain in s_3 for the next $k - 2$ trials, and finally enter s_2 on the last trial. Thus:

$$P(A_k = s_2) = p_{03} \times p_{33}^{k-2} \times p_{32} = \frac{1}{3} \times \left(\frac{1}{4}\right)^{k-1} \quad (3)$$

- There are 3 possible ways for this scenario:

(a) $s_0 \rightarrow s_1 = p_{01} = \frac{1}{3}$

(b) $s_0 \rightarrow s_5 = p_{05} = \frac{1}{3}$

(c) $s_0 \rightarrow s_3 \rightarrow \dots \rightarrow s_2 = \frac{1}{3} \times \left(\sum_{i=0}^{\infty} \left(\frac{1}{4}\right)^i\right) \times \frac{1}{4} = \frac{1}{3} \times \frac{4}{3} \times \frac{1}{4} = \frac{1}{9}$

Thus the total probability is $\frac{2}{3} + \frac{1}{9} = \frac{7}{9}$

- Considering the first bullet, the answer is: $\sum_{k=2}^{\infty} P(A_k = s_2) \times P(A_{k+1} \neq s_2)$
 $= \left(\sum_{k=2}^{\infty} \frac{1}{3} \times \left(\frac{1}{4}\right)^{k-1}\right) \times \frac{1}{2} = \frac{1}{6} \times \frac{\frac{1}{4}}{1-\frac{1}{4}} = \frac{1}{18}$