

1. Suppose that

$$f(z) = \frac{6}{(7-z)}$$

is the generating function for a random variable X . Find

- a) $P(X > 2)$ b) $E(X)$ c) $\text{Var}(X)$

2. Consider the transition matrix

$$\begin{bmatrix} \frac{1}{4} & 0 & 0 & 0 & \frac{3}{4} & 0 & 0 & 0 \\ \frac{1}{4} & 0 & \frac{1}{2} & 0 & \frac{1}{4} & 0 & 0 & 0 \\ 0 & \frac{1}{2} & 0 & 0 & \frac{1}{2} & 0 & 0 & 0 \\ 0 & 0 & 0 & \frac{3}{4} & 0 & 0 & 0 & \frac{1}{4} \\ \frac{1}{2} & 0 & 0 & 0 & \frac{1}{2} & 0 & 0 & 0 \\ 0 & \frac{1}{4} & 0 & 0 & 0 & \frac{1}{4} & \frac{1}{4} & \frac{1}{4} \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \end{bmatrix}$$

- a) Find R_i for each state $i = 1, \dots, 8$.
 b) Classify the recurrent and the transient states.
 c) If you start in E_3 , what is the probability you will return there?
 d) If you start in E_6 , how many times do you expect to visit E_3 ?
 e) If you start in E_3 , how long do you expect it to take you to reach E_1 ?
 f) From each transient state, how long do you expect it take you to reach a recurrent state?
3. You roll a die until you get the sequence 1,1,2,2. What is the transition matrix for the Markov system describing this game?
4. Find a fixed probability vector for the transition matrix

$$\begin{bmatrix} \frac{1}{4} & 0 & \frac{3}{4} \\ 0 & \frac{1}{2} & \frac{1}{2} \\ \frac{1}{2} & \frac{1}{2} & 0 \end{bmatrix}$$