

OK to post

Anne Somalwar, 9/27/2021, hw7

2. (a)

$x_N(i)$ becomes $x_N(i-1)$ if you lose a round (you have yet another dollar to make up). $x_N(i)$ becomes $x_N(i+1)$

if you win a round (you have one less dollar you will need to win). There is an equal chance

of winning or losing each round, so $x_N(i) = \frac{1}{2} (x_N(i-1) + x_N(i+1))$.

The boundary conditions are true because,

if $i=0$, you automatically lose and your chances of winning are 0.

If $i=N$, you automatically win and your chances of winning are 1.

$$(b) \quad \frac{1}{2} \left(\frac{i-1}{N} + \frac{i+1}{N} \right) = \frac{i}{N} \cdot \checkmark$$

$$y_N(0) = \frac{0}{N} = 0 \cdot \checkmark$$

$$y_N(N) = \frac{N}{N} = 1 \cdot \checkmark$$

We have this solution because,

for any nonzero c ,

$$\frac{1}{2}(c(i-1) + c(i+1)) = ci. \text{ Since}$$

$$x_N(N) = 1, \quad c = \frac{1}{N} \quad \text{and} \quad c_i = \frac{i}{N}.$$

(c) Given i dollars, if you lose a round, you have $i-1$ dollars. If you win, you have $i+1$. There is an equal chance of winning or losing, so

$$E_N(i) = \frac{1}{2}(E_N(i-1) + E_N(i+1)) + 1 \quad (\text{the}$$

1 is added for the current round that has been played).

The boundary conditions are true

because, if $i=0$, you automatically

lose and there are no expected rounds, if $i=N$, you automatically win and there are no rounds.

$$\begin{aligned}
 (d) & \frac{1}{2} (z_N(i-1) + z_N(i+1)) + 1 \\
 &= \frac{1}{2} ((i-1)(N-i+1) + (i+1)(N-i-1)) + 1 \\
 &= \frac{1}{2} (Ni - i^2 + i - N + i - 1 + Ni - i^2 - i + N - i - 1) + 1 \\
 &= \frac{1}{2} (2(Ni - i^2 - 1)) + 1 \\
 &= Ni - i^2 \\
 &= i(N-i) = z_N(i). \quad \checkmark
 \end{aligned}$$

We have this formula because

$$\frac{1}{2} ((i-1)(c-(i-1)) + (i+1)(c-(i+1))) + 1$$

$= i(c-i)$ for any c , and
since $E_N(N) = 0$, $c = N$.

5)(a) Recurrence

$$x_N(i) = p x_N(i+1) + (p-1) x_N(i-1)$$

This is the case because there is probability p that the player will win a round, in which case the probability of winning becomes $x_N(i+1)$. There is probability $p-1$ that the player will lose a round, in which case the probability of winning becomes $x_N(i-1)$.

(b) Explicit Form

$$x_N(i) = \begin{cases} \frac{1 - \left(\frac{1-p}{p}\right)^i}{1 - \left(\frac{1-p}{p}\right)^N} & \text{if } p \neq 0.5 \\ i/N & \text{if } p = 0.5 \end{cases}$$

The boundary conditions remain the same.

(c) Recurrence

$$E_N(i) = pE_N(i+1) + (p-1)E_N(i-1) + 1$$

This is the case because there is probability p that the player will win a round, in which case the

expected # of rounds becomes $E_N(i+1)$. There is probability $p-1$ that the player will lose a round, in which case the expected # of rounds becomes $E_N(i-1)$.

$$M=0, \quad k=i$$

Explicit Form

$$E_N(i) = \begin{cases} \frac{i}{1-2p} - \frac{N}{1-2p} \frac{\left(\left(\frac{1-p}{p}\right)^i - 1\right)}{\left(\left(\frac{1-p}{p}\right)^N - 1\right)} & \text{when } p \neq 0.5 \\ i(N-i) & \text{when } p = 0.5 \end{cases}$$

The boundaries are the same.