Math 160	
Project 5a -	Peg Moving

Name :	
	10 Points

Transition Matrix

	A	G	J	В	С	D	Е	F	Н	I
A	1	0	0	0	0	0	0	0	0	0
G	0	1	0	0	0	0	0	0	0	0
J	0	0	1	0	0	0	0	0	0	0
В				0						
С					0					
D						0				
Е							0			
F								0		
Н									0	
I										0

Fundamental Matrix, F

	В	C C	D	Е	F	Н	I
В							
С							
D							
Е							
F							
Н							
I							

FR

	T		
	A	G	J
В			
С			
D			
Е			
F			
Н			
I			

If the peg is initially placed into hole E, then	moves can	be expected	before th	e game is
over.				

If the peg is initially placed into hole F, then the probability of ending in hole A is ______.