

ST3009 Mid-Term Test 2019

Attempt **all** questions. Time: 1 hour 30 mins.

1. A (large) bag contains 4 white and 3 black sheep

- a) Suppose four sheep are drawn from the bag without replacement. What is the probability that they are alternately of different colours? [5 marks]

Suppose now that each sheep is put back into the bag after being drawn.

- b) What is the probability that the four sheep are alternately of different colours now? [5 marks]
- c) Let X be the number of sheep drawn from the bag that are white. Calculate:
(i) $E[X]$ [5 marks]
(ii) $\text{Var}(X)$ [5 marks]
- d) State the definition of statistical independence for random variables. [5 marks]
- e) Let Y be the number of sheep drawn from the bag that are black. Are random variables X and Y independent? Explain your answer using the definition of statistical independence. [5 marks]

Model Solution

1(a) There are two sequences with alternating colours, namely BWBW and WBWB. The probability of sequence BWBW is now $(3/7)(4/6)(2/5)(3/4)$. The probability of sequence WBWB is $(4/7)(3/6)(3/5)(2/4)$. The overall probability $(3/7)(4/6)(2/5)(3/4) + (4/7)(3/6)(3/5)(2/4) = 0.1714$

(b) The probability of sequence BWBW is $(3/7)^2(4/7)^2$ and the probability of sequence WBWB is the same. So the overall probability is $2(3/7)^2(4/7)^2 = 0.12$

(c) $P(X=1) = 4(4/7)(1-4/7)^3$. $P(X=2) = 6(4/7)^2(1-4/7)^2$. $P(X=3) = 4(4/7)^3(1-4/7)$. $P(X=4) = (4/7)^4$. We then have:

$$E[X] = 0 \times P(X=0) + 1 \times P(X=1) + 2 \times P(X=2) + 3 \times P(X=3) + 4 \times P(X=4) = 2.28$$

and

$$\text{Var}(X) = E[X^2] - E[X]^2 \quad \text{with}$$
$$E[X^2] = 1^2 \times P(X=1) + 2^2 \times P(X=2) + 3^2 \times P(X=3) + 4^2 \times P(X=4) = 6.20 \text{ so } \text{Var}(X) = 0.979.$$

An alternative solution for those who noticed that X is a binomial random variable with $n=4$ and $p=4/7$ is to use the fact that a $\text{Bin}(n,p)$ random variable has mean np and variance $np(1-p)$.

(d) Two random variables X and Y are independent if

$$P(X=x \text{ and } Y=y) = P(X=x)P(Y=y)$$

for all pairs of values (x,y) that the RVs can take.

(e) $Y=4-X$. Since Y depends on X it is not independent. We can confirm this formally using the definition of independence by finding values x and y such that $P(X=x \text{ and } Y=y) \neq P(X=x)P(Y=y)$. For example, choosing $x=4$ and $y=4$ then $P(X=x \text{ and } Y=4) = 0$ and $P(X=4) = (4/7)^4$, $P(Y=4) = P(X=0) = (3/7)^4$ and we are done.

2.

- a) Define what is meant by the terms "sample space", "random event" and "random variable". Give examples of each. [5 marks]

b) Consider two random variables X and Y that take values in set $\{0,1\}$. Starting from the definition of the expectation and variance of a random variable show that

(i) $E[aX]=aE[X]$ [5 marks]

(ii) $\text{Var}(aX)=a^2\text{Var}(X)$ [5 marks]

c) Let X be a random variable which takes value 1 when a user clicks on a displayed advert, and 0 otherwise.

(i) How can we interpret $E[X]$ and why might its value be of interest to an advertiser? When might the value of $E[X]$ be less useful (hint: think about the variance)? [5 marks]

ii) Let Y be a random variable which takes value 1 when a user has visited web site <https://Y.com>. Suppose $\text{Prob}(X=1)=0.001$, $\text{Prob}(Y=1|X=1)=0.1$ and $\text{Prob}(Y=1|X=0)=0.01$. Using Bayes Rule calculate $\text{Prob}(X=1|Y=1)$. Given an advertiser has knowledge of the value of $\text{Prob}(X=1|Y=1)$ vs $\text{Prob}(X=1)$ how might a user visiting <https://Y.com> affect whether the advertiser displays an advert to that user or not? [5 marks]

Model Solution

2a) The sample space is the set of possible outcomes of an experiment, a random event is a subset of the sample space, a random variable is a function mapping from the sample space to a real number. For example, the sample space of a coin flip might be {Heads, Tails}, a random event {Tails} and a random variable might take value 1 when the outcome is tails and 0 otherwise.

b)

(i) $E[aX] = a \times 1 \times \text{Prob}(X=1) + a \times 0 \times \text{Prob}(X=0) = a (1 \times \text{Prob}(X=1) + 0 \times \text{Prob}(X=0)) = a E[X]$ since $E[X] = 1 \times \text{Prob}(X=1) + 0 \times \text{Prob}(X=0)$

(ii) $\text{Var}(aX) = E[(aX)^2] - E[aX]^2$ and $\text{Var}(X) = E[X^2] - E[X]^2$. Using (i), $E[aX]^2 = (aE[X])^2 = a^2 E[X]^2$. $E[(aX)^2] = (a \times 1)^2 \times \text{Prob}(X=1) + (a \times 0)^2 \times \text{Prob}(X=0) = a^2 (1^2 \times \text{Prob}(X=1) + 0^2 \times \text{Prob}(X=0)) = a^2 E[X^2]$. So $\text{Var}(aX) = a^2 E[X^2] - a^2 E[X]^2 = a^2 (E[X^2] - E[X]^2) = a^2 \text{Var}(X)$.

c)

(i) If we think about the setup where an advert is displayed to a user N times, where N is large, then $N \times E[X]$ is the number of times that the user clicks on the advert.

Suppose the advertiser makes €0.01 for each click, then $0.01 \times N \times E[X]$ is the revenue from the N displays of the advert. This might be less useful when the variance of X is large, since then the revenue from N displays of the advert is highly variable and might be far from $E[X]$.

(ii) $\text{Prob}(X=1|Y=1) = \frac{\text{Prob}(Y=1|X=1)P(X=1)}{\text{Prob}(Y=1|X=1)P(X=1) + \text{Prob}(Y=1|X=0)P(X=0)} = \frac{0.1 \times 0.001}{(0.1 \times 0.001 + 0.01 \times (1-0.001))} = 0.099$. Since $\text{Prob}(X=1|Y=1) = 0.099$ is much larger than $\text{Prob}(X=1) = 0.001$, a user is more likely to click on the advert if they have visited <https://Y.com>. To maximise revenue the advertiser should therefore be more likely to display an advert to users that it knows have visited <https://Y.com>.

3. Five people play the game of “odd-man-out” to determine who pays for a meal. In this game, each person flips a coin. If one person’s coin comes up different to

all others (i.e. there is one H and four T's or there is one T and four H's), then that person pays. Otherwise, everyone flips again. They go on doing this until someone is chosen.

- a) What is the probability that one person's coin comes up differently from the others at a given round? [5 marks]
- b) What is the expected number of times they must flip before they know who should pay? Hint $\sum_{i=1}^{\infty} ix^{i-1} = \frac{1}{(1-x)^2}$ [5 marks]
- c) Explain how to generate a Bernoulli random variable (similar to a coin toss) using then rand() function in matlab. [5 marks]
- d) Write pseudo-code for a short simulation of this game that outputs the number of flips made. [5 marks]

Model Solution

3(a) There are $2^5 = 32$ ways to flip 5 coins. In 10 of these one person is different from all the others (5 where one person gets heads and the rest tails and 5 where one person gets tails and the rest heads). So the probability is $10/32 = 0.3125$

(b) Let X be the number of flips. Then $E[X] = 1 \times P(X=1) + 2 \times P(X=2) + 3 \times P(X=3) + \dots = 1 \times p + 2 \times (1-p)p + 3 \times (1-p)^2 p + \dots$ where $p = 0.3125$ is the probability of stopping. We can rewrite this as $E[X] = \sum_{i=1}^{\infty} i(1-p)^{i-1} p = p \sum_{i=1}^{\infty} i(1-p)^{i-1} = 1/p$

(c) Use $X = \text{rand()} < p$ where p is the probability that $X=1$.

(d)