

Two different versions of the exam were used: numerical values of the answers depend on the version.

Problem 1.

A. Only S2 is true. B. S3 is always true; S4 is always false. C. S5 may be true but S6 is never true.

Problem 2.

- (a) The number of arrivals in the interval (0, 4] is a Poisson random variable \mathbf{X} with parameter 4. Hence, the mean number of arrivals is $E[\mathbf{X}] = 4$.
- (b) Consider 2 disjoint intervals (0,2] and (2,6]. The events in these intervals are independent. Hence, $P\{\text{three arrivals in } (0, 3] \text{ AND no arrivals in } (2,6]\} = P\{\text{3 arrivals in interval } (0,2] \text{ AND none in } (2,6]\}$
 $= \left[\exp(-2) \frac{(2)^3}{3!} \right] \times \exp(-4) = \exp(-6) \frac{(2)^3}{3!}$
- (c) The number of arrivals in (0, 6] is a Poisson random variable \mathbf{X} with parameter 6. The event $\{\mathbf{X} = 5\}$ has probability $\exp(-6) \frac{(6)^5}{5!}$, and this is maximized if $t = 5/6$ as shown on homework previously.
- (d) $\ln a$. $P\{\text{that at least one arrival in } (0, t]\} = 1 - P\{\text{no arrivals}\} = 1 - \exp(-t) = 1 - a^t$.

Problem 3.

- A False. If $F(u) = F(-u)$ for all u , then $F(t) = F(-t)$. But $F(t) = 1$ and $F(-t) = 0$.
- B True. The symmetry of the pdf about 0 implies that for any $t > 0$, $h(t) = \int_0^t f(u)du = \int_{-t}^0 f(u)du$ (Draw a sketch and puzzle it out!).
Hence, for $t > 0$, $F(t) = \int_{-t}^t f(u)du = \int_{-t}^0 f(u)du + \int_0^t f(u)du = 1/2 + \int_0^t f(u)du = 1/2 + h(t)$
while $F(-t) = \int_{-t}^0 f(u)du = \int_{-t}^0 f(u)du - \int_0^t f(u)du = 1/2 - \int_0^t f(u)du = 1/2 - h(t)$.
Define $g(t) = F(t) - 1/2$ for all t . Then, for $t > 0$, $g(t) = [F(t) - 1/2] = h(t) = -[F(-t) - 1/2] = -g(-t)$.
- C True. $P\{|\mathbf{X}| > a\} = \int_{-a}^a f(u)du + \int_a^{\infty} f(u)du = 2 \int_a^{\infty} f(u)du = 2F(-a)$.

Problem 4.

- A If one remembers the fundamental result that a linear function of a Gaussian random variable is also a Gaussian variable, then it follows from the further remembrance of $E[\mathbf{Y}] = E[2\mathbf{X} + a] = 2E[\mathbf{X}] + a$ that $E[\mathbf{Y}] = 2 + a$ and that $\text{var}(\mathbf{Y}) = \text{var}(2\mathbf{X} + a) = 2^2 \text{var}(\mathbf{X}) = 16 = 4^2$, so that $\mathbf{Y} \sim N(2 + a, 4^2)$, or more formally, $f_{\mathbf{Y}}(v) = (1/4\sqrt{2\pi}) \cdot \exp(-(v-2-a)^2/32)$. However, if these results are not remembered, it is still easy to write that $F_{\mathbf{Y}}(v) = P\{\mathbf{Y} \leq v\} = P\{2\mathbf{X} + a \leq v\} = P\{\mathbf{X} \leq (v-a)/2\} = \Phi\left(\frac{(v-a)/2-1}{2}\right) = \Phi\left(\frac{v-a-2}{4}\right)$ since \mathbf{X} is Gaussian with mean 1 and variance 4. This shows \mathbf{Y} is also a Gaussian random variable with mean $a + 2$ and variance 16, i.e. $\mathbf{Y} \sim N(2 + a, 4^2)$. Differentiators should note that the derivative of $\Phi(x)$ is the unit Gaussian pdf $(1/\sqrt{2\pi}) \cdot \exp(-x^2/2)$ which, with the "chain rule," gives the pdf $f_{\mathbf{Y}}(v)$ explicitly.
- B Since $E[\mathbf{Y}] = E[2\mathbf{X} + a] = 2E[\mathbf{X}] + a = 2 + a$, and $\text{var}(\mathbf{Y}) = \text{var}(2\mathbf{X} + a) = 2^2 \text{var}(\mathbf{X}) = 16$, it follows that $E[\mathbf{Y}^2] = \text{var}(\mathbf{Y}) + \{E[\mathbf{Y}]\}^2 = 16 + (2 + a)^2$. This calculation would be valid even if \mathbf{X} were not Gaussian. It is also possible to obtain the result directly as follows: $E[\mathbf{Y}^2] = E[(2\mathbf{X} + a)^2] = 4E[\mathbf{X}^2] + 4a \cdot E[\mathbf{X}] + a^2 = 4(\text{var}(\mathbf{X}) + \{E[\mathbf{X}]\}^2) + 4a \cdot E[\mathbf{X}] + a^2 = 20 + 4a + a^2 = 16 + (2 + a)^2$.

Problem 5.

- Let p be the probability of a Pikachu card and $q = 1-p$ that of a Charmander card.
- A $P\{\mathbf{X} = 1\} = P\{\text{PCC}\} + P\{\text{CPC}\} + P\{\text{CCP}\} + P\{\text{CCCP}\} + P\{\text{CCCCP}\} + \dots$
 $= 3pq^2 + pq^3 + pq^4 + \dots = 3pq^2 + pq^3[1 + q + \dots] = 3pq^2 + pq^3/(1 - q) = q^2(2p + 1)$.
More directly, $\mathbf{X} = 1$ if and only if the first two cards are CC (why?), or the first three cards are PCC or CPC. Hence, $P\{\mathbf{X} = 1\} = P\{\text{CC}\} + P\{\text{PCC}\} + P\{\text{CPC}\} = q^2 + 2pq^2 = q^2(2p + 1)$ as before.
- B $P\{\mathbf{Z} = 0\} = P\{\mathbf{Z} = 1\} = P\{\mathbf{Z} = 2\} = 0$ since at least three boxes of Soggijs must be purchased.
Now, $P\{\mathbf{Z} = 3\} = P\{\text{PCC}\} + P\{\text{CPC}\} + P\{\text{CCP}\} + P\{\text{PPC}\} + P\{\text{PCP}\} + P\{\text{CPP}\} = 3pq^2 + 3p^2q$.
More than three boxes are purchased if and only if the first three boxes resulted in CCC or PPP. Thus, for larger values of k , we have a distribution which is akin to geometric: $P\{\mathbf{Z} = k\} = pq^{k-1} + p^{k-1}q$ for $k > 3$.
Check: $P\{\mathbf{Z} > 3\} = P\{\text{CCC}\} + P\{\text{PPP}\} = q^3 + p^3$ according to our analysis. It is easy to compute the sum of $P\{\mathbf{Z} = k\}$ for $k > 3$ to get $pq^{k-1} + p^{k-1}q = q^3 + p^3$, so we have not lost anybody along the way. Finally, $P\{\mathbf{Z} = 3\} + P\{\mathbf{Z} > 3\} = \{3pq^2 + 3p^2q\} + q^3 + p^3 = (p + q)^3$, so we have a valid pmf.