

11.16.3.8.4

EE24BTECH11024 - G. Abhimanyu Koushik

Question:

A three coins are tossed once, what is the probability of getting atmost 2 heads?

Solution:

Define a discrete random variable X = number of heads

We will assume our random variable as a sum of outcomes of three bernoulli random variables

$$X = X_1 + X_2 + X_3 \quad (0.1)$$

Where

$$X_i = \begin{cases} 1, & \text{Outcome in Heads} \\ 0, & \text{Outcome in Tails} \end{cases} \quad (0.2)$$

$$p_{X_i}(n) = \begin{cases} 1 - p, & n = 0 \\ p, & n = 1 \end{cases} \quad (0.3)$$

Where $p = \frac{1}{2}$

Using properties of Z-Transform of PMF

$$M_X(z) = M_{X_1}(z)M_{X_2}(z)M_{X_3}(z) \quad (0.4)$$

$$M_{X_1}(z) = \sum_{n=-\infty}^{\infty} p_{X_1}(n)z^{-n} = p + (1 - p)z^{-1} \quad (0.5)$$

$$M_{X_2}(z) = \sum_{n=-\infty}^{\infty} p_{X_2}(n)z^{-n} = p + (1 - p)z^{-1} \quad (0.6)$$

$$M_{X_3}(z) = \sum_{n=-\infty}^{\infty} p_{X_3}(n)z^{-n} = p + (1 - p)z^{-1} \quad (0.7)$$

$$M_X(z) = (p + (1 - p)z^{-1})^3 \quad (0.8)$$

$$= \sum_{k=-\infty}^{\infty} {}^3C_k p^{3-k} (1 - p)^k z^{-k} \quad (0.9)$$

$$p_X(k) = {}^3C_k p^{3-k} (1 - p)^k \quad (0.10)$$

$$p_X(k) = \frac{{}^3C_k}{8} \quad (0.11)$$

The Probability Mass Function (PMF) for the given random variable is

$$p_X(n) = \begin{cases} \frac{1}{8}, & n = 0 \\ \frac{3}{8}, & n = 1 \\ \frac{3}{8}, & n = 2 \\ \frac{1}{8}, & n = 3 \end{cases} \quad (0.12)$$

The Cumulative Distribution Function (CDF) for the given random variable is

$$F_X(n) = p(X \leq n) = \begin{cases} 0, & n < 0 \\ \frac{1}{8}, & 0 \leq n < 1 \\ \frac{4}{8}, & 1 \leq n < 2 \\ \frac{7}{8}, & 2 \leq n < 3 \\ 1, & 3 \leq n \end{cases} \quad (0.13)$$

The probability of getting atmost 2 heads is

$$F_X(2) = \frac{7}{8} \quad (0.14)$$

Simulation:

To run a simulation we need to generate random numbers with uniform probability, which is done as shown below(Algorithm taken from OpenSSL's random_uniform.c):

- 1) Generate 32 bits of entropy using /dev/urandom.
- 2) Treat this as a fixed point number in the range [0, 1)
- 3) Scale this to desired range using fixed point multiplication and treat as 64bit number(upper 32 bits integer and rest as fractional part)
- 4) Return the integer part of the fixed point numbers

The following shows how the relative frequency reaches true probability with increasing number of trials of the event.

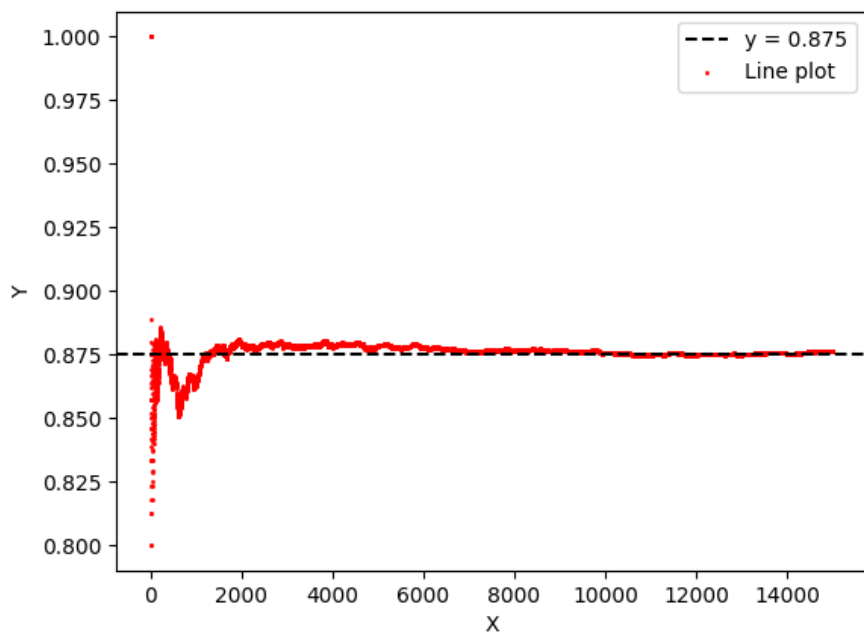


Fig. 4.1: Relative Frequency tends to True Probability

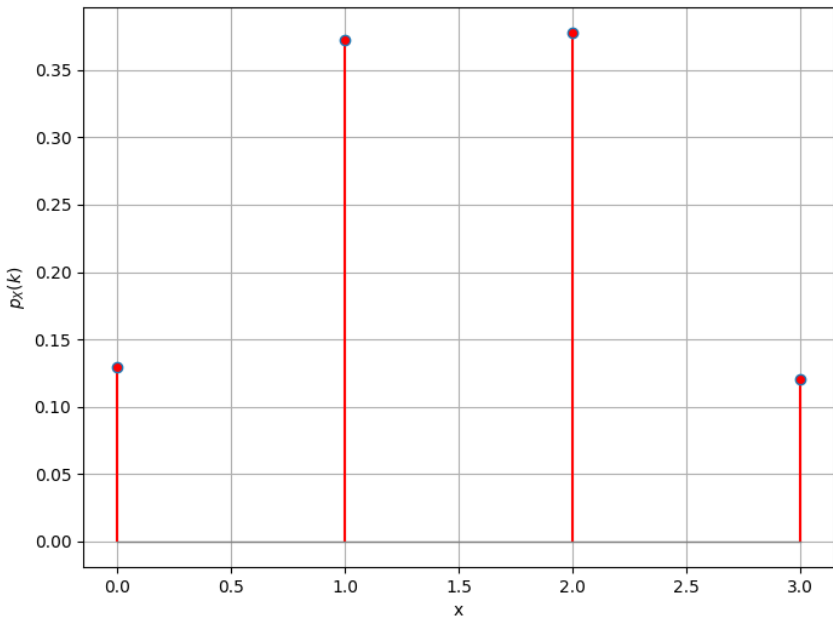


Fig. 4.2: Probability Mass Function of given Random variable

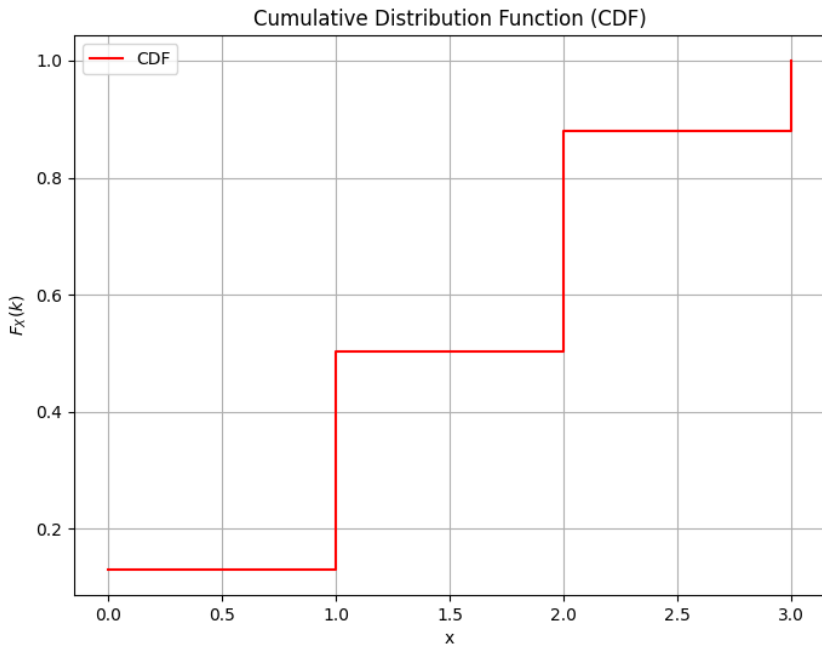


Fig. 4.3: Cumulative Distribution Function of given Random variable