

(1) You can try to write the pdf for the the  $X \sim$  no. of fix points in permutation.  
as

$$P[f_X(x) = \frac{{}^n C_x D_x}{n!}, x \in \{0, 1, 2, \dots, n\}]$$

here  $D_x$  = derangement of  $n-x$  elements

and you can see that we are ~~hell~~ ~~at~~.

Selecting  $x$  elements maps them to themselves  
and Derange the rest

But solving the question using the above  
pdf, won't be an easy task, handling  
few derangements is ~~easy~~ already ~~to~~ hard  
and here you are dealing with arbitrary  
 $n$ . So we will try different approach  
and break  $X$  into sum of  $X_i$ ,

where each  $X_i$  is a random variable with following  
definition.

$$X_i = \begin{cases} 0 & \text{if } f(i) \neq i \\ 1 & \text{if } f(i) = i \end{cases} \text{ for any } f$$

belonging to set of Bijective functions.

then

$$X = \sum_{i=1}^n X_i$$

$X \sim$  no. of fix points  $\Rightarrow \sum_{i=1}^n X_i$

for example for a given  $f \in \Omega$

$$[X(f) = \sum X_i(f) = \text{no. of fix points in } f]$$

[Remember Remember  $X$  is a function from  $\Omega \rightarrow \mathbb{R}$ ]

$$\text{Now } E(X) = \sum_{i=1}^n E(X_i) \quad [\text{linearity}]$$

now each  $X_i$  follow Bernoulli

$$X_i = \begin{cases} 0 & ; (1-p) \text{ probability} \\ 1 & , p \text{ probability} \end{cases}$$

$$p = \frac{(n-1)!}{n!} = \frac{1}{n}, \text{ as } i \mapsto i, \text{ and there are } n-1 \text{ elements available for mapping}$$

$$E(X_i) = \sum_{x_i} x_i f_{X_i}(x_i) = 0 \times (1-p) + 1 \times \frac{1}{n} = \frac{1}{n}$$

$$E(X) = \sum_{i=1}^n \frac{1}{n} = 1$$

Variance $\mathbb{E}$ 

$$\text{Var}(X) = \mathbb{E}(X^2) - [\mathbb{E}(X)]^2$$

$$\text{Var}(X) = \mathbb{E}((\sum(X_i))^2) - 1$$

$$\text{Var}(X) = \mathbb{E}\left(\sum_{i=1}^n x_i^2 + \sum_{i=1}^n \sum_{i \neq j} (x_i x_j)\right) - 1$$

$$\text{Var}(X) = \sum_{i=1}^n \mathbb{E}(x_i^2) + \sum_{i=1}^n \sum_{i \neq j} \mathbb{E}(x_i x_j) - 1$$

$$\mathbb{E}(x_i^2) = 1/n \quad \begin{cases} 0^2 = 0 & [1-p] \\ 1^2 = 1 & [p] \end{cases}$$

$$\text{Var}(X) = \sum_{i=1}^n \sum_{i \neq j} \mathbb{E}(x_i x_j)$$

Now distribution of  $x_i x_j$  [ $i \neq j$ ]

$$Y = x_i x_j = \begin{cases} 1, & \text{when } x_i = 1 \text{ and } x_j = 1 \\ 0, & \text{otherwise} \end{cases}$$

[so  $x_i x_j$  follow Bernoulli]

You may think  $P(X_i X_j = 1) = P(X_i) P(X_j)$

$$= \frac{1}{n} \cdot \frac{1}{n}$$

but that is not the case as  $X_i$  and  $X_j$  are not independent so

$$P[X_i X_j = 1] = \frac{(n-2)!}{n!} \quad \left[ \begin{array}{l} * i \rightarrow i, j \rightarrow j \\ (n-2) \text{ elements remaining} \\ \text{for mapping} \end{array} \right]$$

$$P[X_i X_j = 1] = \frac{1}{n(n-1)}$$

$$E(X_i X_j) = \frac{1}{n(n-1)}$$

$$\text{Var}(X) = \sum_{i=1}^n \sum_{i \neq j} \frac{1}{n(n-1)} = n(n-1) * \frac{1}{n(n-1)} = 1$$

Lnd

$$Z = \min(X, Y)$$

Let  $F_Z$  be the distribution of  $Z$

then  $F_Z(t) = P(Z \leq t)$

$$\begin{aligned} &= 1 - P(Z > t) \\ &= 1 - P(X, Y > t) \\ &= 1 - (1 - F_X(t))(1 - F_Y(t)) \end{aligned}$$

$$\left[ \begin{array}{l} F_X(t) = P(X \leq t) \\ F_Y(t) = P(Y \leq t) \end{array} \right]$$

$$\left[ \because F_Z(t) = F_X(t) + F_Y(t) - F_X(t)F_Y(t) \right]$$

if you try to write pmf in this of X<sub>i</sub> then  
 problem you will encounter inclusion-exclusion  
 for all  $x \in [0, 1, \dots, 99]$  it will difficult to deal with it

- (3) Picking of balls can be seen as arrangement of the balls.

$O_1 O_2 \dots \dots O_{96} O_{99}$

now there are 99 places where change can occur.

let  $\Omega = \text{Set of all arrangements}$

$$X_i : \Omega \rightarrow \{0, 1\}$$

$$\omega \rightarrow \begin{cases} 0 & \text{if } i^{\text{th}} \text{ place doesn't have a color change} \\ 1 & \text{if } i^{\text{th}} \text{ place have a colour change} \end{cases}$$

so

so  $X_i$  follow bernoulli with probability p

$$\text{so } p = \frac{50}{100} \times \frac{50}{99} + \frac{50}{100} \times \frac{50}{99} = \frac{50}{99}$$

black - white	white - black
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$$\text{Now } X = \sum_{i=1}^{99} X_i \quad [\text{similar argument as in case of previous 1st problem}]$$

$X \sim \text{no. of changes in any arrangement.}$

$$E(X) = E(\sum X_i) = \sum E(X_i) = \frac{99 \times 50}{99} = 50$$

$X_i$  is ~~is~~ bernoulli with  $p$  so  $E(X_i) = p$

(4) for  $N$  coupons

~~Same case - You cannot directly define pmf of  $X$  [ no. of coupons required to get all ~~coupons~~ ]~~

Same case as of previous problem, you cannot directly define pmf of  $X$  [ no. of tries required to get all coupon ] in a pretty way, so will just break  $X$  into  $X_i$ .

Now  $X_i \sim$  [ no. of tries required to get  $i^{th}$  coupon given you already have  $i-1$  different coupons. ]

$$X = \sum_{i=1}^N X_i$$

Now each  $X_i$  is a geometric distribution

$$f_{X_i} = \left[ f_{X_i} = (1-p)^{k-1} p \right] \quad k \in \mathbb{N}$$

$p$  = probability of success.

geometric distribution has two definition as

- 1) No. of tries to get first success
- 2) No. of failures before first success

We are using (1) in this problem

How is this geometric?

for  $x_i$ , we already have ~~i-1~~  $i-1$  coupons  
 now if we select any coupon from  
 remaining  $N-i+1$  it will be success, we  
 will get the  $i^{\text{th}}$  different coupon

$$p = \frac{N-i+1}{N} \quad [\text{probability of success}]$$

Now in case of Geometric (1) we have

$$E(X) = \frac{1}{p}$$

$$\text{so } E(x_i) = \frac{N}{N-i+1}$$

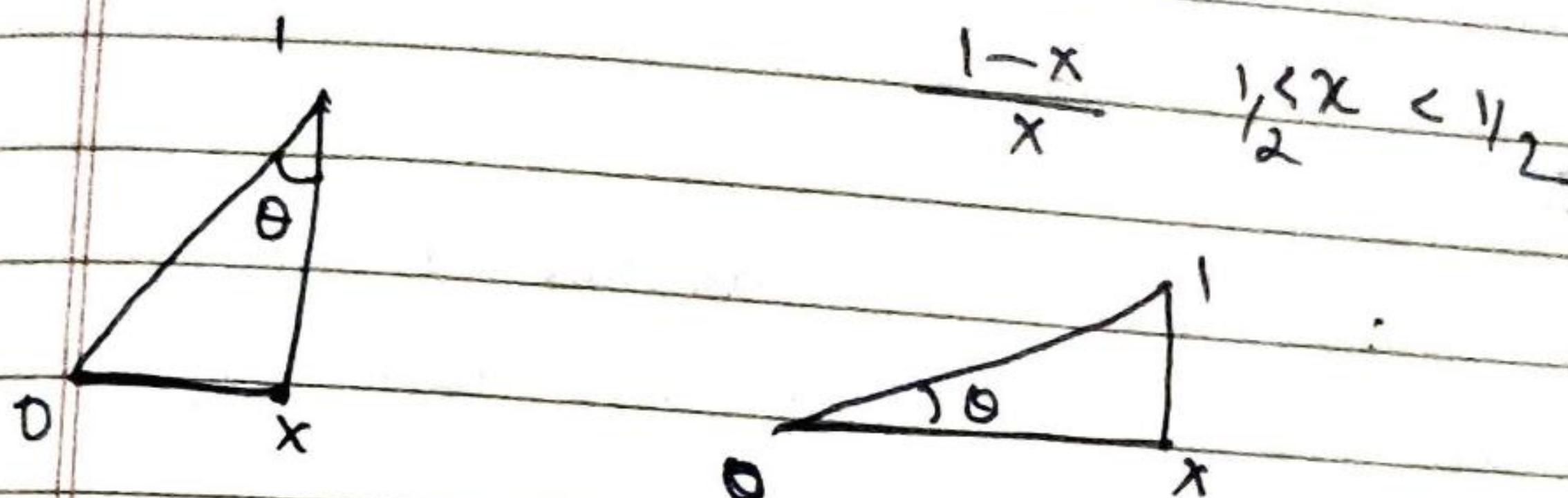
$$E(X) = \sum E(x_i) = N \left[ 1 + \frac{1}{2} + \dots + \frac{1}{N} \right]$$

(5)

 $X \sim$  picking of point

$$f_X(x) = 1 \quad 0 < x < 1$$

$$g(x) = \tan \theta = \frac{x}{1-x} \quad 1 < x < 1/2$$



$$\text{so } E(\tan \theta) = E g(x) = 5 \int_0^{1/2} \frac{x}{1-x} dx + \int_{1/2}^1 \frac{1-x}{x} dx \\ = 2 \ln 2 - 1$$

(6)

 $X \sim U(0, 1)$  [uniform] $Y \sim U(0, 1)$ 

$X$  = time when first person will come in hours [if  $x=1/2$ , he will arrive at 5:30]

$Y$  = 8am as above for second person.

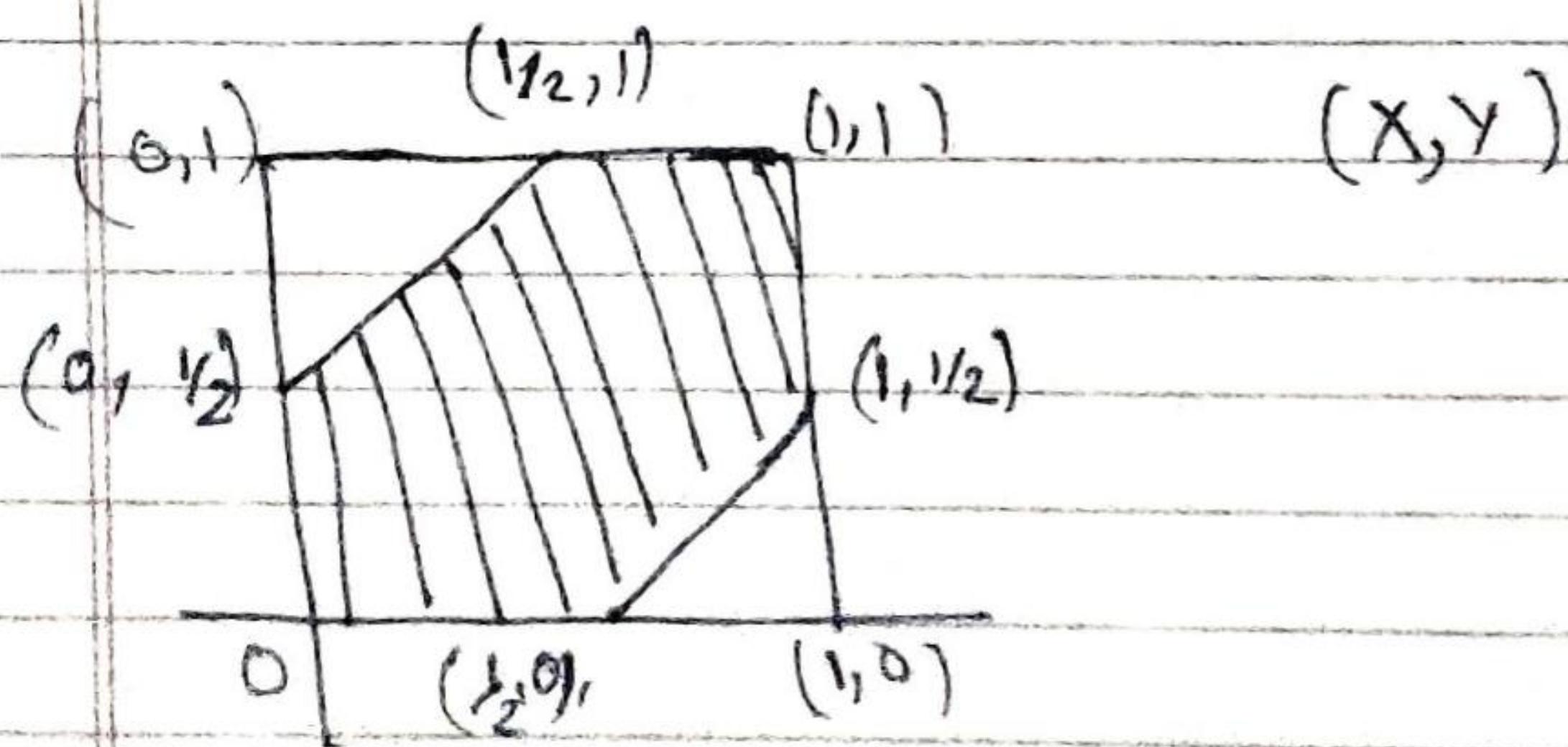
Now if  $|X-Y| < \frac{1}{2}$  the will meet each other.

Now you can define  $Z = |X-Y|$

and we will get distribution of

$$f_Z(t) = 2(1-t) \quad 0 < t < 1$$

but right now you cannot find distribution of  $Z$  so we will go with graphical approach :-



$(X,Y)$  can be represented by a point on the square of area 1

now  $|X-Y| < \frac{1}{2}$  will get us the ~~area~~ shaded area

$$\text{so probability they will meet} = \frac{\text{shaded}}{\text{total}} = 3/4$$

Can we use the approach

well in this case every point of square is  
equally likely so that's as  $X, Y$  are  
uniform. if it was not the case  
then this soln. would be wrong.

③

$$E(e^{xt}) = \int_{-\infty}^{\infty} e^{xt} \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{(x-\mu)^2}{2\sigma^2}} dx$$

Now

$$= e^{-\frac{x^2 - 2(\mu + \sigma^2 t) + (\mu + \sigma^2 t)^2}{2\sigma^2}} - \frac{\mu^2}{2\sigma^2} + \frac{(\mu + \sigma^2 t)^2}{2\sigma^2}$$

$$\Rightarrow e^{-\frac{x - (\mu + \sigma^2 t)}{2\sigma^2}^2 + \mu t + \frac{\sigma^2 t^2}{2}}$$

$$\Rightarrow e^{\frac{\mu t + \frac{\sigma^2 t^2}{2}}{2}} \int_{-\infty}^{\infty} \frac{1}{\sqrt{2\pi}\sigma} e^{-\frac{x - (\mu + \sigma^2 t)^2}{2\sigma^2}} dx$$

$$\Rightarrow E(e^{xt}) = e^{\mu t + \frac{\sigma^2 t^2}{2}}$$