University of Oslo Assignment 1 STK1100

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Problem 1. In a game of roulette the roulette wheel is subdivided into 37 numbered fields. The fields are alternating red and black with the field numbered 0 as the only green field. Assuming a player bets 100\$ on a group consisting of k fields, and the ball stops at one of them, the player wins $100 \cdot (36/k)\$$. If, on the other hand, the ball stops at any of the other fields, the player lose their bet of 100\$. Assuming we are looking at a player that are involved in 20 games, and every time the player bets 100\$ at 18 fields.

Solution 1.

a) Since we are looking at a scenario where there for each spin of the wheel are two different outcomes, the player either wins or loses. The probability p of winning is constant across all n=20 games. Therefore, X, being the number of wins in 20 games, is binomially distributed.

We want to examine the expected value of X, that is - what is the expected number of wins given 20 games and with a probability p?

$$\mathbb{E}(X) = \sum_{x=1}^{n=20} x \cdot p(x) = \sum_{x=1}^{n=20} x \cdot \binom{n}{x} \cdot p^x \cdot (1-p)^{n-1} = np.$$
 (1)

The simplification of (1) to np can be shown using Newton's binomial theorem. Evaluating this for n=20 and $p=\frac{18}{37}$ we get:

$$\mathbb{E}(X) = \mu_X = np = 20 \cdot \frac{18}{37} \approx 9.73.$$

In order to find the standard deviation of X, SD(X), we must first find the variance $\mathbb{V}(X)$.

$$\mathbb{V}(X) = \mathbb{E}\left((X - \mu_X)^2\right) = \mathbb{E}\left(X^2\right) - \mu_X^2 = \mathbb{E}\left(X^2\right) - \mu_X$$
$$= \sum_{x=1}^{n=20} x^2 p(x) - \mu_X^2 \approx 99.66 - 94.66 = 4.99 = \sigma_X^2.$$

Based on this, we can find the standard deviation $SD(X) = \sigma_X$.

$$\sigma_X = \sqrt{\sigma_X^2} \approx \sqrt{4.99} = 2.23.$$

b) Letting Y be the collected net gain in the 20 games we see that we can write Y in terms of the number of won games X:

$$Y = 100 \cdot \left(\frac{36}{18} - 1\right) \cdot X - 100 \cdot (n - X)$$

= 200 \cdot (X - 10).

To find the expected value of Y we observe that Y(X) is a linear function, therefore we can write:

$$\mathbb{E}(Y) = \mathbb{E}(200(X - 10)) = 200\mathbb{E}(X) - 2000.$$

Evaluating this, we find:

$$\mu_Y = 200\mu_X - 2000 \approx -54.$$

Now, for the variance of Y. This can easily be found by using the fact that $\mathbb{V}(aX+b)=a^2\mathbb{V}(X)$. Thus:

$$\mathbb{V}(Y) = \sigma_Y^2 = 200^2 \mathbb{V}(X) \approx 200^2 \cdot 4.99 = 199600.$$

Based on this, the standard deviation σ_Y is equal to

$$\sigma_V = \sqrt{199600} \approx 446.77$$

c) We now want to investigate what the probability of winning a certain number of money. We do this by looking at the cumulative distribution of Y in terms of X. First off, we want to find the probability that the player wins at least 1000. We want to write this probability in terms of the random variable X.

$$P(Y \ge 1000) = P(200X - 2000 \ge 1000) = P(X \ge 15)$$
$$= 1 - P(X \le 14) = 1 - F(14) = 1 - \sum_{x=0}^{14} p(x)$$
$$\approx 0.015$$

Now, we want to find the probability that the player loses more than 1000. That is,

$$P(Y \le -1000)$$

Again, we write Y in terms of X and use the cumulative distribution of X.

$$P(Y \le -1000) = P(200X - 2000 \le -1000) = P(X \le 5)$$
$$= F(5) = \sum_{x=0}^{5} p(x) \approx 0.027$$

d) We're now reducing the number of fields the player bets on from 18 to 6. We therefore have to rewrite our Y random variable. We also have to update our probability $p = \frac{6}{37}$. In this situation, we have

$$Y = 100 \cdot \left(\frac{36}{6} - 1\right) X - 100(20 - X) = 600X - 2000.$$

Using the same method as above, we get

$$P(Y \ge 1000) = P(X \ge 5) = 1 - P(X \le 4) = 0.214,$$

 $P(Y \le -1000) = P(X \le \frac{5}{3}) = P(X \le 1) = 0.000032.$

e) We're now looking at a player repeatedly bets 100\$ on a single field until he wins once, then he stops playing. Letting Z denote the number of times he plays. This gives us $p = \frac{1}{37}$ and Y in terms of Z:

$$Y = -100(Z - 1) + 3500 = -100Z + 3600$$

The probability distribution for Z is a special case of the negative binomial distribution. Since the player keeps playing until he has won once, we're looking at the probability of Z-1 losses followed by a win. The probabilities for playing x times is given as follows: (Since there is only one way of distributing Z-1 losses in Z games, we can disregard the binomial coefficient.) This is what we call the geometric probability distribution.

$$p(x) = p \cdot (1 - p)^{x - 1}, \quad x \in \mathbb{N}.$$

f) We're now examining the probability that the player wins at least 1000, and the probability that he loses more than a 1000.

$$P(Y \ge 1000) = P(-100Z + 3600 \ge 1000) = P(Z \le 26)$$
$$= F(26) \approx 0.51$$
$$P(Y \le -1000) = P(-100Z + 3000 \le -1000)$$
$$= 1 - P(Z \ge 46) \approx 0.28$$

Problem 2. Letting the stocastic variable X denote the womans remaining years in whole years. That is, the lifespan in whole years subtracted 30. We want to determine the point probability p(x) = P(X = x) for this stocastic variable.

Solution 2.

a) Let q_x denote the probability that a x year old person dies within one year. We want to show that the cumulative distribution function F(X) is then F(X) = 1 - S(X), where

$$S(X) = P(X > x) = \prod_{y=0}^{x} (1 - q_{30+y}).$$

The probability that a person dies within x years is given by 1 minus the probability said person lives longer than x years. The probability that a person lives longer than x years is the probability that the person lives 1 year longer, multiplied by the probability that the person lives 2 years longer, and so on and so forth all the way to to x years. Therefore, it is easily deduced that F(X) = 1 - S(X).

b) We want to figure out what the probability of having exactly x years remaining. This has to be the probability of dying within x years, minus the probability of dying within x-1 years. Therefore,

$$p(x) = F(x) - F(x-1).$$