

### Problem A's



### $\mathbf{A2}$

Elaborate the sample space of the following A and B on dice.

#### Solution:

- 1.  $A = \{1, 2\}, B = \{4, 5, 6\}$
- 2.  $A = \{(1,3), (3,1), (2,4), (4,2), (3,5), (5,3), (4,6), (6,4)\}, B = \{(3,1), (6,2)\}$
- 3.  $A = \{(x,y) : 0 < x < \frac{1}{2}, x \le y < 1 x\}, B = \{(x,y) : x < \frac{1}{2}, \frac{1}{2} < y < 1 x\}$



### $\mathbf{A4}$

Let A, B, C be three random events. Express particular events using event operation relations.

**Solution:** hint:  $A + B \xrightarrow{eq} A \cup B$ ,  $AB \xrightarrow{eq} A \cap B$ , simplified by Karnaugh Graph

Applying boolean operation rules would one obtain,

- 1. AB + AC + BC + ABC = AB + AC + BC
- 2. A'B'C + A'BC' + AB'C' + A'B'C' = A'B' + A'C' + B'C'
- 3. A'BC + AB'C + ABC' (could not be simplified)
- 4. A'BC + AB'C + ABC' + A'B'C + A'BC' + AB'C' + A'B'C' = A' + C' + AB'

### $\mathbf{A6}$

Elementary probability calculation when P(A) = 0.5, P(B) = 0.4 under different circumstances.

#### Solution:

- 1. P(A+B) = P(A) + P(B) = 0.9, P(AB') = P(A) = 0.5
- 2. P(A+B) = P(A) = 0.5, P(AB') = P(A) P(B) = 0.1

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## **A7**

Elementary probability calculation when P(A) = 0.3, P(B) = 0.5 and there is no overlap.

#### Solution:

- 1. P(A'B + AB' + AB) = P(S) P(A'B') = 1 0.2 = 0.8
- 2. P(A'B') = P(S) P(A) P(B) = 1 0.8 = 0.2
- 3. P(A'B) = P(B) = 0.5



### **A8**

Same with P(A) = 0.5, P(B) = 0.4 and P(A + B) = 0.6.

#### Solution:

$$P(AB) = P(A) + P(B) - P(A+B) = 0.5 + 0.4 - 0.6 = 0.3$$

- 1. P(AB') = P(A) P(AB) = 0.5 0.3 = 0.2
- 2. P(A'B') = P(S) P(A+B) = 1 0.6 = 0.4
- 3. P(A'+B')=P(S)-P(AB)=1-0.3=0.7(De Morgan's Law)



# $\mathbf{A9}$

Calculation of basic classical probability model problems.

#### Solution:

- 1.  $P(oneS + twoS) = \frac{C(4,1)C(2,1) + C(2,2)}{C(6,2)} = \frac{3}{5}$
- 2.  $P(oneSatmost) = P(S) \frac{C(2,2)}{C(6,2)} = \frac{14}{15}$



## **A12**

Calculation of basic classical probability model problems on sampling difference.

Solution: Notice the third problem.

• sampling with replacement

1. 
$$P(RR) = P(R)^2 = 0.8^2 = 0.64$$

2. 
$$P(RX + XR) = 2P(R)P(X) = 0.32$$

3. 
$$P(RR + XR) = P(R) = 0.8$$

• sampling without replacement

1. 
$$P(RR) = P(R)P(R_2) = \frac{4}{5} \times \frac{7}{9} = \frac{28}{45}$$

2. 
$$P(RX + XR) = \frac{4}{5} \times \frac{2}{9} + \frac{1}{5} \times \frac{8}{9} = \frac{16}{45}$$
  
3.  $P(RR + XR) = \frac{28}{45} + \frac{1}{5} \times \frac{8}{9} = \frac{4}{5}$ 

3. 
$$P(RR + XR) = \frac{28}{45} + \frac{1}{5} \times \frac{8}{9} = \frac{4}{5}$$



### B1

Calculation of basic classical probability model problems with event A,B and C.

Solution: Heavy implementation on De Morgan's law.

1. 
$$P(A'C)=P(C)-P(A)=0.4-0.3=0.1$$

2. 
$$P(A'B+AB'+AB)=P(S)-P(A'B')=P(A+B)=P(A)+P(B)=0.6$$

3. 
$$P(A'B'C')=P(S)-P(A+B+C)=P(S)-P(B)-P(C)=0.3$$

