

AI1103: Challenging Problem 2

Chitneedi Geetha Sowmya
CS20BTECH11011

Download all latex codes from

[https://github.com/Geetha495/AI1103/
Challenging_Problems/Challenging_Problem2
/blob/main/Challenging_Problem2.tex](https://github.com/Geetha495/AI1103/Challenging_Problems/Challenging_Problem2/blob/main/Challenging_Problem2.tex)

$$\text{As } \sum_{x \in X} p_X(x) = 1$$

$$\Pr(X \geq 0) + \Pr(X < 0) = 1$$

$$\Pr(X \geq 0) = \frac{1}{2}$$

1 PROBLEM

Suppose X is a random variable such that $E(X) = 0$, $E(X^2) = 2$, $E(X^4) = 4$. Then

- 1) $E(X^3) = 0$
- 2) $\Pr(X \geq 0) = \frac{1}{2}$
- 3) $X \sim N(0, 2)$
- 4) X is bounded with Probability 1.

2 SOLUTION

Let $Y = X^2$ be a random variable, Then

$$\begin{aligned}\sigma(Y) &= E(Y^2) - (E(Y))^2 \\ &= E(X^4) - (E(X^2))^2 \\ &= 0\end{aligned}$$

So, Y is a constant random variable.

Thus, for all $x \in X$, $x^2 = c$, where c is constant.

1)

$$\begin{aligned}E(X^3) &= \sum_{x \in X} x^3 p_X(x) \\ &= c \times \sum_{x \in X} x p_X(x) \\ &= c \times E(X) \\ &= 0\end{aligned}$$

Option 1 is correct.

2)

$$E(X) = \sum_{x \in X} x p_X(x)$$

$$0 = \sqrt{c} \Pr(X \geq 0) + (-\sqrt{c} \Pr(X < 0))$$

$$\Pr(X \geq 0) = \Pr(X < 0)$$

Option 2 is correct.

3)

$$p_X(x) = \begin{cases} \frac{1}{2} & x = \pm \sqrt{c} \\ 0 & \text{otherwise} \end{cases}$$

Hence X forms a discrete probability distribution. So, it can't be normal distribution
Option 3 is wrong .

4) As $p_X(x)$ takes only values $\frac{1}{2}$ and 0, X is bounded.

Option 4 is correct.

Thus, correct options are 1,2,4.