# AI1103: Challenging Problem 2

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## Download all latex codes from

https://github.com/Geetha495/AI1103/blob/main/ Challenging\_Problems/Challenging\_Problem2 /Challenging\_Problem2.pdf

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

#### 2 Solution

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

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

So, Y is a constant random variable.

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

1)

$$E(X^{3}) = \sum_{x \in X} x^{3} p_{X}(x)$$

$$= c \times \sum_{x \in X} x p_{X}(x)$$

$$= c \times E(X)$$

$$= 0$$

Option 1 is correct.

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

$$0 = \sqrt{c} \Pr(X \ge 0) + \left(-\sqrt{c} \Pr(X < 0)\right)$$

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

As 
$$\sum_{x \in X} p_X(x) = 1$$
$$Pr(X \ge 0) + Pr(X < 0) = 1$$
$$Pr(X \ge 0) = \frac{1}{2}$$

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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.