

# Introduction to Probability

## Solution Manual

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# Chapter 1

## Probability and Counting

### 1.1 Counting

#### 1.1.1 problem 1

There are

$$\binom{11}{4}$$

ways to select 4 positions for  $I$ ,

$$\binom{7}{4}$$

ways to select 4 positions for  $S$ ,

$$\binom{3}{2}$$

ways to selection 2 positions for  $P$  leaving us with a single choice of position for  $M$ . In total, we get

$$\binom{11}{4} \binom{7}{4} \binom{3}{2} \binom{1}{1}$$

permutations.

**1.1.2 problem 2**

- (a) If the first digit can't be 0 or 1, we have eight choices for the first digit. The remaining six digits can be anything from 0 to 9. Hence, the solution is

$$8 \times 10^6$$

- (b) We can subtract the number of phone numbers that start with 911 from the total number of phone numbers we found in the previous part.

If a phone number starts with 911, it has ten choices for each of the remaining four digits.

$$8 \times 10^6 - 10^4$$

**1.1.3 problem 3**

- (a) Fred has 10 choices for Monday, 9 choices for Tuesday, 8 choices for Wednesday, 7 choices for Thursday and 6 choices for Friday.

$$10 \times 9 \times 8 \times 7 \times 6$$

- (b) For the first restaurant, Fred has 10 choices. For all subsequent days, Fred has 9 choices, since the only restriction is that he doesn't want to eat at the restaurant he ate at the previous day.

$$10 \times 9^4$$

**1.1.4 problem 4**

- (a) There are  $\binom{n}{2}$  matches.

For a given match, there are two outcomes. Each match has two possible outcomes. We can use the multiplication rule to count the total possible outcomes.

$$2^{\binom{n}{2}}$$

- (b) Since every player plays every other player exactly once, the number of games is the number of ways to pair up  $n$  people.

$$\binom{n}{2}$$

### 1.1.5 problem 5

- (a) By the end of each round, half of the players participating in the round are eliminated. So, the problem reduces to finding out how many times the number of players can be halved before a single player is left.

The number of times  $N$  can be divided by two is

$$\log_2 N$$

- (b) The number of games in a given round is  $\frac{N}{2}$ . We can sum up these values for all the rounds.

$$\begin{aligned} f(N) &= \frac{N}{2} + \frac{N}{4} + \frac{N}{8} + \cdots + \frac{N}{2^{\log_2 N}} \\ &= N \sum_{i=0}^{\log_2 N} \frac{1}{2^i} \\ &= N \times \frac{N-1}{N} \\ &= N-1 \end{aligned} \tag{1.1}$$

- (c) Tournament is over when a single player is left. Hence,  $N-1$  players need to be eliminated. As a result of a match, exactly one player is eliminated. Hence, the number of matches needed to eliminate  $N-1$  people is

$$N-1$$

**1.1.6 problem 6**

Line up the 20 players in some order then say the first two are a pair, the next two are a pair, etc. This overcounts by a factor of  $10!$  because we don't care about the order of the games. So in total we have

$$\frac{20!}{10!}$$

ways for them to play. This correctly counts for the whether player A plays white or black. If we didn't care we would need to divide by  $2^{10}$ .

Another way to look at it is to choose the 10 players who will play white then let each of them choose their opponent from the other 10 players. This gives a total of

$$\binom{20}{10} \times 10!$$

possibilities of how they are matched up. We don't care about the order of the players who play white but once we've chosen them the order of the players who play black matters since different orders mean different pairings.

**1.1.7 problem 7**

- (a) There are  $\binom{7}{3}$  ways to assign three wins to player A. For a specific combination of three games won by A, there are  $\binom{4}{2}$  ways to assign two draws to A. There is only one way to assign two losses to A from the remaining two games, namely, A losses both games.

$$\binom{7}{3} \times \binom{4}{2} \times \binom{2}{2}$$

- (b) If A were to draw every game, there would need to be at least 8 games for A to obtain 4 points, so A has to win at least 1 game. Similarly, if A wins more than 4 games, they will have more than 4 points.

Case 1: A wins 1 game and draws 6.

This case amounts to selecting 1 out of 7 for A to win and assigning a draw for the other 6 games. Hence, there are 7 possibilities.

Case 2: A wins 2 games and draws 4.

There are  $\binom{7}{2}$  ways to assign 2 wins to  $A$ . For each of them, there are  $\binom{5}{4}$  ways to assign four draws to  $A$  out of the remaining 5 games. Player  $B$  wins the remaining game. The total number of possibilities for this case is  $\binom{7}{2} \times \binom{5}{4}$ .

Case 3:  $A$  wins 3 games and draws 2.

There are  $\binom{7}{3}$  ways to assign 3 wins to  $A$ . For each of them, there are  $\binom{4}{2}$  ways to assign two draws to  $A$  out of the remaining 4 games.  $B$  wins the remaining 2 games. The total number of possibilities for this case is  $\binom{7}{3} \times \binom{4}{2}$ .

Case 4:  $A$  wins 4 games and loses 3.

There are  $\binom{7}{4}$  ways to assign 4 wins to  $A$ .  $B$  wins the remaining 3 games. The total number of possibilities for this case is  $\binom{7}{4}$ .

Summing up the number of possibilities in each of the cases we get

$$\binom{7}{1} + \binom{7}{2} \times \binom{5}{4} + \binom{7}{3} \times \binom{4}{2} + \binom{7}{4}$$

- (c) If  $B$  were to win the last game, that would mean that  $A$  had already obtained 4 points prior to the last game, so the last game would not be played at all. Hence,  $B$  could not have won the last game.

Case 1:  $A$  wins 3 out of the first 6 games and wins the last game.

There are  $\binom{6}{3}$  ways to assign 3 wins to  $A$  out of the first 6 games. The other 3 games end in a draw. The number of possibilities then is  $\binom{6}{3}$ .

Case 2:  $A$  wins 2 and draws 2 out of the first 6 games and wins the last game.

There are  $\binom{6}{2}$  ways to assign 2 wins to  $A$  out of the first 6 games. From the 4 remaining games, there are  $\binom{4}{2}$  ways to assign 2 draws. The remaining 2 games are won by  $B$ . The number of possibilities is  $\binom{6}{2} \times \binom{4}{2}$ .

Case 3: The last game ends in a draw.

This case implies that  $A$  had 3.5 and  $B$  had 2.5 points by the end of game 6.

Case 3.1:  $A$  wins 3 and draws 1 out of the first 6 games.

There are  $\binom{6}{3}$  ways to assign 3 wins to  $A$  out of the first 6 games. There are  $\binom{3}{1}$  ways to assign a draw out of the remaining 3 games.  $B$  wins the other 2 games. The number of possibilities is  $\binom{6}{3} \times \binom{3}{1}$ .

Case 3.2:  $A$  wins 2 and draws 3 out of the first 6 games.

There are  $\binom{6}{2}$  ways to assign 2 wins to  $A$  out of the first 6 games. There are  $\binom{4}{3}$  ways to assign 3 draws out of the remaining 4 games.  $B$  wins the remaining game. The number of possibilities is  $\binom{6}{2} \times \binom{4}{3}$ .

Case 3.3:  $A$  wins 1 and draws 5 of the first 6 games.

There are  $\binom{6}{1}$  ways to assign a win to  $A$  out of the first 6 games.

The total number of possibilities then is

$$\binom{6}{3} + \binom{6}{2} \times \binom{4}{2} + \binom{6}{3} \times \binom{3}{1} + \binom{6}{2} \times \binom{4}{3} + \binom{6}{1}$$

### 1.1.8 problem 10

(a) Case 1: Student takes exactly one statistics course.

There are 5 choices for the statistics course. There are  $\binom{15}{6}$  choices of selecting 6 non-statistics courses.

Case 2: Student takes exactly two statistics courses.

There are  $\binom{5}{2}$  choices for the two statistics course. There are  $\binom{15}{5}$  choices of selecting 5 non-statistics courses.

Case 3: Student takes exactly three statistics courses.

There are  $\binom{5}{3}$  choices for the three statistics course. There are  $\binom{15}{4}$  choices of selecting 4 non-statistics courses.

Case 4: Student takes exactly four statistics courses.

There are  $\binom{5}{4}$  choices for the four statistics course. There are  $\binom{15}{3}$  choices of selecting 3 non-statistics courses.

Case 5: Student takes all the statistics courses.

There are  $\binom{15}{2}$  choices of selecting 2 non-statistics courses.



So the total number of choices is

$$\binom{5}{1} \times \binom{15}{6} + \binom{5}{2} \times \binom{15}{5} + \binom{5}{3} \times \binom{15}{4} + \binom{5}{4} \times \binom{15}{3} + \binom{5}{5} \times \binom{15}{2}$$

- (b) It is true that there are  $\binom{5}{1}$  ways to select a statistics course, and  $\binom{19}{6}$  ways to select 6 more courses from the remaining 19 courses, but this procedure results in overcounting.

For example, consider the following two choices.

- (a) STAT110, STAT134, History 124, English 101, Calculus 102, Physics 101, Art 121
- (b) STAT134, STAT110, History 124, English 101, Calculus 102, Physics 101, Art 121

Notice that both are selections of the same 7 courses.

### 1.1.9 problem 11

- (a) Each of the  $n$  inputs has  $m$  choices for an output, resulting in

$$m^n$$

possible functions.

- (b) If  $n < m$ , at least two inputs will be mapped to the same output, so no one-to-one function is possible.

If  $n \geq m$ , the first input has  $m$  choices, the second input has  $m - 1$  choices, and so on. The total number of one-to-one functions then is

$$m(m-1)(m-2)\dots(m-n+1)$$

### 1.1.10 problem 12

- (a)

$$\binom{52}{13}$$

- (b) The number of ways to break 52 cards into 4 groups of size 13 is

$$\frac{\binom{52}{13} \binom{39}{13} \binom{26}{13} \binom{13}{13}}{4!}$$

The reason for division by  $4!$  is that all permutations of specific 4 groups describe the same way to group 52 cards.

Since we do care about the order of the 4 groups, we should not divide by  $4!$ . The final answer then is

$$\binom{52}{13} \binom{39}{13} \binom{26}{13} \binom{13}{13}$$

- (c) The key is to notice that the sampling is done without replacement.  $\binom{52}{13}^4$  assumes that all four players have  $\binom{52}{13}$  choices of hands available to them. This would be true if sampling was done with replacement.

### 1.1.11 problem 13

The problem amounts to sampling with replacement where order does not matter, since having 10 copies of each card amounts to replacing the card. This is done using the Bose-Einstein method.

Thus, the answer is

$$\binom{52 + 10 - 1}{10} = \binom{61}{10}$$

### 1.1.12 problem 14

There are 4 choices for sizes and 8 choices for toppings, of which any combination (including no toppings) can be selected.

The total number of possible choices of toppings is  $\sum_{i=0}^8 \binom{8}{i} = 2^8 = 256$ . Thus, the total number of possible size-topping combinations is  $4 * 256 = 1024$ .

We wish to sample two pizzas, with replacement, out of the 1024 possibilities. By Einstein-Bose, there are a total of  $\binom{1025}{2}$  choices.

## 1.2 Story Proofs

### 1.2.1 problem 17

$\binom{2n}{n}$  counts the number of ways to sample  $n$  objects from a set of  $2n$ . Instead of sampling from the whole set, we can break the set into two sets of size  $n$  each. Then, we have to sample  $n$  objects in total from both sets.

We can sample all  $n$  objects from the first set, or 1 object from the first set and  $n - 1$  objects from the second set, or 2 objects from the first set and  $n - 2$  objects from the second set and so on.

There are  $\binom{n}{n}$  ways to sample all  $n$  objects from the first set,  $\binom{n}{1}\binom{n}{n-1}$  ways to sample 1 object from the first set and  $n - 1$  objects from the second set,  $\binom{n}{2}\binom{n}{n-2}$  ways to sample 2 objects from the first set and  $n - 2$  objects from the second set. The pattern is clear

$$\sum_{k=0}^n \binom{n}{k} \binom{n}{n-k} = \sum_{k=0}^n \binom{n}{k}^2$$

### 1.2.2 problem 18

Consider the right hand side of the equation. Since a committee chair can only be selected from the first group, there are  $n$  ways to choose them. Then, for each choice of a committee chair, there are  $\binom{2n-1}{n-1}$  ways to choose the remaining members. Hence, the total number of committees is  $n\binom{2n-1}{n-1}$ .

Now consider the left side of the equation. Suppose we pick  $k$  people from the first group and  $n - k$  people from the second group, then there are  $k$  ways to assign a chair from the members of the first group we have picked.  $k$  can range from 1 to  $n$  giving us a total of  $\sum_{k=1}^n k \binom{n}{k} \binom{n}{n-k} = \sum_{k=1}^n k \binom{n}{k}^2$  possible committees.

Since, both sides of the equation count the same thing, they are equal.

### 1.2.3 problem 21

- (a) Case 1: If Tony is in a group by himself, then we have to break the remaining  $n$  people into  $k - 1$  groups. This can be done in

$$\left\{ \begin{matrix} n \\ k-1 \end{matrix} \right\}$$

ways.

Case 2: If Tony is not in a group by himself, then we first break up the remaining  $n$  people into  $k$  groups. Then, Tony can join any of them. The number of possible groups then is

$$k \left\{ \begin{matrix} n \\ k \end{matrix} \right\}$$

Case 1 and 2 together count the number of ways to break up  $n + 1$  people into  $k$  non empty groups, which is precisely what the left side of the equation counts.

- (b) Say Tony wants to have  $m$  in his group. That is to say he does not want  $n - m$  people. These  $n - m$  people must then be broken into  $k$  groups.

The number of people Tony wants to join his group can range from 0 to  $n - k$ . The reason for the upper bound is that at least  $k$  people are required to make up the remaining  $k$  groups.

Taking the sum over the number of people in Tony's group we get

$$\sum_{j=0}^{n-k} \binom{n}{j} \left\{ \begin{matrix} n-j \\ k \end{matrix} \right\}$$

Now, instead of taking the sum over the number of people Tony wants in his group, we can equivalently take the sum over the number of people Tony does not want in his group. Hence,

$$\sum_{j=0}^{n-k} \binom{n}{j} \left\{ \begin{matrix} n-j \\ k \end{matrix} \right\} = \sum_{i=n}^k \binom{n}{i} \left\{ \begin{matrix} i \\ k \end{matrix} \right\}$$

Since the sum counts all possible ways to group  $n + 1$  people into  $k + 1$  groups, we have

$$\sum_{i=n}^k \binom{n}{i} \left\{ \begin{matrix} i \\ k \end{matrix} \right\} = \left\{ \begin{matrix} n+1 \\ k+1 \end{matrix} \right\}$$

as desired.

**1.2.4 problem 22**

- (a) Let us count the number of games in a round-robin tournament with  $n + 1$  participants in two ways.

Method 1: Since every player plays against all other players exactly once, the problem reduces to finding the number of ways to pair up  $n + 1$  people. There are  $\binom{n+1}{2}$  ways to do so.

Method 2: The first player participates in  $n$  games. The second one also participates in  $n$  games, but we have already counted the game against the first player, so we only care about  $n - 1$  games. The third player also participates in  $n$  games, but we have already counted the games against the first and second players, so we only care about  $n - 2$  games.

In general, player  $i$  will participate in  $n + 1 - i$  games that we care about. Taking the sum over  $i$  we get

$$n + (n - 1) + (n - 2) + \cdots + 2 + 1$$

Since both methods count the same thing, they are equal.

- (b) LHS: If  $n$  is chosen first, then the subsequent 3 numbers can be any of  $0, 1, \dots, n - 1$ . These 3 numbers are chosen with replacement resulting in  $n^3$  possibilities. Summing over possible values of  $n$  we get  $1^3 + 2^3 + \cdots + n^3$  total number of possibilities.

RHS: We can count the number of permutations of the 3 numbers chosen with replacement from a different perspective. The 3 numbers can either all be distinct, or all be the same, or differ in exactly 1 value.

Case 1: All 3 numbers are distinct.

Selecting 4 (don't forget the very first, largest selected number) distinct numbers can be done in  $\binom{n+1}{4}$  ways. The 3 smaller numbers are free to permute amongst themselves. This gives us a total of  $6\binom{n+1}{4}$  possibilities.

Case 2: All 3 numbers are the same.

In this case, we have to select 2 digits. The smaller digit will be sampled 3 times and there are no ways to permute identical numbers, so the number of possibilities is  $\binom{n+1}{2}$ .

Case 3: Two of the 3 numbers are distinct.

In this case, we have to select 3 digits in total. One of the smaller 2 digits will be sampled twice, giving us 3 permutations. Since, there are 2 choices for which digit gets sampled twice, we get a total of 6 permutations. The total number of possibilities then is  $6\binom{n+1}{3}$ .

Adding up the number of possibilities in each of the cases we get a total of

$$6\binom{n+1}{4} + 6\binom{n+1}{3} + \binom{n+1}{2}$$

possibilities.

Since the LHS and the RHS count the same set, they are equal.

## 1.3 Naive Definition Of Probability

### 1.3.1 problem 23

We are interested in the case of 3 consecutive floors. There are 7 equally likely possibilities

$$(2, 3, 4), (3, 4, 5), (4, 5, 6), (5, 6, 7), (6, 7, 8), (7, 8, 9), (8, 9, 10).$$

For each of this possibilities, there are 3 ways for 1 person to choose button, 2 for second and 1 for third ( $3!$  in total by multiplication rule).

So number of favorable combinations is

$$7 * 3!$$

Generally each person have 9 floors to choose from so for 3 people there are  $9^3$  combinations by multiplication rule.

Hence, the probability that the buttons for 3 consecutive floors are pressed is

$$\frac{7 * 3!}{9^3}$$

**1.3.2 problem 26**

- (a) When sampling with replacement, the probability of any sample of size 1000 is

$$\frac{1}{K^{1000}}$$

where  $K$  is the size of the population. However, if sampling is done without replacement, then the probability is

$$\frac{1}{K(K-1)\dots(K-1000+1)}$$

which is different from the result in the birthday problem.

- (b)

$$P(A) = 1 - P(A^c) = 1 - \frac{K(K-1)\dots(K-1000+1)}{K^{1000}}$$

where  $K = 1000000$ .

**1.3.3 problem 27**

For each of the  $k$  names, we sample a memory location from 1 to  $n$  with equal probability, with replacement. This is exactly the setup of the birthday problem. Hence, the probability that at least one memory location has more than 1 value is

$$P(A) = 1 - P(A^c) = 1 - \frac{n(n-1)\dots(n-k+1)}{n^k}$$

Also,  $P(A) = 1$  if  $n < k$ .

**1.3.4 problem 30**

Suppose the word consists of 7 letters. Once we choose the first letter, the seventh one has to be the same. Once we choose the second letter, the sixth one has to be the same. In general, we are free to choose 4 letters. Hence, the probability that a 7 letter word is a palindrome is

$$\frac{24^4}{24^7} = \frac{1}{24^3}$$

If the word consists of 8 letters, then there are  $24^8$  possible words, but for a palindrome, the number of letters we are free to choose is still 4. Hence, the probability is

$$\frac{24^4}{24^8} = \frac{1}{24^4}$$

### 1.3.5 problem 32

Call the two black cards  $B_1, B_2$  and the two red cards  $R_1, R_2$ . Since every configuration of the 4 cards is equally likely, each outcome has a probability of  $\frac{1}{24}$  of occurrence.

Case 1:  $j = 0$ .

If both guesses are incorrect, then both of them are black cards. There are two choices for the configuration of the black cards and for each, there are two choices for the configuration of the red cards for a total of 4 possibilities.

$$P(j = 0) = \frac{4}{24} = \frac{1}{6}$$

Case 2:  $j = 4$

Notice that to guess all the cards correctly, we only need to guess correctly the two red cards, which, by symmetry, is as likely as guessing both of them wrong.

Hence,

$$P(j = 4) = P(j = 0) = \frac{1}{6}$$

Case 3:  $j = 2$

One of the guesses is red the other is black. Like before, there are two choices for the red and two choices for the black cards. This undercounts the possibilities by a factor of 2, since we can switch the places of the red and the black cards. Hence,

$$P(j = 2) = \frac{2}{6} = \frac{1}{3}$$

Notice that getting both right, none right and one right are all the possible outcomes. Hence,

$$P(j = 1) = P(j = 3) = 0$$



**1.3.6 problem 35**

We can generate a random hand of 13 cards with the desired property by the following process:

1. Pick a suite to sample 4 cards from
2. Sample 3 cards for each one of the other suites

There are 4 suites and  $\binom{13}{4}$  ways to sample 4 cards for any of one of them.

By the multiplication rule, there are  $\binom{13}{3}^3$  ways to sample 3 cards of every one of the remaining 3 suits.

By the multiplication rule, the total number of possibilities is  $4\binom{13}{4}\binom{13}{3}^3$ .

The unconstrained number of 13-card hands is  $\binom{52}{13}$ .

Since each hand is equally likely, by the naive definition of probability, the desired likelihood is

$$\frac{4\binom{13}{4}\binom{13}{3}^3}{\binom{52}{13}}$$

**1.3.7 problem 36**

We can think of the problem as sampling with replacement where order matters.

There are  $6^{30}$  possible sequences of outcomes. We are interested in the cases where each face of the die is rolled exactly 5 times. Since each sequence is equally likely, we can use the naive definition of probability.

There are  $\binom{30}{5}$  ways to select the dice that fall on a 1. Then,  $\binom{25}{5}$  ways to select the dice falling on a 2,  $\binom{20}{5}$  falling on a 3,  $\binom{15}{5}$  falling on a 4,  $\binom{10}{5}$  falling on a 5 and finally,  $\binom{5}{5}$  falling on a 6.

Thus, the desired probability is

$$\frac{\binom{30}{5}\binom{25}{5}\binom{20}{5}\binom{15}{5}\binom{10}{5}\binom{5}{5}}{6^{30}}$$

**1.3.8 problem 37**

- (a) Ignore all the cards except  $J, Q, K, A$ . There are 16 of those, 4 of which are aces. Each card has an equal chance of being first in the list, so the answer is  $\frac{1}{4}$ .

Source: <https://math.stackexchange.com/a/3726869/649082>

- (b) Ignore all the cards except  $J, Q, K, A$ . There are 4 choices for a king, 4 choices for a queen and 4 choices for a jack with  $3!$  permutations of the cards. Then, there are 4 choices for an ace. The remaining 12 cards can be permuted in  $12!$  ways, so the answer is  $\frac{4^3 \times 3! \times 4 \times 12!}{16!}$ .

**1.3.9 problem 38**

- (a) There are 12 choices of seats for Tyron and Cersei so that they sit next to each other (11 cases, where they take  $i-1$  and  $i$  positions and 1 case, where they take 1 and 12th position, because table is round). Tyron can sit to the left or to the right of Cersei. The remaining 10 people can be ordered in  $10!$  ways, so the answer is

$$\frac{24 \times 10!}{12!} = \frac{2}{11}$$

- (b) There are  $\binom{12}{2}$  choices of seats to be assigned to Tyron and Cersei, but only 12 choices where they sit next to each other. Since every assignment of seats is equally likely the answer is

$$\frac{12}{\binom{12}{2}} = \frac{2}{11}$$

**1.3.10 problem 39**

There are a total of  $\binom{2N}{K}$  possible committees of  $K$  people. There are  $\binom{N}{j}$  ways to select  $j$  couples for the committee.  $K-2j$  people need to be selected from the remaining  $N-j$  couples such that only one person is selected from a couple. First, we select  $K-2j$  couples from the remaining  $N-j$  couples. Then, for each of the selected couples, there are 2 choices for committee membership.

$$\frac{\binom{N}{j} \binom{N-j}{K-2j} 2^{K-2j}}{\binom{2N}{K}}$$

### 1.3.11 problem 40

- (a) Counting strictly increasing sequences of  $k$  numbers amounts to counting the number of ways to select  $k$  elements out of the  $n$ , since for any such selection, there is exactly one increasing ordering. Thus, the answer is

$$\frac{\binom{n}{k}}{n^k}$$

- (b) The problem can be thought of sampling with replacement where order doesn't matter, since there is only one non decreasing ordering of a given sequence of  $k$  numbers. Thus, the answer is

$$\frac{\binom{n-1+k}{k}}{n^k}$$

### 1.3.12 problem 41

We can treat this problem as sampling numbers 1 to  $n$  with replacement with each number being equally likely. There are  $n^n$  possible sequences. To count the number of sequences with exactly one of the numbers missing, we first select the missing number. There are  $n$  ways to do this. The rest of the numbers have to be sampled at least once with one number being sampled exactly twice. There are  $n - 1$  choice to select the number that will be sampled twice. Finally, we have  $n$  sampled numbers which can be ordered in any of  $\frac{n!}{2}$  ways, since one of the numbers is repeated. Thus, the answer is

$$\frac{n(n-1)\frac{n!}{2}}{n^n} = \frac{n(n-1)n!}{2n^n}$$

## 1.4 Axioms Of Probability

### 1.4.1 problem 43

- (a) Inequality can be demonstrated using the first property of probabilities,

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$

and the first axiom of probabilities,

$$P(S) = 1.$$

$$P(A) + P(B) - P(A \cap B) \leq 1 \implies P(A) + P(B) - 1 \leq P(A \cap B).$$

Strict equality holds if and only if  $A \cup B = S$  where  $S$  is the sample space.

- (b) Since  $A \cap B \subseteq A \cup B$ ,  $P(A \cap B) \leq P(A \cup B)$  by the second property of probabilities.

Strict equality holds if and only if  $A = B$ .

- (c) Inequality follows directly from the first property of probabilities with strict equality if and only if  $P(A \cap B) = 0$ .

### 1.4.2 problem 44

Since  $B = (B - A) \cup A$ ,  $P(B) = P(A) + P(B - A)$  by the second axiom of probability. Rearranging terms,

$$P(B - A) = P(B) - P(A)$$

### 1.4.3 problem 45

$B \triangle A = (A \cup B) - (A \cap B)$ . By problem 44,

$$\begin{aligned} P(B \triangle A) &= P(A \cup B) - P(A \cap B) \\ &= P(A) + P(B) - P(A \cap B) - P(A \cap B) \\ &= P(A) + P(B) - 2P(A \cap B) \end{aligned}$$

**1.4.4 problem 46**

$B_k = C_k - C_{k+1}$ . Since  $C_{k+1} \subseteq C_k$ ,  $P(B_k) = P(C_k) - P(C_{k+1})$ .

**1.4.5 problem 47**

- (a) Consider the experiment of flipping a fair coin twice. The sample space  $S$  is  $\{HH, HT, TH, TT\}$ . Let  $A$  be the event that the first flip lands heads and  $B$  be the event that the second flip lands heads.  $P(A \cap B) = \frac{1}{4}$  since  $A \cap B$  corresponds to the outcome  $HH$ .

On the other hand,  $A$  corresponds to the outcomes  $\{HH, HT\}$  and  $B$  corresponds to the outcomes  $\{HH, TH\}$ . Thus,  $P(A) = P(B) = \frac{1}{2}$ .

Since  $P(A \cap B) = P(A)P(B)$ ,  $A$  and  $B$  are independent events.

- (b)  $A_1$  and  $B_1$  should intersect such that the ratio of the area of  $A_1 \cap B_1$  to the area of  $A_1$  equals the ratio of the area of  $B_1$  to the area of  $R$ .

As a simple, extreme case, if  $A_1 = B_1$ , then  $A$  and  $B$  are dependent, since the condition above is violated.

- (c)

$$\begin{aligned}
 P(A \cup B) &= P(A) + P(B) - P(A \cap B) \\
 &= P(A) + P(B) - P(A)P(B) \\
 &= P(A)(1 - P(B)) + P(B) \\
 &= P(A)P(B^c) + P(B) \\
 &= P(A)P(B^c) + 1 - P(B^c) \\
 &= 1 + P(B^c)(P(A) - 1) \\
 &= 1 - P(B^c)P(A^c)
 \end{aligned}$$

**1.5 Inclusion Exclusion****1.5.1 problem 49**

Let  $A_i$  be the event that  $i$  is never rolled for  $1 \leq i \leq 6$ . The event of interested then is  $\bigcup_{i=1}^6 A_i$ .

By inclusion-exclusion,  $P(\bigcup_{i=1}^6 A_i) = \sum_{i=1}^6 P(A_i) - \sum_{1 \leq i < j \leq 6} P(A_i \cap A_j) + \sum_{1 \leq i < j < k \leq 6} P(A_i \cap A_j \cap A_k) - \cdots - P(\bigcap_{i=1}^6 A_i)$ .

Now,

$$P(A_i) = \frac{5^n}{6^n} = \left(\frac{5}{6}\right)^n$$

$$P(A_i \cap A_j) = \frac{4^n}{6^n} = \left(\frac{4}{6}\right)^n$$

$$P(A_i \cap A_j \cap A_k) = \frac{3^n}{6^n} = \left(\frac{3}{6}\right)^n$$

$$P(A_i \cap A_j \cap A_k \cap A_w) = \frac{2^n}{6^n} = \left(\frac{2}{6}\right)^n$$

$$P(A_i \cap A_j \cap A_k \cap A_w \cap A_z) = \frac{1^n}{6^n} = \left(\frac{1}{6}\right)^n$$

$$P(\bigcap_{i=1}^6 A_i) = 0$$

$$\text{Thus, } P(\bigcup_{i=1}^6 A_i) = 6\left(\frac{5}{6}\right)^n - \binom{6}{2}\left(\frac{4}{6}\right)^n + \binom{6}{3}\left(\frac{3}{6}\right)^n - \binom{6}{4}\left(\frac{2}{6}\right)^n + \binom{6}{5}\left(\frac{1}{6}\right)^n$$

### 1.5.2 problem 52

Let  $A_i$  be the event that the  $i$ -th student takes the same seat on both days.

The desired probability then is  $1 - P(\bigcup_{i=1}^{20} A_i)$ . By inclusion exclusion principle,

$$P(\bigcup_{i=1}^{20} A_i) = \sum_i P(A_i) - \sum_{i < j} P(A_i \cap A_j) + \sum_{i < j < k} P(A_i \cap A_j \cap A_k) - \cdots + (-1)^{21} P(A_1 \cap \cdots \cap A_{20}),$$

where  $P(A_i) = \frac{19!}{20!}$ ,  $P(A_i \cap A_j) = \frac{18!}{20!}$  and so on by naive definition of probability.

Hence,

$$\begin{aligned} P(\bigcup_{i=1}^{20} A_i) &= \sum_{i=1}^{20} \frac{1}{20} - \sum_{1 \leq i < j \leq 20} \frac{1}{20 * 19} + \sum_{1 \leq i < j < k \leq 20} \frac{1}{20 * 19 * 18} - \cdots + \frac{1}{20!} \\ &= 1 - \binom{20}{2} \frac{1}{20 * 19} + \binom{20}{3} \frac{1}{20 * 19 * 18} - \cdots + \frac{1}{20!} \\ &= 1 - \frac{1}{2!} + \frac{1}{3!} - \cdots + \frac{1}{20!} \\ &\approx 1 - e^{-1} \end{aligned}$$

### 1.5.3 problem 53

$$(a) \ 62^8 - 36^8$$

$$(b) \ 62^8 - 36^8 - 36^8 + 10^8$$

$$(c) \ 62^8 - 36^8 - 36^8 - 10^8 + 2(62^8 - 36^8 - 52^8 + 26^8) + 62^8 - 36^8 - 36^8 + 10^8$$

### 1.5.4 problem 55

$$(a) \ \frac{\binom{15}{3}\binom{22}{2}}{\binom{37}{5}}$$

$$(b) \ \frac{\binom{37}{5} - \binom{27}{5} - \binom{25}{5} - \binom{22}{5} + \binom{15}{5} + \binom{10}{5} + \binom{12}{5}}{\binom{37}{5}}$$

## 1.6 Mixed Practice

### 1.6.1 problem 56

$$(a) \ >$$

$$(b) \ <$$

$$(c) \ =$$

We are interested in two outcomes of the same sample space. This is,  $S = \{(a_1, a_2, a_3) : a_i \in \{1, 2, 3, \dots, 365\}\}$ . The first outcome is  $(1, 1, 1)$ , and the second outcome is  $(1, 2, 3)$ . The answer follows, since every outcome of the sample space is equally likely.

$$(d) \ <$$

If the first toss is  $T$ , Martin can never win, since as soon as  $H$  is seen on any subsequent toss, the game stops, and Gale is awarded the win.

If the first toss is  $H$ , then if the second toss is also  $H$ , Martin wins. Otherwise, if the second toss is  $T$ , Gale wins, since as soon as a subsequent toss shows  $H$ , Gale is awarded a win.

Thus, Martin loses  $\frac{3}{4}$  of the time.

### 1.6.2 problem 57

The desired event can be expressed as  $\bigcup_{i=1}^{10^{22}} A_i$ , where  $A_i$  is the event that the  $i$ -th molecule in my breath is shared with Caesar. We can compute the desired probability using inclusion exclusion.

Since every molecule in the universe is equally likely to be shared with Caesar, and we assume our breath samples molecules with replacement,

$$P\left(\bigcap_{i=1}^n A_i\right) = \left(\frac{1}{10^{22}}\right)^n.$$

Thus,

$$\begin{aligned} P\left(\bigcup_{i=1}^{10^{22}} A_i\right) &= \sum_{i=1}^{10^{22}} (-1)^{i+1} \left(\frac{1}{10^{22}}\right)^i \\ &= \left(1 - \frac{1}{10^{22}}\right)^{10^{22}} \\ &\approx e^{-1} \end{aligned}$$

### 1.6.3 problem 58

Explanation: <https://math.stackexchange.com/questions/1936525/inclusion-exclusion-problem>

(a) Let  $A$  be the event that at least 9 widgets need to be tested.

$$P(A) = 1 - P(A^c) = 1 - \frac{\binom{8}{3} 3! 9!}{12!}$$

(b) Similar to part a,

$$P(A) = 1 - P(A^c) = 1 - \frac{\binom{9}{3} 3! 9!}{12!}$$

### 1.6.4 problem 59

(a)  $\binom{15+9}{9}$

(b)  $\binom{5+9}{9}$

(c) Each of 15 bars can be given to any of 10 children, so by ordered sampling with replacement formula we have  $10^{15}$  combinations

(d) To count amount of suitable combinations, we can subtract amount of combination, where at least one child doesn't get any bars (is example of inclusion-exclusion usage case) from total amount of combinations.

$$10^{15} - \sum_{i=1}^9 (-1)^{i+1} \binom{10}{i} (10-i)^{15}$$



**1.6.5 problem 60**

- (a)  $n^n$
- (b)  $\binom{2n-1}{n-1}$
- (c) The least likely bootstrap sample is one where  $a_1 = a_2 = \cdots = a_n$ . Such a sample occurs with probability  $\frac{1}{n^n}$ . The most likely bootstrap sample is one where all the terms are different. Such a sample occurs with probability  $\frac{n!}{n^n}$ . Thus, the ratio of the probabilities is  $n!$

**1.6.6 problem 62**

- (a)  $1 - k!e_k(\vec{p})$
- (b) Consider the extreme case where  $p_1 = 1$  and  $p_i = 0$  for  $i \neq 1$ . Then, the probability that there is at least one birthday match is 1. In general, if  $p_i > \frac{1}{365}$  for a particular  $i$ , then a birthday match is more likely, since that particular day is more likely to be sampled multiple times. Thus, it makes intuitive sense that the probability of at least one birthday match is minimized when  $p_i = \frac{1}{365}$ .
- (c) First, consider  $e_k(x_1, \dots, x_n)$ . We can break up this sum into the sum of three disjoint cases.
  - (a) Sum of terms that contain both  $x_1$  and  $x_2$ . This sum is given by  $x_1x_2e_{k-2}(x_3, \dots, x_n)$
  - (b) Sum of terms that contain either  $x_1$  or  $x_2$  but not both. This sum is given by  $(x_1 + x_2)e_{k-1}(x_3, \dots, x_n)$
  - (c) Sum of terms that don't contain either  $x_1$  or  $x_2$ . This sum is given by  $e_k(x_3, \dots, x_n)$

Thus,

$$e_k(x_1, \dots, x_n) = x_1x_2e_{k-2}(x_3, \dots, x_n) + (x_1 + x_2)e_{k-1}(x_3, \dots, x_n) + e_k(x_3, \dots, x_n) \blacksquare$$

Next, compare  $e_k(\vec{p})$  and  $e_k(\vec{r})$ . Expanding the elementary symmetric polynomials, it is easy to see that the only difference between the

two are the terms that contain either the first, the second or both terms from  $\vec{p}$  and  $\vec{r}$  respectively.

Notice that because  $r_1 = r_2 = \frac{p_1+p_2}{2}$ , the sum of the terms with only  $r_1$  and only  $r_2$  but not both is exactly equal to  $(p_1 + p_2)e_{k-1}(x_3, \dots, x_n)$ . Thus, the only difference between  $e_k(\vec{p})$  and  $e_k(\vec{r})$  are the terms  $p_1p_2e_{k-2}(x_3, \dots, x_n)$  and  $r_1r_2e_{k-2}(x_3, \dots, x_n)$ .

By the arithmetic geometric mean inequality,  $r_1r_2e_{k-2}(x_3, \dots, x_n) \geq p_1p_2e_{k-2}(x_3, \dots, x_n)$ . Hence,  $1 - k!e_k(\vec{p}) \geq 1 - k!e_k(\vec{r})$ .

In other words, given birthday probabilities  $\vec{p}$ , we can potentially reduce the probability of having at least one birthday match by taking any two birthday probabilities and replacing them with their average. For a minimal probability of at least one birthday match then, all values  $p_i$  in  $\vec{p}$  must be equal, so that averaging any  $p_i$  and  $p_j$  does not change anything.

# Chapter 2

## Conditional Probability

### 2.1 Conditioning On Evidence

#### 2.1.1 problem 3

Let  $S$  be event that a man in the US is a smoker and  $C$  be event man has cancer. From problem conditions:

$$P(S) = 0.216$$

$$P(C|S) = 23P(C|S^c)$$

$$P(C|S^c) = \frac{1}{23}P(C|S)$$

Lets use Bayes' theorem

$$\begin{aligned}
 P(S|C) &= \frac{P(S)P(C|S)}{P(C)} \\
 &= \frac{P(S)P(C|S)}{P(S)P(C|S) + P(S^c)P(C|S^c)} \\
 &= \frac{P(S) \cdot 23P(C|S^c)}{P(S) \cdot 23P(C|S^c) + P(S^c)P(C|S^c)} \\
 &= \frac{P(S)}{23P(S) + P(S^c)} \\
 &= \frac{23 \cdot 0.216}{23 \cdot 0.216 + 0.784} \\
 &\approx 0.864
 \end{aligned}$$

### 2.1.2 problem 4

(a)

$$\begin{aligned}
 P(K|R) &= \frac{P(K)P(R|K)}{P(R)} \\
 &= \frac{P(K)P(R|K)}{P(K)P(R|K) + P(K^c)P(R|K^c)} \\
 &= \frac{p}{p + (1 - p)\frac{1}{n}}
 \end{aligned}$$

(b) Since  $p + (1 - p)\frac{1}{n} \leq 1$ ,  $P(K|R) \geq p$  with strict equality only when  $p = 1$ . This result makes sense, since if Fred gets the answer right, it is more likely that he knew the answer.

### 2.1.3 problem 5

By symmetry, all 50 of the remaining cards are equally likely. Thus, the probability that the third card is an ace is  $\frac{3}{50}$ .

We can reach the same answer using the definition of conditional probability. Let  $A$  be the event that the first card is the Ace of Spades,  $B$  be the event that the second card is the 8 of Clubs and  $C$  be the event that the

third card is an ace. Then,

$$P(C|A, B) = \frac{P(C, A, B)}{P(A, B)} = \frac{\frac{3 \cdot 49!}{52!}}{\frac{50!}{52!}} = \frac{3}{50}$$

### 2.1.4 problem 6

Let  $H$  be the event that 7 tosses of a coin land Heads. Let  $A$  be the event that a randomly selected coin is double-headed.

$$P(A|H) = \frac{P(A)P(H|A)}{P(A)P(H|A) + P(A^c)P(H|A^c)} = \frac{\frac{1}{100}}{\frac{1}{100} + \frac{99}{100} * \left(\frac{1}{2}\right)^7}$$

### 2.1.5 problem 7

(a)

$$\begin{aligned} P(D|H) &= \frac{P(D)P(H|D)}{P(H)} \\ &= \frac{P(D)P(H|D)}{P(D)P(H|D) + P(D^c)P(H|D^c)} \\ &= \frac{\frac{1}{2} \left( \frac{1}{100} + \frac{99}{100} \left( \frac{1}{2} \right)^7 \right)}{\frac{1}{2} \left( \frac{1}{100} + \frac{99}{100} \left( \frac{1}{2} \right)^7 \right) + \frac{1}{2} \left( \frac{1}{2} \right)^7} \\ &= 0.69 \end{aligned}$$

(b) Let  $C$  be the event that the chosen coin is double-headed.

$$\begin{aligned} P(C|H) &= P(D|H)P(C|D, H) + P(D^c|H)P(C|D^c, H) \\ &= 0.69 * 0.56 + 0 \\ &= 0.39 \end{aligned}$$

**2.1.6 problem 8**

Let  $A_1$  be the event that the screen is produced by company  $A$ ,  $B_1$  be the event that the screen is produced by company  $B$ , and  $C_1$  be the event that the screen is produced by company  $C$ . Let  $D$  be the event that the screen is defective.

$$\begin{aligned}
 P(A_1|D) &= \frac{P(A_1)P(D|A_1)}{P(A_1)P(D|A_1) + P(A_1^c)P(D|A_1^c)} \\
 &= \frac{P(A_1)P(D|A_1)}{P(A_1)P(D|A_1) + P(A_1^c)(P(B_1|A_1^c)P(D|B_1, A_1^c) + P(C_1|A_1^c)P(D|C_1, A_1^c))} \\
 &= \frac{0.5 * 0.01}{0.5 * 0.01 + 0.5 * (0.6 * 0.02 + 0.4 * 0.03)} \\
 &= 0.29
 \end{aligned}$$

**2.1.7 problem 9**

$$(a) \ P(A_1|B) = \frac{P(A_1)P(B|A_1)}{P(B)} = \frac{P(A_1)}{P(B)} = \frac{P(A_2)}{P(B)} \frac{P(A_2)P(B|A_2)}{P(B)} = P(A_2|B).$$

- (b) If  $B$  is implied by both  $A_1$  and  $A_2$ , knowing that  $B$  occurred does not tip the probability of occurrence in favor of either  $A_1$  or  $A_2$ .

For example, let  $A_1$  be the event that the card in my hand is the Ace of Spades. Let  $A_2$  be the event that the card in my hand is the Ace of Hearts. Let  $B$  be the event that there are 3 aces left in the deck.

$B$  is implied by both  $A_1$  and  $A_2$ , and  $P(A_1) = P(A_2)$ . Knowing that  $B$  occurred does not give one any information on whether they are holding the Ace of Spades or the Ace of Hearts, since  $B$  would have occurred in both cases. Thus,  $P(A_1|B) = P(A_2|B)$ .

**2.1.8 problem 10**

(a)

$$\begin{aligned}
 P(A_3|A_1) &= P(A_2|A_1)P(A_3|A_2, A_1) + P(A_2^c|A_1)P(A_3|A_2^c, A_1) \\
 &= 0.8 * 0.8 + 0.2 * 0.3 = 0.7
 \end{aligned}$$

(b)

$$\begin{aligned}
 P(A_3|A_1^c) &= P(A_2|A_1^c)P(A_3|A_2, A_1^c) + P(A_2^c|A_1^c)P(A_3|A_2^c, A_1^c) \\
 &= 0.3 * 0.8 + 0.7 * 0.3 = 0.45
 \end{aligned}$$

$$\begin{aligned}
 P(A_3) &= P(A_1)P(A_3|A_1) + P(A_1^c)P(A_3|A_1^c) \\
 &= 0.75 * 0.7 + 0.25 * 0.45 = 0.64
 \end{aligned}$$

**2.1.9 problem 11**

Using the odds form of Baye's Theorem,

$$\frac{P(A|W)}{P(A^c|W)} = \frac{P(A)}{P(A^c)} \frac{P(W|A)}{P(W|A^c)}$$

$$\frac{0.6}{0.4} = \frac{P(A)}{P(A^c)} \frac{0.7}{0.3}$$

$$\frac{P(A)}{P(A^c)} = 0.643$$

$$P(A) = 0.39$$

**2.1.10 problem 12**

- (a) Let  $A_i$  be the event that Alice sends bit  $i$ . Let  $B_j$  be the event that Bob receives bit  $j$ .

$$\begin{aligned}
 P(A_1|B_1) &= \frac{P(A_1)P(B_1|A_1)}{P(A_1)P(B_1|A_1) + P(A_0)P(B_1|A_0)} \\
 &= \frac{0.5 * 0.9}{0.5 * 0.9 + 0.5 * 0.05} \\
 &= 0.95
 \end{aligned}$$

- (b) Let  $B_{j,k,l}$  be the event that Bob receives bit tuple  $j, k, l$ .

$$\begin{aligned}
 P(A_1|B_{110}) &= \frac{P(A_1)P(B_{110}|A_1)}{P(A_1)P(B_{110}|A_1) + P(A_0)P(B_{110}|A_0)} \\
 &= \frac{0.5 * 0.9^2 * 0.1}{0.5 * 0.9^2 * 0.1 + 0.5 * 0.05^2 * 0.95} \\
 &= 0.97
 \end{aligned}$$

### 2.1.11 problem 13

- (a) Let  $B$  be the event that the test done by company  $B$  is successful. Let  $A$  be the event that the test done by company  $A$  is successful. Let  $D$  be the event that a random person has the disease.

$$\begin{aligned}
 P(B) &= P(D)P(B|D) + P(D^c)P(B|D^c) \\
 &= 0.01 * 0 + 0.99 * 1 \\
 &= 0.99
 \end{aligned}$$

$$\begin{aligned}
 P(A) &= P(D)P(A|D) + P(D^c)P(A|D^c) \\
 &= 0.01 * 0.95 + 0.99 * 0.95 \\
 &= 0.95
 \end{aligned}$$

Thus,  $P(B) > P(A)$ .

- (b) Since the disease is so rare, most people don't have it. Company  $B$  diagnoses them correctly every time. However, in the rare cases when a person has the disease, company  $B$  fails to diagnose them correctly. Company  $A$  however shows a very good probability of an accurate diagnoses for afflicted patients.
- (c) If the test conducted by company  $A$  has equal specificity and sensitivity, then its accuracy surpasses that of company  $B$ 's test if the specificity and the sensitivity are larger than 0.99. If company  $A$  manages to achieve a specificity of 1, then any positive sensitivity will result in a more accurate test. If company  $A$  achieves a sensitivity of 1, it still requires a specificity larger than 0.98, since positive cases are so rare.



**2.1.12 problem 14**

- (a) Intuitively,  $P(A|B) > P(A|B^c)$ , since Peter will be in a rush to install his alarm if he knows that his house will be burglarized before the end of next year.
- (b) Intuitively  $P(B|A^c) > P(B|A)$ , since Peter is more likely to be robbed if he doesn't have an alarm by the end of the year.
- (c) See <https://math.stackexchange.com/a/3761508/649082>.
- (d) An explanation might be that in part *a*, we assume Peter to be driven to not let burglars rob him, but in part *b* we assume the burglars to not necessarily be as driven, since we assume that if the burglars know that Peter will install an alarm before the end of the next year they might not rob him. If the burglars are driven, they might actually be more inclined to rob Peter sooner, before he actually installs the alarm.

**2.1.13 problem 15**

Given the inequalities and the fact that  $P(A \cap B) = P(A) + P(B) - P(A \cup B)$ , to maximize  $P(A \cap B)$  we maximize the smallest of the three expressions. Namely,  $P(A)$ . Thus, we would like to know that event *A* occurred.

**2.1.14 problem 16**

$$P(A) = P(B)P(A|B) + P(B^c)P(A|B^c).$$

Given  $P(A|B) \leq P(A)$ , if  $P(A|B^c) < P(A)$ , then the right hand side of the equation above is strictly less than the left hand side, and we have a contradiction.

We can intuitively think of this problem as asking "How likely is X to be elected as president?" and hearing "It depends" in response. The implication is that there exists some latent event (major states vote against X) that reduces the chances of X getting elected, and if we know that the former does not occur, the chances of X getting elected improve.

**2.1.15 problem 17**

$$(a) \quad P(B|A) = \frac{P(B)P(A|B)}{P(B)P(A|B) + P(B^c)P(A|B^c)} = 1 \implies P(B^c)P(A|B^c) = 0.$$

Since  $P(B^c) \neq 0$  by assumption,  $P(A|B^c) = 0 \implies P(A^c|B^c) = 1$ .

- (b) Let  $A$  and  $B$  be independent events. Then,  $P(B|A) \approx 1 \implies P(B) \approx 1$ . Thus,  $P(B^c) \approx 0$ , and so the term  $P(A|B^c)$  in the denominator in part *a* may be large, implying  $P(A^c|B^c) \approx 0$ .

For example, consider a deck of 52 cards, where all but one of the cards are the Queen of Spades. Let  $A$  be the event that the first turned card is a Queen of Spades, and let  $B$  be the event that the second turned card is a Queen of Spades, where sampling is done with replacement. Then,  $P(A) = P(B) \approx 1$ . Then, by independence,  $P(A|B^c) \approx 1 \implies P(A^c|B^c) \approx 0$ .

### 2.1.16 problem 18

$$P(B) = P(A \cap B) + P(A^c \cap B).$$

$$P(A^c \cap B) = P(A^c)P(B|A^c) = 0, \text{ since } P(A^c) = 1.$$

$$\text{Thus, } P(B) = P(A \cap B) = P(B)P(A|B) \implies P(A|B) = 1.$$

### 2.1.17 problem 19

See <https://math.stackexchange.com/q/3292400/649082>

### 2.1.18 problem 20

- (a) Since the second card is equally likely to be any of the remaining 3 cards, the probability that both cards are queens is  $\frac{1}{3}$ .
- (b) Our sample space now consists of all order pairs of the two queens and the two jacks, where at least one card is a queen. Since all the outcomes are equally likely, the answer is  $\frac{2}{10} = \frac{1}{5}$ .
- (c) Now, the sample space consists of all order pairs of the two queens and the two jacks, where one of the cards is the Queen of Hearts. Thus, the answer is  $\frac{2}{6} = \frac{1}{3}$ .

### 2.1.19 problem 21

- (a) The sample space is  $(H, H, H), (H, H, T), (H, T, H), (T, H, H)$ . Since each outcome is equally likely, the answer is  $\frac{1}{4}$ .

- (b) Since the last throw is independent of the first two, the probability that all three throws landed heads given two of them landed heads equals the probability that the third throw landed heads, which is  $\frac{1}{2}$ .

### 2.1.20 problem 27

Let  $G$  be the event that the suspect is guilty. Let  $T$  be the event that one of the criminals has blood type 1 and the other has blood type 2.

Thus,

$$P(G|T) = \frac{P(G)P(T|G)}{P(G)P(T|G) + P(G^c)P(T|G^c)} = \frac{pp_2}{pp_2 + (1-p)2p_1p_2} = \frac{p}{p + 2p_1(1-p)}$$

For  $P(G|T)$  to be larger than  $p$ ,  $p_1$  has to be smaller than  $\frac{1}{2}$ . This result makes sense, since if  $p_1 = \frac{1}{2}$ , then half of the population has blood type 1, and finding it at the crime scene gives us no information as to whether the suspect is guilty.

### 2.1.21 problem 28

- (a)  $\frac{P(D|T)}{P(D^c|T)} = \frac{P(D)}{P(D^c)} \frac{P(T|D)}{P(T|D^c)}$ .
- (b) Suppose our population consists of 10000 people, and only one percent of them is afflicted with the disease. So, 100 people have the disease and 9900 people don't. Suppose the specificity and sensitivity of our test are 95 percent. Then, out of the 100 people who have the disease, 95 test positive and 5 test negative, and out of the 9900 people who do not have the disease, 9405 test negative and 495 test positive.

$$\text{Thus, } P(D|T) = \frac{95}{95+495}.$$

Here, we can see why specificity matters more than sensitivity. Since, the disease is rare, most people do not have it. Since specificity is measured as a percentage of the population that doesn't have the disease, small changes in specificity equate to much larger changes in the number of people than in the case of sensitivity.

### 2.1.22 problem 29

Let  $G_i$  be the event that the  $i$ -th child is a girl. Let  $C_i$  be the event that the  $i$ -th child has property  $C$ .

$$P(G_1 \cap G_2 | (G_1 \cap C_1) \cup (G_2 \cap C_2)) = \frac{0.25(2p-p^2)}{0.5p+0.5p-0.25p^2} = \frac{0.5(2-p)}{2-0.5p} = \frac{2-p}{4-p}.$$

This result confirms the idea that the more rare characteristic  $C$  is, the closer we get to specifying which child we mean when we say that at least one of the children has  $C$ .

## 2.2 Independence and Conditional Independence

### 2.2.1 problem 33

(a)  $\frac{1}{2^{|C|}}$

(b)  $\left(\frac{1}{2}\right)^{|A|}$

(c) Let  $p$  be a randomly selected person from  $C$  sampled without replacement.

$$P(p \in A \cup p \in B) = \frac{1}{2} + \frac{1}{2} - \frac{1}{4} = \frac{3}{4}.$$

$$P(A \cup B = C) = (P(p \in A \cup p \in B))^{|C|} = \left(\frac{3}{4}\right)^{|C|}.$$

### 2.2.2 problem 34

(a)  $A$  and  $B$  are not independent, since knowing that  $A$  occurred makes  $G^c$  more likely, which in turn makes  $B$  more likely.

(b)  $P(G|A^c) = \frac{P(G)P(A^c|G)}{P(G)P(A^c|G)+P(G^c)P(A^c|G^c)} = \frac{g(1-p_1)}{g(1-p_1)+(1-g)(1-p_2)}$

(c)  $P(B|A^c) = P(G|A^c)P(B|G, A^c) + P(G^c|A^c)P(B|G^c, A^c) = \frac{g(1-p_1)}{g(1-p_1)+(1-g)(1-p_2)}p_1 + \left(1 - \frac{g(1-p_1)}{g(1-p_1)+(1-g)(1-p_2)}\right)p_2$

### 2.2.3 problem 36

(a) Since any applicant who is good at baseball is accepted to the college, the proportion of admitted students good at baseball is higher than the proportion of applicants good at baseball, because applicants include people who aren't good at either math or baseball.

(b) Let  $S$  denote the sample space. Then,

$$P(A|B, C) = P(A|B) = P(A) = P(A|S) < P(A|C).$$

### 2.2.4 problem 37

See <https://math.stackexchange.com/a/3789043/649082>

### 2.2.5 problem 38

Let  $S$  be the event that an email is spam. Let  $L = W_1^c, \dots, W_{22}^c, W_{23}, W_{24}^c, \dots, W_{64}^c, W_{64}, W_{65}, W_{66}^c, \dots, W_{100}^c$

Let  $q = \prod_j (1 - p_j)$  where  $1 \leq j \leq 100 : j \notin \{23, 64, 65\}$ .

Let  $x = \prod_j (1 - r_j)$  where  $1 \leq j \leq 100 : j \notin \{23, 64, 65\}$ .

$$P(S|L) = \frac{P(S)P(L|S)}{P(L)} = \frac{pp_{23}p_{64}p_{65}q}{pp_{23}p_{64}p_{65}q + (1 - p)r_{23}r_{64}r_{65}x}.$$

## 2.3 Monty Hall

### 2.3.1 problem 41

Let  $G_i$  be the event that the  $i$ -th door contains a goat, and let  $D_i$  be the event that Monty opens door  $i$ .

$$P(G_1|D_2, G_2) = \frac{P(G_1)P(D_2, G_2|G_1)}{P(D_2, G_2)}.$$

$$\begin{aligned} P(G_1)P(D_2, G_2|G_1) &= \frac{2}{3} (P(G_2|G_1)P(D_2|G_1, G_2)) \\ &= \frac{2}{3} \left( \frac{1}{2} (p + (1 - p)\frac{1}{2}) \right) \\ &= \frac{2}{3} \left( \frac{1}{2}p + \frac{1}{4} - \frac{1}{4}p \right) \\ &= \frac{1}{6}(p + 1). \end{aligned}$$

Thus,

$$\begin{aligned}
P(G_1|D_2, G_2) &= \frac{\frac{1}{6}(p+1)}{\frac{1}{6}(p+1) + \frac{1}{3} \times \frac{1}{2}} \\
&= \frac{p+1}{p+2}.
\end{aligned}$$

Note that when  $p = 1$ , the result matches that of the basic Monty Hall problem.

### 2.3.2 problem 42

Let  $G_i$  be the event that the  $i$ -th door contains a goat, and let  $D_i$  be the event that Monty opens door  $i$ .

Let  $S$  be the event of success under the specified strategy.

(a)

$$\begin{aligned}
P(S) &= P(G_1)P(S|G_1) + P(G_1^c)P(S|G_1^c) \\
&= \frac{2}{3}p + 0 \\
&= \frac{2}{3}p.
\end{aligned}$$

Note that when  $p = 1$ , the problem reduces to the basic Monty Hall problem, and we get the correct solution  $\frac{2}{3}$ . In the case when  $p = 0$ , Monty never gives the contestant a chance to switch their initial, incorrect choice to the correct one, resulting in a definite failure under the specified strategy.

(b)

$$\begin{aligned}
P(G_1|D_2) &= \frac{P(G_1)P(D_2|G_1)}{P(D_2)} \\
&= \frac{P(G_1)P(D_2|G_1)}{P(G_1)P(D_2|G_1) + P(G_1^c)P(D_2|G_1^c)} \\
&= \frac{\frac{2}{6}p}{\frac{2}{6}p + \frac{1}{6}} \\
&= \frac{2p}{2p+1}.
\end{aligned}$$

Note that if  $p = 1$ , the problem reduces to the basic Monty Hall problem, and the solution matches that of the basic, conditional Monty Hall problem. If  $p = 0$  on the other hand, then the reason Monty has opened a door is because the contestant's initial guess (Door 1) is correct. By choosing the strategy to switch, the contestant always loses.

### 2.3.3 problem 43

Let  $C_i$  be the event that Door  $i$  contains the car. Let  $D_i$  be the event that Monty opens Door  $i$ . Let  $O_i$  be the event that Door  $i$  contains the computer, and let  $G_i$  be the event that Door  $i$  contains the goat.

(a)

$$\begin{aligned}
 P(C_3|D_2, G_2) &= \frac{P(C_3)P(D_2, G_2|C_3)}{P(D_2, G_2)} \\
 &= \frac{P(C_3)P(D_2, G_2|C_3)}{P(C_3)P(D_2, G_2|C_3) + P(C_3^c)P(D_2, G_2|C_3^c)} \\
 &= \frac{\frac{1}{3} * \frac{1}{2}}{\frac{1}{3} * \frac{1}{2} + \frac{2}{3}P(G_2|C_3^c)P(D_2|G_2, C_3^c)} \\
 &= \frac{\frac{1}{3} * \frac{1}{2}}{\frac{1}{3} * \frac{1}{2} + \frac{2}{3} * \frac{1}{4}} \\
 &= \frac{\frac{1}{6}}{\frac{1}{6} + \frac{1}{6}} \\
 &= \frac{1}{2}.
 \end{aligned}$$

(b)

$$\begin{aligned}
 P(C_3|D_2, O_2) &= \frac{P(C_3)P(D_2, O_2|C_3)}{P(C_3)P(D_2, O_2|C_3) + P(C_3^c)P(D_2, O_2|C_3^c)} \\
 &= \frac{P(C_3)P(D_2, O_2|C_3)}{P(C_3)P(D_2, O_2|C_3) + P(C_3^c)P(D_2, O_2|C_3^c)} \\
 &= \frac{\frac{1}{3}P(O_2|C_3)P(D_2|O_2, C_3)}{\frac{1}{3}P(O_2|C_3)P(D_2|O_2, C_3) + P(C_3^c)P(D_2, O_2|C_3^c)} \\
 &= \frac{\frac{1}{3} * \frac{1}{2} * p}{\frac{1}{3} * \frac{1}{2} * p + \frac{2}{3} * \frac{1}{4} * q} \\
 &= \frac{\frac{1}{6}p}{\frac{1}{6}p + \frac{1}{6}q} \\
 &= \frac{1}{2}p.
 \end{aligned}$$

### 2.3.4 problem 44

Let  $G_i$  be the event that the  $i$ -th door contains a goat, and let  $D_i$  be the event that Monty opens door  $i$ . Let  $S$  be the event that the contestant is successful under his strategy.

- (a) There are two scenarios which result in the contestant selecting door 3 and Monty opening door 2. Either the car is behind door 3 and Monty randomly opens door 2, or doors 3 and 2 contain goats, and Monty opens door 2. Only the latter scenario results in a win for the contestant.

Thus,

$$P(S|D_2, G_2) = \frac{(p_1 + p_2)\frac{p_1}{p_1+p_2}}{p_3\frac{1}{2} + (p_1 + p_2)\frac{p_1}{p_1+p_2}} = \frac{p_1}{p_1 + \frac{1}{2}p_3}.$$

- (b) We can slightly modify the scenario in part *a* where doors 3 and 2 contain goats by multiplying the probability of the scenario by  $\frac{1}{2}$  to accomodate the chance that Monty might open the door with the car behind it.

$$P(S|D_2, G_2) = \frac{\frac{1}{2}(p_1 + p_2)\frac{p_1}{p_1+p_2}}{p_3\frac{1}{2} + \frac{1}{2}(p_1 + p_2)\frac{p_1}{p_1+p_2}} = \frac{\frac{1}{2}p_1}{\frac{1}{2}p_1 + \frac{1}{2}p_3} = \frac{p_1}{p_1 + p_3}.$$



(c)

$$P(S|D_2, G_2) = \frac{p_3}{p_3 + \frac{1}{2}p_1}.$$

(d)

$$P(S|D_2, G_2) = \frac{p_3}{p_3 + p_1}.$$

### 2.3.5 problem 45

- (a) Since the prizes are independent for each door, and since the strategy is switch doors every time, what is behind Door 1 is irrelevant.

Possible outcomes for doors 2 and 3 are Goat and Car with probability  $2pq$ , in which case the contestant wins, Car and Car with probability  $p^2$ , in which case the contestant wins again, and Goat and Goat with probability  $q^2$ , in which case the contestant loses.

Thus,

$$P(S) = \frac{p^2 + 2pq}{p^2 + 2pq + q^2} = \frac{p^2 + 2pq}{(p + q)^2} = p^2 + 2pq.$$

- (b) There are two scenarios in which Monty opens Door 2. Either Door 3 contains a Car and Door 2 contains a Goat, which happens with probability  $pq$ , or both doors contain Goats and Monty randomly chooses to open Door 2, which happens with probability  $\frac{1}{2}q^2$ . Contestant wins in the first case and loses in the second case.

Thus,

$$P(S|D_2, G_2) = \frac{pq}{pq + \frac{1}{2}q^2}.$$

### 2.3.6 problem 46

Let  $S$  be the event of successfully getting the Car under the specified strategy. Let  $C_i$  be the event that Door  $i$  contains the Car. Let  $A$  be the event that Monty reveals the Apple, and let  $A_i$  be the event that Door  $i$  contains the Apple.

(a)

$$\begin{aligned}
P(S) &= P(S \cap C_1) + P(S \cap C_2) + P(S \cap C_3) + P(S \cap C_4) \\
&= P(C_1)P(S|C_1) + P(C_2)P(S|C_2) + P(C_3)P(S|C_3) + P(C_4)P(S|C_4) \\
&= \frac{1}{4} * 0 + 3 * \frac{1}{4} * (p + q) \frac{1}{2} \\
&= 3 * \frac{1}{4} * \frac{1}{2} \\
&= \frac{3}{8}
\end{aligned}$$

(b)

$$\begin{aligned}
P(A) &= P(A \cap G_1) + P(A \cap A_1) + P(A \cap B_1) + P(A \cap C_1) \\
&= P(G_1)P(A|G_1) + P(A_1)P(A|A_1) + P(B_1)P(A|B_1) + P(C_1)P(A|C_1) \\
&= \frac{1}{4}p + 0 + \frac{1}{4}q + \frac{1}{4}q \\
&= \frac{1}{4}(1 + q)
\end{aligned}$$

(c)

$$P(S|A) = \frac{P(S \cap A)}{P(A)} = \frac{\frac{1}{4} * p * \frac{1}{2} + \frac{1}{4} * q * \frac{1}{2}}{\frac{1}{4}(1 + q)} = \frac{\frac{1}{8}}{\frac{1}{4}(1 + q)}$$

### 2.3.7 problem 47

- (a) Contestant wins under the "stay-stay" strategy if and only if the Car is behind Door 1.

$$P(S) = \frac{1}{4}$$

- (b) If the Car is not behind Door 1, Monty opens one of the two doors revealing a Goat. Contestant stays. Then, Monty opens the other door with a Goat behind it. Finally, contestant switches to the Door concealing the Car.

$$P(S) = P(C_1)P(S|C_1) + P(C_1^c)P(S|C_1^c)$$

$$P(S) = 0 + \frac{3}{4} * 1 = \frac{3}{4}$$

- (c) Under the "switch-stay" strategy, if the Car is behind Door 1 the contestant loses. Given that the Car is not behind Door 1, Monty opens one of the Doors containing a Goat. The contestant will win if they switch to the Door containing the Car and will lose if they switch to the Door containing the last remaining Goat.

Thus,

$$P(S) = P(C_1)P(S|C_1) + P(C_1^c)P(S|C_1^c) = 0 + \frac{3}{4} * \frac{1}{2} = \frac{3}{8}$$

- (d) Under the "switch-switch" strategy, if the car is behind Door 1, then Monty opens a door with a Goat behind it. The contestant switches to a door with a Goat behind it. Monty then opens the last door containing a Goat, at which point the contestant switches back to the door containing the Car.

If Door 1 contains a Goat, Monty opens another Door containing a Goat and presents the contestant with a choice. If the contestant switches to the remaining door containing a Goat, then Monty is forced to open Door 1, revealing the final Goat. The contestant switches to the one remaining Door which contains the Car. If, on the other hand, the contestant switches to the door containing the Car, then on the subsequent switch they lose the game.

Thus,

$$P(S) = \frac{1}{4} * 1 + \frac{3}{4} * \frac{1}{2} = \frac{5}{8}$$

- (e) "Stay-Switch" is the best strategy.

## 2.4 First-step Analysis and Gambler's Ruin

### 2.4.1 problem 49

(a)

$$\begin{aligned}
 P(A_2) &= p_1p_2 + q_1q_2 \\
 &= (1 - q_1)(1 - q_2) + \left(b_1 + \frac{1}{2}\right)\left(b_2 + \frac{1}{2}\right) \\
 &= \left(b_1 - \frac{1}{2}\right)\left(b_2 - \frac{1}{2}\right) + \left(b_1 + \frac{1}{2}\right)\left(b_2 + \frac{1}{2}\right) \\
 &= \frac{1}{2} + 2b_1b_2
 \end{aligned}$$

(b) By strong induction,

$$P(A_n) = \frac{1}{2} + 2^{n-1}b_1b_2\dots b_n$$

for  $n \leq 2$ .

Suppose the statement holds for all  $n \leq k-1$ . Let  $S_i$  be the event that the  $i$ -th trial is a success.

$$\begin{aligned}
 P(A_k) &= p_kP(A_{k-1}^c|S_k) + q_kP(A_{k-1}|S_k^c) \\
 &= p_k\left(1 - \left(\frac{1}{2} + 2^{k-2}b_1b_2\dots b_{k-1}\right)\right) + q_k\left(\frac{1}{2} + 2^{k-2}b_1b_2\dots b_{k-1}\right) \\
 &= p_k\left(\frac{1}{2} - 2^{k-2}b_1b_2\dots b_{k-1}\right) + q_k\left(\frac{1}{2} + 2^{k-2}b_1b_2\dots b_{k-1}\right) \\
 &= \frac{1}{2} + (q_k - p_k)2^{k-2}b_1b_2\dots b_{k-1} \\
 &= \frac{1}{2} + 2b_k2^{k-2}b_1b_2\dots b_{k-1} \\
 &= \frac{1}{2} + 2^{k-1}b_1b_2\dots b_{k-1}b_k
 \end{aligned}$$

(c) if  $p_i = \frac{1}{2}$  for some  $i$ , then  $b_i = 0$  and  $P(A_n) = \frac{1}{2}$ .

if  $p_i = 0$  for all  $i$ , then  $b_i = \frac{1}{2}$  for all  $i$ . Hence, the term  $2^{k-1}b_1b_2\dots b_{k-1}b_k$  equals  $\frac{1}{2}$ . Thus,  $P(A_n) = 1$ . This makes sense since the number of successes will be 0, which is an even number.

if  $p_i = 1$  for all  $i$ , then  $b_i = -\frac{1}{2}$  for all  $i$ . Hence, the term  $2^{k-1}b_1b_2\dots b_{k-1}b_k$  will either equal to  $\frac{1}{2}$  or  $-\frac{1}{2}$  depending on the parity of the number of trials. Thus,  $P(A_n)$  is either 0 or 1 depending on the parity of the number of trials.

This makes sense since, if every trial is a success, the number of successes will be even if the number of trials is even. The number of successes will be odd otherwise.

### 2.4.2 problem 52

The problem is equivalent to betting 1 increments and having  $A$  start with  $ki$  dollars, while  $B$  starts with  $k(N - i)$  dollars.

Thus,  $p < \frac{1}{2}$ ,

$$p_i = \frac{1 - \left(\frac{q}{p}\right)^{ki}}{1 - \left(\frac{q}{p}\right)^{kN}}.$$

Note that,

$$\lim_{k \rightarrow \infty} \frac{1 - \left(\frac{q}{p}\right)^{ki}}{1 - \left(\frac{q}{p}\right)^{kN}} = \lim_{k \rightarrow \infty} \frac{-ki \left(\frac{q}{p}\right)^{ki-1}}{-kN \left(\frac{q}{p}\right)^{kN-1}} = \frac{i}{N} \lim_{k \rightarrow \infty} \frac{1}{\left(\frac{q}{p}\right)^{k(N-i)}} = 0.$$

This result makes sense, since  $p < \frac{1}{2}$  implies that  $A$  should lose a game with high degree of certainty over the long run.

### 2.4.3 problem 53

See <https://math.stackexchange.com/a/2706032/649082>

### 2.4.4 problem 54

- (a)  $p_k = pp_{k-1} + qp_{k+1}$  with boundary condition  $p_0 = 1$ .
- (b) Let  $A_j$  be the event that the drunk reaches  $k$  before reaching  $-j$ . Then,  $A_j \subseteq A_{j+1}$  since to reach  $-(j+1)$  the drunk needs to pass  $-j$ . Note that  $\bigcup_{j=1}^{\infty} A_j$  is equivalent to the event that the drunk ever reaches  $k$ ,

since the complement of this event, namely the event that the drunk reaches  $-j$  before reaching  $k$  for all  $j$  implies that the drunk never has the time to reach  $k$ .

By assumption,  $P(\bigcup_{j=1}^{\infty} A_j) = \lim_{n \rightarrow +\infty} P(A_n)$ .  $P(A_n)$  can be found as a result of a gambler's ruin problem.

If  $p = \frac{1}{2}$ ,

$$P(A_n) = \frac{n}{n+k} \rightarrow 1.$$

If  $p > \frac{1}{2}$ ,

$$P(A_n) = \frac{1 - \left(\frac{q}{p}\right)^n}{1 - \left(\frac{q}{p}\right)^{n+k}} \rightarrow 1.$$

If  $p < \frac{1}{2}$ ,

$$P(A_n) = \frac{1 - \left(\frac{q}{p}\right)^n}{1 - \left(\frac{q}{p}\right)^{n+k}} \rightarrow \left(\frac{p}{q}\right)^k.$$

## 2.5 Simpson's Paradox

### 2.5.1 problem 57

- (a) Suppose  $C_1$  contains 7 green gummi bears and 8 red ones,  $M_1$  contains 1 green gummi bear and 2 red gummi bears,  $C_2$  contains 5 green gummi bears and no red gummi bears,  $M_2$  contains 12 green gummi bears and 5 red gummi bears.

The proportion of green gummi bears in  $C_1$  is  $\frac{7}{15}$ , which is larger than that of  $M_1$ , which is  $\frac{1}{3}$ . The proportion of green gummi bears in  $C_2$  is  $\frac{5}{5}$ , which is larger than that of  $M_2$ , which is  $\frac{12}{17}$ . However, the proportion of green gummi bears in  $C_1 + C_2$  is  $\frac{12}{20}$ , which is less than that of  $M_1 + M_2$ , which is  $\frac{13}{20}$ .

- (b) We can imagine that it is much more difficult to get a green gummi bear out of a jar with subscript 1 than it is out of a jar with subscript 2.  $C$  jars have a lower overall success rate, because most of their green gummi bears are in  $C_1$ , which is harder to sample from compared to the jars with subscript 2.

Let  $A$  be the event that a sampled gummi bear is green. Let  $B$  be the event that the jar being sampled from is an  $M$  jar. Let  $C$  be the event that the jar being sampled from has subscript 1.

Then, by Simpson's Paradox,  $P(A|B, C) < P(A|B^c, C)$ ,  $P(A|B, C^c) < P(A|B^c, C^c)$ , however,  $P(A|B) > P(A|B^c)$ .

### 2.5.2 problem 58

- (a) If  $A$  and  $B$  are independent, then

$$P(A|B, C) = P(A|B^c, C) = P(A|C).$$

$$P(A|B, C^c) = P(A|B^c, C^c) = P(A|C^c).$$

Thus, Simpson's Paradox does not hold.

- (b) If  $A$  and  $C$  are independent, then  $P(A|B, C) < P(A|B^c, C) \implies P(A|B) < P(A|B^c)$ . Thus, Simpson's Paradox does not hold.

- (c) If  $B$  and  $C$  are independent, then

$$P(A|B) = P(C)P(A|B, C) + P(C^c)P(A|B, C^c).$$

$$P(A|B^c) = P(C)P(A|B^c, C) + P(C^c)P(A|B^c, C^c).$$

Since  $P(A|B, C) > P(A|B^c, C)$  and  $P(A|B, C^c) > P(A|B^c, C^c)$ ,  $P(A|B) > P(A|B^c)$ , so Simpson's Paradox does not hold. ■

## 2.6 Mixed Problems

### 2.6.1 problem 60

Let  $D$  be the event that a person has the disease. Let  $T$  be the event that a person tests positive for the disease.

(a)

$$\begin{aligned}
P(D|T) &= \frac{P(D)P(T|D)}{P(T)} \\
&= \frac{p(P(A|D)P(T|D, A) + P(B|D)P(T|D, B))}{P(A)P(T|A) + P(B)P(T|B)} \\
&= \frac{p\left(\frac{1}{2}a_1 + \frac{1}{2}b_1\right)}{\frac{1}{2}(P(D|A)P(T|D, A) + P(D^c|A)P(T|D^c, A)) + \frac{1}{2}(P(D|B)P(T|D, B) + P(D^c|B)P(T|D^c, B))} \\
&= \frac{\frac{1}{2}p(a_1 + b_1)}{\frac{1}{2}(pa_1 + (1-p)(1-a_2)) + \frac{1}{2}(pb_1 + (1-p)(1-b_2))}
\end{aligned}$$

(b)

$$\begin{aligned}
P(A|T) &= \frac{P(A)P(T|A)}{P(T)} \\
&= \frac{\frac{1}{2}(pa_1 + (1-p)(1-a_2))}{P(A)P(T|A) + P(B)P(T|B)} \\
&= \frac{\frac{1}{2}(pa_1 + (1-p)(1-a_2))}{\frac{1}{2}(pa_1 + (1-p)(1-a_2)) + \frac{1}{2}(pb_1 + (1-p)(1-b_2))}
\end{aligned}$$

**2.6.2 problem 61**

(a)

$$\begin{aligned}
P(D | \bigcap_{i=1}^n T_i) &= \frac{P(D)P(\bigcap_{i=1}^n T_i | D)}{P(\bigcap_{i=1}^n T_i)} \\
&= \frac{p \prod_{i=1}^n a}{p \prod_{i=1}^n a + q \prod_{i=1}^n b} \\
&= \frac{pa^n}{pa^n + qb^n}
\end{aligned}$$



(b)

$$\begin{aligned}
P(D | \bigcap_{i=1}^n T_i) &= \frac{P(D)P(\bigcap_{i=1}^n T_i | D)}{P(\bigcap_{i=1}^n T_i)} \\
&= \frac{p(P(G)P(\bigcap_{i=1}^n T_i | D, G) + P(G^c)P(\bigcap_{i=1}^n T_i | D, G^c))}{P(\bigcap_{i=1}^n T_i)} \\
&= \frac{p(\frac{1}{2} + \frac{1}{2}a_0^n)}{P(G)P(\bigcap_{i=1}^n T_i | G) + P(G^c)P(\bigcap_{i=1}^n T_i | G^c)} \\
&= \frac{p(\frac{1}{2} + \frac{1}{2}a_0^n)}{P(G)(P(D|G)P(\bigcap_{i=1}^n T_i | D, G) + P(D^c|G)P(\bigcap_{i=1}^n T_i | D^c, G)) + P(G^c)(P(D|G^c)P(\bigcap_{i=1}^n T_i | D, G^c) + P(D^c|G^c)P(\bigcap_{i=1}^n T_i | D^c, G^c))} \\
&= \frac{p(\frac{1}{2} + \frac{1}{2}a_0^n)}{\frac{1}{2} + \frac{1}{2}(pa_0^n + (1-p)b_0^n)} \\
&= \frac{p(1 + a_0^n)}{1 + pa_0^n + (1-p)b_0^n}
\end{aligned}$$

### 2.6.3 problem 62

Let  $D$  be the event that the mother has the disease. Let  $C_i$  be the event that the  $i$ -th child has the disease.

(a)

$$\begin{aligned}
P(C_1^c \cap C_2^c) &= P(D)P(C_1^c \cap C_2^c | D) + P(D^c)P(C_1^c \cap C_2^c | D^c) \\
&= \frac{1}{3} * \frac{1}{4} + \frac{2}{3} \\
&= \frac{9}{12}
\end{aligned}$$

- (b) The two events are not independent. If the elder child has the disease, the mother has the disease, which means the younger child has probability  $\frac{1}{2}$  of having the disease. Unconditionally, the younger child has probability  $\frac{1}{6}$  of having the disease.

(c)

$$\begin{aligned}
P(D|C_1^c \cap C_2^c) &= \frac{P(D)P(C_1^c \cap C_2^c|D)}{P(C_1^c \cap C_2^c)} \\
&= \frac{\frac{1}{3} * \frac{1}{4}}{\frac{1}{3} * \frac{1}{4} + \frac{2}{3}} \\
&= \frac{1}{9}
\end{aligned}$$

### 2.6.4 problem 63

This problem is similar to the variations on example 2.2.5 (Two Children) in the textbook.

It is true that conditioned on specific two of the three coins matching, the probability of the third coin matching is  $\frac{1}{2}$ , but the way the problem statement is phrased, *at least two* of the coins match. According to the Two Children problem, the result is no longer  $\frac{1}{2}$ . In fact, the probability of all the coins matching given at least two match is  $\frac{1}{4}$ .

### 2.6.5 problem 64

Let  $R_i$ ,  $G_i$ , and  $B_i$  be the events that the  $i$ -th drawn ball is red, green or blue respectively. Let  $A$  be the event that a green ball is drawn before a blue ball.

- (a) Note that if a red ball is drawn, it is placed back, as if the experiment never happened. Draws continue until a green or a blue ball is drawn. The red balls are irrelevant in the experiment. Thus, the problem reduces to removing all the red balls, and finding the probability of the first, randomly drawn ball being green.

$$\begin{aligned}
P(A) &= P(R_1)P(A|R_1) + P(R_1^c)P(A|R_1^c) \\
&= rP(A) + (g + b)\frac{g}{g + b} \\
&= rP(A) + g
\end{aligned}$$

Thus,

$$P(A) = \frac{g}{1 - r} = \frac{g}{g + b}.$$

- (b) We are interested in draws in which the first ball is green. Each completed sequence of  $g + b + r$  draws is equally likely. Since the red balls are once again irrelevant, we focus on the  $g + b$  draws of green or blue balls.

Thus,

$$P(A) = \frac{\binom{g+b-1}{g-1}}{\binom{g+b}{g}} = \frac{g}{g+b}.$$

- (c) Let  $A_{i,j}$  be the event that type  $i$  occurs before type  $j$ . Generalizing part a, we get

$$P(A_{i,j}) = \frac{p_i}{p_i + p_j}.$$

### 2.6.6 problem 65

- (a) All  $(n+1)!$  permutations of the balls are equally likely, so the probability that we draw the defective ball is  $\frac{1}{n+1}$  irrespective of when we choose to draw.
- (b) Consider the extreme case of the defective ball being super massive ( $v \gg nw$ ). Then, it is more likely that a person draws the defective ball rather than a non defective ball, so we want to draw last. On the other hand, if  $v$  is much smaller than  $nw$ , then, at any stage of the experiment, drawing the defective ball is less likely than not, but after each draw of a non defective ball, the probability of it being drawn increases since there are less balls left in the urn. Thus, we want to be one of the first ones to draw.

So the answer depends on the relationship of  $w$  and  $v$ .

### 2.6.7 problem 66

Let  $S_{i,k}$  be the event that sum after  $i$  rolls of the die is  $k$ . Let  $l$  denote the roll after which  $k \geq 100$ . Let  $X_i$  be the event that the die lands on  $i$ .

$$P(S_{l,100}) = \sum_{i=94}^{99} P(S_{l-1,i})P(X_{100-i}|S_{l-1,i}) = \frac{1}{6} \sum_{i=94}^{99} P(S_{l-1,i})$$

$$P(S_{l,101}) = \sum_{i=95}^{99} P(S_{l-1,i})P(X_{101-i}|S_{l-1,i}) = \frac{1}{6} \sum_{i=95}^{99} P(S_{l-1,i})$$

$$P(S_{l,102}) = \sum_{i=96}^{99} P(S_{l-1,i})P(X_{102-i}|S_{l-1,i}) = \frac{1}{6} \sum_{i=96}^{99} P(S_{l-1,i})$$

$$P(S_{l,103}) = \sum_{i=97}^{99} P(S_{l-1,i})P(X_{103-i}|S_{l-1,i}) = \frac{1}{6} \sum_{i=97}^{99} P(S_{l-1,i})$$

$$P(S_{l,104}) = \sum_{i=98}^{99} P(S_{l-1,i})P(X_{104-i}|S_{l-1,i}) = \frac{1}{6} \sum_{i=98}^{99} P(S_{l-1,i})$$

$$P(S_{l,105}) = \sum_{i=99}^{99} P(S_{l-1,i})P(X_{105-i}|S_{l-1,i}) = \frac{1}{6} \sum_{i=99}^{99} P(S_{l-1,i})$$

Thus,  $S_{l,100}$  is the most likely.

### 2.6.8 problem 67

- (a) Unconditionally, each of the  $c + g + j$  donuts is equally likely to be the last one. Thus, the probability that the last donut is a chocolate donut is  $\frac{c}{c+g+j}$ .
- (b) We are interested in the event that the last donut is chocolate and the last donut that is either glazed or jelly is jelly. The probability that the last donut is chocolate is  $\frac{c}{c+g+j}$ . Since any ordering of glazed and jelly donuts is equally likely, the probability that the last one is a jelly donut is  $\frac{j}{g+j}$ . Thus, the probability of the desired event is  $\frac{c}{c+g+j} * \frac{j}{g+j}$ .

### 2.6.9 problem 68

(a)

$$OR = \frac{P(D|C)}{P(D^c|C)} * \frac{P(D^c|C^c)}{P(D|C^c)}$$

Since the disease is rare among both exposed and not exposed groups,  $P(D^c|C) \approx 1$  and  $P(D^c|C^c) \approx 1$ . Thus,

$$OR \approx \frac{P(D|C)}{P(D|C^c)} = RR$$

(b)

$$\frac{P(C, D)P(C^c, D^c)}{P(C, D^c)P(C^c, D)} = \frac{P(C)P(D|C)P(C^c)P(D|C^c)}{P(C)P(D^c|C)P(C^c)P(D|C^c)} = OR$$

(c) Since  $P(C, D)$  also equals  $P(D)P(C|D)$ , reversing the roles of  $C$  and  $D$  in part *b* gives the result.

### 2.6.10 problem 69

(a)

$$y = dp + (1 - d)(1 - p)$$

(b) The worst choice for  $p$  is  $\frac{1}{2}$ , because then the fraction of "yes" responses is  $\frac{1}{2}$  irrespective of the fraction of drug users. In other words, the number of "yes" responses tells us nothing.

(c) We can extend the result from part *a*.

A drug user says "yes" either if they get a "Have you used drugs" slip, or if they get a "I was born in winter" slip and they are, in fact, born in winter.

A person who has not used drugs says "yes" only in the case that they get a "I was born in winter" slip and they were, in fact, born in winter.

$$y = d(p + \frac{1}{4}(1 - p)) + (1 - d)(1 - p)\frac{1}{4}$$

Thus,

$$d = \frac{4y + p - 1}{2p}$$

### 2.6.11 problem 70

Let  $F$  be the event that the coin is fair, and let  $H_i$  be the event that the  $i$ -th toss lands Heads.

(a) Both Fred and his friend are correct. Fred is correct in that the probability of there being no Heads in the entire sequence is very small. For

example, there are  $\binom{92}{45}$  sequences with 45 Heads and 47 Tails, but only 1 sequence of all Heads.

On the other hand, Fred's friend is correct in his assessment that any particular sequence has the same likelihood of occurrence as any other sequence.

(b)

$$P(F|H_{1 \leq i \leq 92}) = \frac{P(F)P(H_{1 \leq i \leq 92}|F)}{P(F)P(H_{1 \leq i \leq 92}|F) + P(F^c)P(H_{1 \leq i \leq 92}|F^c)} = \frac{p\left(\frac{1}{2}\right)^{92}}{p\left(\frac{1}{2}\right)^{92} + (1-p)}$$

- (c) For  $P(F|H_{1 \leq i \leq 92})$  to be larger than  $\frac{1}{2}$ ,  $p$  must be greater than  $\frac{2^{92}}{2^{92}+1}$ , which is approximately equal to 1, where as for  $P(F|H_{1 \leq i \leq 92})$  to be less than  $\frac{1}{20}$ ,  $p$  must be less than  $\frac{2^{92}}{2^{92}+19}$ , which is also approximately equal to 1. In other words, unless we know for a fact that the coin is fair, 92 Heads in a row will convince us otherwise.

### 2.6.12 problem 71

- (a) To have  $j$  toy types after sampling  $i$  toys, we either have  $j-1$  toy types after sampling  $i-1$  toys, and the  $i$ -th toy is of a previously unseen type, or, we have  $j$  toy types after sampling  $i-1$  toys, and the  $i$ -th toy has an already seen type.

Thus,

$$p_{i,j} = p_{i-1,j-1} \frac{n-j+1}{n} + p_{i-1,j} \frac{j}{n}$$

- (b) Note that  $p_{1,0} = 0$ ,  $p_{1,1} = 1$  and  $p_{i,j} = 0$  for  $j > i$ . Using strong induction, a proof of the recursion in part a follows.

### 2.6.13 problem 72

(a)

$$p_n = a_n a + (1 - a_n) b = (a - b) a_n + b$$

$$a_{n+1} = a_n a + (1 - a_n)(1 - b) = a_n(a + b - 1) + 1 - b$$

(b)

$$p_{n+1} = (a - b)a_{n+1} + b$$

$$p_{n+1} = (a - b)((a + b - 1)a_n + 1 - b) + b$$

$$p_{n+1} = (a - b) \left( (a + b - 1) \frac{p_n - b}{a - b} + 1 - b \right) + b$$

$$p_{n+1} = (a + b - 1)p_n + a + b - 2ab$$

(c) Let  $p = \lim_{n \rightarrow \infty} p_n$ . Taking the limit of both sides of the result of part b, we get

$$p = (a + b - 1)p + a + b - 2ab$$

$$p = \frac{a + b - 2ab}{2 - (a + b)}$$

## Chapter 3

# Random Variables and Their Distributions

### 3.1 PMFs and CDFs

#### 3.1.1 problem 1

If the  $k$ -th person's arrival results in the first birthday match, the first  $k - 1$  people have  $365 * 364 * \dots * (365 - k + 2)$  choices of birthday assignments such that no two people have the same birthday. The  $k$ -th person has  $k - 1$  choices of birthdays, since their birthday must match that of one of the first  $k - 1$  people.

Thus,

$$P(X = k) = \frac{365 * 364 * \dots * (365 - k + 2)}{365^{k-1}} \frac{k - 1}{365}$$

#### 3.1.2 problem 2

- (a) Since the trials are independent, the probability that the first  $k - 1$  trials fail is  $(\frac{1}{2})^{k-1}$ , and the probability that the  $k$ -th trial is successful is  $\frac{1}{2}$ . Thus, for  $k \geq 1$ ,



$$P(X = k) = \left(\frac{1}{2}\right)^{k-1} * \frac{1}{2}.$$

- (b) This problem reduces to part *a* once a trial is performed. Whatever it's outcome, we label it failure and proceed to perform more trials until the opposite outcome is observed. Thus, for  $k \geq 2$ ,

$$P(X = k) = \left(\frac{1}{2}\right)^{k-2} * \frac{1}{2}.$$

### 3.1.3 problem 3

$$P(Y \leq k) = P(X \leq \frac{k-\mu}{\sigma}) = F\left(\frac{k-\mu}{\sigma}\right).$$

### 3.1.4 problem 4

To show that  $F(x)$  is a CDF, we need to show that  $F$  is increasing, right-continuous, and converges to 0 and 1 in the limits.

The first condition is true since  $\lfloor x \rfloor$  is increasing.

Since  $\lim_{x \rightarrow a^+} F(x) = F(a)$  when  $a \in \mathbb{N}$  by the definition of  $F(x)$ , the second condition is satisfied.

$\lim_{x \rightarrow \infty} F(x) = 1$  by the definition of  $F(x)$ , and also, by definition,  $\lim_{x \rightarrow -\infty} F(x) = 0$ . Thus, the third condition is satisfied, and  $F(x)$  is a CDF.

The PMF  $F$  corresponds to is

$$P(X = k) = \frac{1}{n}$$

for  $1 \leq k \leq n$  and 0 everywhere else.

### 3.1.5 problem 5

- (a)  $p(n)$  is clearly non-negative. Also,

$$\sum_{n=0}^{\infty} p(n) = \frac{1}{2} \sum_{n=0}^{\infty} \frac{1}{2^n} = \frac{1}{2} * \frac{1}{1 - \frac{1}{2}} = 1.$$

Thus,  $p(n)$  is a valid PMF.

(b)

$$F(x) = \sum_{n=0}^{\lfloor x \rfloor} p(n) = \frac{1}{2} \sum_{n=0}^{\lfloor x \rfloor} \frac{1}{2^n} = \frac{1}{2} * \frac{1 - \frac{1}{2^{\lfloor x \rfloor + 1}}}{1 - \frac{1}{2}} = 1 - \frac{1}{2^{\lfloor x \rfloor + 1}}$$

for  $x \geq 0$  and 0 for  $x < 0$ .

### 3.1.6 problem 7

$P(X = k) = \prod_{i=1}^{k-1} p_i$  for  $2 \leq k \leq 7$ .

$P(X = 1)$  since Bob starts at level 1.

$P(X = 0)$  otherwise.

### 3.1.7 problem 8

$P(X = k) = \frac{\binom{k-1}{4}}{\binom{100}{5}}$  for  $k \geq 5$ .

$P(X = k) = 0$  for  $k < 5$ .

### 3.1.8 problem 9

(a)  $F(x) = pF_1(x) + (1 - p)F_2(x)$ .

Let  $x_1 < x_2$ . Then

$$F(x_1) = pF_1(x_1) + (1 - p)F_2(x_1) < pF_1(x_2) + (1 - p)F_2(x_2) = F(x_2).$$

Since  $F(x)$  is a weighted sum of right continuous functions, it is itself a right continuous function.

$$\lim_{x \rightarrow \infty} F(x) = p \lim_{x \rightarrow \infty} F_1(x) + (1 - p) \lim_{x \rightarrow \infty} F_2(x) = p + 1 - p = 1.$$

Similarly,

$$\lim_{x \rightarrow -\infty} F(x) = 0.$$

(b) Let  $X$  be an r.v. created as described. Let  $H$  be the event that coin lands heads, and  $T$  be the event that the coin lands tails.

Then,  $F(X = k) = P(H)F_1(k) + P(T)F_2(k) = pF_1(k) + (1 - p)F_2(k)$ .

Note that this is the same CDF as in part a.

### 3.1.9 problem 10

- (a) Let  $P(n) = \frac{k}{n}$  for  $n \in \mathbb{N}$ . By principles of probability,  $\sum_{n \in \mathbb{N}} P(n)$  must equal 1.

$$\sum_{n \in \mathbb{N}} P(n) = k \sum_{n \in \mathbb{N}} \frac{1}{n}.$$

The sum on the right side of the equality is a divergent, harmonic series. Hence, the aforementioned principle of probability is violated. Contradiction.

- (b)  $\sum_{n \in \mathbb{N}} \frac{1}{n^2} = \frac{\pi^2}{6}$ . Thus, letting  $k$  equal  $\frac{6}{\pi^2}$ , the principle of probability is satisfied.

### 3.1.10 problem 12

- (a) <https://drive.google.com/file/d/1vAAxLU7hviHAHOEcHx8Nc-9xapGlzc-I/view?usp=sharing>

- (b) Let  $I \subset X$  be the subset of the support where  $P_1(x) < P_2(x)$ . Then

$$\sum_{x \in X} P_1(x) = \sum_{x \in I} P_1(x) + \sum_{x \in X \setminus I} P_1(x) < \sum_{x \in I} P_2(x) + \sum_{x \in X \setminus I} P_2(x) = 1.$$

Thus, having such a property in PMFs is impossible.

### 3.1.11 problem 13

$$P(X = a) = \sum_{z \in Z} P(Z = z)P(X = a|Z = z) = \sum_{z \in Z} P(Z = z)P(Y = a|Z = z) = P(Y = a).$$

### 3.1.12 problem 14

- (a)

$$1 - P(X = 0) = 1 - e^{-\lambda}$$

$$P(X \geq 2) = 1 - P(X = 0) - P(X = 1) = (1 - e^{-\lambda}) - e^{-\lambda}\lambda$$

(b)

$$P(X = k | X > 0) = \frac{P(X = k)}{P(X > 0)} = \frac{\lambda^k}{(e^\lambda - 1)k!}$$

## 3.2 Named Distributions

### 3.2.1 problem 15

$$F(X = k) = P(X \leq k) = \sum_{i=1}^k P(X = i) = \sum_{i=1}^k \frac{1}{n} = \frac{k}{n}.$$

### 3.2.2 problem 16

$$P(X = k | X \in B) = \frac{\frac{1}{|C|}}{\frac{|B|}{|C|}} = \frac{1}{|B|}$$

### 3.2.3 problem 17

$$P(X \leq 100) = \sum_{i=0}^{100} \binom{110}{i} (0.9)^i (0.1)^{110-i}$$

### 3.2.4 problem 19

The pmf of the number of games ending in a draw is  $P(X = k) = \binom{n}{k} (0.6)^k (0.4)^{n-k}$  for  $0 \leq k \leq n$ .

Let  $X$  be the number of games that end in draws. The number of players whose games end in draws is  $Y = 2X$ .

### 3.2.5 problem 20

(a)  $P(X = k) = \binom{n}{k} p^k (1-p)^{n-k}$  for  $0 \leq k \leq 3$ .

(b) To use the complement of the desired event,

$$P(X > 0) = 1 - P(X = 0) = 1 - (1-p)^3 = 1 - (-p^3 + 3p^2 - 3p + 1) = p^3 - 3p^2 + 3p.$$

To prove the same by Inclusion-Exclusion,

$$P(X > 0) = \sum_{i=1}^3 P(I_{X_i} = 1) - 3p^2 + P(\cap_{i=1}^3 I_{X_i} = 1) = 3p - 3p^2 + p^3.$$

- (c) Since  $p^2$  and  $p^3$  go to 0 asymptotically faster than  $p$ , when  $p$  is small,  $3p - 3p^2 + p^3 \approx 3p$ .

### 3.2.6 problem 22

- (a) Let  $C_i$  be the event that  $i$ -th type of coin is chosen. Let  $H_k$  be the event that  $k$  out of the  $n$  flips land heads.

$$P(X = k) = P(C_1)P(H_k|C_1) + P(C_2)P(H_k|C_2) = \frac{1}{2} \binom{n}{k} p_1^k (1-p_1)^{n-k} + \frac{1}{2} \binom{n}{k} p_2^k (1-p_2)^{n-k}$$

- (b) if  $p_1 = p_2$ , then  $X$  is Binomial  $n, k$ .
- (c) If  $p_1 \neq p_2$ , then the Bernoulli trials are not independent. If, for instance,  $p_1$  is small and  $p_2$  is large, and after the first million flips we see two heads, this increases the likelihood that we are using the coin with probability  $p_1$  of landing heads, which in turn tells us that subsequent flips are unlikely to be land heads.

### 3.2.7 problem 23

Let  $I_i$  be the indicator of the  $i$ -th person voting for Kodos. Then,  $P(I_i = 1) = p_1 p_2 p_3$ . Since the voters make their decisions independently, we have  $n$  independent Bernoulli trials, which is precisely the story for a Binomial distribution.

Thus,

$$P(X = k) = \binom{n}{k} (p_1 p_2 p_3)^k (1 - p_1 p_2 p_3)^{n-k}$$

### 3.2.8 problem 24

- (a) Since tosses are independent, we expect information about two of the tosses to not provide any information about the remaining tosses. In other words, we expect the required probability to be

$$\binom{8}{k}(0.5)^k(0.5)^{8-k} = \binom{8}{k}(0.5)^8$$

for  $0 \leq k \leq 8$ .

To prove this, let  $X$  be the number of Heads out of the 10 tosses, and let  $X_{1,2}$  be the number of Heads out of the first two tosses.

$$\begin{aligned} P(X = k | X_{1,2} = 2) &= \frac{P(X = k \cap X_{1,2} = 2)}{P(X_{1,2} = 2)} \\ &= \frac{(0.5)^2 \binom{8}{k-2} (0.5)^{k-2} (0.5)^{8-k+2}}{(0.5)^2} \\ &= \binom{8}{k-2} (0.5)^{k-2} (0.5)^{8-k+2} \\ &= \binom{8}{k-2} (0.5)^8 \end{aligned}$$

for  $2 \leq k \leq 10$ , which is equivalent to  $\binom{8}{k}(0.5)^8$  for  $0 \leq k \leq 8$ .

- (b) Let  $X_{\geq 2}$  be the event that at least two tosses land Heads.

$$\begin{aligned} P(X = k | X_{\geq 2}) &= \frac{P(X = k \cap X_{\geq 2})}{P(X_{\geq 2})} \\ &= \frac{\binom{10}{k} (0.5)^k (0.5)^{10-k}}{1 - (0.5^{10} + 10 * 0.5^{10})} \end{aligned}$$

for  $2 \leq k \leq 10$ .

To see that this answer makes sense, notice that if we over all values of  $k$  from 2 to 10, we get exactly the denominator, which means the said sum equals to 1.

**3.2.9 problem 26**

If  $X \sim HGeom(w, b, n)$ , then  $n - X \sim HGeom(b, w, n)$ .

If  $X$  counts the number of items sampled from the set of  $w$  items in a sample of size  $n$ , then  $n - X$  counts the number of items from the set of  $b$  items in the same sample.

To see this, notice that

$$P(n - X = k) = P(X = n - k) = \frac{\binom{w}{n-k} \binom{b}{k}}{\binom{w+b}{n}}$$

**3.2.10 problem 27**

$X$  is not Binomial because the outcome of a card is not independent of the previous cards' outcomes. For instance, if the first  $n - 1$  cards match, then the probability of the last card matching is 1.

The Hypergeometric story requires sampling from two finite sets, but the matching cards isn't a set of predetermined size, so the story doesn't fit.

$$P(X = k) = \frac{\binom{n}{k}!(n-k)}{n!}$$

where  $!(n - k)$  is a subfactorial.

**3.2.11 problem 30**

- (a) The distribution is hypergeometric. We select a sample of  $t$  employees and count the number of women in the sample.

$$P(X = k) = \frac{\binom{n}{k} \binom{m}{t-k}}{\binom{n+m}{t}}$$

- (b) Decisions to be promoted or not are independent from employee to employee. Thus, we are dealing with Binomial distributions.

Let  $X$  be the number of women who are promoted. Then,  $P(X = k) = \binom{n}{k} p^k (1 - p)^{n-k}$ . The number of women who are not promoted is  $Y = n - X$  and so is also Binomial.

Distribution of the number of employees who are promoted is also Binomial, since each employee is equally likely to be promoted and promotions are independent of each other.

- (c) Once the total number of promotions is fixed, they are no longer independent. For instance, if the first  $t$  people are promoted, the probability of the  $t + 1$ -st person being promoted is 0.

The story fits that of the hypergeometric distribution.  $t$  promoted employees are picked and we count the number of women among them.

$$P(X = k|T = t) = \frac{\binom{n}{k} p^k (1-p)^{n-k} \binom{m}{t-k} p^{t-k} (1-p)^{m-t+k}}{\binom{n+m}{t} p^t (1-p)^{n+m-t}} = \frac{\binom{n}{k} \binom{m}{t-k}}{\binom{n+m}{t}}$$

### 3.2.12 problem 31

- (a) Note that the distribution is not Binomial, since the guesses are not independent of each other. If, for instance, the woman guesses the first three cups to be milk-first, and she is correct, then the probability of her guessing milk-first on subsequent guesses is 0, since it is known in advance that there are only 3 milk-first cups.

Hypergeometric story fits. Let  $X_i$  be the probability that the lady guesses exactly  $i$  milk-first cups correctly.

$$P(X_i) = \frac{\binom{3}{i} \binom{3}{3-i}}{\binom{6}{3}}$$

$$\text{Thus, } P(X_2) + P(X_3) = \frac{10}{\binom{6}{3}} = \frac{1}{2}$$

- (b) Let  $M$  be the event that the cup is milk first, and let  $T$  be the event that the lady claims the cup is milk first. Then,

$$\frac{P(M|T)}{P(M^c|T)} = \frac{P(M)}{P(M^c)} \frac{p_1}{1-p_2} = \frac{p_1}{1-p_2}$$



### 3.2.13 problem 32

- (a) The problem fits the story of Hypergeometric distributions.

$$P(X = k) = \frac{\binom{s}{k} \binom{100-s}{10-k}}{\binom{100}{10}}$$

for  $0 \leq k \leq s$ .

- (b) 

```
> x = 75
> y_phyper <- phyper(x, m = 75, n = 25, k = 10)
> y_phyper
[1] 1
```

### 3.2.14 problem 33

- (a) The probability of a typo being caught is  $p_1 + p_2 - p_1p_2$ . Then,

$$P(X = k) = \binom{n}{k} (p_1 + p_2 - p_1p_2)^k (1 - (p_1 + p_2 - p_1p_2))^{n-k}$$

- (b) When we know the total number of caught typos in advance, the typos caught by the first proofreader are no longer independent. For example, if we know that first proofreader has caught the first  $t$  typos, and the total number of caught typos is  $t$ , then the probability of the first proofreader catching subsequent typos is 0, since the total number of caught typos was  $t$ .

Thus, we employ a Hypergeometric distribution. Since  $p_1 = p_2$ , all  $\binom{2n}{t}$   $t$ -tuples of caught typos are equally likely. Hence,

$$P(X_1 = k | X_1 + X_2 = t) = \frac{\binom{n}{k} \binom{n}{t-k}}{\binom{2n}{t}}$$

### 3.2.15 problem 34

- (a) Let  $Y$  be the number of Statistics students in the sample of size  $m$ .

$$P(Y = k) = \sum_{i=k}^n P(X = i)P(Y = k|X = i) = \sum_{i=k}^n \binom{n}{i} p^i (1-p)^{n-i} \frac{\binom{i}{k} \binom{n-i}{m-k}}{\binom{n}{m}}$$

- (b) Consider a student in a random sample of size  $m$ . Independently of other students, the student has probability  $p$  of being a statistics major. Then, the probability of  $k$  students in the sample being statistics majors is  $\binom{m}{k} p^k (1-p)^{m-k}$ . Thus,  $Y \sim \text{Binom}(m, p)$ .

### 3.2.16 problem 36

(a)

$$P(X = \frac{n}{2}) = \binom{n}{\frac{n}{2}} \left(\frac{1}{2}\right)^n$$

(b) Using Sterling's formula

$$\binom{n}{\frac{n}{2}} = \frac{\sqrt{2\pi n} \left(\frac{n}{e}\right)^n}{\sqrt{2\pi \frac{n}{2}} \left(\frac{\frac{n}{2}}{e}\right)^{\frac{n}{2}} \sqrt{2\pi \frac{n}{2}} \left(\frac{\frac{n}{2}}{e}\right)^{\frac{n}{2}}} = \frac{\sqrt{2} 2^n}{\sqrt{\pi n}}$$

Thus,

$$P(X = \frac{n}{2}) = \sqrt{\frac{2}{\pi n}} 2^n \frac{1}{2^n} = \frac{1}{\sqrt{\frac{\pi n}{2}}}$$

## 3.3 Independence of r.v.s

### 3.3.1 problem 38

- (a) Let  $Y = X + 1$ . Then,  $X$  and  $Y$  are clearly dependent, and  $P(X < Y) = 1$ .
- (b) Let  $X$  be the value of a toss of a six sided die, with values 1 to 6. Let  $Y$  be the value of a toss of a six sided die, with values 7 to 12. Tosses of the two die are independent, but  $P(X < Y) = 1$ .

**3.3.2 problem 39**

Let  $X$  have a discrete uniform distribution over values  $1, 2, 3, \dots, 10$ . Let  $Y = 11 - X$ . Then  $Y$  is also discrete uniform over the same sample space, but  $P(X = Y) = 0$ .

If  $X$  and  $Y$  are independent, then  $P(X = Y) = \sum_{i \in S} P(X = i)P(Y = i) > 0$ .

**3.3.3 problem 40**

- (a)  $X$  and  $Y$  need not have the same PMF. For example, let  $Y$  represent my answer to the question, "What is the capital of Zimbabwe?" I believe it to be Harare with probability  $\frac{3}{4}$ , but I am not certain, so with probability  $\frac{1}{4}$ , I think it may be Bulawayo.

Tom on the other hand knows for a fact (probability of 1) that the capital of Zimbabwe is Harare.

Suppose Tom gets asked first. I trust Tom, so I will always go with Tom's answer once I hear it. Letting  $X$  and  $Y$  be my and Tom's answers to the question,  $P(X = Y) = 1$ , but the PMFs of  $X$  and  $Y$  are different.

- (b) If  $P(X = Y) = 1$ , then  $X$  and  $Y$  can not be independent, the outcome of one fixes the outcome of the other.

**3.3.4 problem 41**

Let  $X$  be the event that Tom woke up at 8 in the morning. Let  $Y$  be the event that Tom has blue eyes. Let  $Z$  be the event that Tom made it to his 7 a.m. class.

Clearly Tom's eye color is independent of the time he woke up and whether he made it to his early morning class or not. However, if Tom woke up at 8, then he definitely did not make it to his 7 am class.

**3.3.5 problem 43**

- (a) Let  $X \equiv a \pmod{b}$  and  $Y \equiv X + 1 \pmod{b}$ . Then,  $\lim_{b \rightarrow \infty} P(X < Y) = 1$ .

For finite random variables  $X$  and  $Y$ , the case of  $P(X < Y) \geq 1$  is not possible, since then  $Y$  can never achieve the smallest value of  $X$ , contradicting the assumption that  $X$  and  $Y$  have the same distribution.

- (b) If  $X$  and  $Y$  are independent random variables with the same distribution, then  $P(X < Y) \leq \frac{1}{2}$

### 3.3.6 problem 44

- (a)  $P(X \oplus Y) \sim \text{Bern}(\frac{p}{2})$
- (b) If  $p \neq \frac{1}{2}$ ,  $X \oplus Y$  and  $Y$  are not independent. Imagine that  $X = 0$  is extremely unlikely. Then, knowing that  $Y = 0$  makes it very likely that  $X \oplus Y = 1$ . If  $p = \frac{1}{2}$ , then  $X \oplus Y$  and  $Y$  are independent.  
 $X \oplus Y$  and  $X$  are independent, since knowledge of  $X$  still keeps the probability of  $Y = 1$  at  $\frac{1}{2}$
- (c) Let the largest element in  $J$  be  $m$ .

$$\begin{aligned} P(Y_J = 1) &= P(X_m = 1)P(Y_{J \setminus \{m\}} = 0) + P(X_m = 0)P(Y_{J \setminus \{m\}} = 1) \\ &= \frac{1}{2}(P(Y_{J \setminus \{m\}} = 0) + P(Y_{J \setminus \{m\}} = 1)) \\ &= \frac{1}{2} \end{aligned}$$

Thus,  $Y_J \sim \text{Bern}(\frac{1}{2})$

## 3.4 Mixed Practice

### 3.4.1 problem 46

If a failure is seen on the first trial, then there are 0 successes and 1 failure, so it is clearly possible that there are more than twice as many failures as successes.

- (a) If we think of the Bernoulli trial success as a win for player  $A$ , and the Bernoulli trial failure as a loss for player  $A$ , then have more than twice

as many failures as successes is analogous to  $A$  losing the Gambler's Ruin starting with 1 dollar. For instance, if  $A$  wins the first gamble, then  $A$  has 3 dollars, and  $B$  needs  $2 * 1 + 1$  gamble wins for  $A$  to lose the entire game.

Thus, we need to find  $p_1$ .

(b)  $p_k = \frac{1}{2}p_{k+2} + \frac{1}{2}p_{k-1}$  with conditions  $p_0 = 1$  and  $\lim_{k \rightarrow \infty} p_k = 0$

The characteristic equation is  $\frac{1}{2}t^3 - t + \frac{1}{2} = 0$  with roots 1 and  $\frac{-1 \pm \sqrt{5}}{2}$ .

Thus,

$$p_k = c_1 + c_2 \left( \frac{-1 + \sqrt{5}}{2} \right)^k + c_3 \left( \frac{-1 - \sqrt{5}}{2} \right)^k$$

Using the hint that  $\lim_{k \rightarrow \infty} p_k = 0$ ,  $c_1$  and  $c_3$  must be 0. Thus,

$$p_k = c_2 \left( \frac{-1 + \sqrt{5}}{2} \right)^k$$

Using  $p_0 = 0$ , we get that  $c_2 = 1$ . Thus,

$$p_k = \left( \frac{-1 + \sqrt{5}}{2} \right)^k$$

(c)

$$p_1 = \frac{-1 + \sqrt{5}}{2}$$

### 3.4.2 problem 47

- (a) Consider the simple case of  $m < \frac{n}{2}$ . Then, the trays don't have enough pages to print  $n$  copies. Desired probability is 0.

On the other hand, if  $m \geq n$ , then desired probability is 1, since each tray individually has enough pages.

Now, consider the more interesting case that  $\frac{n}{2} \leq m < n$ . Associate  $n$  pages being taken from the trays with  $n$  independent Bernoulli trials. Sample from the first tray on success, and sample from the second tray on failure. Thus, the assignment of trays can be modeled as a Binomial

random variable,  $X \sim \text{Bin}(n, p)$ . As long as not too few pages are sampled from the first tray, the remaining pages can be sampled from the second tray. What is too few?  $n - m - 1$  is too few, because  $n - m - 1 + m < n$ .

Hence,

$$P = \begin{cases} 0 & m < \frac{n}{2} \\ pbinom(m, n, p) - pbinom(n - m - 1, n, p) & \frac{n}{2} \leq m < n \\ 1 & m \geq n \end{cases}$$

- (b) Typing out the hinted program in the R language, we get that the smallest number of papers in each tray needed to have 95 percent confidence that there will be enough papers to make 100 copies is 60.

# Chapter 4

## Expectation

### 4.1 Expectations And Variances

#### 4.1.1 problem 1

Let  $N$  be the number of ameobas in the pond after a minutes.

$$E(N) = \frac{1}{3}(0 + 2 + 1) = 1$$

$$\text{Var}(N) = E(N^2) - (E(N))^2 = \frac{1}{3}(0 + 4 + 1) - 1 = \frac{2}{3}$$

#### 4.1.2 problem 2

Let  $N$  be the number of days in a randomly chosen year.

$$E(N) = \frac{3}{4}365 + \frac{1}{4}366 = 365.25$$

$$\text{Var}(N) = E(N^2) - (E(N))^2 = \frac{3}{4}365^2 + \frac{1}{4}366^2 - 365.25^2 = 0.1875$$

**4.1.3 problem 3**

- (a) Let
- $D$
- be the value of the die roll.

$$E(D) = \frac{1}{6}(1 + 2 + 3 + 4 + 5 + 6) = 3.5$$

- (b) Let
- $T_4$
- be the total sum of the four die rolls, and let
- $D_i$
- be the value of the
- $i$
- th roll. Note that
- $T_4 = D_1 + D_2 + D_3 + D_4$
- . Then, by linearity of expectation,

$$E(T_4) = 4E(D_i) = 4 * 3.5 = 12.2$$

**4.1.4 problem 4**

Key idea is that the expected value of a die roll is 3.5. If the value of a roll is less than 4, one should roll again.

For the winnings to be 1, 2 or 3 under the above strategy, the first two dice need to land on a value less than 4, and the last die needs to land on 1, 2, and 3 respectively.

Thus,  $P(W = i) = (\frac{3}{6})^2 * \frac{1}{6} = \frac{1}{24}$  for  $i \in 1, 2, 3$ .

For the winnings to be  $i \geq 4$ , either the first die lands on  $i$ , or the first die lands on a value less than 4, and the second die lands on  $i$ , or the first two dice land on values less than 4, and the third die lands on  $i$ .

Thus,  $P(W = i) = \frac{1}{6} + \frac{3}{6} * \frac{1}{6} + (\frac{3}{6})^2 * \frac{1}{6} = \frac{7}{24}$  for  $i \in 4, 5, 6$ .

Thus,

$$E(W) = (1 + 2 + 3) * \frac{1}{24} + (4 + 5 + 6) * \frac{7}{24} = 4.625$$

**4.1.5 problem 5**

Let  $X \sim \text{DUniform}(n)$ .

$$E(X) = \frac{1}{n} \sum_{i=1}^n i = \frac{1}{2}(n+1)$$

$$\text{Var}(X) = E(X^2) - (E(X))^2 = \frac{1}{n} \sum_{i=1}^n i^2 - \left(\frac{1}{2}(n+1)\right)^2 = \frac{1}{6}(n+1)(2n+1) - \frac{1}{4}(n+1)^2$$



**4.1.6 problem 6**

Let  $N$  be the number of games played. Then the probability than  $N = i$  is the probability of exactly 3 wins in the first  $i - 1$  games, and the last game being a win.  $P(N = i) = 2 \binom{i-1}{3} (\frac{1}{2})^3 (\frac{1}{2})^{i-1-3} \frac{1}{2} = 2 \binom{i-1}{3} (\frac{1}{2})^i$ . Note that the factor of 2 in  $P(N = i)$  is to account for either of the two players winning after  $i$  games.

Then,

$$E(N) = 2 \sum_{i=4}^7 i \binom{i-1}{3} (\frac{1}{2})^i \approx 5.81$$

$$\text{Var}(N) = E(N^2) - (E(N))^2 \approx 1.06$$

**4.1.7 problem 7**

(a) Let  $R$  be the birthrank of the chosen child. Then,

$$P(R = 3) = \frac{20}{100} \frac{1}{3}$$

$$P(R = 2) = \frac{50}{100} \frac{1}{2} + \frac{20}{100} \frac{1}{3}$$

$$P(R = 1) = \frac{30}{100} + \frac{50}{100} \frac{1}{2} + \frac{20}{100} \frac{1}{3}$$

$$E(R) = 1 \frac{37}{60} + 2 \frac{19}{60} + 3 \frac{1}{5} = \frac{37}{20}$$

$$\text{Var}(R) = E(R^2) - (E(R))^2 = \frac{221}{60} - \frac{1369}{400} \approx 0.26$$

$$(b) E(R) = \frac{100}{190} + 2 \frac{70}{190} + \frac{20}{190} = \frac{30}{19}$$

$$\text{Var}(R) = \frac{56}{19} - (\frac{30}{19})^2 \approx 0.45$$

**4.1.8 problem 8**

(a) Let  $C_i$  be the population of the  $i$ -th city, such that the first four cities are in the Northern region, the next three cities are in the Eastern region, the next two cities are in the Southern region, and the last city is in the Western region.

Let  $C$  be the population of a randomly chosen city.

Then  $E(C) = \frac{1}{10} \sum_{i=1}^{10} C_i = 2\text{million}$ .

- (b)  $\text{Var}(C) = E(C^2) - (E(C))^2$ .  $E(C^2)$  can not be computed without the knowledge of population sizes of individual cities.
- (c)  $\text{Var}(C) = \frac{1}{4}(\frac{1}{4}3\text{million} + \frac{1}{3}4\text{million} + \frac{1}{2}5\text{million} + 8\text{million}) \approx 3\text{million}$
- (d) Since regions with smaller population have more cities, if a city is randomly selected, it is more likely that the city belongs to a low population region. On the other hand, if a region is selected uniformly at random first, then a randomly selected city is as likely to belong to a region with a large population as it is to belong to a region with a smaller population.

### 4.1.9 problem 9

Let  $X$  be the amount of money Fred walks away with.

- (a)  $E(X) = 16000$ . There is no variance under this scenario, since Fred's take home amount is fixed.
- (b)  $E(X) = \frac{1}{2}1000 + \frac{1}{2}\frac{3}{4}32000 + \frac{1}{2}\frac{1}{4}64000 = 20500$ .  $\text{Var}X = E(X^2) - (E(X))^2 \approx 4.76 * 10^8$ .
- (c)  $E(X) = \frac{3}{4}1000 + \frac{1}{4}\frac{1}{2}32000 + \frac{1}{4}\frac{1}{2}64000 = 12750$ .  $\text{Var}X = E(X^2) - (E(X))^2 \approx 4.78 * 10^8$ .

Option  $b$  has a higher expected win than option  $c$ , but it also has a higher variance.

### 4.1.10 problem 10

Since the expected number of rounds is 2, if the winnings is the number of rounds, a fair amount is 2 dollars. Similarly, if the winnings is the square of the number of rounds, then the fair amount is 4 dollars.

### 4.1.11 problem 11

Note that  $31 = 2^4 + 2^3 + 2^2 + 2^1 + 1$ . Thus, Martin can play at most 5 rounds. For every possible win, Martin makes 1 dollar. If the game reaches the fifth round, it is also possible that Martin loses and walks away with nothing.

Let  $X$  be Martin's winnings.  
Then,

$$E(X) = \sum_{i=1}^5 \left(\frac{1}{2^i} 1\right) + \left(\frac{1}{2^5} 0\right) \approx 0.97$$

#### 4.1.12 problem 12

Since  $P(X = k) = P(X = -k)$ ,  $\sum_{i=1}^n (iP(X = i) + (-i)P(X = -i)) = 0$ .  
Hence,  $E(X) = 0$ .

#### 4.1.13 problem 14

$$\begin{aligned} E(X) &= c \sum_{i=1}^{\infty} p^i = c \left( \frac{1}{1-p} - 1 \right) = -\frac{1}{\log(1-p)} \frac{p}{1-p} \\ E(X) &= E(X^2) - (E(X))^2 = c \sum_{i=1}^{\infty} i p^i - \left( -\frac{1}{\log(1-p)} \frac{p}{1-p} \right)^2 = -\frac{1}{\log(1-p)} \frac{p}{(p-1)^2} - \left( -\frac{1}{\log(1-p)} \frac{p}{1-p} \right)^2 \blacksquare \end{aligned}$$

#### 4.1.14 problem 15

- (a) Let  $X$  be the earnings by player  $B$ . Suppose  $B$  guesses a number  $j$  with probability  $b_j$ . Then,

$$E(X) = \sum_{j=1}^{100} j p_j b_j$$

To maximize  $E(X)$  then,  $B$  should set  $b_j = 1$  for the  $j$  for which  $j p_j$  is maximal. Since  $p_j$  are known, this quantity is known.

- (b) Suppose player  $P(A = k) = \frac{c_A}{k}$ , and  $P(B = k) = b_k$ . Then,

$$E(X) = \sum_{k=1}^{100} \left( k \frac{c_A}{k} b_k \right) = c_A$$

Thus, irrespective of what strategy  $B$  adopts, their expected earnings are the same, so  $B$  has no incentive to change strategies. Similar argument can be made for  $A$ .

(c) part  $b$  answers this part as well.