## SYS 660 Decision and Risk Analysis Homework Assignment 3

Q1. P(A) = 0.10, P(B|A) = 0.39, and  $P(B|\overline{A}) = 0.39$ .

Find the following:

 $P(\overline{A}),\,P(\overline{B}|A),\,P(\overline{B}|\overline{A}),\,P(B),\,P(\overline{B}),\,P(A|\,B),\,P(\overline{A}|B),\,P(A|\overline{B}),\,P(\overline{A}|\overline{B})$ 

Please scroll down for the answers

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B1.
          P(A) = 1-P(A) = 1-0.10 = 090.
           P(A) = 0.90.
Using Baye's orde: P(B) = P(B)A) × P(A) + P(B)A) × P(A)
                   P(B) = 0.39 * 0.10 + 0.39 * 0.90

P(B) = 0.034 + 0.351

P(B) = 0.39
      P(B) = 0.31.
 So P(B) = 1 -P(B) = 1-0.39 = 0.61
         P(B)=0.61
  P(B|A) = 0.39 = P(A.B)/P(A)
So, P(A·B) = P(B·A) = P(A) × P(B|A) = 0.10 × 0:39 = 0.039.
Use the complementary sul of conditional probability:
   P(BIA) = 1 - P(BIA)
   P(B|A)= 1-0.39
  P(B|A) = 0.61
  And, P(B|A)=1-P(B|A)
       P(BIA) = 1-0.39.
     - P(B)A) = 0.61.
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P(A|B) = P(A.B) / P(B)

P(AIB) = 0.039/0.39

P(A1B) = 0.10.

## P(B) - 0-29 = P(B) A)/P(A)

P(B)A)=0.39=P(B.A)/P(A).

So,  $P(B.\overline{A}) = P(\overline{A}.B) = P(B|\overline{A}) \times P(\overline{A}) = 0.39 \times 0.90 = 0.851$ .  $P(\overline{A}|B) = P(\overline{A}.B)/P(B)$ 

P(AIB) = 0.351/0.39.

P(A1B) = 090

 $P(A|B) = P(A \cdot B)/P(B) = P(B|A) \times P(A)/P(B)$   $P(A|B) = P(A \cdot B)/P(B) = 0.61 \times 0.10/0.61$  $P(A|B) = P(A \cdot B)/P(B) = 0.10$ 

P(A/B) = P(A.B) /P(B) = 0.10.

P(A|B) = 1 - P(A|B) = 1 - 0.10P(A|B) = 0.90

P(AIB) = 0.90.

Note that P(A) × P(B) =0.10 ×0.39 =0.039 and again
P(A.B) = 0.029. So, P(A·B) = P(A)×P(B). This happens for
independent events and honce A and B are independent events.

Q2. Suppose that a company produces three different products. The sales for each product are independent of the sales for the others. The information for these products is given in the table that follows:

Product	Price(\$)	<b>Expected Unit Sales</b>	Variance of Unit Sales
A	3.50	2,000	1,000
В	2.00	10,000	6,400
C	1.87	8,500	1,150

What are the company's overall expected revenue and variance of its revenue?

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→ For the expected sevenue of product A. It is the
   expected sales * unit price
    = 2000 × 35
   = $7,000.
  Variance of 1000 inits can occur either sales
 Variance revenue = 1000×3:5 = $3,500 variance renenue
 canoccur. i.e the max revenue is 4000+3,500=10,500
or min revenue of 7000-3,500 = 3500 can ocar.
=> Companys expected sevenue is the summation of individual expected revenue. Similarly companys variance is the summation of individual variance revenue of products.
Expeded revenue of company = (000 ×3.5) + (×10,000)+
 = (2000 ×3.5) + (×10,000) + (.87 ×8500)
 = (7000)+(20,000)+ 15,895
Variance sevenue of the company=
=(1000 × 3.5) + (6,400 × 2) + (1150 × 1.87)
= 3500 + 12,800 + 2150.5.
 =$18,450.5
 =$18,450.5 is the variance sevenue.
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Q3. Using Excel, re-create the Monte Carlo simulation shown in Week 4. Note the instructions on how to do this on Slide 51 and the example we did in class.

Imagine that you have the following payoff function

$$P(X, Y, Z) = 3.2\sqrt{|XY|} - 2.6Z$$
 2

where X, Y, and Z are all normally distributed random variables

$$X \sim N(2, 1.7), Y \sim N(3.2, 0.5), \text{ and } Z \sim N(1.83, 1.12)$$

You should be able to generate a similar histogram to what is shown on slide 49.

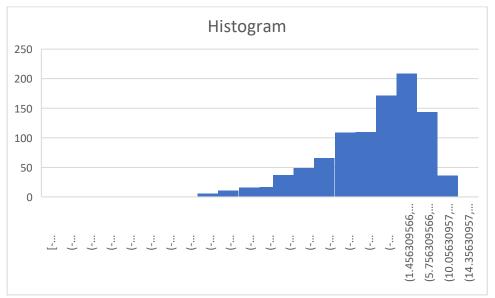
Note: to receive full point, show the steps and final graph in pdf, and attach the Excel file or other source code, as the supplement material.

Please scroll down for the answer image and histogram image

1. Open Excel and create a new spreadsheet 2. In cell AI, label it "Isteration" 3 In cell BI, label it 4 In cell CI, label it "X". 5. In cell DI, label it "Z" 6. In cell EI, label it "Payoff". 7 In cell A2, enter the number 1 to represent the first desation. 8. In cell B2, use the following formula to generate a random value for X from the normal distribution: = NORM . INV (RAND() 2,1.7). 9. In all C2, use the following formula to represent a random bable for y from the normal distribution = NORM. INV (RANDC), 32,05) 10 In cell Da, use the following formula to represent a random value for I from the normal distribution; = NORM. INV (RAND(), 183, 1-12) 11 In cell E2, calculate the payoff using the provided formula: =3.2\*SORT (ABS(B2\*C2))-2.6\*D219. 12. Copy calls A2 to E2 and paste them down for as many iterations asyon want (eg 1000 terations for a histogram) 13. You have a column of simulated payoffs in column E, Select a 14 Explanation to create a histogram range of values in column F. 14 Go to the "insert "tab and chik on "Insert Statistic Chast" in the "charts" group 15. Choose the "histogram" chart-type

16. Adjust the chart as desired including labeling the axes 17 The resulting his togram should resemble the one shown on slide 49 of the presentation. Note: The Monte Carlo simulation involves generating Random rumbers from the specified normal distribution for each variable (X, X and Z), calculating the payoff for each set of landom values, and repeating this process multiple times to obtain a distribution of payoffs. Final answer To recreate the Monte Carlo simulation in Excel, follow these steps 1. Cleate a new exed spleadsheet and enter the peadings for XX, EZ 2. Enter the mean and standard deviation values for x, y, z in the orrect appearate cells. 3. Use the NORM-INV (RANDO), mean, standard deviation) formula to generate random values for X, Y& Z 4. Calculate the payoff for each set of random values using the grien formula. 5. Repeat skeps 3 and 4 multiple times to generate a range of payoffs 6. Create a histogram using the payoffs to visualize the distribution of outcomes

## After running 1000 trials,



I have generated the histogram at the end of 1000 trials on the excel sheet. Please scroll down.