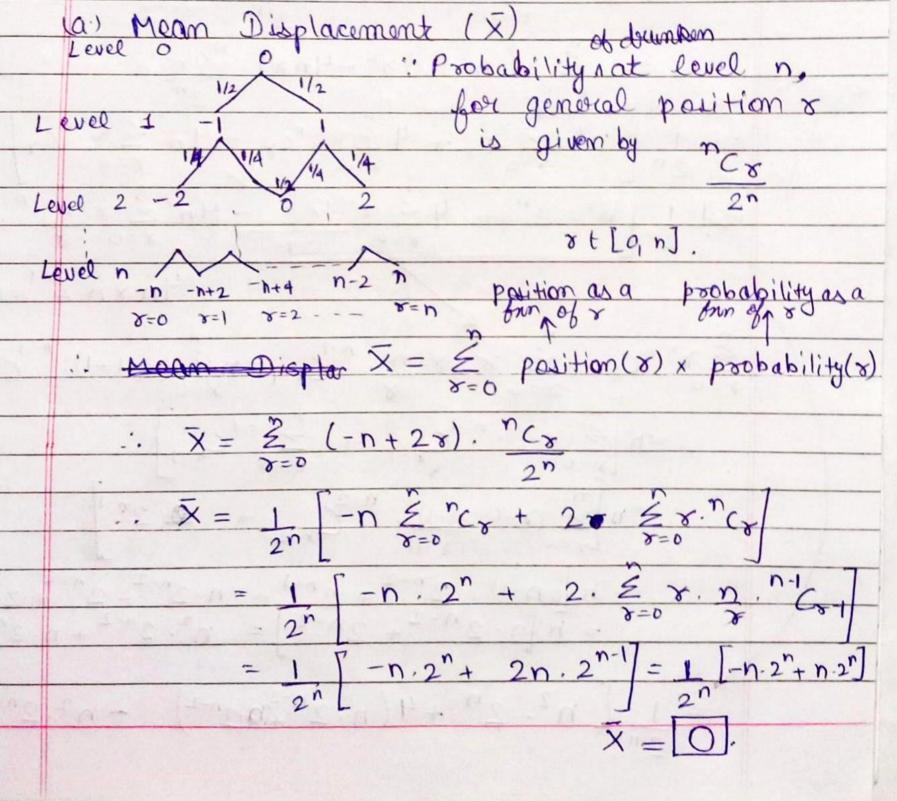
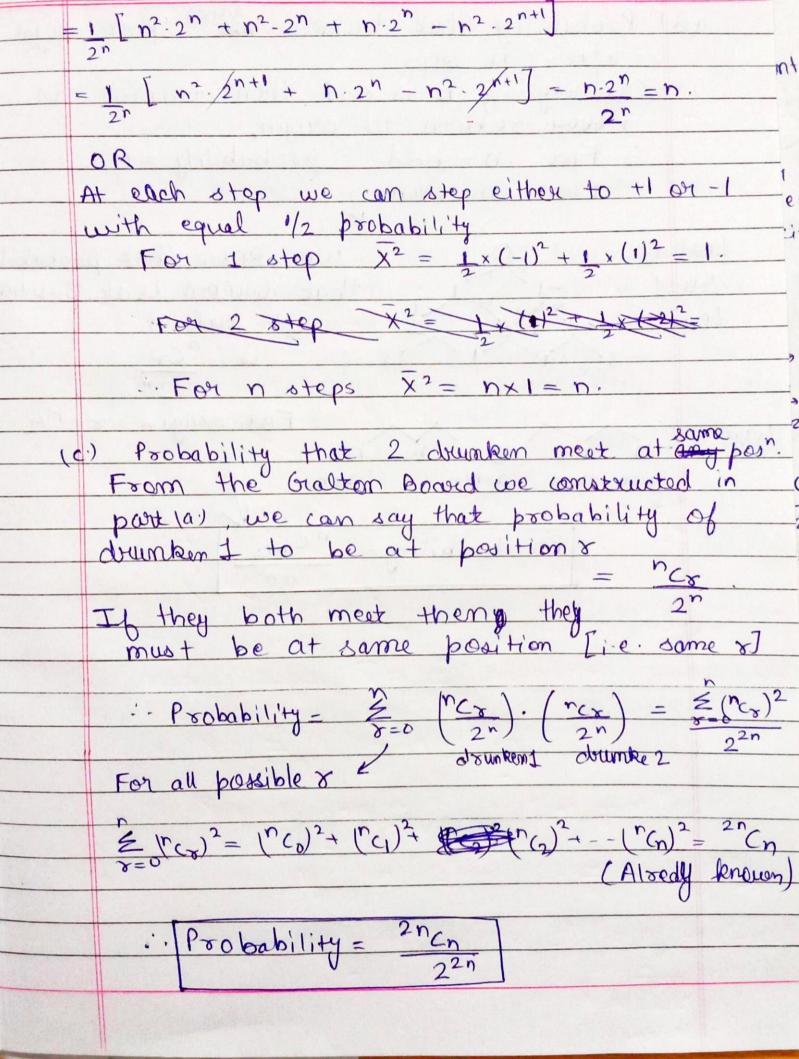
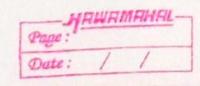
And All the & parts of the problem can be modeled by building shaire probability choice tree by following the principles of Grotton Board Enperiment and Pascal triangle. iscle Level 0 -Assume that at each level the beams are splitted evenly. -> Probability that ball hits curvente beam is sum of probability of this - If n is the top left probability &y is the top right probability, then probability of hitting the current bin is (214)/2. n=0 write numerators of each term we can conclude that probability of curoun bin = "Cx We will be using this result directly now.



equal. 1/2 probability. For 1 step  $\bar{X} = \frac{1}{2} \times (+1) + \frac{1}{2} (-1) = 0$ :- For n steps X= nx0=0. Mean Squared Displacement  $(X^2)$ From (a) parts  $X^2 = \mathcal{E}[position(x)] \hat{x}_p post(x)$   $X^2 = \mathcal{E}[-n+2x]^2$ .  $\frac{n}{2}$  $=\frac{2}{8=0}\left(n^{2}+48^{2}-4n8\right)\cdot\frac{nc8}{2^{n}}$ = 1 | n2 & c + 4 & 82. c - 4 n & 8. n c } = 1 | | n<sup>2</sup> 2<sup>n</sup> + 4 \( \) \(  $4n \times n \cdot 2^{n-1} = n^2 \cdot 2^{n+1}$  $= N \stackrel{\sim}{\geq} (8-1). n^{-1} (8-1) \stackrel{\sim}{\leq} n^{-1} (8$ =n  $= n + 2^{n-1}$ =  $h[n-1] \cdot 2^{n-2} + 2^{n-1} = n \cdot 2^{n-2} - 2^{n-2} + 2 \cdot 2^{n-2}$ =  $h[n \cdot 2^{n-2} + 2^{n-2}] = n^2 \cdot 2^{n-2} + n \cdot 2^{n-2}$  $= \frac{1}{2^{n}} \left[ n^{2} \cdot 2^{n} + 4 \left( n^{2} \cdot 2^{n-2} \right) - n^{2} \cdot 2^{n+1} \right]$ 





	James .
(d)	Probability that drumben plands up at origin
	after n steps.
	Clourly if n is odd them drumken can
	never return to origin,
	· F · hability = D
	:. For n = odd probability = 0
1-16	For n = even 7
Level	o o we know that probability
Level	1/2/1/2
Love	1 -1 that drumken is at position
Leve	
	-3/-1/3 is ncr
	2 n
	For origin $s=n/2$
Level n	-h -n+2 0 n-2 h
A+:	8=0 x=1 - x=1/2 x=n
	ger Tid pulse of the pulse of the land of
V	Probability = ncn/2
ATTENDA	27