

+50 total points

1. We generally expect the variables are

- +2  
for  
completeness
- (a) Discrete
  - (b) Continuous
  - (c) Discrete
  - (d) Discrete

+5

2. Note that

$$\Pr(P = 0) = 10k \quad \Pr(P = 1) = 16k \quad \Pr(P = 2) = 18k \quad \Pr(P = 3) = 16k \quad \Pr(P = 4) = 10k$$

The probabilities must add to 1, which means  $70k = 1$  or  $k = \frac{1}{70}$ .

+4

(a) This probability equals

$$\Pr(P \geq 1) = 1 - \Pr(P = 0) = 1 - \frac{10}{70} = 0.857$$

or 85.7%.

+2

(b) This probability equals

$$\Pr(P \geq 2) = \Pr(P = 2) + \Pr(P = 3) + \Pr(P = 4) = \frac{18}{70} + \frac{16}{70} + \frac{10}{70} = 0.629$$

or 62.9%.

+6

3. The random variable  $M$  has pmf given by the table

$m$	0	1	2	3
$\Pr(M = m)$	$\frac{1}{16}$	$\frac{3}{16}$	$\frac{5}{16}$	$\frac{7}{16}$

So the expected value of  $M$  is given as

+4

$$E[M] = 0 \cdot \frac{1}{16} + 1 \cdot \frac{3}{16} + 2 \cdot \frac{5}{16} + 3 \cdot \frac{7}{16} = 2\frac{1}{8}$$

Note too that

$$E[M^2] = 0^2 \cdot \frac{1}{16} + 1^2 \cdot \frac{3}{16} + 2^2 \cdot \frac{5}{16} + 3^2 \cdot \frac{7}{16} = \frac{43}{8}$$

so that the standard deviation  $\sigma_M$  of  $M$  is given as

+2

$$\sigma_M = \sqrt{V[M]} = \sqrt{E[M^2] - E[M]^2} = \sqrt{\frac{43}{8} - \left(\frac{17}{8}\right)^2} = 0.927$$

-2 for not  
solving for k

+2 for completeness 4. The random variable  $X$  has pmf  $p$  given by the table

$x$	3	4	5
$p(x)$	$\frac{4}{9}$	$\frac{2}{9}$	$\frac{3}{9}$

So the expected value  $E[X]$  of  $X$  is given as

$$E[X] = 3 \cdot \frac{4}{9} + 4 \cdot \frac{2}{9} + 5 \cdot \frac{3}{9} = \frac{35}{9} = 3\frac{8}{9}$$

Note too that

$$E[X^2] = 3^2 \cdot \frac{4}{9} + 4^2 \cdot \frac{2}{9} + 5^2 \cdot \frac{3}{9} = \frac{143}{9}$$

so that the standard deviation  $\sigma_X$  of  $X$  is given as

$$\sigma_X = \sqrt{V[X]} = \sqrt{E[X^2] - E[X]^2} = \sqrt{\frac{143}{9} - \left(\frac{35}{9}\right)^2} = 0.875$$

+6 5. Note that  $X$  has the geometric distribution with  $p = \frac{1}{150}$ .

(a) We compute

+2

$$\Pr(X > 100) = \left(1 - \frac{1}{150}\right)^{100} = 51.2\%$$

(b) We compute

+2

$$\Pr(X \leq 200) = 1 - \Pr(X > 200) = 1 - \left(1 - \frac{1}{150}\right)^{200} = 73.8\%$$

+2 (c) We use the formula  $E[X] = \frac{1}{p} = 150$  circuit boards.

(d) We use the formula  $\sigma_X = \sqrt{\frac{1-p}{p^2}} = 149.5$  pages.

6. Recall that

$$E[aX + b] = aE[X] + b$$

We therefore obtain

$$\begin{aligned} V[aX + b] &= E[(aX + b - E[aX + b])^2] \\ &= E[(aX + b - aE[X] - b)^2] \\ &= E[(aX - aE[X])^2] \\ &= a^2 E[(X - E[X])^2] \\ &= a^2 V[X] \end{aligned}$$

Typo, so no grading

+2 for completeness

7. We compute

+2 for  
completeness

$$\begin{aligned} V[X_1 + X_2] &= E[(X_1 + X_2 - E[X_1 + X_2])^2] \\ &= E[(X_1 - E[X_1] + X_2 - E[X_2])^2] \\ &= E[(X_1 - E[X_1])^2 + (X_2 - E[X_2])^2 + 2(X_1 - E[X_1])(X_2 - E[X_2])] \\ &= E[(X_1 - E[X_1])^2] + E[(X_2 - E[X_2])^2] + 2E[(X_1 - E[X_1])(X_2 - E[X_2])] \\ &= V[X_1] + V[X_2] + 2E[X_1 - E[X_1]]E[X_2 - E[X_2]] \\ &= V[X_1] + V[X_2] + 2(E[X_1] - E[X_1])(E[X_2] - E[X_2]) \\ &= V[X_1] + V[X_2] \end{aligned}$$

+8

8. We say that a "success" corresponds to having the disease. So the chance  $p$  of a success equals  $\frac{1}{5000} = 0.0002$ . We now use the binomial distribution with  $n = 15000$  many trials.

(a) The chance that at least someone in the town has the disease equals

+2

$$1 - \binom{n}{0} p^0 (1-p)^{n-0} = 0.950$$

or 95.0%.

(b) The probability that at most 2 people in the town have the disease equals

+2

$$\binom{n}{0} p^0 (1-p)^{n-0} + \binom{n}{1} p^1 (1-p)^{n-1} + \binom{n}{2} p^2 (1-p)^{n-2} = 0.423$$

or 42.3%.

(c) The expected number of people in the town who have the disease equals

+2

$$np = 3$$

(d) The variance for the number of people in the town with the disease equals

+2

$$np(1-p) = 2.9994$$

9. We say a "success" is selecting a fish entrée. The probability  $p$  of success is given as

+2 for  
completeness

$$p = \frac{8}{8+12+10} = \frac{4}{15}$$

The probability of at most two successes from six trials equals

$$\binom{6}{0} \left(\frac{4}{15}\right)^0 \left(1 - \frac{4}{15}\right)^{6-0} + \binom{6}{1} \left(\frac{4}{15}\right)^1 \left(1 - \frac{4}{15}\right)^{6-1} + \binom{6}{2} \left(\frac{4}{15}\right)^2 \left(1 - \frac{4}{15}\right)^{6-2} = 0.803$$

or 80.3%.

- +4 10. Let  $X$  denote the number of components that have failed. We want to compute the conditional probability  $\Pr(X \geq 2 | X \geq 1)$ . We use the definition of conditional probability and the binomial distribution to get

$$\begin{aligned}\Pr(X \geq 2 | X \geq 1) &= \frac{\Pr((X \geq 2) \& (X \geq 1))}{\Pr(X \geq 1)} \\ &= \frac{\Pr(X \geq 2)}{\Pr(X \geq 1)} \\ &= \frac{1 - \Pr(X = 0) - \Pr(X = 1)}{1 - \Pr(X = 0)} \\ &= \frac{1 - \binom{10}{0}(0.2)^0(1 - 0.2)^{10-0} - \binom{10}{1}(0.2)^1(1 - 0.2)^{10-1}}{1 - \binom{10}{0}(0.2)^0(1 - 0.2)^{10-0}} \\ &= \frac{1 - 0.26844 - 0.10737}{1 - 0.10737} \\ &= 0.699\end{aligned}$$

or 69.9%.

- +8 11. We have to adjust the value of  $\lambda$  for the different time intervals. To do this we can always set up a proportion.

+2 (a) We have  $\frac{\lambda}{5} = \frac{48}{60}$  so that  $\lambda = 4$ . Then

$$\Pr(X \leq 2) = \frac{e^{-4}4^0}{0!} + \frac{e^{-4}4^1}{1!} + \frac{e^{-4}4^2}{2!} = 0.238$$

or 23.8%.

+2 (b) There will be an average of 4 callers waiting by that time.

+2 (c) The probability equals

$$\Pr(X = 0) = \frac{e^{-4}4^0}{0!} = 0.018$$

or 1.8%.

+2 (d) We have  $\frac{\lambda}{3} = \frac{48}{60}$  so that  $\lambda = 2.4$ . Then

$$\Pr(X = 0) = \frac{e^{-2.4}2.4^0}{0!} = 0.091$$

or 9.1%. One must have sympathy for this poor agent!

- +2 12. In the calculator we set the "average rate of success" as 400 and the "Poisson random variable (x)" as either 425 or 375. We hit **Calculate** and then read the output.

+2 for completeness (a) 89.8%

(b) 90.0%