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# PROBABILITY AND RANDOM VARIABLES Assignment 2

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# Download latex-tikz codes from

https://github.com/VARSHITHAGANJI/ AI1103\_Probability\_Assignment/blob/main/ Assignment2.tex

### **PROBLEM**

# Gate EC Problem 9

Step 1. Flip a coin twice.

Step 2. If the outcomes are (TAILS, HEADS) then output Y and stop.

Step 3. If the outcomes are either (HEADS, HEADS) or (HEADS, TAILS), then output N and stop.

Step 4. If the outcomes are (TAILS, TAILS), then go to Step 1.

The probability that the output of the experiment is Y is (upto two decimal places)  $\cdots$ 

## SOLUTION

Let flipping a coin twice be event H. Sample space of event  $H = \{HH, HT, TH, TT\}$ Let a random variable X;  $X_1 = 1, X_2 = 2, X_3 = 3$  where  $X_1$  represents outcome  $\{TT\}$ ,  $X_2$  represents getting outcome  $\{TH\}$  or output Y,  $X_3$  represents getting output N.

The state transition matrix P is shown below:

$$\begin{array}{cccc} X_1 & X_2 & X_3 \\ X_1 & \begin{bmatrix} \frac{1}{4} & \frac{1}{4} & \frac{1}{2} \\ 0 & 1 & 0 \\ X_3 & 0 & 0 & 1 \end{bmatrix} \end{array}$$

Markov chain diagram

From the transition matrix, we have 1 transient state and 2 absorbing states.

$$Q = \begin{bmatrix} \frac{1}{4} \end{bmatrix} \text{ and } R = \begin{bmatrix} \frac{1}{4} & \frac{1}{2} \end{bmatrix}$$

$$N = (I - Q)^{-1} (0.0.1)$$

$$= \left( [1] - \left[ \frac{1}{4} \right] \right)^{-1} \tag{0.0.2}$$

$$= \begin{bmatrix} \frac{4}{3} \end{bmatrix} \tag{0.0.3}$$

We know that probability of being absorbed by state j after starting in state i is given by the  $(i, j)^{th}$  entry of the matrix M, where M = NR.

$$\mathbf{M} = \begin{bmatrix} \frac{1}{3} & \frac{2}{3} \end{bmatrix}.$$

Hence the probability of being absorbed by state Y (1<sup>st</sup> element of R) after starting with state  $X_1$  (1<sup>st</sup> element of Q) is  $M_{1,1}$ 

 $\therefore$  Pr  $(Y) = \frac{1}{3} = 0.33$  (correct upto 2 decimal places)