

1) Fie X și Y 2 v.a. discrete independente

$$X: \begin{pmatrix} 2 & 3 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} \quad Y: \begin{pmatrix} -3 & -2 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix}$$

$$3X = \begin{pmatrix} 3 \cdot 2 & 3 \cdot 3 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} = \begin{pmatrix} 6 & 9 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix}$$

$$X^{-1} = \begin{pmatrix} 2^{-1} & 3^{-1} \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} = \begin{pmatrix} \frac{1}{2} & \frac{1}{3} \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix}$$

$$\cos\left(\frac{\pi}{2} \cdot X\right) = ?$$

fie $g: \mathbb{R} \rightarrow [-1, 1]$, $g(x) = \cos\left(\frac{\pi}{2} \cdot x\right)$

$g(x)$ - compunere de fct. elementare

$\Rightarrow g(x)$ continuă

$$\Rightarrow \cos\left(\frac{\pi}{2} X\right) = \begin{pmatrix} \cos\left(\frac{\pi}{2} \cdot 2\right) & \cos\left(\frac{\pi}{2} \cdot 3\right) \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix}$$

$$= \begin{pmatrix} \cos \pi & \cos \frac{3\pi}{2} \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} = \begin{pmatrix} -1 & 0 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix}$$

$$Y^2 = \begin{pmatrix} -3^2 & -2^2 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix} = \begin{pmatrix} 9 & 4 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix} = \begin{pmatrix} 4 & 9 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix}$$

$$Y + 3 = \begin{pmatrix} -3 + 3 & -2 + 3 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix} = \begin{pmatrix} 0 & 1 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix}$$

2) Folgend h.a X si Y de la 1) determinaci3n

$$a) 2X + 3Y = \begin{pmatrix} 4 & 6 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} + \begin{pmatrix} -9 & -6 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix}$$

$$= \begin{pmatrix} 4-9 & 4-6 & 6-9 & 6-6 \\ \frac{1}{5} \cdot \frac{4}{5} & \frac{1}{5} \cdot \frac{1}{5} & \frac{4}{5} \cdot \frac{4}{5} & \frac{4}{5} \cdot \frac{1}{5} \end{pmatrix}$$

$$= \begin{pmatrix} -5 & -2 & -3 & 0 \\ \frac{4}{25} & \frac{1}{25} & \frac{16}{25} & \frac{4}{25} \end{pmatrix} = \begin{pmatrix} -5 & -3 & -2 & 0 \\ \frac{4}{25} & \frac{16}{25} & \frac{1}{25} & \frac{4}{25} \end{pmatrix}$$

$$3X - Y = \begin{pmatrix} 6 & 9 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} - \begin{pmatrix} -3 & -2 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix}$$

$$= \begin{pmatrix} 6+3 & 6+2 & 9+3 & 9+2 \\ \frac{1}{5} \cdot \frac{4}{5} & \frac{1}{5} \cdot \frac{1}{5} & \frac{4}{5} \cdot \frac{4}{5} & \frac{4}{5} \cdot \frac{1}{5} \end{pmatrix}$$

$$= \begin{pmatrix} 9 & 8 & 12 & 11 \\ \frac{4}{25} & \frac{1}{25} & \frac{16}{25} & \frac{4}{25} \end{pmatrix} = \begin{pmatrix} 8 & 9 & 11 & 12 \\ \frac{1}{25} & \frac{4}{25} & \frac{4}{25} & \frac{16}{25} \end{pmatrix}$$

$$X^2 \cdot Y^3 = \begin{pmatrix} 4 & 9 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix} \cdot \begin{pmatrix} -27 & -8 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix}$$

$$= \begin{pmatrix} 4 \cdot (-27) & 4 \cdot (-8) & 9 \cdot (-27) & 9 \cdot (-8) \\ \frac{1}{5} \cdot \frac{4}{5} & \frac{1}{5} \cdot \frac{1}{5} & \frac{4}{5} \cdot \frac{4}{5} & \frac{4}{5} \cdot \frac{1}{5} \end{pmatrix}$$

$$= \begin{pmatrix} -108 & -32 & -243 & -72 \\ \frac{4}{25} & \frac{1}{25} & \frac{16}{25} & \frac{4}{25} \end{pmatrix} = \begin{pmatrix} -32 & -72 & -108 & -243 \\ \frac{1}{25} & \frac{4}{25} & \frac{4}{25} & \frac{16}{25} \end{pmatrix}$$

3) Determinați parametri reali p și q știind că

$$X: \begin{pmatrix} 1 & 2 \\ p & q \end{pmatrix} \quad Y: \begin{pmatrix} 3 & 9 \\ 0,1 & \frac{p^2+0,02}{0,2} \end{pmatrix}$$

sunt v.a bine definite

X, Y v.a bine definite

$$\Rightarrow \begin{cases} \rightarrow \begin{cases} p > 0 \\ q > 0 \\ p+q = 1 \end{cases} \\ \rightarrow \begin{cases} 0,1 > 0 \\ \frac{p^2+0,02}{0,2} > 0 \\ 0,1 + \frac{p^2+0,02}{0,2} = 1 \end{cases} \end{cases}$$

$$0,1 + \frac{p^2+0,02}{0,2} = 1 \quad | \cdot 0,2$$

$$0,02 + p^2 + 0,02 = 0,2$$

$$p^2 + 0,04 = 0,2 \quad | - 0,04$$

$$p^2 = 0,16 \Rightarrow p = \pm \sqrt{0,16} \Rightarrow p = \pm 0,4$$

$$\text{cum } p > 0 \Rightarrow p = 0,4$$

$$p+q = 1 \Rightarrow 0,4+q = 1 \Rightarrow q = 0,6$$

$$\frac{p^2+0,02}{0,2} = \frac{0,4^2+0,02}{0,2} = \frac{0,16+0,02}{0,2} = \frac{0,18}{0,2} = 0,9$$

$$\Rightarrow X: \begin{pmatrix} 1 & 2 \\ 0,4 & 0,6 \end{pmatrix} \quad Y: \begin{pmatrix} 3 & 9 \\ 0,1 & 0,9 \end{pmatrix}$$

4) Folosind repartițiile r.e.a. de la 11, 2) calculați:

a) $P(2X+3Y > 1)$

$$2X+3Y: \begin{pmatrix} -5 & -3 & -2 & 0 \\ \frac{4}{25} & \frac{16}{25} & \frac{1}{25} & \frac{4}{25} \end{pmatrix}$$

$$P(2X+3Y > 1) = 1 - P(2X+3Y \leq 1) = 1 - P(2X+3Y = -5) - P(2X+3Y = -3) - P(2X+3Y = -2) - P(2X+3Y = 0)$$

$$P(2X+3Y > 1) = 1 - \frac{4}{25} - \frac{16}{25} - \frac{1}{25} - \frac{4}{25} = 0$$

$P(2X+3Y > 1 / X > 0)$

$$X: \begin{pmatrix} 2 \\ \frac{1}{5} \end{pmatrix} \begin{pmatrix} 3 \\ \frac{4}{5} \end{pmatrix}$$

$$P(2X+3Y > 1 \cap X > 0)$$

$$P(2X+3Y > 1 / X > 0) = \frac{P(2X+3Y > 1 \cap X > 0)}{P(X > 0)}$$

$2X+3Y$ și $X > 0$ nu sunt ^{respectiv} independente

$$\Rightarrow P(2X+3Y > 1 / X > 0) = \frac{P(2X+3Y > 1) \cdot P(X > 0 / 2X+3Y > 1)}{P(X > 0)} = 1$$

$$\Rightarrow P(2X+3Y > 1 / X > 0) = 0$$

$P(2X+3Y < 3 / Y < -2)$

$$Y: \begin{pmatrix} -3 & -2 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix}$$

$$P(2X+3Y < 3 \cap Y < -2)$$

$$P(2X+3Y < 3 / Y < -2) = \frac{P(2X+3Y < 3 \cap Y < -2)}{P(Y < -2)}$$

$2X+3Y$ și $Y < -2$ nu sunt ^{respectiv} independente

$$P(2X+3Y < 3 \mid Y < -2) = 1 - P(2X+3Y \geq 3 \mid Y < -2)$$

$$= 1 - \frac{P(2X+3Y \geq 3 \cap Y < -2)}{P(Y < -2)}$$

$$\stackrel{0}{=} \frac{P(2X+3Y \geq 3) P(Y < -2 \mid 2X+3Y \geq 3)}{P(Y < -2)}$$

$$= 1 - 0 = 1$$

$$\Rightarrow P(2X+3Y < 3 \mid Y < -2) = 1$$

$$\underline{P(X^2 \cdot Y^3 > 3)} =$$

$$X^2 \cdot Y^3 = \begin{pmatrix} -243 & -108 & -72 & -32 \\ \frac{16}{25} & \frac{4}{25} & \frac{4}{25} & \frac{1}{25} \end{pmatrix}$$

$$P(X^2 \cdot Y^3 > 3) = 1 - P(X^2 \cdot Y^3 \leq 3) = 1 - P(X^2 \cdot Y^3 = -243,$$

$$- P(X^2 \cdot Y^3 = -108) - P(X^2 \cdot Y^3 = -72)$$

$$- P(X^2 \cdot Y^3 = -32) = 1 - \frac{16}{25} - \frac{4}{25} - \frac{4}{25} - \frac{1}{25} = 0$$

$$\Rightarrow P(X^2 \cdot Y^3 > 3) = 0$$

$$\underline{P(X^2 \cdot Y^3 \leq 3)}$$

$$P(X^2 \cdot Y^3 \leq 3) = 1 - P(X^2 \cdot Y^3 > 3) = 1 - 0 = 1$$

$$\Rightarrow P(X^2 \cdot Y^3 \leq 3) = 1$$

$$\underline{P(2x+3y < 3x-y) =}$$

$$2x+3y < 3x-y \quad | -3x+y$$

$$\Rightarrow -x+4y < 0 \Rightarrow 4y-x < 0$$

$$\Rightarrow P(2x+3y < 3x-y) = P(4y-x < 0)$$

$$4y: \begin{pmatrix} -12 & -8 \\ \frac{4}{5} & \frac{1}{5} \end{pmatrix} \quad x: \begin{pmatrix} 2 & 3 \\ \frac{1}{5} & \frac{4}{5} \end{pmatrix}$$

$$4y-x: \begin{pmatrix} -12-2 & -8-3 & -8-2 & -8-3 \\ \frac{4}{25} & \frac{16}{25} & \frac{1}{25} & \frac{4}{25} \end{pmatrix} /$$

$$4y-x: \begin{pmatrix} -15 & -11 & -11 & -10 \\ \frac{16}{25} & \frac{4}{25} & \frac{4}{25} & \frac{1}{25} \end{pmatrix}$$

$$\begin{aligned} \Rightarrow P(4y-x < 0) &= P(4y-x = -15) + P(4y-x = -11) \\ &\quad + P(4y-x = -11) + P(4y-x = -10) \\ &= \frac{16}{25} + \frac{4}{25} + \frac{4}{25} + \frac{1}{25} = 1 \end{aligned}$$

$$\Rightarrow P(2x+3y < 3x-y) = 1$$

Tema1.R - Probabilitati si Statistica

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Incarc pachetele discreteRV, prob si MASS, functia suppressMessages este folosita pentru a nu primi output atunci cand pachetul a fost incarcat

```
suppressMessages(library(discreteRV, quietly = T))
suppressMessages(library(prob, quietly = T))
suppressMessages(library(MASS, quietly = T))
```

Problema 1

Problema 1 (scris)

Instantiam cele doua variabile aleatoare prin functia RV(outcomes, probs)

```
(X <- RV(c(2,3),c(1/5,4/5)))
```

```
## Random variable with 2 outcomes
##
## Outcomes    2    3
## Probs      1/5 4/5
```

```
(Y <- RV(c(-3,-2),c(4/5,1/5)))
```

```
## Random variable with 2 outcomes
##
## Outcomes   -3   -2
## Probs     4/5 1/5
```

Putem sa aplicam operatiile matematice direct in R, fara sa apelam alte functii

```
(X3 <- 3*X)
```

```
## Random variable with 2 outcomes
##
## Outcomes    6    9
## Probs      1/5 4/5
```

```
(Xem1 <- fractions(X^-1))
```

```
## Random variable with 2 outcomes
##
## Outcomes 1/2 1/3
## Probs   1/5 4/5
```

```
(Xcos <- fractions(cos((pi/2)*X)))
```

```
## Random variable with 2 outcomes
##
## Outcomes  -1  0
## Probs      1/5 4/5
```

```
(Ye2 <- Y^2)
```

```
## Random variable with 2 outcomes
##
## Outcomes   4   9
## Probs      1/5 4/5
```

```
(Yp3 <- Y+3)
```

```
## Random variable with 2 outcomes
##
## Outcomes   0   1
## Probs      4/5 1/5
```

Rezultatele au dat la fel ca pe foaie, cu precizarea ca am folosit functia fractions pentru a transforma numerele decimale in fractii si pentru a scapa de eroarea de calcul a cosinusului, unde $-1.83690953073357e-16$ este de fapt 0

Problema 2 (scris)

```
(X2pY3 <- 2*X+3*Y)
```

```
## Random variable with 4 outcomes
##
## Outcomes   -5   -3   -2    0
## Probs      4/25 16/25 1/25 4/25
```

```
(X3mY <- 3*X-Y)
```

```
## Random variable with 4 outcomes
##
## Outcomes    8    9   11   12
## Probs      1/25 4/25 4/25 16/25
```

```
(Xe2Ye3 <- X^2 * Y^3)
```

```
## Random variable with 4 outcomes
##
## Outcomes 4,-27 9,-27 4,-8 9,-8
## Probs    4/25 16/25 1/25 4/25
```


Rezultatele sunt la fel, o limitare a pachetului discreteRV este ca atunci cand inmultim 2 v.a. la afisare o sa avem valorile despartite cu , nu inmultite

```
(Xe2Ye3 <- RV(c(4*-27,9*-27,4*-8,9*-8), c(4/25,16/25,1/25,4/25)))
```

```
## Random variable with 4 outcomes
##
## Outcomes  -243  -108   -72   -32
## Probs      16/25  4/25  4/25  1/25
```

Problema 3 (scris)

R nu are suport nativ pentru expresii simbolice, pentru a nu folosi un alt pachet am ales sa calculez valoarea lui p folosind polyroot, conform conditiilor scrise pe foaie

In cazul nostru polyroot o sa ne intoarca 2 radacini (ecuatie de gradul 2) deci trebuie sa o alegem pe cea pozitiva

```
(radacini <- polyroot(c(0.1*0.2+0.02-1*0.2,0,1)))
```

```
## [1] 0.4+0i -0.4-0i
```

```
(radaciniRe <- Re(radacini))
```

```
## [1] 0.4 -0.4
```

```
(radaciniIm <- Im(radacini))
```

```
## [1] 1.29247e-26 -1.29247e-26
```

Vedem ca radaciniIm primeste valorile foarte apropiate de 0, chiar daca rezultatul initial a dat 0. Avem nevoie de o functie care sa ne zica daca o valoare este foarte apropiata de 0. Am vazut online ca exista functii gen is.zero sau isZero, doar ca eu nu le am in pachetul de baza

```
almostEqual <- function(x, y, tolerance=1e-8) {
  diff <- abs(x - y)
  mag <- pmax(abs(x), abs(y))
  ifelse(mag > tolerance, diff/mag <= tolerance, diff <= tolerance)
}
```

Folosim functia stopifnot pentru a impune conditiile necesare pentru v.a.

```
stopifnot(all(almostEqual(radaciniIm, 0)))
(p <- radaciniRe[radaciniRe>0])
```

```
## [1] 0.4
```

```
stopifnot(length(p) == 1)
(q <- 1-p)
```

```
## [1] 0.6
```

```
(Prob3X <- RV(c(1,2),c(p,q)))
```

```
## Random variable with 2 outcomes
##
## Outcomes  1    2
## Probs     2/5 3/5
```

```
(Prob3Y <- RV(c(3,9),c(0.1, (p^2+0.02)/0.2)))
```

```
## Random variable with 2 outcomes
##
## Outcomes   3    9
## Probs      1/10 9/10
```

Problema 4 (scris)

O sa definesc functia myCondP care calculeaza probabilitatea conditionata pentru 2 v.a. independente

```
myCondP <- function(X, Y)
{
  py <- P(Y)
  if (py==0) return(NaN)
  return((P(X)*P(Y))/P(Y))
}

(P(2*X+3*Y > 1))
```

```
## [1] 0
```

```
(myP <- myCondP(2*X+3*Y > 1, X>0))
```

```
## [1] 0
```

```
(pachetP <- P(2*X+3*Y > 1 | X>0))
```

```
## [1] 0
```

Cele doua valori sunt egale, primul eveniment are $p=0$ sansa de aparitie deci indiferent de ce ar fi conditionat acesta nu s-ar putea intampla

```
(myP <- myCondP(2*X+3*Y < 3, Y< -2))
```

```
## [1] 1
```

```
(pachetP <- P(2*X+3*Y < 3 | Y < -2))
```

```
## [1] 0.25
```


Observam ca raspunsul a dat diferit in acest caz. Pachetul discreteRV are probleme atunci cand in dreapta semnului este un numar negativ. Putem sa rescriem $Y < -2$ ca $-Y > 2$, dar trebuie sa folosim repartitia comuna a celor doua v.a. pentru a obtine valoarea buna

```
negY <- Y*(-1)

produsCartezian <- expand.grid(probs(X2pY3), probs(negY))
jointProbs <- produsCartezian$Var1 * produsCartezian$Var2
(jointNegYsiX2pY3 <- jointRV(list(outcomes(negY), outcomes(X2pY3)), probs=jointProbs))
```

```
## Random variable with 8 outcomes
##
## Outcomes    2,-5    2,-3    2,-2    3,-5    2,0    3,-3    3,-2    3,0
## Probs      16/125 64/125  4/125  4/125 16/125 16/125  1/125  4/125
```

```
(margNegY <- discreteRV::marginal(jointNegYsiX2pY3, 1))
```

```
## Random variable with 2 outcomes
##
## Outcomes    2    3
## Probs      4/5 1/5
```

```
(margX2pY3 <- discreteRV::marginal(jointNegYsiX2pY3, 2))
```

```
## Random variable with 4 outcomes
##
## Outcomes    -5    -3    -2    0
## Probs      4/25 16/25  1/25 4/25
```

```
(myP <- myCondP(2*X+3*Y < 3, Y< -2))
```

```
## [1] 1
```

```
(pachetP <- P(margX2pY3 < 3 | margNegY > 2))
```

```
## [1] 1
```

Rezultatul este acum corect

```
(P(X^2*Y^3 > 3))
```

```
## [1] 1
```

Observam ca $P(X^2*Y^3 > 3)$ a dat gresit deoarece discreteRV nu a inmultit valorile posibile, o sa folosim variabila $Xe2Ye3$ care contine v.a. in forma buna

```
(P(Xe2Ye3 > 3))
```

```
## [1] 0
```

```
(P(Xe2Ye3 <= 3))
```

```
## [1] 1
```

Pentru ultimul subpunct trebuie sa folosim repartitiile marginale din repartitia comuna a $2X+3Y$ si $3X-Y$. Deoarece repartitia comuna are 4 linii si 4 coloane, am decis sa o construiesc prin cod

```
produsCartezian <- expand.grid(probs(X3mY),probs(X2pY3))
jointProbs <- produsCartezian$Var1 * produsCartezian$Var2
(jointX3mYsiX2pY3 <- jointRV(list(outcomes(X2pY3), outcomes(X3mY)), probs=jointProbs))
```

```
## Random variable with 16 outcomes
```

```
##
```

```
## Outcomes    -5,8    -5,9    -5,11   -5,12    -3,8    -3,9    -3,11   -3,12    -2,8    -2,9    -2,11   -2,12
```

```
## Probs       4/625   16/625   16/625   64/625   16/625   64/625   64/625  256/625   1/625    4/625    4/625   16/625
```

```
##
```

```
## Displaying first 12 outcomes
```

```
(margX2pY3 <- discreteRV::marginal(jointX3mYsiX2pY3, 1))
```

```
## Random variable with 4 outcomes
```

```
##
```

```
## Outcomes     -5     -3     -2      0
```

```
## Probs        4/25  16/25   1/25   4/25
```

```
(margX3mY <- discreteRV::marginal(jointX3mYsiX2pY3, 2))
```

```
## Random variable with 4 outcomes
```

```
##
```

```
## Outcomes      8      9     11     12
```

```
## Probs         1/25  4/25  4/25  16/25
```

```
(P(margX2pY3 < margX3mY))
```

```
## [1] 1
```

Cred ca pentru acest subpunct merge si daca le scadem

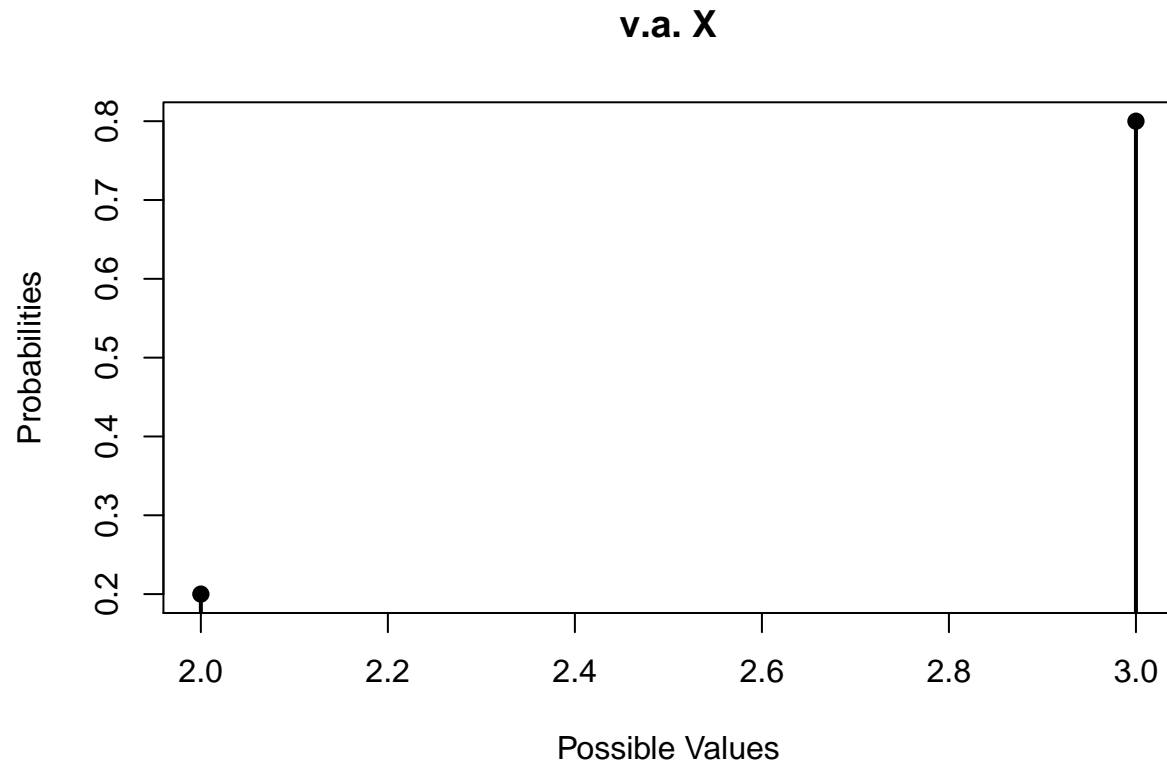
```
(P(X2pY3-X3mY < 0))
```

```
## [1] 1
```

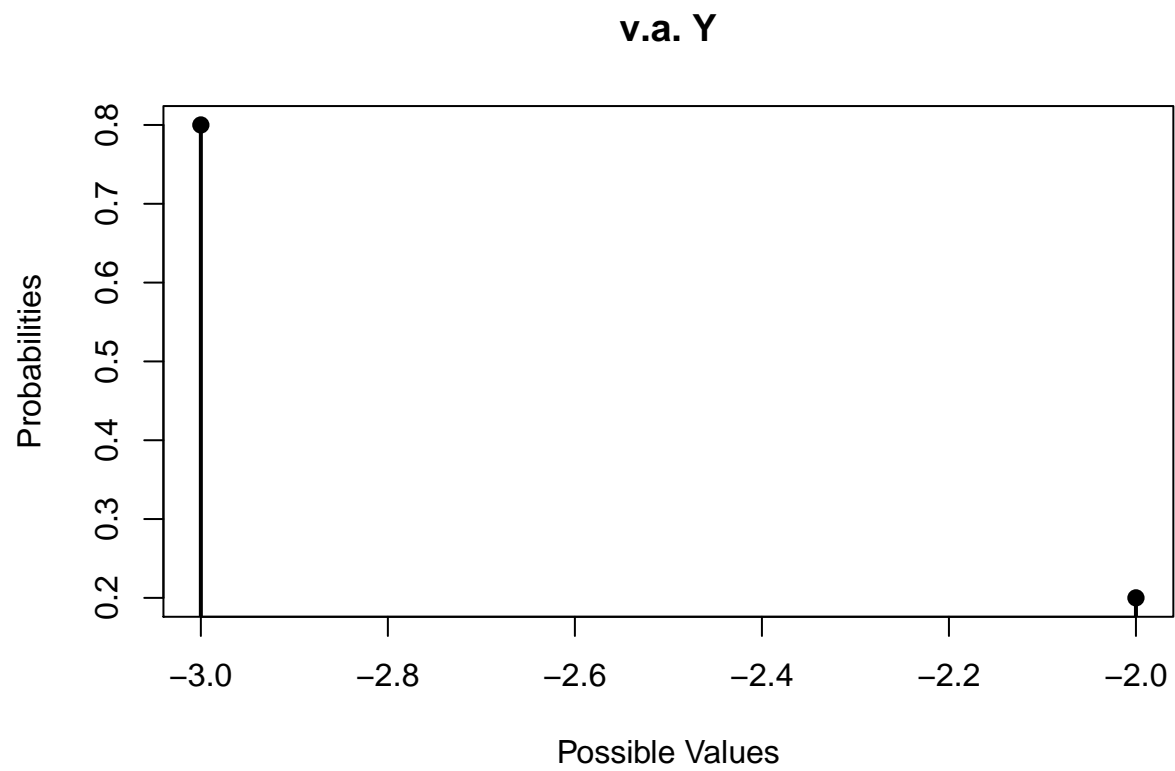
Avem acelasi rezultat

Problema 2

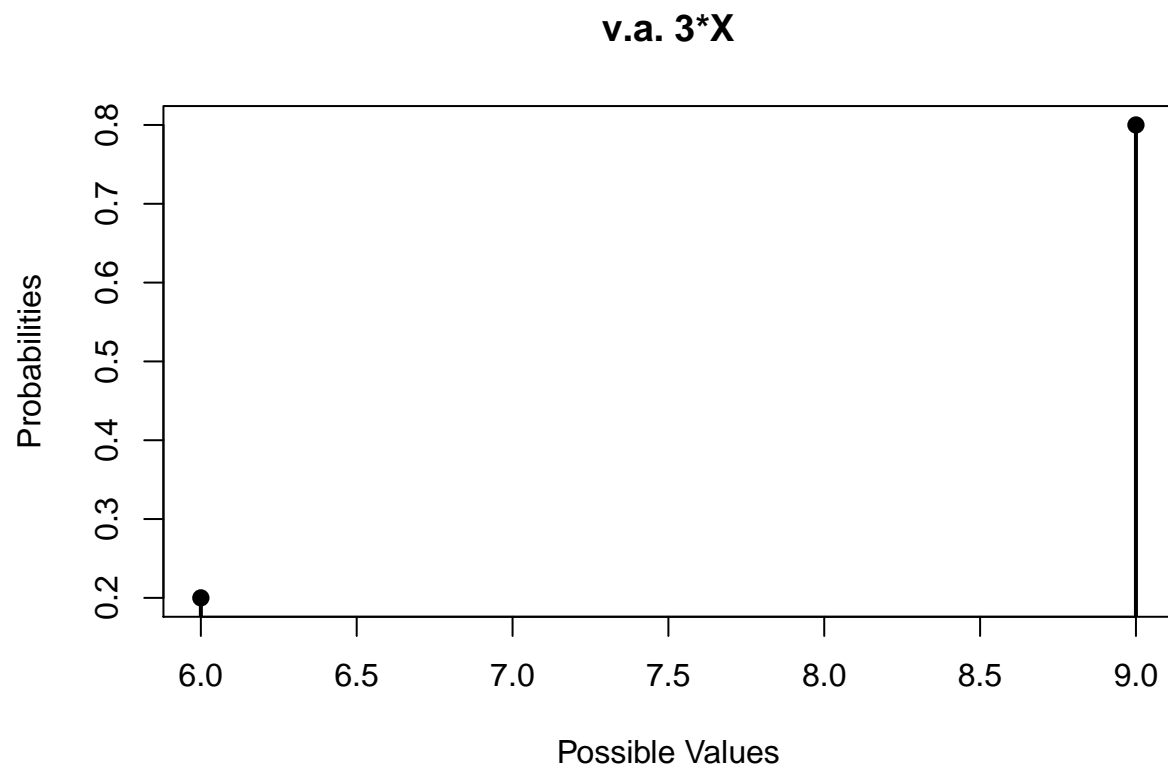
```
plot(X, main='v.a. X')
```



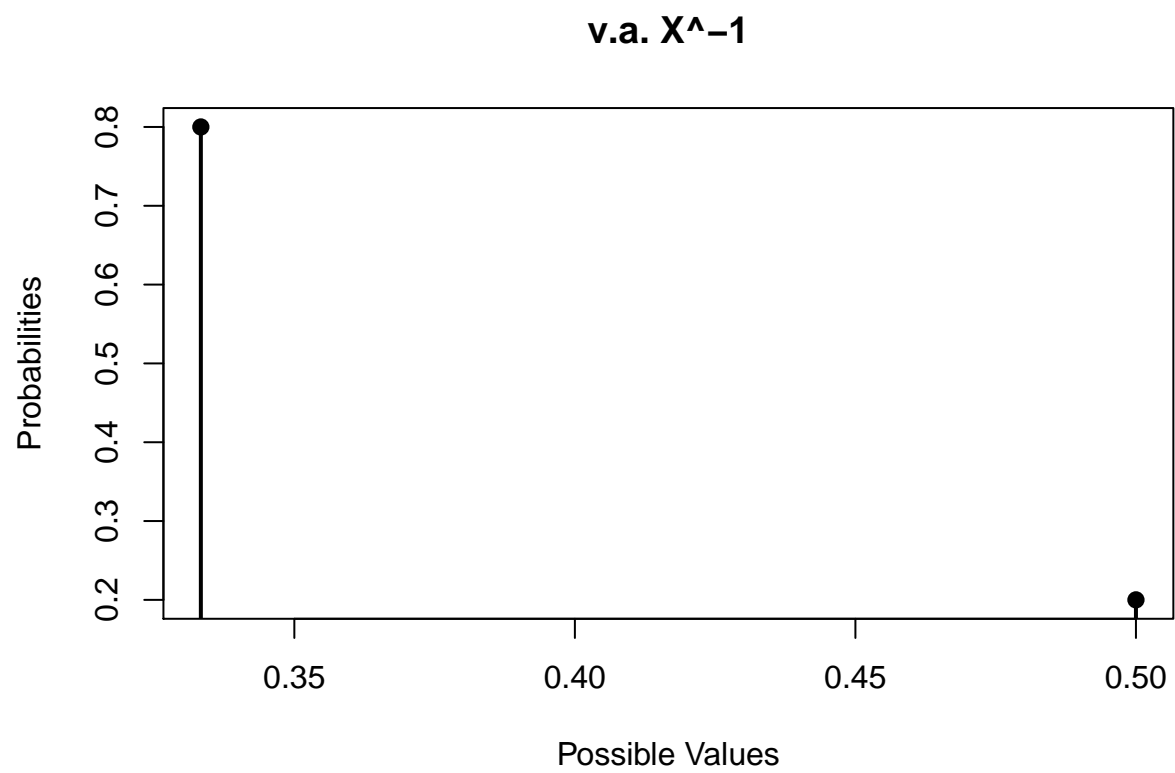
```
plot(Y, main='v.a. Y')
```



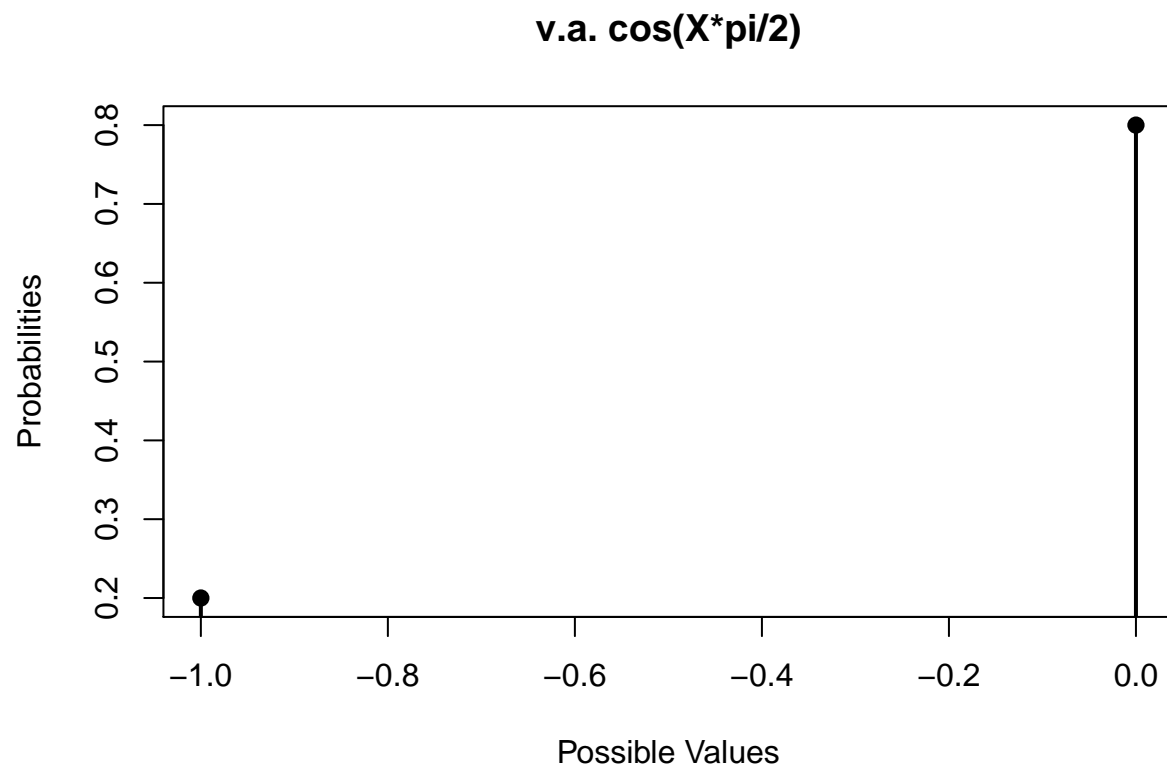

```
plot(X3, main='v.a. 3*X')
```



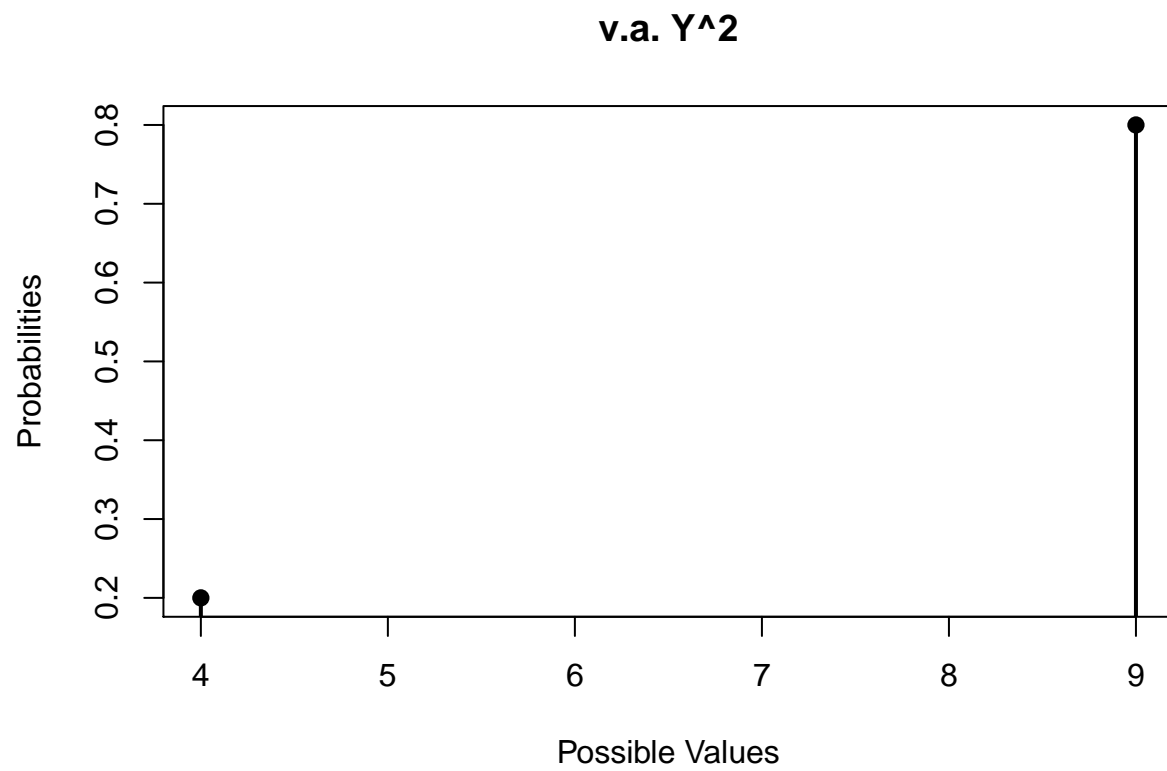
```
plot(Xem1, main='v.a.  $X^{-1}$ ')
```



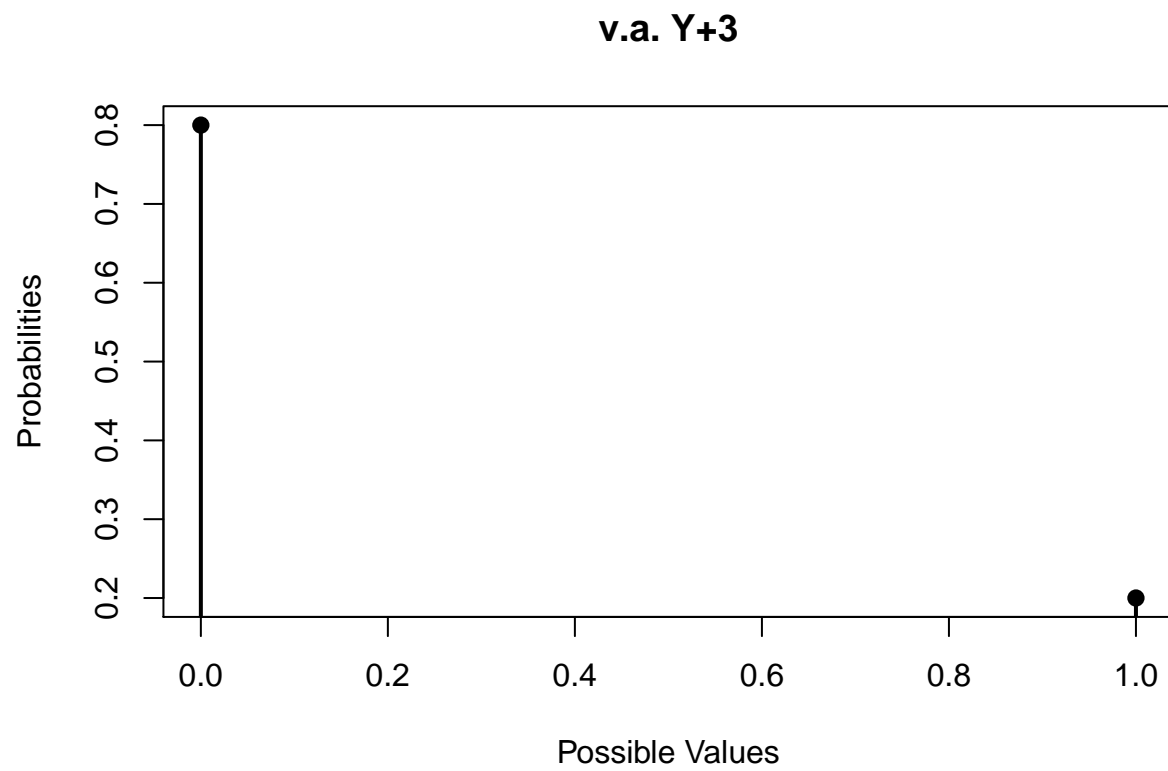
```
plot(Xcos, main='v.a. cos(X*pi/2)')
```



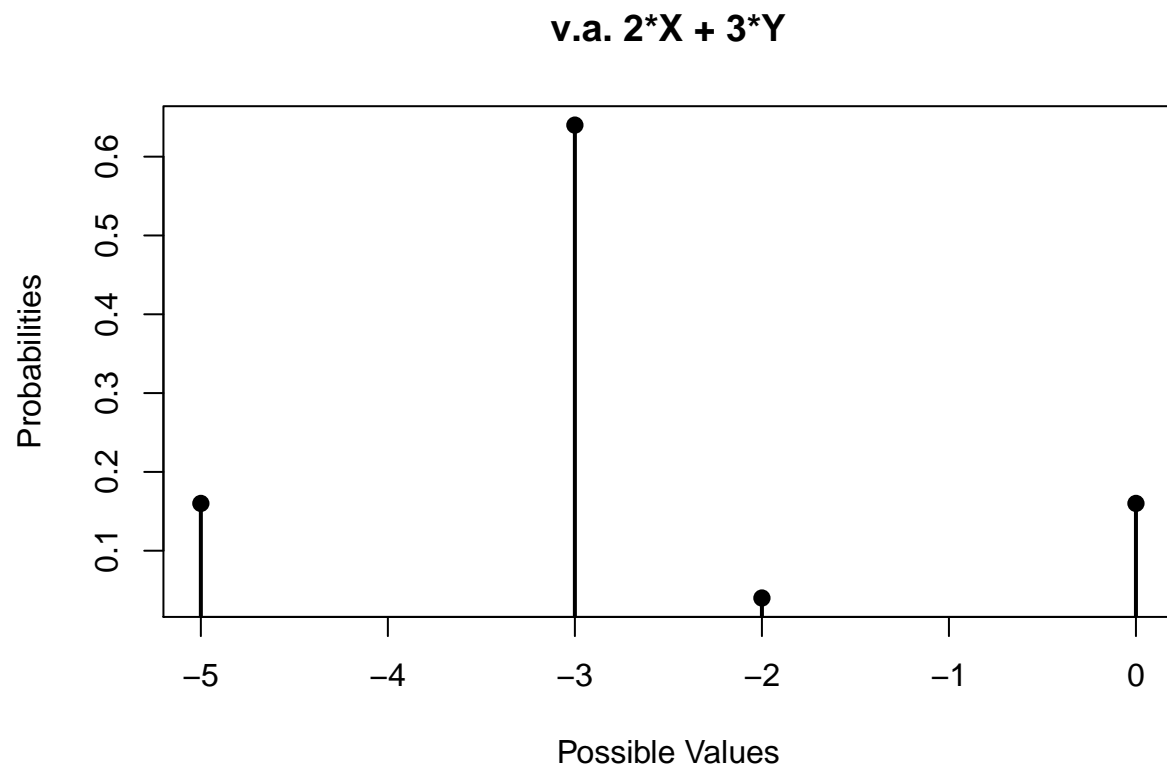

```
plot(Ye2, main='v.a. Y^2')
```



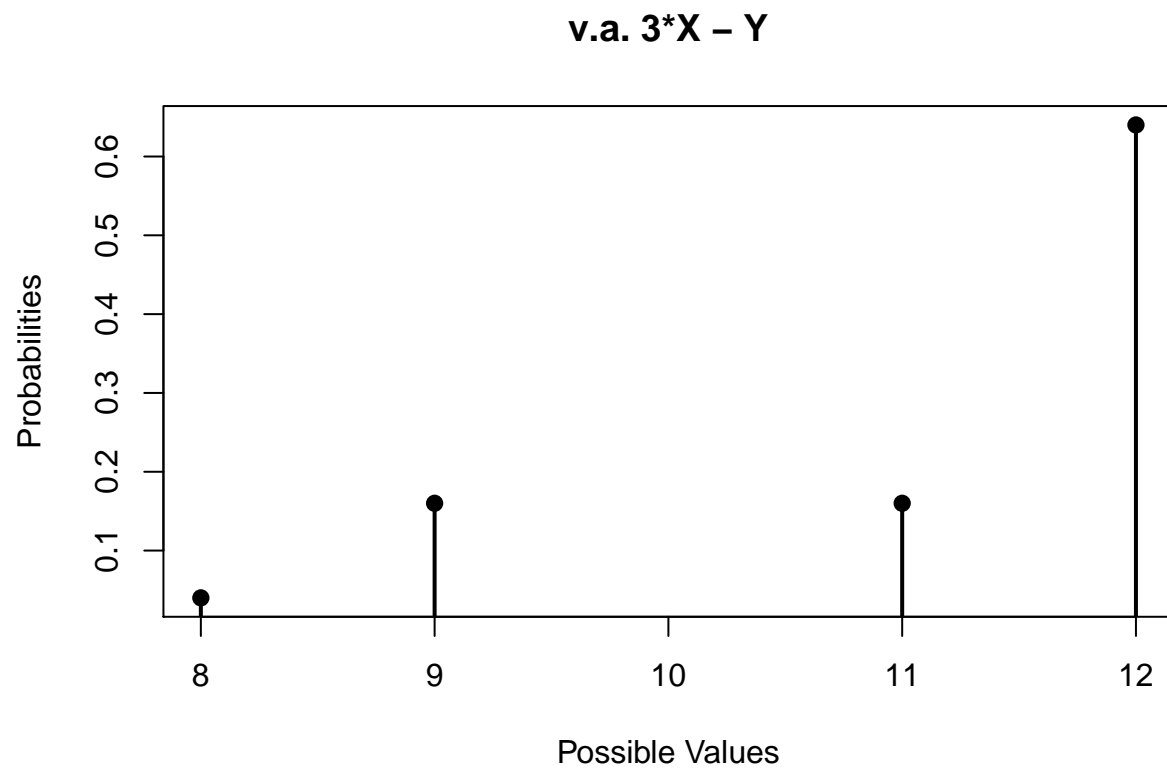
```
plot(Yp3, main='v.a. Y+3')
```



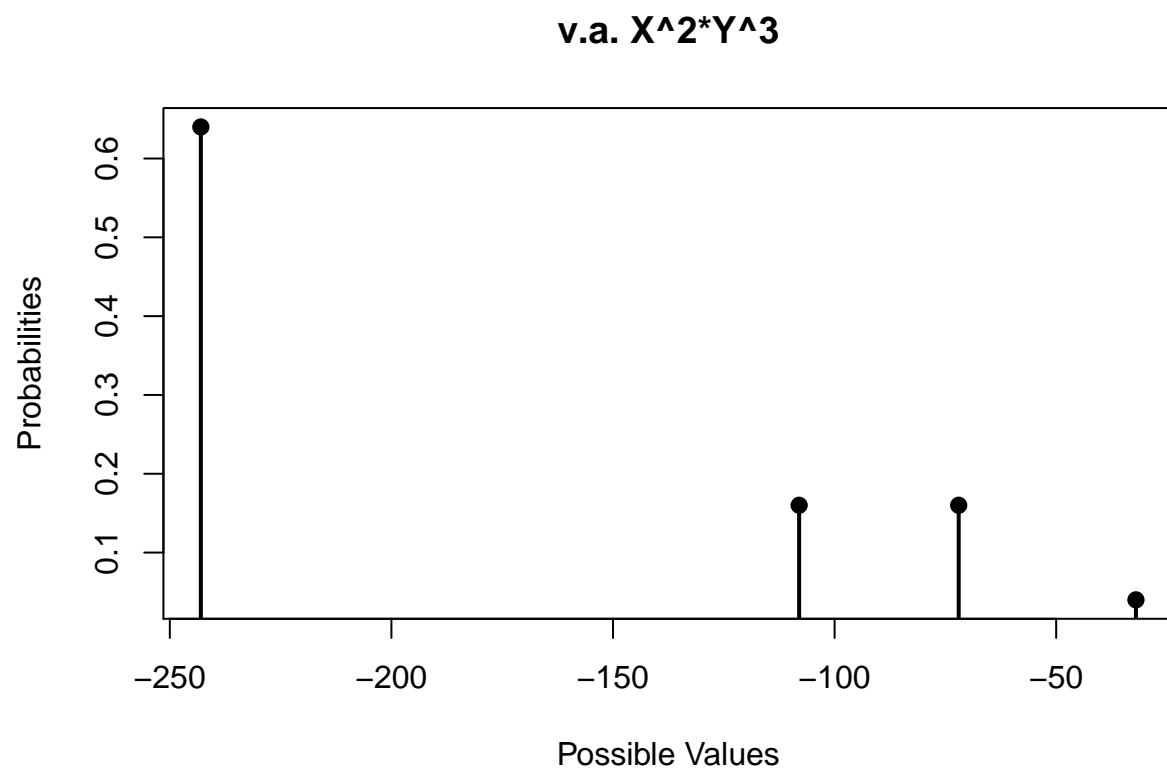
```
plot(X2pY3, main='v.a. 2*X + 3*Y')
```



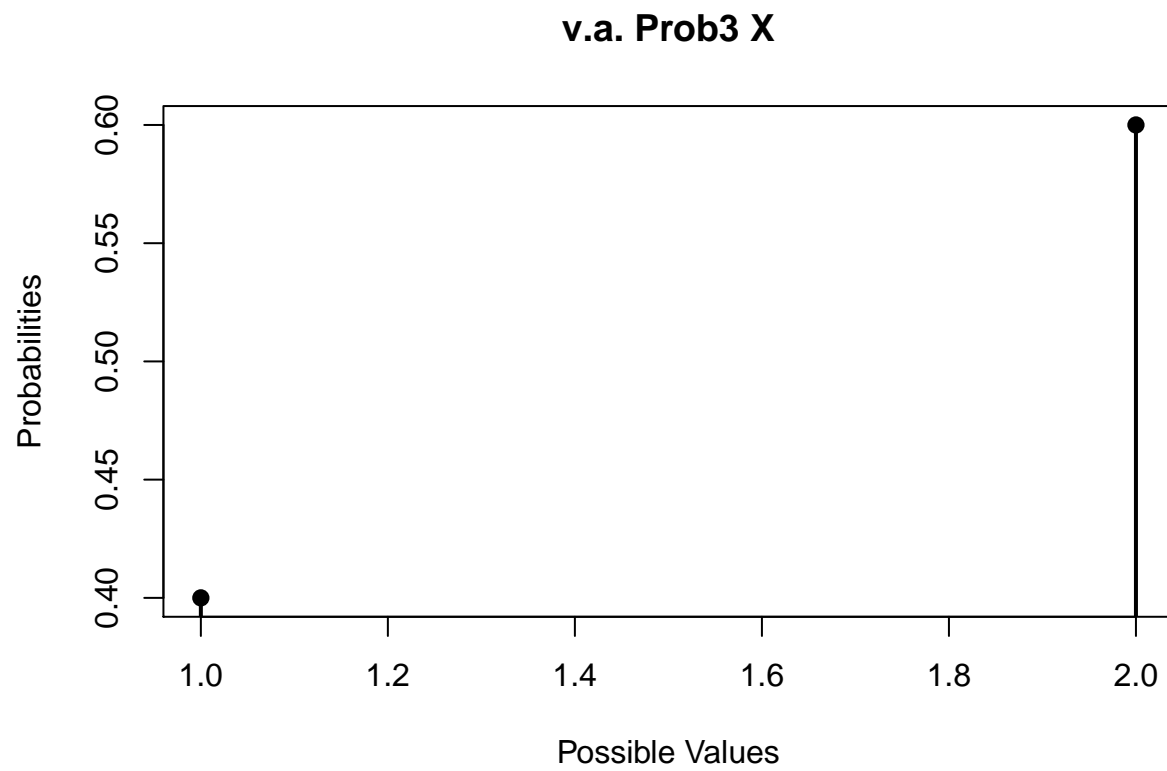

```
plot(X3mY, main='v.a. 3*X - Y')
```



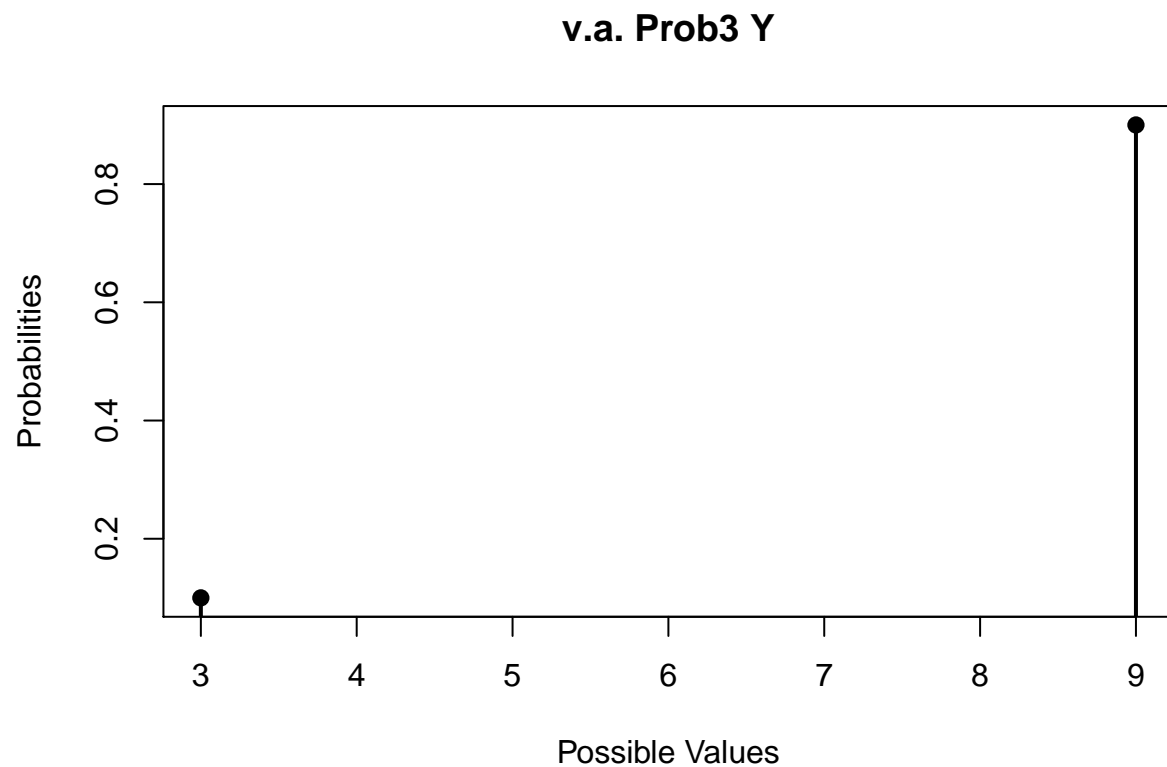
```
plot(Xe2Ye3, main='v.a.  $X^2*Y^3$ ')
```



```
plot(Prob3X, main='v.a. Prob3 X')
```




```
plot(Prob3Y, main='v.a. Prob3 Y')
```



Problema 3

```
fMasa <- function(X, x)
{
  xi <- outcomes(X)
  idx <- match(x, xi)

  el <- probs(X)[idx]
  el[is.na(el)] <- 0
  return(unname(el))
}

fRepartitie <- function(X, x)
{
  ps = c()
  for (val in x)
  {
    p <- sum(probs(X)[outcomes(X) <= val])

    ps <- c(ps,p)
  }
}
```

```

    return(ps)
}

fAfisare <- function(X, nume='')
{
  culori <- sample(c(1:4,6), 2)

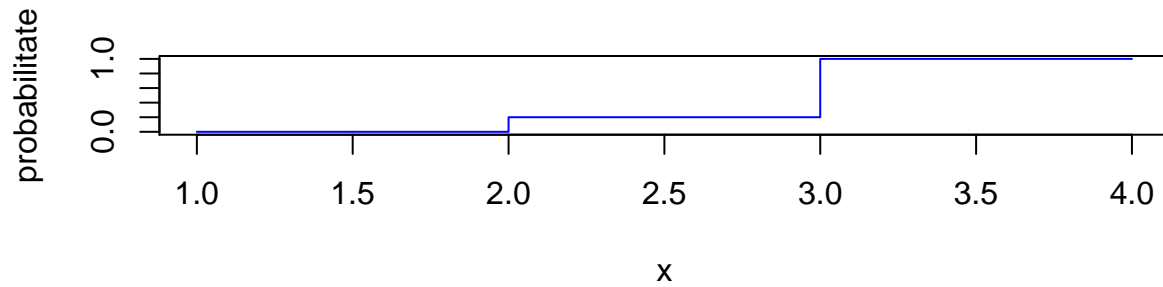
  LB <- min(outcomes(X))
  LB <- LB - floor(abs(LB/10)) - 1
  UB <- max(outcomes(X))
  UB <- UB + floor(abs(UB/10)) + 1
  x_axis <- LB:UB
  x_axis <- sort(union(x_axis, outcomes(X)))

  par(mfrow=c(2,1))
  plot(x_axis, fRepartitie(X, x_axis), main=paste('Grafic functie repartitie',nume)
       , col=culori[1], 's', xlab='x', ylab='probabilitate', ylim=c(0,1))
  plot(x_axis, fMasa(X, x_axis), main=paste('Grafic functie masa',nume)
       , col=culori[2],type="h", xlab='x', ylab='probabilitate', ylim=c(0,1))
}

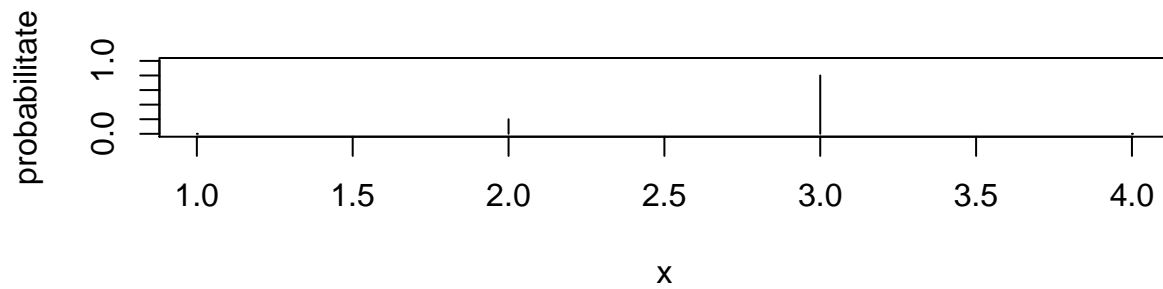
```

```
fAfisare(X, 'v.a. X')
```

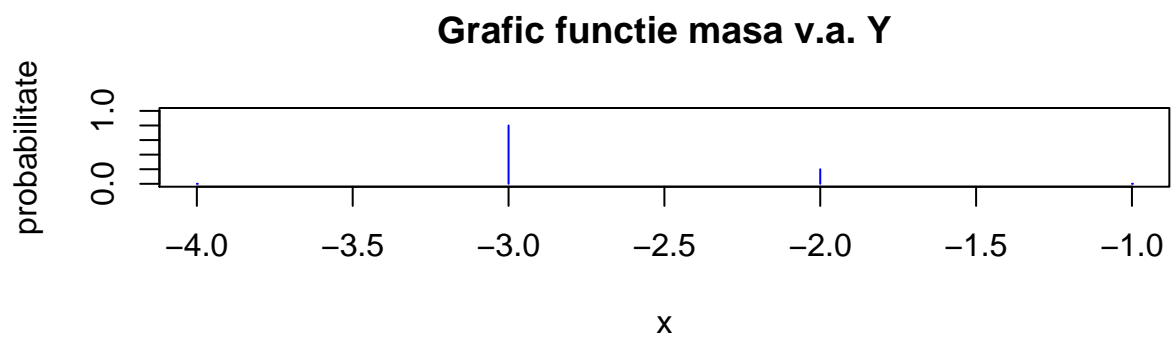
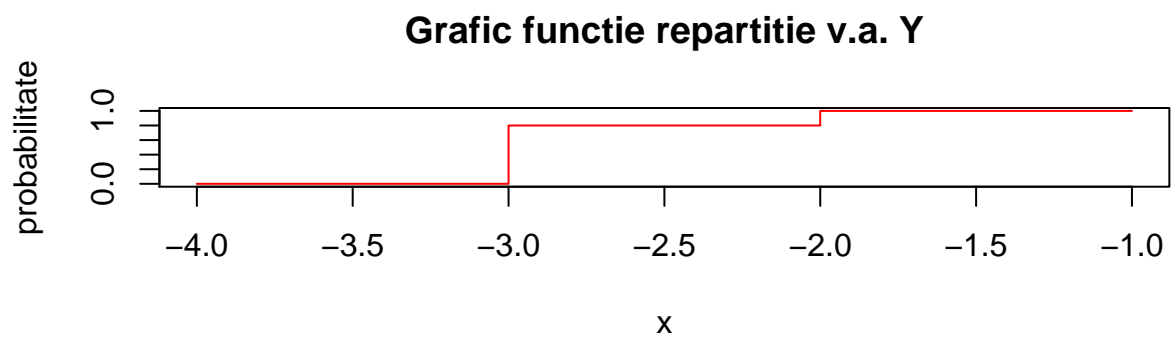
Grafic functie repartitie v.a. X



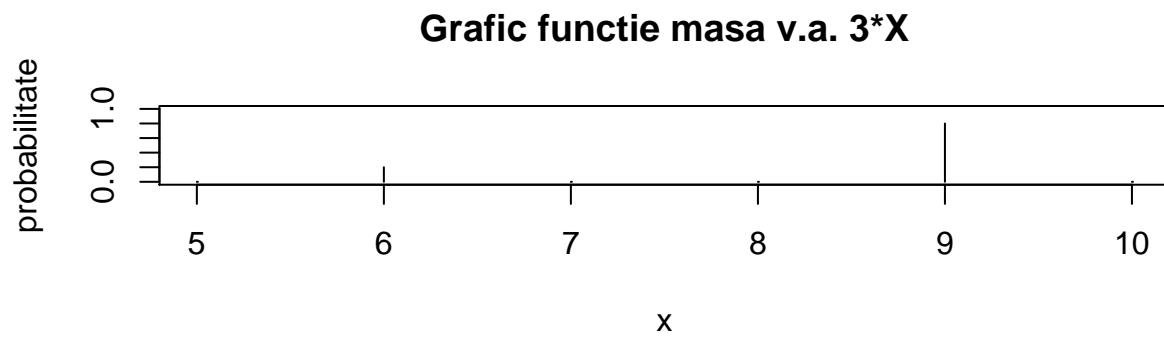
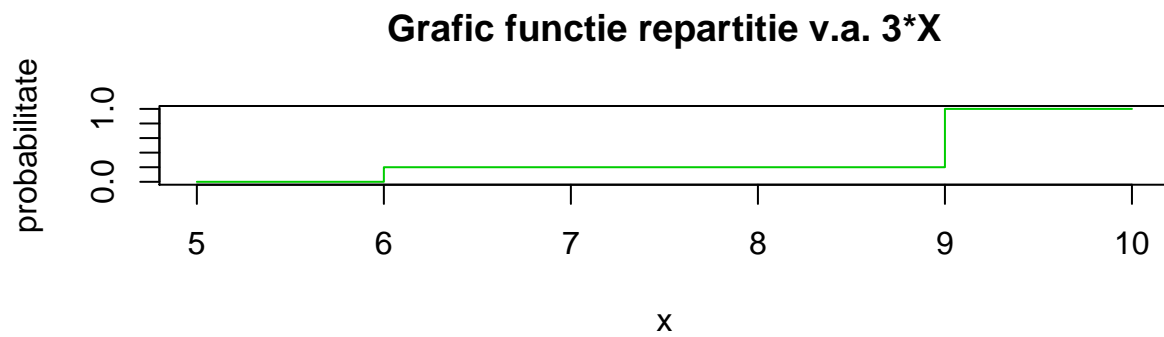
Grafic functie masa v.a. X




```
fAfisare(Y, 'v.a. Y')
```

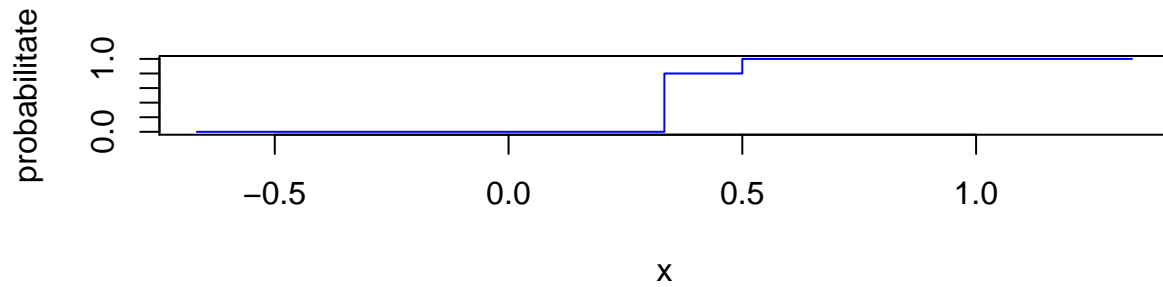


```
fAfisare(X3, 'v.a. 3*X')
```

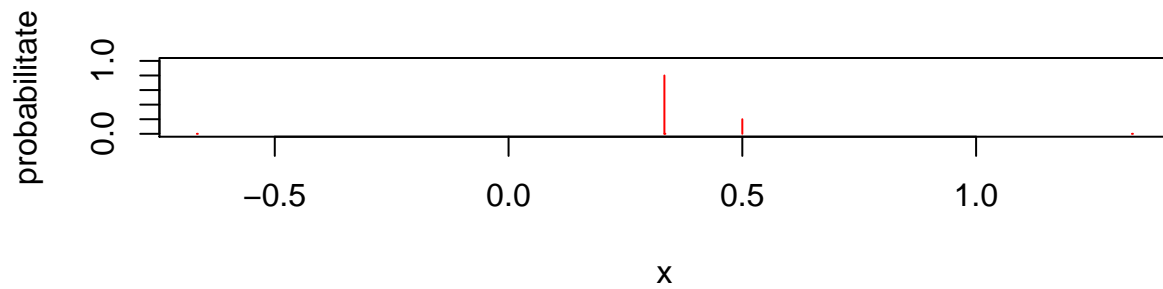


```
fAfisare(Xem1, 'v.a. X^-1')
```

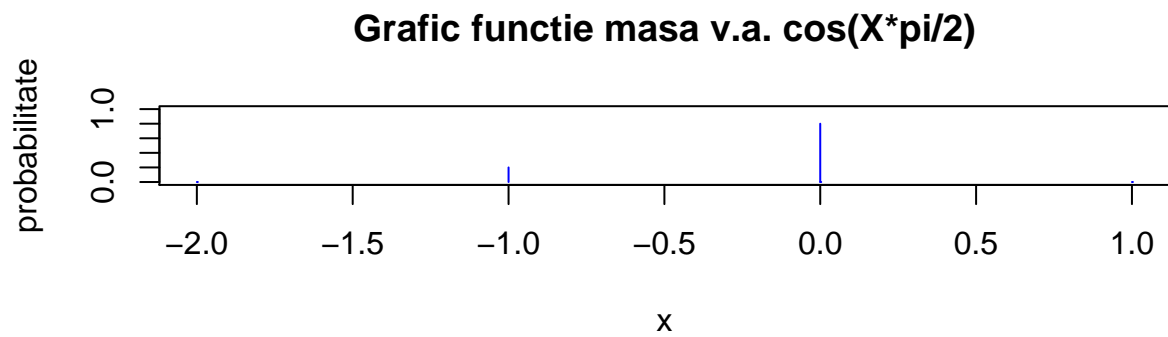
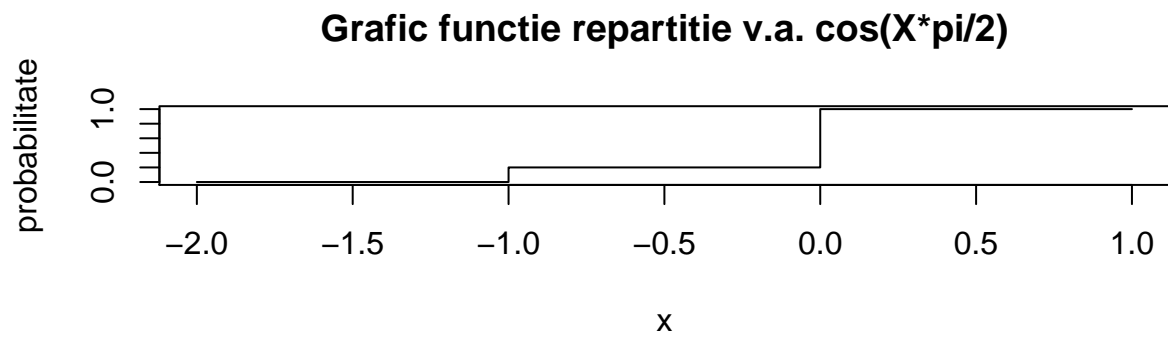
Grafic functie repartitie v.a. X^{-1}



Grafic functie masa v.a. X^{-1}

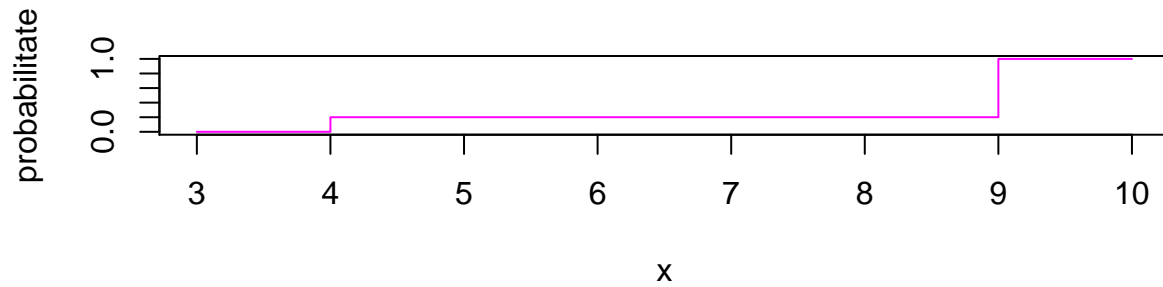


```
fAfisare(Xcos, 'v.a. cos(X*pi/2)')
```

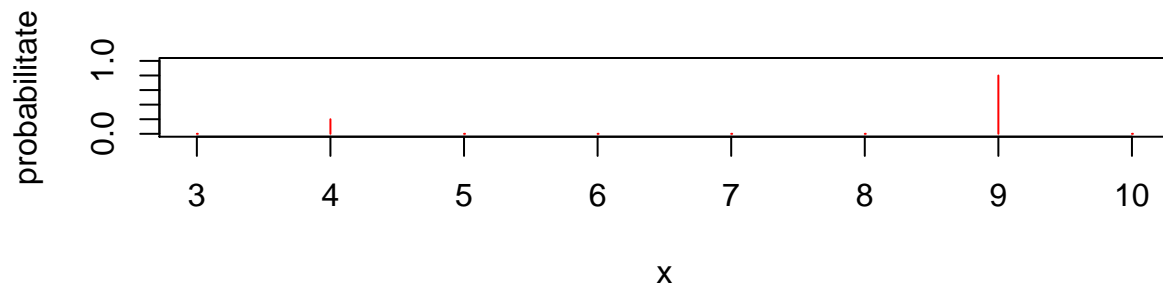


```
fAfisare(Ye2, 'v.a. Y^2')
```

Grafic functie repartitie v.a. Y^2

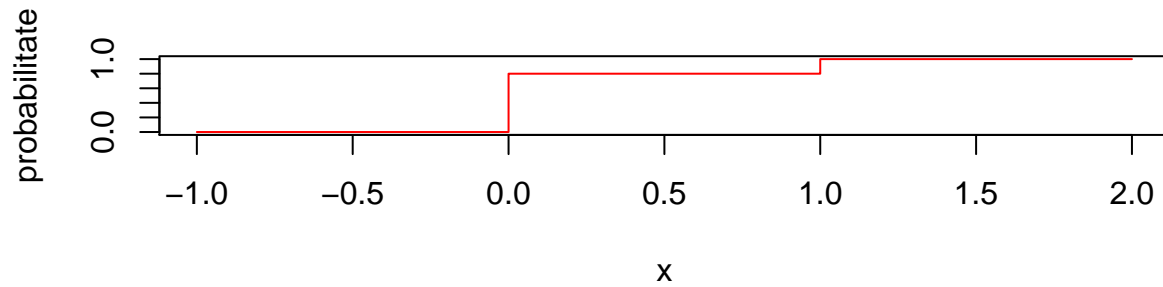


Grafic functie masa v.a. Y^2

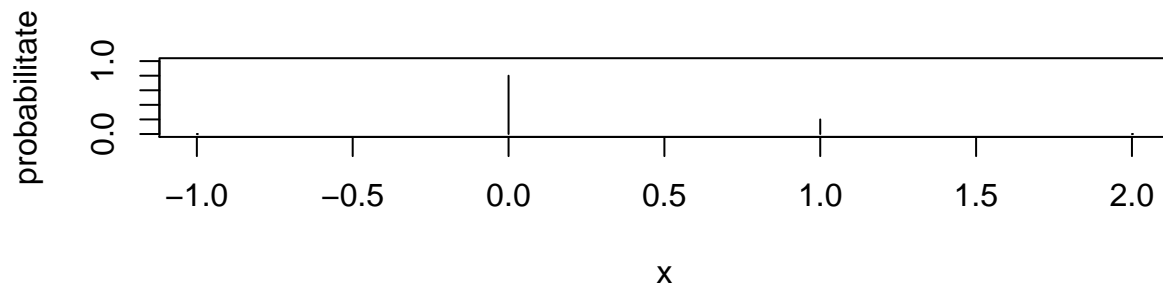



```
fAfisare(Yp3, 'v.a. Y+3')
```

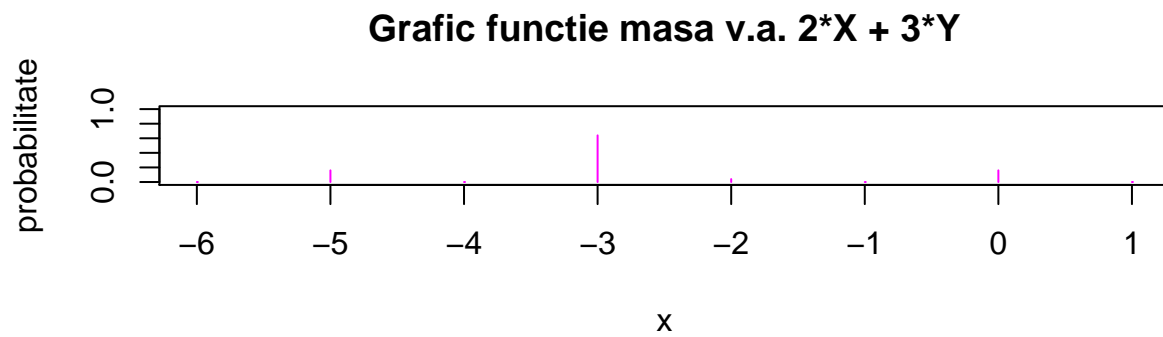
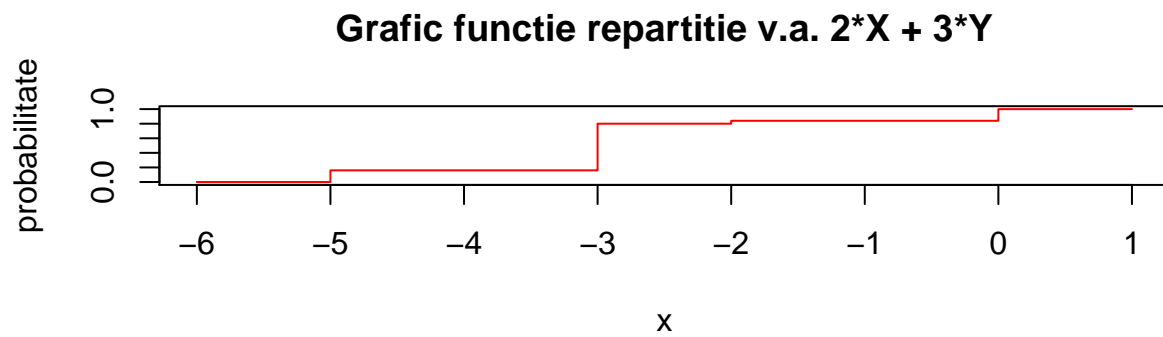
Grafic functie repartitie v.a. Y+3



Grafic functie masa v.a. Y+3

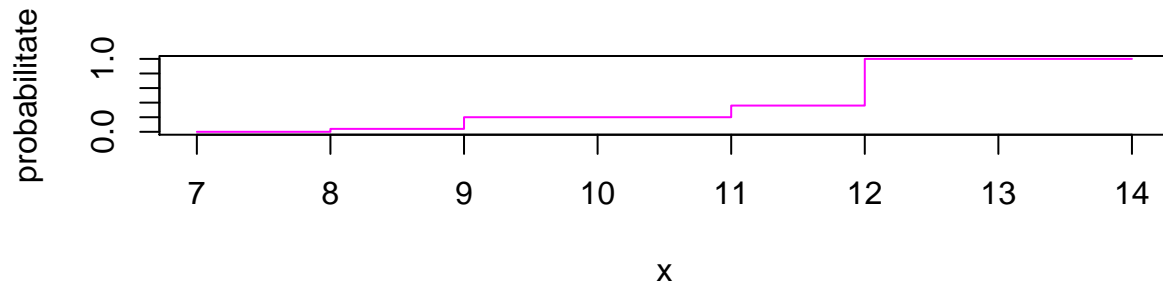


```
fAfisare(X2pY3, 'v.a. 2*X + 3*Y')
```

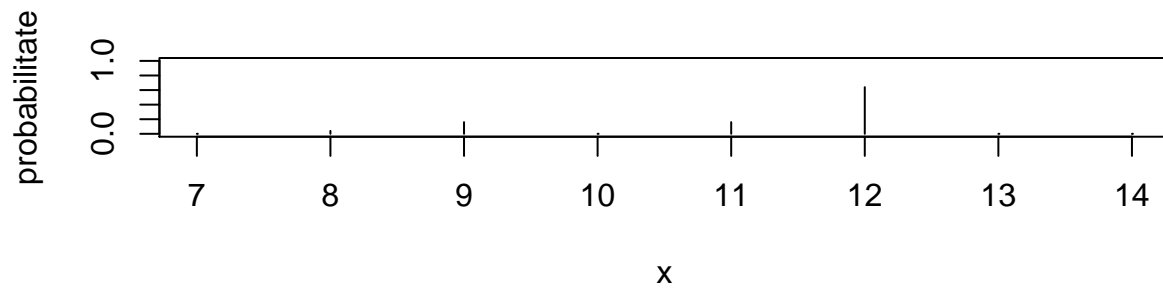


```
fAfisare(X3mY, 'v.a. 3*X - Y')
```

Grafic functie repartitie v.a. $3*X - Y$

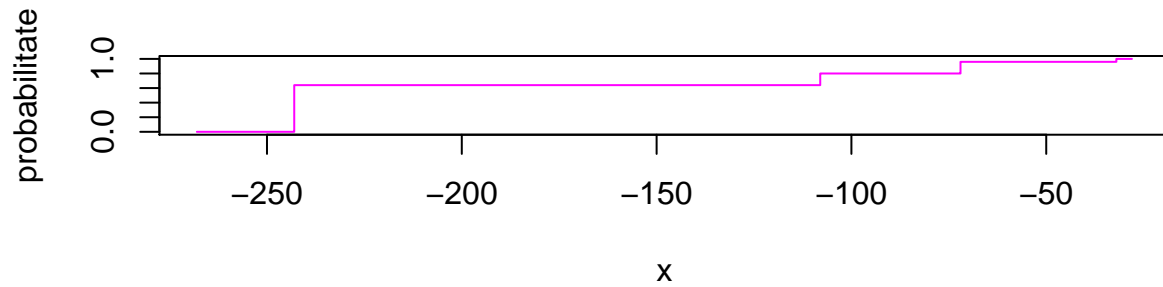


Grafic functie masa v.a. $3*X - Y$

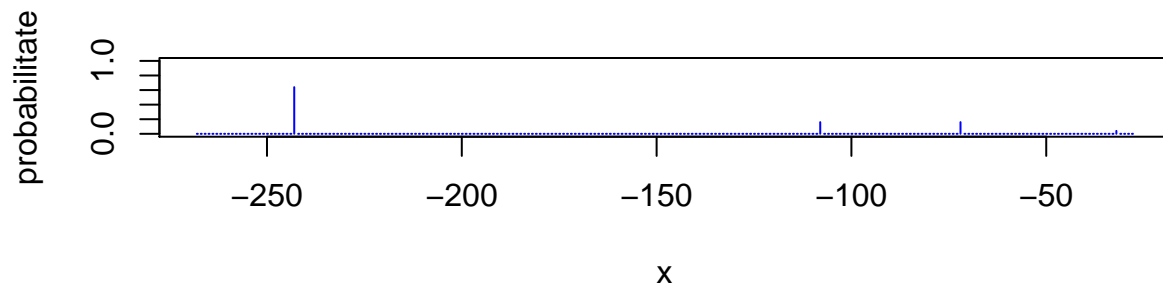


```
fAfisare(Xe2Ye3, 'v.a.  $X^2*Y^3$ ')
```

Grafic functie repartitie v.a. X^2*Y^3

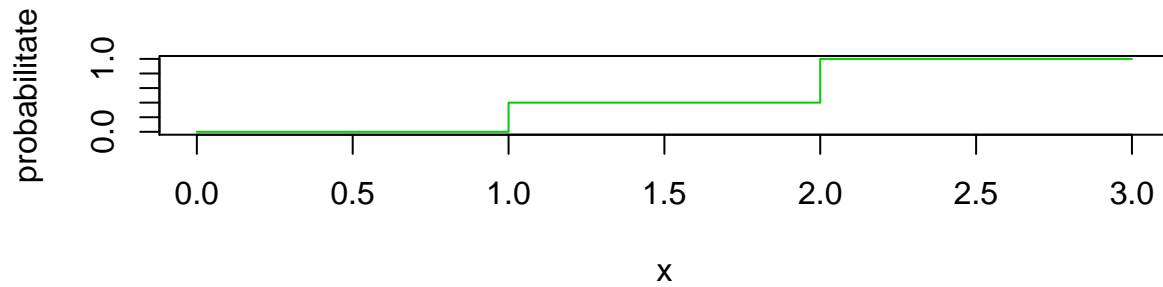


Grafic functie masa v.a. X^2*Y^3

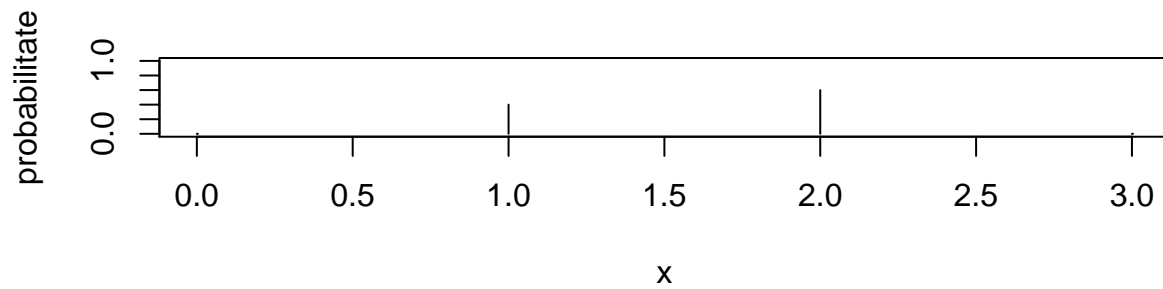


```
fAfisare(Prob3X, 'v.a. Prob3 X')
```

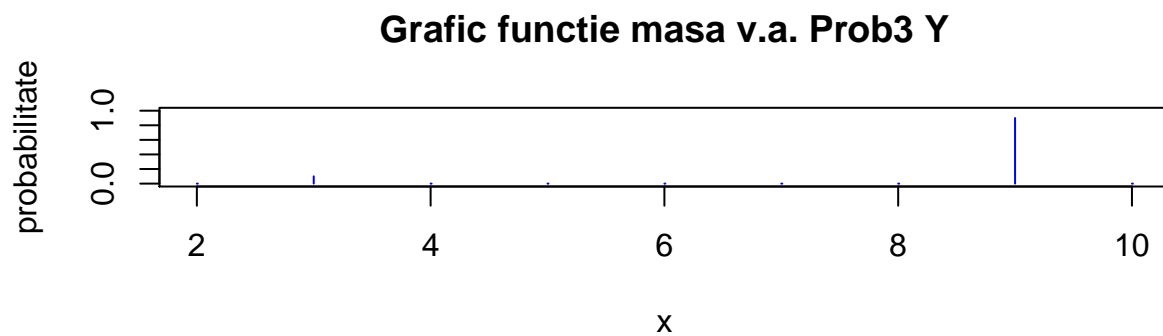
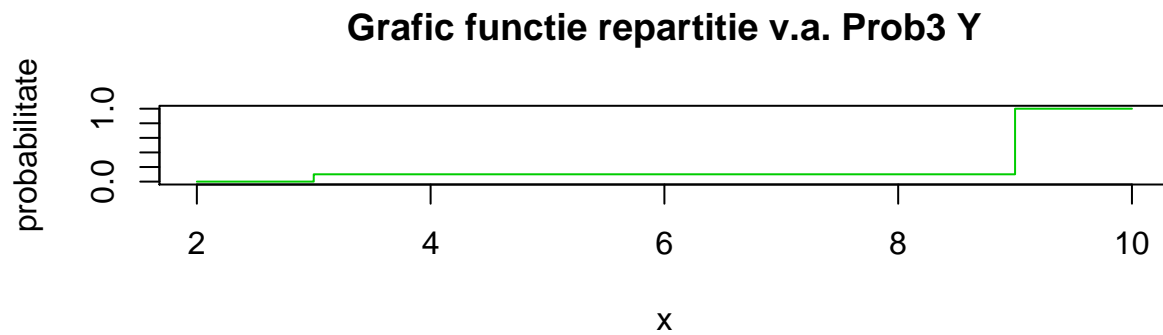
Grafic functie repartitie v.a. Prob3 X



Grafic functie masa v.a. Prob3 X




```
fAfisare(Prob3Y, 'v.a. Prob3 Y')
```



Problema 4

```
Z <- function(X, Y)
{
  moneda <- sample(c('H','T'),1)

  if (moneda == 'H') return(X)
  else return(Y)
}
```

generateVA este functia care genereaza n v.a. din Z

```
generateVA <- function(n, Z, X, Y)
{
  vas <- list()

  for (i in 1:n)
  {
    vas[[i]] <- Z(X,Y)
  }
}
```

```

    return(vas)
}

n <- 1000
Zs <- generateVA(n, Z, X, Y)
nr_X <- 0

```

Calculam de cate ori apar X si Y in generateVA

```

LB <- Inf
UB <- -Inf
for (i in 1:n)
{
  if (all(outcomes(Zs[[i]]) == outcomes(X)))
  {
    nr_X <- nr_X + 1
  }
  LB <- min(c(outcomes(Zs[[i]]), LB))
  UB <- max(c(outcomes(Zs[[i]]), UB))
}
nr_Y <- n-nr_X

(nr_X)

```

```
## [1] 536
```

```
(nr_Y)
```

```
## [1] 464
```

```
(probX <- nr_X/n)
```

```
## [1] 0.536
```

```
(probY <- nr_Y/n)
```

```
## [1] 0.464
```

Calculam o repartitie “ponderata”

```

LB <- LB - floor(abs(LB/10)) - 1
UB <- UB + floor(abs(UB/10)) + 1
x_axis <- LB:UB
x_axis <- sort(union(x_axis, outcomes(X), outcomes(Y)))

y_axis <- c()

for (i in x_axis)
{

```

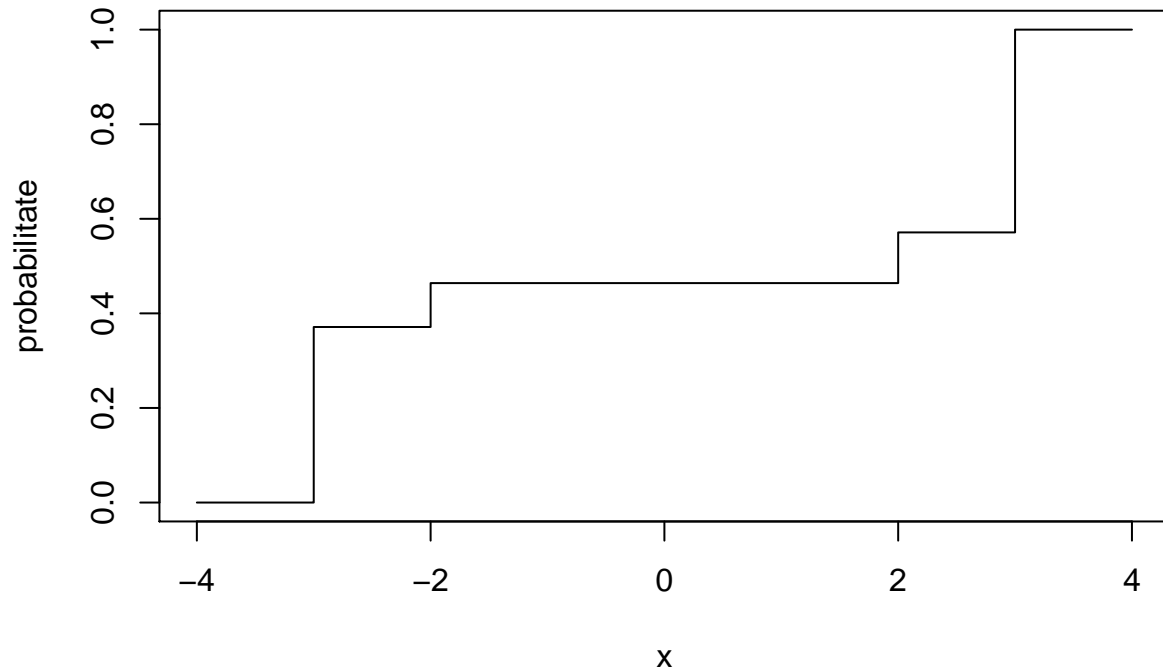
```

y_axis <- c(y_axis, probX * fRepartitie(X, i) + probY * fRepartitie(Y, i))
}

plot(x_axis, y_axis, main=paste('Grafic functie repartitie','Z aproximativ'),
     col=1, 's', xlab='x', ylab='probabilitate', ylim=c(0,1))

```

Grafic functie repartitie Z aproximativ



Din grafic putem deduce punctele in care repartitia se schimba (creste), acelea vor fi valorile posibile din v.a. Z

```

val_va <- c()
prob_va <- c()
lastVal <- numeric(0)
for (i in 1:length(x_axis))
{
  if (isTRUE(y_axis[i] != lastVal))
  {
    val_va <- c(val_va, x_axis[i])
    prob_va <- c(prob_va, y_axis[i]-lastVal)
  }
  lastVal <- y_axis[i]
}

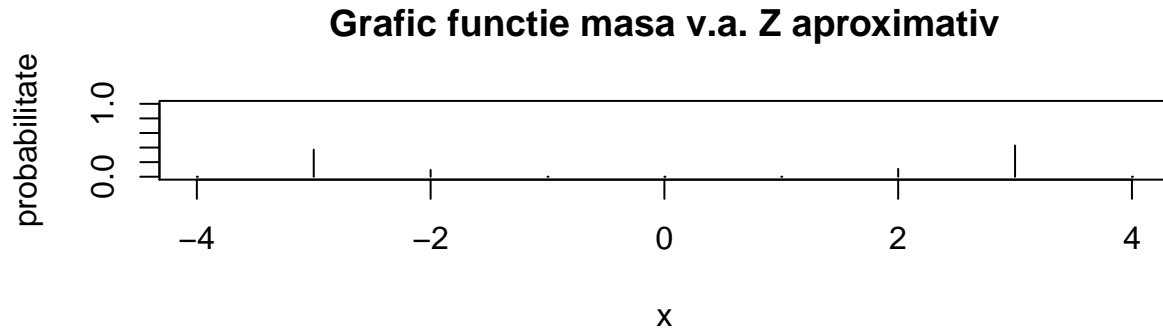
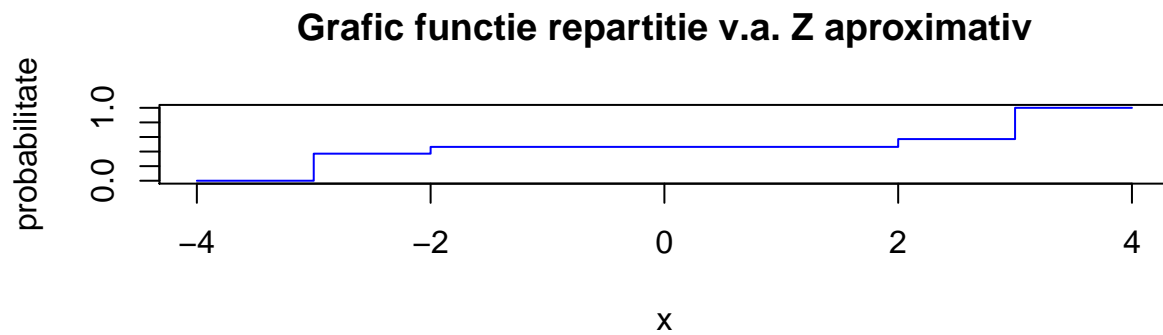
```

Construim o v.a. aproximativa

```
Zaprox <- RV(val_va, probs = prob_va)
(Zaprox)
```

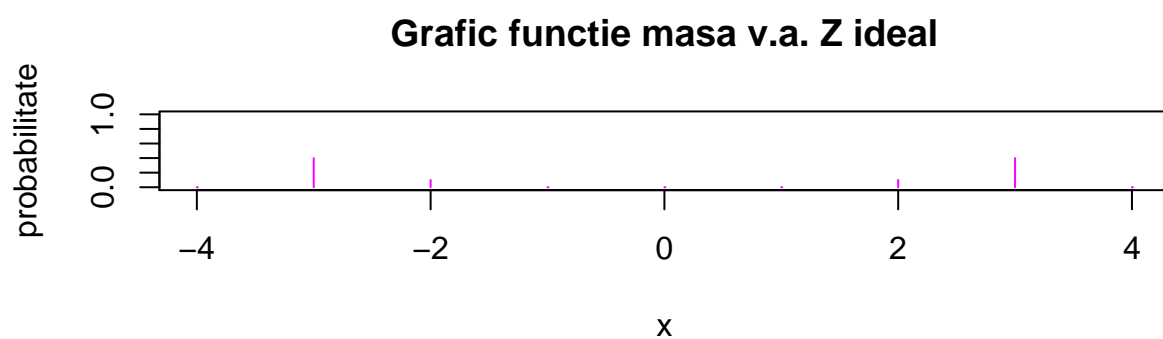
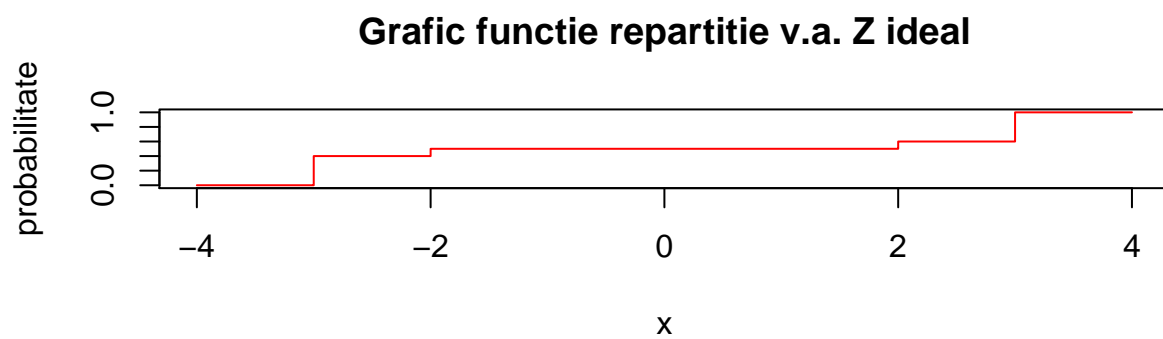
```
## Random variable with 4 outcomes
##
## Outcomes      -3      -2      2      3
## Probs        232/625  58/625  67/625 268/625
```

```
fAfisare(Zaprox, 'v.a. Z aproximativ')
```



Din valori ne putem da seama cum ar arata Z ideal, atunci cand $n \rightarrow \infty$

```
Zideal <- RV(c(-3,-2,2,3),c(2/5,1/10,1/10,2/5))
fAfisare(Zideal, 'v.a. Z ideal')
```



In concluzie, este posibil sa aflam repartitia si functia de masa pentru Z, indiferent de probabilitatea de aparitie a lui X sau Y sau a numarului de v.a. din Z