Session 0: Simulating Random Variables

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Exercise 0.2. A Coin, a blue dice and a special red dice. Suppose: C is a random variable that gets 1 if you get head after tossing a coin or 0 if you get tail, B is a random variable that gets the value of a blue dice after rolling, and R is a random variable that gets the value of a red dice where the probability of getting an odd number is twice as high as getting an even number.

Now, as we can see C is a random variable that gets 1 if you get head after tossing a coin or 0 if you get tail. Then we can code this situation as,

$$Coin = Head \rightarrow C = 1$$

 $Coin = Tail \rightarrow C = 0$

Now, since R is a random variable that can take the any one of the six values on rolling a dice, the sample space consists of $\{1,2,3,4,5,6\}$. Now, we know that probability of getting an odd number is twice the probability of getting an even number. In such a case, we assign the probability to the odd numbers i.e. $\{1,3,5\}$ twice the probability assigned to the even numbers $\{2,4,6\}$. So, if the probability assigned to $\{2,4,6\}$ is x then the probability assigned to each of the the $\{1,3,5\}$ is 2x. Now, we already know that,

$$x + x + x + 2x + 2x + 2x = 1$$

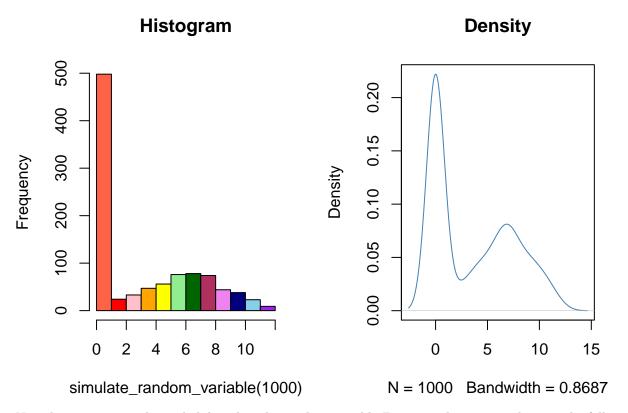
while implies that,

$$9x = 1 \to x = \frac{1}{9}$$

Finally, we use the information drawn from above above random variables to create a new random variable as,

$$Z = C * (R + B)$$

The following function provides this purpose by taking a paramter n which corresponds to the number of simulations.



Now, let us compute the probability that the random variable Z gets a value greater than 1. The following code achieves this purpose-

```
N <- 1000
Z <- simulate_random_variable(N)
sum(Z > 1)/N
```

[1] 0.489