Assignment 4-Probability and Random Variable

Annu-EE21RESCH01010

Download latex code from here-

head is more than 90%

https://github.com/annu100/AI5002-Probabilityand-Random-variables/tree/main/ ASSIGNMENT 4

download python code from here

https://github.com/annu100/AI5002-Probabilityand-Random-variables/blob/main/ ASSIGNMENT 4/assignment 4.py

I. Problem Statement-Problem 3.10

How many times must a man toss a fair coin so that the probability of having at least one head is more than 90 %?

II. Solutions

Let r be the number for getting no. of heads. let n =total no. of times a coin is tossed therefore, q=1-p, which is probability of getting a tail. Since it is the case of fair coin, therefore p=0.5and q = 0.5

$$p = \frac{1}{2} \tag{1}$$

$$q = 1 - \frac{1}{2} = \frac{1}{2} \tag{2}$$

From bernaulli's distribution, we know

$$Pr(X = r) = {}^{n}C_{r}p^{r}q^{n-r}$$
(3)

$$X \sim Bin(n, p = 0.5) \tag{4}$$

that the sample probability of having at least one

$$Pr(X \ge 1) = 1 - Pr(X = 0)$$
 (5)

$$= 1 - {^{n}C_0}0.5^{0}0.5^{n-0} > 0.9$$
 (6)

$$=1-(\frac{1}{2})^n>0.9\tag{7}$$

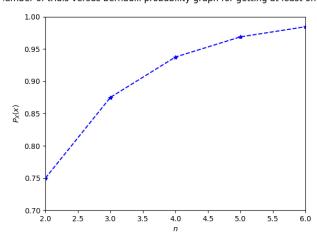
$$= (\frac{1}{2})^n < 0.1 \tag{8}$$

$$=2^n > 10 \tag{9}$$

This implies $n \ge 4$

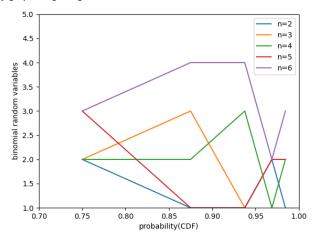
Therefore, the required number of trials must be greater than or equal to 4. From graph, we can also see

lumber of trials versus bernaulii probability graph for getting at least one hea



We are required to find the number of trials such Above is is the graph of no. of trails versus probability

ty graph for getting at least one head versus binomial random variables for $\boldsymbol{\varepsilon}$



Above is is the graph of binomial random number generated versus probability(cdf)

The above result for $n \ge 4$ is verified many times.

- 1) Using mathematical calculation
- 2) By seeing the grapph of no. of trial versus probability
- 3) Using binomial random numner generation in the python program by generating 1000 random numbers and then calculating probability.
- 4) At last, a graph is drawn between random variables generated versus required probability, which is often calculated using CDF. This grapph is random, since every simulation gives different random variables generation