

Assignment 14

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Download all python codes from

<https://github.com/ka-raja-babu/Matrix-Theory/tree/main/Assignment14>

and latex-tikz codes from

<https://github.com/ka-raja-babu/Matrix-Theory/tree/main/Assignment14>

From table 2.1,

$$X = \{6, 2.5, -1, -4.5\} \quad (2.0.3)$$

\therefore All values of X are real.

\therefore According to axiom 2.1, X is a random variable.

1 QUESTION No. 6.17

A person plays a game of tossing a coin thrice. For each head, he is given Rs 2 by the organiser of the game and for each tail, he has to give Rs 1.50 to the organiser. Let X denote the amount gained or lost by the person. Show that X is a random variable and exhibit it as a function on the sample space of the experiment.

2 SOLUTION

Axiom 2.1. A random variable X is a real-valued function whose domain is sample space S .

Let head and tail of coin be denoted by H and T respectively.

\therefore Sample space for tossing a coin thrice is

$$S = \{HHH, HHT, HTH, THH, \quad (2.0.1)$$

$$TTH, THT, HTT, TTT\} \quad (2.0.2)$$

According to the question, X is the amount gained or lost by the person.

| | X |
|----------|---------------------|
| $X(HHH)$ | $2+2+2=6$ |
| $X(HHT)$ | $2+2-1.5=2.5$ |
| $X(HTH)$ | $2-1.5+2=2.5$ |
| $X(THH)$ | $-1.5+2+2=2.5$ |
| $X(TTH)$ | $-1.5-1.5+2=-1$ |
| $X(THT)$ | $-1.5+2-1.5=-1$ |
| $X(HTT)$ | $2-1.5-1.5=-1$ |
| $X(TTT)$ | $-1.5-1.5-1.5=-4.5$ |

TABLE 2.1: Values of X