

This problem set covers material from Week 3, dates 9/26- 9/29. Unless otherwise noted, all problems are taken from the textbook. Problems can be found at the end of the corresponding chapter. “AP” stands for additional problems not found in the book.

Instructions: Write or type complete solutions to the following problems and submit answers to the corresponding Canvas assignment. Your solutions should be neatly-written, show all work and computations, include figures or graphs where appropriate, and include some written explanation of your method or process (enough that I can understand your reasoning without having to guess or make assumptions). A general rubric for homework problems appears on the final page of this assignment.

Tuesday 9/26

- **Chapter 2:** 41 (*Hint: this problem is involved and is going to use many tricks/definitions/theorems from Section 2. It will be extremely helpful if you define some events, and clearly write down the probability you are trying to find in terms of the events you defined.*

Note that we know that Monty has opened door 2, which is different than the set-up of the Monty Hall problem we did in class. There, we did LoTP on where the car was, not which door Monty opened...

- **AP 1:** Suppose a fair 6-sided die is rolled until a 1 is shown. Compute the probability that an odd number of rolls are required.

Thursday 9/28

- **Chapter 3:** 1, 2, 20, 22

Friday 9/29

- **AP 2:** Create an R function of 3 variables (a, b, p) that performs one game of Gambler's Ruin, assuming the first gambler starts with $\$a$, that the second starts with $\$b$, and that the first player has probability p of winning each bet. The output of the function should be the winner of the game. Then use your function to approximate the probability that the first gambler wins, if $a = 2$, $b = 8$ and $p = 0.6$. Compare your estimated probability to the theoretical probability calculated in Section 2.7.
- **AP 3:** We will simulate Example 2.5.10 from the textbook where conditional independence doesn't imply independence. Suppose we have two coins, one that is fair and one that lands on Heads with probability $3/4$. We take one coin at random and flip it twice. Let A be the event that the first toss lands Heads, B the event that the second toss lands Heads, and C the event that the fair coin was selected. Using R, demonstrate that A and B are conditionally independent given C , but are unconditionally dependent.

General rubric

Points	Criteria
5	The solution is correct <i>and</i> well-written. The author leaves no doubt as to why the solution is valid.
4.5	The solution is well-written, and is correct except for some minor arithmetic or calculation mistake.
4	The solution is technically correct, but author has omitted some key justification for why the solution is valid. Alternatively, the solution is well-written, but is missing a small, but essential component.
3	The solution is well-written, but either overlooks a significant component of the problem or makes a significant mistake. Alternatively, in a multi-part problem, a majority of the solutions are correct and well-written, but one part is missing or is significantly incorrect.
2	The solution is either correct but not adequately written, or it is adequately written but overlooks a significant component of the problem or makes a significant mistake.
1	The solution is rudimentary, but contains some relevant ideas. Alternatively, the solution briefly indicates the correct answer, but provides no further justification.
0	Either the solution is missing entirely, or the author makes no non-trivial progress toward a solution (i.e. just writes the statement of the problem and/or restates given information).
Notes:	For problems with multiple parts, the score represents a holistic review of the entire problem. Additionally, half-points may be used if the solution falls between two point values above.
Notes:	For problems with code, well-written means only having lines of code that are necessary to solving the problem, as well as presenting the solution for the reader to easily see. It might also be worth adding comments to your code.