

Question: Three persons, A, B and C, fire at a target in turn, starting with A. Their probability of hitting the target are 0.4, 0.3 and 0.2 respectively. The probability of two hits is

- (A) 0.024
- (B) 0.188
- (C) 0.336
- (D) 0.452

**Solution:**

Let X, Y and Z be random variables with definition given as under: we want to find the probability of

Random Variable	Values	Description
X	probability of A hitting the target	0.4
Y	probability of A hitting the target	0.3
Z	probability of A hitting the target	0.2

TABLE 0  
DEFINITION OF RANDOM VARIABLES

two hits, which corresponds to  $S = X + Y + Z$  being equal to 2 PMF of  $S$  using  $z$ -transform: applying the  $z$ -transform on both the sides

$$M_S(z) = M_{X+Y+Z}(z) \quad (1)$$

Using the expectation operator:

$$E[z^{-S}] = E[z^{-X-Y-Z}] \quad (2)$$

$$= M_X(z) \cdot M_Y(z) \cdot M_Z(z) \quad (3)$$

Extracting the PMF by considering the definition of  $z$ -transform

$$P_S(s) = \sum_{k=-\infty}^{\infty} P_X(k)P_Y(s-k)P_Z(s-k) \quad (4)$$

Substituting  $s = 2$

$$P_S(s) = \sum_{k=-\infty}^{\infty} P_X(k)P_Y(s-k)P_Z(s-k) \quad (5)$$

For a Bernoulli random variable X with parameter p, the Z-transform is given by:

$$M_X(z) = E[z^X] = (1 - p) + pz \quad (6)$$

$$\Pr(A) = 0.4 \quad (7)$$

$$\Pr(B) = 0.3 \quad (8)$$

$$\Pr(C) = 0.2 \quad (9)$$

$$\Pr(A') = 1 - \Pr(A) = 0.6 \quad (10)$$

$$\Pr(B') = 1 - \Pr(B) = 0.7 \quad (11)$$

$$\Pr(C') = 1 - \Pr(C) = 0.8 \quad (12)$$

$$\text{Probability that A wins, B wins and C misses} = \Pr(A) \times \Pr(B) \times \Pr(C') \quad (13)$$

$$= 0.4 \times 0.3 \times 0.8 \quad (14)$$

$$= 0.096 \quad (15)$$

$$\text{Probability that A wins, B misses and C wins} = \Pr(A) \times \Pr(B) \times \Pr(C') \quad (16)$$

$$= 0.4 \times 0.7 \times 0.2 \quad (17)$$

$$= 0.096 \quad (18)$$

$$\text{Probability that A misses, B wins and C wins} = \Pr(A) \times \Pr(B) \times \Pr(C') \quad (19)$$

$$= 0.6 \times 0.3 \times 0.2 \quad (20)$$

$$= 0.036 \quad (21)$$

$$\therefore \text{The probability of two hits} = 0.188 \quad (22)$$