1. Probability and Statistik 1. IE [payout] = f x 1 + c-q) x = - 24 co So it is not a good bee for us 2 Pr (X Ex) = (x) 4t de (oex 2) = 4x2 (1) (1) (1) (1) (2 (1) (1) 1) (1) (1) $Pr(\bar{x} \leq x) = \int_{2}^{\frac{1}{2}} 4t \, dx + \int_{\frac{1}{2}}^{x} (-4t+4) \, dt$ $= \frac{1}{2} + [-2x + 4x + \frac{1}{2} - 2]$ $= -2x^{2} + (4x - 1)$ $= -2x^2 + 4x -$ = -2x + 4x - 1 $\therefore D(S \le x) = \begin{cases} 0 & x \le 0 \\ 4x^2 & o \le x \le \frac{1}{2} \end{cases}$ $= -2x^2 + 4x - 1 + \frac{1}{2} \le x \le 1$ $= -2x^2 + 4x - 1 + \frac{1}{2} \le x \le 1$ 3. Var[x] = E[(x=u)] = E[8 = 28 M = M2] = = 10 = = = (1.1) = E(x2) - 2 E(XM) + E(M) = E[82] - 2M E[8] + M2 = (E(X)) - (E(X)) - (E(X)) 4 fix) = ax2+(bx+64) x~N(0)1) 1 1111 1 1011 Ecfix) = E[ax] + Ecbx] + Ecc] =a H[x²] + b H[x] + c = a + c

2. Proving Stuff 1. f(x) = loge x - x+1 Vx>0 When x=1 f(x) = 0 f'(x) = - 1 / (x) = - 20 0 < x < 1 f(x) > 0 f(x) < f(1) = 0 1(x f'ix) <0 f(x) < f(1) =0 :. f(x) \(\int \) f(x) = 0 , iff \(\int \) =0 when \(\times = \) 201KL (P, 9) = 5 Pily (Pi) $= \sum_{i}^{k} Pi \left[- \log \left(\frac{2i}{p_i} \right) \right]$ (b) When Pi/w = 1 +i => P'=9 (c) $P_1 = \frac{1}{2} P_2 = \frac{1}{3} P_2 = \frac{1}{3} P_2 = \frac{1}{3}$ $k(p,q) = \frac{1}{5} log \frac{3}{5} + \frac{1}{5} log \frac{3}{4} = log \frac{3}{5} - \frac{3}{5} log \frac{2}{5}$ k(2, p) = { log } + = log = = = = = | log = = | log = = | log = = | 3. Colculas. f(x) = o[log (5 (mex 5x1, x21, x3 + (xx+x6)))+ =) = o [leg C5 (max [5, +1] = (7-5))+ 2) = o [log (5 (0 5 x \frac{1}{2}) + \frac{1}{2}) + \frac{1}{2}) + \frac{1}{2}) + \frac{1}{2}) $\frac{1}{1+o[e^{\frac{2}{5}-\frac{1}{5}}]} = \frac{1}{1+e^{-\frac{1}{5}}} = \frac{5}{5+2e^{-\frac{1}{5}}}$



$$x_{1} > x_{2} : f(x) = \sigma(\log g(x) + \frac{x_{3}}{2}) + \frac{x_{4}}{2}$$

$$= \sigma(\log g(x) + \frac{1}{2}) + \frac{x_{4}}{2}$$

$$\sqrt{x_{4}} = \sigma(1-\sigma) \cdot \frac{1}{g(x)} \begin{bmatrix} \frac{x_{3}}{y_{4}} \\ 0 \\ \frac{x_{4}}{y_{4}} \\ -\frac{y_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{3}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \\ -\frac{y_{4}}{y_{4}} \end{bmatrix}$$

$$= \frac{1}{x_{4}} \begin{bmatrix} \frac{x_{3}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \\ -\frac{y_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{3}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix}$$

$$= \frac{1}{x_{4}} \begin{bmatrix} \frac{x_{3}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix}$$

$$= \frac{1}{x_{4}} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix}$$

$$= \frac{1}{x_{4}} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix}$$

$$= \frac{1}{x_{4}} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}}{y_{4}} \end{bmatrix} \begin{bmatrix} \frac{x_{4}}{y_{4}} \\ \frac{x_{4}$$



Implementation is
$$P_{i}^{j} = \frac{e^{2i}}{\sum e^{2i}} \qquad \sum_{i=1}^{N} \log P_{i}^{j} = -\frac{1}{N} \sum_{i=1}^{N} \log \frac{e^{2i}}{\sum e^{2i}} = \frac{e^{2$$



