

HW2

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1. Given \tilde{a} a geometric random variable with parameter d ,
geometric distribution is: $P_{\tilde{a}}(a) = (1-d)^{a-1} d$

if we assume $a_1 = \tilde{a}$ equals a for $a = 1, 2, 3, \dots$,
and $a_2 = \tilde{a}$ equals a for $a \geq 5$,

the probability should be $P_{\tilde{a}}(a_1) / P_{\tilde{a}}(a_2) = \frac{P_{\tilde{a}}(a_1 \cap a_2)}{P_{\tilde{a}}(a_2)}$

(i) $a = 1, 2, 3, 4, 5$ then $P_{\tilde{a}}(a_1 \cap a_2) = 0$,

Since there will be no intersection of value a .

(ii) $a \geq 5$, then $P_{\tilde{a}}(a_1 \cap a_2) = P_{\tilde{a}}(a_1)$

Since every a_1 will be an intersection of a_2

$$P_{\tilde{a}}(a_1) = (1-d)^{a_1-1} \cdot d$$

$$P_{\tilde{a}}(a_2) = P_{\tilde{a}}(a \geq 5) = 1 - (P_{\tilde{a}}(1) + P_{\tilde{a}}(2) + P_{\tilde{a}}(3) + P_{\tilde{a}}(4) + P_{\tilde{a}}(5))$$

$$= 1 - (d + (1-d)d + (1-d)^2d + (1-d)^3d + (1-d)^4d)$$

$$= (1-d) - (1-d)d - (1-d)^2d - (1-d)^3d - (1-d)^4d$$

$$= (1-d)(1-d - (1-d)d - (1-d)^2d - (1-d)^3d)$$

$$= (1-d)^2(1-d - (1-d)d - (1-d)^2d)$$

$$= (1-d)^3(1-d - (1-d)d)$$

$$= (1-d)^4(1-d)$$

$$= (1-d)^5$$

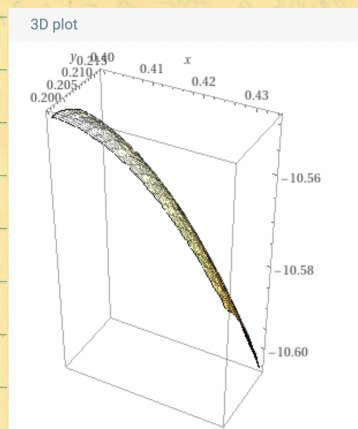
$$\therefore \text{if } a \leq 5, P_{\tilde{a}}(a_1) / P_{\tilde{a}}(a_2) = \frac{P_{\tilde{a}}(a_1 \cap a_2)}{P_{\tilde{a}}(a_2)} = 0$$

$$\text{if } a \geq 5, P_{\tilde{a}}(a_1) / P_{\tilde{a}}(a_2) = \frac{P_{\tilde{a}}(a_1 \cap a_2)}{P_{\tilde{a}}(a_2)} = \frac{P_{\tilde{a}}(a_1)}{P_{\tilde{a}}(a_2)} = \frac{(1-d)^{a_1-1} \cdot d}{(1-d)^5} = \boxed{\frac{(a_1-4)}{(1-d)} \cdot d}$$

Ex. 2. (a) $P(\theta, a) = \frac{10!}{4!4!2!} \theta^4 a^2 (1-\theta-a)^4$

$\log P(\theta, a) = \log \frac{10!}{4!4!2!} + 4 \log(\theta) + 2 \log(a) + 4 \log(1-\theta-a)$

<Plot>



(b) By taking the derivative of both θ and a , we can calculate θ, a .

1) $\frac{d}{d\theta} \log P(\theta, a) = 0 + \frac{4}{\theta} + 0 + \frac{4 \times (-1)}{(1-\theta-a)} = 0$

$\Rightarrow \frac{4}{\theta} = \frac{4}{(1-\theta-a)}, \quad \theta = (1-\theta-a) \quad \therefore \theta = \frac{1-a}{2}$

2) $\frac{d}{da} \log P(\theta, a) = 0 + 0 + \frac{2}{a} + \frac{4(-1)}{(1-\theta-a)} = 0, \quad 2a = 1-\theta-a \quad \therefore \theta = 1-3a$

Since $\theta = \frac{1-a}{2} = 1-3a$, $1-a = 2-6a$, $5a = 1$, $\boxed{a = \frac{1}{5}}, \quad \boxed{\theta = \frac{1-\frac{1}{5}}{2} = \frac{2}{5}}$

(c) $P(\text{Garry wins}) = \frac{4}{10} = \frac{2}{5}$

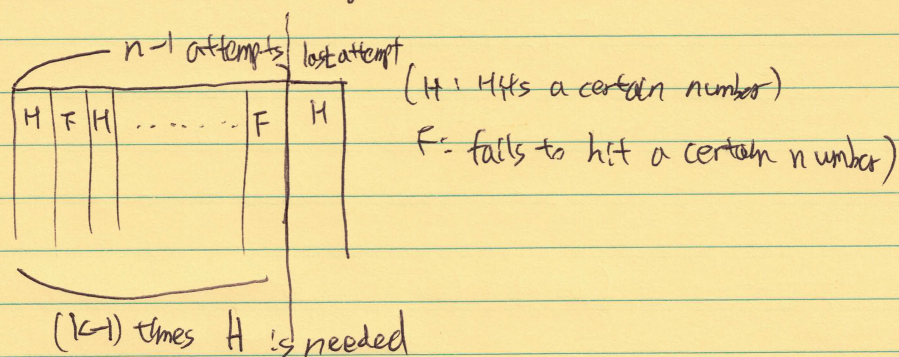
$P(\text{Anish wins}) = \frac{2}{10} = \frac{1}{5}$

$P(\text{draw}) = \frac{4}{10} = \frac{2}{5}$

from 10 chess games.

This result is same as (b), which makes this nonparametric model same as parametric model

3. If a player needs total n attempts and hits a certain number k times, last attempt should be hitting a certain number.



So, for $(n-1)$ attempts, we have $(k-1)$ Hits and $(n-1) - (k-1)$ none hits in binomial distribution.

Assuming the probability of success in each attempt as θ , and number of required attempts k , pmf should be as below

$$\text{pmf) } \frac{n-1 C_{k-1} \cdot (\theta)^{k-1} \cdot (1-\theta)^{(n-1)-(k-1)} \cdot \theta}{\uparrow}$$

$P(\text{last attempt} = \theta)$

$$= n-1 C_{k-1} (\theta)^k \cdot (1-\theta)^{n-k}$$