

Exercise 1

- The triangular distribution, in the interval (a, b) , is given by the following:

$$f(X) = \begin{cases} \frac{2(x-a)}{(b-a)(c-a)} & a \leq x < c \\ \frac{2(b-x)}{(b-a)(b-c)} & c \leq x \leq b \\ 0 & \text{otherwise} \end{cases}$$

where $c \in [a, b]$.

- a) plot the function, given the interval (a, b)
- b) and write an algorithm to generate random numbers from the triangular distribution
- c) generate 10^4 random number from the distribution, show them in an histogram and superimpose the analytical curve

Exercise 2 - Markov's inequality

- Markov's inequality represents an upper bound to probability distributions:

$$P(X \geq k) \leq \frac{E[X]}{k} \text{ for } k > 0$$

- having defined a function

$$G(k) = 1 - F(k) \equiv P(X \geq k)$$

plot $G(k)$ and the Markov's upper bound for

- a) the exponential, $\text{Exp}(\lambda = 1)$, distribution function
- b) the uniform, $\mathcal{U}(3, 5)$, distribution function
- c) the binomial, $\text{Bin}(n = 1, p = 1/2)$, distribution function
- d) a Poisson, $\text{Pois}(\lambda = 1/2)$, distribution function

Exercise 3 - Chebyshev's inequality

- Chebyshev's inequality tell us that

$$P(|X - \mu| \geq k\sigma) \leq \frac{1}{k^2}$$

- which can also be written as

$$P(|X - \mu| < k\sigma) \geq 1 - \frac{1}{k^2}$$

- use R to show, with a plot, that Chebyshev's inequality is an upper bound to the following distributions:

- a normal distribution, $N(\mu = 3, \sigma = 5)$
- a uniform distribution $\mathcal{U}(1 - \sqrt{2}, 1 + \sqrt{2})$
- a Poisson, $\text{Pois}(\lambda = 1/3)$, distribution function

Exercise 4 - Six Boxes Toy Model : inference

- The six boxes toy model is described in reference [1].
- Labeling the boxes as follows:



- write a program in R that:
- 1) allows the user to insert the color of a randomly extracted box and
 - 3) prints on the standard output the probability of selecting each box
 - 4) plots the probability for each box as a function of the extraction step

Exercise 5 - Six Boxes Toy Model : simulation

- consider again the six boxes toy model of the previous exercise and write a simulation program that:
- 1) selects a random box
 - 2) makes random sampling from the box
 - 3) prints on the standard output the probability of selecting each box
 - 4) plots the probability for each box as a function of the number of trial

Bibliography

- [1] G. D'Agostini, *Probability, propensity and probabilities of propensities (and of probabilities)*, <https://arxiv.org/pdf/1612.05292.pdf>
G. D'Agostini, *More lessons form the six box toy experiment*, <https://arxiv.org/pdf/1701.01143.pdf>