

# Math 50 Stat Inf: Homework 2

due Wed Jan 18

Problems from LM3 unless indicated [with LM4 ref given or typed out].

**3.2:** 1 [LM4 3.3.1a].

**3.3:** 18 (more historical anecdotes. Hint: it's easier to write the probability of the event *not* happening) [LM4 3.2.17].

LM4 3.3.7: "Suppose a particle moves along the  $x$ -axis beginning at 0. It moves one integer step to the left or right with equal probability. What is the pdf of its position after 4 steps?" (This is called a *random walk*; compare LM3 3.3.20).

**3.4:** 1:

"Graph the cdf corresponding to the random variable whose pdf is  $p_X(k) = 1/3, k = 1, 2, 3$ ."

8 [LM4 3.4.8], 10 [LM4 3.4.10 - bingo!] Also use the cdf to state the *median* of the distribution.

**3.10:** 3 [LM4 3.5.4], 8 [LM4 3.5.12], 16 [LM4 3.5.17].

**3.11:** 8 [LM4 3.5.30].

**3.12:** 1 [LM4 3.6.1], 2 [LM4 3.6.2].

- A. Calculate  $\text{Var}(X)$  if  $f_X(x) = (1/\lambda)e^{-x/\lambda}$  for  $x > 0$ . [Hint: you'll need integration by parts to remove all powers of  $x$ ].
- B. Use the computer to simulate the distribution of  $X$ , the number of heads in 100 tosses of a biased coin with  $\alpha = p(H) = 0.7$ , as follows.
  1. Generate a list of  $N = 1000$  samples  $k$  from  $X$ . To help you, I'll dissect some bits of the useful commands I gave you in HW1. `rand(100,10000)` fills a rectangular array 100 down by 10000 across with random numbers in  $[0, 1]$ . The logic operation `>0.5` converts this to an array of 1 or 0 based on whether each element exceeded 0.5. Given a rectangular array, the operation `sum` sums down each column to leave you a row vector. You can get help on any command using *e.g.* `help sum`.
  2. Plot, then print, a histogram of these samples. Use a bin width of 1. [Hint: see HW1].
  3. Estimate  $E(X)$  by taking the average value of your list. By *roughly* how much does your estimate deviate from the true  $E(X)$ ? You may want to repeat the process to get a better idea of the deviation. (We will learn why when we get to *estimators*).

**3.5:** 3 [LM4 3.7.3], 4 [LM4 3.7.4], 10 [LM4 3.7.11],

**3.6:** 5 [LM4 3.7.43].