ECE 302 Homework 2 COMER

Topics: probability, conditional probability, Bayes Theorem, total probability law

- 1. A random experiment has sample space $S = \{a, b, c, d\}$. Suppose that $P(\{c, d\}) = 3/8$, $P(\{b, c\}) = 6/8$, and $P(\{d\}) = 1/8$. Use the axioms of probability to find the probabilities of the elementary events.
- 2. A number x is selected at random in the interval [-1, 2], where all the numbers in this interval are equally likely. This means that any event $(x_1, x_2) \subset [-1, 2]$ occurs with probability

$$P((x_1, x_2)) = \frac{|x_2 - x_1|}{|\mathcal{S}|},$$

where, for an interval I, |I| is the length of the interval. Let the events $A = \{x < 0\}, B = \{|x-0.5| < 0.5\}$, and $C = \{x > 0.75\}$.

- (a) Find P(A), P(B), $P(A \cap B)$, and $P(A \cap C)$.
- (b) Find the probabilities of $A \cup B$, $A \cup C$, and $A \cup B \cup C$ using the axioms or properties derived from the axioms.
- 3. A die is rolled and the outcome is the value rolled. Using the counting approach to probability,
 - (a) find the probability of the elementary events;
 - (b) find the probability of the event A that the outcome is greater than 3, and the event B that the outcome is odd;
 - (c) find the probability of $A \cup B$, $A \cap B$, and A^c .
- 4. A die is rolled twice and the outcome is the ordered pair containing the first value rolled and the second value rolled. Using the counting approach to probability,
 - (a) Find the probability of the elementary events.
 - (b) Let A be the event that the value rolled first is not less than the value rolled second, B the event that the value rolled first is 6, and C the event that the two values rolled differ by 2. Find P(A), P(B), P(C), P(A ∩ B^c), and P(A ∩ C).
- 5. A number x is selected at random from the interval S = [-1, 2], where all numbers in this interval are equally likely. Let the events $A = \{x < 0\}, B = \{|x 0.5| < 0.5\}$, and $C = \{x > 0.75\}$. Find $P(A|B), P(B|C), P(A|C^c), P(B|C^c)$.
- 6. Show that $P(A \cap B \cap C) = P(A|B \cap C)P(B|C)P(C)$.
- 7. A candy machine has ten buttons of which one never works, two work half the time, and the rest work all the time. A coin is inserted and a button is pushed at random, with the buttons being equally likely to be pushed.
 - (a) Find the probability that no candy is received.
 - (b) If no candy is received, what is the probability that the button that never works is the one that was pushed?
 - (c) If candy is received, what is the probability that one of the buttons that work half the time was pushed?

8. A fair coin is tossed. If it comes up heads, a single die is rolled. If it comes up tails, two dice are rolled. Given that a 3 was rolled, but you do not know if one or two dice were rolled, what is the probability that the coin came up heads?