Lesson 4. Conditional Probability Review, cont.

Problem 1. James plays a game in which his score is an integer number from 1 to 5, and that each of these 5 numbers is equally likely to be his score. The first time he plays the game, his score is *X*. He then continues to play the game until he obtains another score *Y* such that $Y \ge X$. Assume all plays of the game are independent.

- a. Find the probability that X = x, for any x = 1, ..., 5.
- b. Find the probability that Y = 5 given X = x.
- c. Using your answers from parts a and b and the law of total probability, find the probability that Y = 5.

Problem 2. Melanie rolls a six-sided die, and records the number N on the top face. Then she tosses a fair coin N times, and records the total number Z of heads that appear.

- a. Find the probability that N = n, for any n = 1, ..., 6.
- b. Find the probability that Z = 2 given N = n.
- c. Using your answers from parts a and b and the law of total probability, find the probability that Z = 2.

Problem 3. Let *X* and *Y* be discrete random variables, with *X* taking on values $x_1, x_2, ..., x_n$ and *Y* taking on values $y_1, y_2, ...$ Show that

$$E[g(X)] = \sum_{\text{all } j} E[g(X)|Y = y_j] p_Y(y_j).$$
⁽¹⁾

Hint: start with the expression on the right hand side, and use the law of total probability.

Equation (1) is sometimes referred to as the **law of total expectation**.

Problem 4. The Simplex Company uses three machines to produce a large batch of similar manufactured items. 20% of the items were produced by machine 1, 30% by machine 2, and 50% by machine 3. In addition, 1% of the items produced by machine 1 are defective, 2% by machine 2 are defective, and 3% by machine 3 are defective. Suppose you select 1 item at random from the entire batch.

- a. Define the random variable *M* as the machine used ($M \in \{1, 2, 3\}$) to produce this item. Write the pmf p_M of *M*.
- b. Define another random variable *D* that is equal to 1 if this item is defective, and 0 otherwise. Find the probability that D = 1 given M = m, for m = 1, 2, 3.
- c. Using your answers from parts a and b and the law of total probability, find the probability that D = 1; that is, the probability that the randomly selected item is defective.