

Tutorial Test 4 - Tutoriaal Toets 4 (20 minutes)

Name and Surname	Memo	Mark [14]
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Question 1 [8]

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In a *Fortnite* tournament, 50 players each independently have a 2% chance of finding a legendary weapon in the first supply drop. Let X be the total number of legendary weapons found.

In 'n *Fortnite*-toernooi het 50 spelers elk onafhanklik 'n kans van 2% om 'n legendariese wapen in die eerste voorsieningsval te kry. Laat X die totale aantal legendariese wapens wees wat gevind word.

a) Identify the probability distribution of X and state its parameters. [2]

a) Identifiseer die waarskynlikheidsverdeling van X en gee sy parameters. [2] 2

X is a Binomial ($n=50, p=0,02$) Random Variable.

b) Calculate the probability that no legendary weapons are found in the first supply drop. [3]

b) Bereken die waarskynlikheid dat geen legendariese wapens in die eerste voorsieningsval gevind word nie. [3] 3

$$\begin{aligned}
 P(X=0) &= \binom{n}{x} p^x (1-p)^{n-x} \\
 &= \binom{50}{0} 0,02^0 (0,98)^{50} \\
 &= 1 \cdot 1 \cdot 0,98^{50} \quad \text{Values Sub.} \\
 &\approx 0,36417
 \end{aligned}$$

c) The game developers want to simulate millions of matches on their servers to balance loot drop rates. Computing the true values repeatedly is expensive, so they propose using the *Poisson* approximation instead. Using this approach:

c) Die spelontwikkelaars wil miljoene wedstryde op hul bedieners simuleer om buitvalkoerse te balanseer. Om die presiese waardes herhaaldelik te bereken is duur, daarom stel hulle voor om die *Poisson*-benadering te gebruik. Gebruik hierdie metode:

(i) Compute $P(X=0)$

(i) Bereken $P(X=0)$

(ii) Calculate the percentage error relative to the exact probability from part (b). [3]

(ii) Bereken die persentasiefout relatief tot die presiese waarskynlikheid in deel (b). [3] 3

$$\begin{aligned}
 \text{i) } P(X=0) &= P_X(0) \\
 &= \frac{1^0 e^{-1}}{0!} = e^{-1} \\
 &\approx 0,36788
 \end{aligned}$$

$$\begin{aligned}
 P_X(x) &= \frac{\alpha^x e^{-\alpha}}{x!} \quad (\checkmark \text{ for formula}) \\
 E[X] &= \alpha \quad (\text{average drop rate per match}) \\
 \alpha &= 0,02 \cdot 50 = 1
 \end{aligned}$$

$$\text{ii) \% error} = \left| \frac{0,98^{50} - e^{-1}}{0,98^{50}} \right| = 0,0101869... \approx 1,02\%$$

Question 2 [6]

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Let X be a continuous random variable with PDF:Laat X 'n aaneenlopende toevalsveranderlike wees met KWF:

$$f_X(x) = \begin{cases} kx, & 0 \leq x \leq 2, \\ 0, & \text{otherwise.} \end{cases}$$

$$f_X(x) = \begin{cases} kx, & 0 \leq x \leq 2, \\ 0, & \text{andersins.} \end{cases}$$

a) Find k .[2] a) Vind k .

[2]

$$\int_{-\infty}^{\infty} f_X(x) dx = 1 \quad \checkmark$$

$$\int_0^2 kx dx = 1$$

$$\frac{1}{2} kx^2 \Big|_0^2 = \frac{k}{2} [4 - 0]$$

$$2k = 1$$

$$k = \frac{1}{2} \quad \checkmark$$

b) Derive the CDF $F_X(x)$.[2] b) Lei die KVF $F_X(x)$ af.

[2]

for $0 \leq x \leq 2$

$$\begin{aligned} F_X(x) &= \int_0^x \frac{t}{2} dt \\ &= \frac{t^2}{4} \Big|_0^x = \frac{x^2}{4} \end{aligned}$$

$$F_X(x) = \begin{cases} 0 & x < 0 \\ \frac{x^2}{4} & 0 \leq x \leq 2 \\ 1 & x > 2 \end{cases}$$

c) Compute $P(0.5 \leq X \leq 1.5)$.[2] c) Bereken $P(0.5 \leq X \leq 1.5)$.

[2]

$$\begin{aligned} P(0.5 \leq X \leq 1.5) &= F_X(1.5) - F_X(0.5) \quad \checkmark \text{ approach} \\ &= \frac{(1.5)^2}{4} - \frac{(0.5)^2}{4} \quad \checkmark \\ &= 0.5 \quad \checkmark \end{aligned}$$

PMFs / WMF's and PDFs / WDF's

Type/Tipe	$P_X(x)$	μ_X, σ_X^2	Limit/Beperk.
Binomial (n, p)	$\binom{n}{x} p^x (1-p)^{n-x}$	$np, np(1-p)$	$0 \leq x \leq n$
Geometric (p)	$p(1-p)^{x-1}$	$1/p, (1-p)/p^2$	$x = 1, 2, 3, \dots$
Pascal (k, p)	$\binom{x-1}{k-1} p^k (1-p)^{x-k}$	$k/p, k(1-p)/p^2$	$x = k, k+1, \dots$ and $k \geq 1$
Discrete Unif. (k, l)	$1/(l-k+1)$	$(k+l)/2, (l-k)(l-k+2)/12$	$x = k, k+1, \dots, l$ and $k < l$
Poisson (α)	$\alpha^x e^{-\alpha} / x!$	α, α	$x = 0, 1, 2, \dots$ and $\alpha > 0$