# King Fahd University of Petroleum & Minerals

Electrical Engineering Department EE315: Probabilistic Methods in Electrical Engineering (112)

# **Major Exam I**

March 10, 2012 7:00-8:30 PM Building 59-Rooms 2001-2004

Name: \_\_\_\_\_KEY\_\_\_\_\_

ID#\_\_\_\_\_

Question	Mark
1	/10
2	/10
3	/10
4	/10
Total	/40

# **Instructions:**

- 1. This is a closed-books/notes exam.
- 2. The duration of this exam is one and half hours.
- 3. Read the questions carefully. Plan which question to start with.
- 4. <u>CLEARLY LABEL ALL SIGNIFICANT VALUES ON BOTH AXIES OF ANY</u> <u>SKETCH</u>
- 5. Work in your own.
- 6. <u>Strictly no mobile phones are allowed.</u>
- 7. <u>Table Attached</u>

# Good luck

Mark	ction	sec	Timing	Instructor
		1	<u>SMW 9:00</u>	Dr. Ahmed Masoud
		2	<u>UT 10:00</u>	Dr. Ali Muqaibel (Coordinator)
		3	<u>UT 08:30</u>	Dr. Saad Al-Ubaidi
		4	<u>UT 10:00</u>	Dr. Saad Al-Ubaidi

# Problem 1: (10 points)

Consider the following switching network shown. Let  $A_1$ ,  $A_2$ ,  $A_3$ , and  $A_4$  denote the events that the associated switches are closed (connecting). Let  $A_{ab}$  denote the event that there is a closed path between terminals *a* and *b*. (i.e  $A_{ab}$  closed)

**a**) Express  $A_{ab}$  in terms of  $A_1, A_2, A_3$ , and  $A_4$ 





**b**) If all switches are independent and the probability of being closed is 0.5. That is  $P(A_1) = P(A_2) = P(A_3) = P(A_4) = 0.5$ . Find  $P(A_{ab})$ . *i.e*  $P(path \ between \ a \ and \ b \ is \ closed \ (connecting))$  (4 points)

$$\begin{split} P(A) &= P[A_1 \cup (A_2 \cap A_3) \cup (A_2 \cap A_4)] \\ &= P(A_1) + P(A_2 \cap A_3) + P(A_2 \cap A_4) \\ &- P[A_1 \cap (A_2 \cap A_3)] - P[A_1 \cap (A_2 \cap A_4)] - P[(A_2 \cap A_3) \cap (A_2 \cap A_4)] \\ &+ P[A_1 \cap (A_2 \cap A_3) \cap (A_2 \cap A_4)] \\ &= P(A_1) + P(A_2 \cap A_3) + P(A_2 \cap A_4) \\ &- P(A_1 \cap A_2 \cap A_3) - P(A_1 \cap A_2 \cap A_4) - P(A_2 \cap A_3 \cap A_4) \\ &+ P(A_1 \cap A_2 \cap A_3 \cap A_4) \end{split}$$

 $P(A_{ab}) = 0.5 + 0.5^2 + 0.5^2 - 3(0.5^3) + 0.5^4 = 0.6875$ 

It can also be solved by counting possible scenarios (16 binary scenarios)

# **Complete the missing term(s)**

(2 points)

For <u>any</u> three events  $S_1$ ,  $S_1$ , and  $S_3$ :

 $P(S_1 \cup S_2 \cup S_3) = P(S_1) + P(S_2) + P(S_3) - P(S_1 \cap S_2) - P(S_2 \cap S_3) - P(S_1 \cap S_3) + P(S_1 \cap S_2 \cap S_3)$ 

Consider the experiment of throwing two fair dice. What is the probability that the two faces are the same given that the sum is not more than three? (2 points)

The only possible outcomes are (1,1), (1,2) and (2,1). The required outcome is (1,1). So the probability is 1/3.

# Problem 2: (10 points)

Consider a system that randomly assign a variable  $X=\{1,2,3\}$  with uniform probability, to a variable  $Y=\{1,2,3\}$ . The conditional probability assignments are shown in the figure. Compute the following:



a) If the event y=3 was observed. What is the probability that it is coming from = 3. (4 points)

$$P(x = 3|y = 3)P(y = 3) = P(y = 3|x = 3)P(x = 3)$$

but

$$P(y = 3) = \frac{1}{3}(0.5) + \frac{1}{3}(0.4) + \frac{1}{3}(0.3) = 0.4$$
$$P(x = 3|y = 3)(0.4) = 0.3\left(\frac{1}{3}\right) = 0.25$$

b) Compute the expected value of *Y*.

Similarly

$$P(y = 3) = 0.4$$
$$P(y = 1) = \frac{1}{3}(0.5 + 0.6) = 0.3667$$
$$P(y = 2) = \frac{1}{3}(0.7) = 0.2333$$

- /

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Check that they sum up to 1

Expected value of = 0.4(3) + 0.2333(2) + 0.3667(1) = 2.0333

Show that If P(A|B) > P(A) then P(B|A) > P(B)

If 
$$P(A \mid B) = \frac{P(A \cap B)}{P(B)} > P(A)$$
, then  $P(A \cap B) > P(A)P(B)$ . Thus,  

$$P(B \mid A) = \frac{P(A \cap B)}{P(A)} > \frac{P(A)P(B)}{P(A)} = P(B) \quad \text{or} \quad P(B \mid A) > P(B)$$

(4 points)

(2 points)

# Problem 3:

Consider the network with nodes *A*, *B*, *C*, and *D* shown below. A network is connected if a path exists connecting a node to all other nodes. A network is disconnected when two or more links are in failure. If the links are independent and the probability of a link failure is 0,1, compute the probability of the network getting disconnected. (5 points)



The pdf of a continuous r.v. X is given by	
(1/3	0 < x < 1
$f_X(x) = \begin{cases} 3a \end{cases}$	1 < <i>x</i> < 2
( 0	otherwise

Find the value of *a* for a valid pdf?

The total area of the pdf must be 1. By inspecting the sketch of the pdf or by integration 3a = 2/3

a = 2/9

(2 points)

Sketch the CDF (show all numbers on the *x*-axis and the *y*-axis). *No need for expression only sketch* (3 points)



# Problem 4: (10 points: 4+2+2+2)

A noise signal (Random variable *X*) is passed through a system with the following input output relation.

$$x \longrightarrow \text{system} \longrightarrow y \qquad \qquad y = \begin{cases} -1 & -\infty < x < -1 \\ 0 & -1 \le x \le +1 \\ +1 & 1 < x < \infty \end{cases}$$

X is a Gaussian Random variable,  $f_X(x) = \frac{1}{\sqrt{2\pi\sigma_X^2}} e^{-\frac{(x-a_X)^2}{2\sigma_X^2}}$ , compute P( $y \ge 0$ ), for the following cases:

**a**)  $a_x = 0$  and  $\sigma_X = 1$  **b**)  $a_x = 2$  and  $\sigma_X = 2$  **c**)  $a_x = -1$  and  $\sigma_X = 2$ **d**)  $a_x = 1$  and  $\sigma_X = 0$ 

$$F(-x) = 1 - F(x)$$

$$F_X(x) = F(\frac{x - a_x}{\sigma_x})$$

$$P(y \ge 0) = P(x \ge -1) = 1 - F_X(-1)$$

Case a:

$$1 - F_X(-1) = 1 - F(-1) = F(1) = 0.8413$$

Case b:

$$1 - F_X(-1) = 1 - F\left(\frac{-1-2}{2}\right) = 1 - F(-1.5) = F(1.5) = 0.9332$$

**Case c:**  $1 - F_X(-1) = 1 - F(0) = 0.5$ Because we are shifting the Gaussian and taking half of the chances

#### Case d:

This is a deterministic event with the outcome x=1 and hence y=1 so the probability of  $P(y \ge 0) = 1$ 

# Or comment that the Gaussian PDF is not defined for variance=0

# Gaussian Table:

x	.00	.01	.02	.03	.04	.05	.06	.07	.08	.09
0.0	.5000	.5040	.5080	.5120	.5160	.5199	.5239	.5279	.5319	.5359
0.1	.5398	.5438	.5478	.5517	.5557	.5596	.5636	.5675	.5714	.5753
0.2	.5793	.5832	.5871	.5910	.5948	.5987	.6026	.6064	.6103	.6141
0.3	.6179	.6217	.6255	.6293	.6331	.6368	.6406	.6443	.6480	.6517
0.4	.6554	.6591	.6628	.6664	.6700	.6736	.6772	.6808	.6844	.6879
0.5	.6915	.6950	.6985	.7019	.7054	.7088	.7123	.7157	.7190	.7224
0.6	.7257	.7291	.7324	.7357	.7389	.7422	.7454	.7486	.7517	.7549
0.7	.7580	.7611	.7642	.7673	.7704	.7734	.7764	.7794	.7823	.7852
0.8	.7881	.7910	.7939	.7967	.7995	.8023	.8051	.8078	.8106	.8133
0.9	.8159	.8186	.8212	.8238	.8264	.8289	.8315	.8340	.8365	.8389
1.0	.8413	.8438	.8461	.8485/	.8508	.8531	.8554	.8577	.8599	.8621
1.1	.8643	.8665	.8686	.8708	.8729	.8749	.8770	.8790	.8810	.8830
1.2	.8849	.8869	.8888	.8907	.8925	.8944	.8962	.8980	.8997	.9015
1.3	.9032	.9049	.9066	.9082	.9099	.9115	.9131	.9147	.9162	.9177
1.4	.9192	.9207	.9222	.9236	.9251	.9265	.9279	.9292	.9306	.9319
1.5	.9332	.9345	.9357	.9370	.9382	.9394	.9406	.9418	.9429	.9441
1.6	.9452	.9463	.9474	.9484	.9495	.9505	.9515	.9525	.9535	.9545
1.7	.9554	.9564	.9573	.9582	.9591	.9599	.9608	.9616	.9625	.9633
1.8	.9641	.9649	.9656	.9664	.9671	.9678	.9686	.9693	.9699	.9706
1.9	.9713	.9719	.9726	.9732	.9738	.9744	.9750	.9756	.9761	.9767
2.0	.9773	.9778	.9783	.9788	.9793	.9798	.9803	.9808	.9812	.9817
2.1	.9821	.9826	.9830	.9834	.9838	.9842	.9846	.9850	.9854	.9857
2.2	.9861	.9864	.9868	.9871	.9875	.9878	.9881	.9884	.9887	.9890
2.3	.9893	.9896	.9898	.9901	.9904	.9906	.9909	.9911	.9913	.9916
2.4	.9918	.9920	.9922	.9925	.9927	.9929	.9931	.9932	.9934	.9936
2.5	.9938	.9940	.9941	.9943	.9945	.9946	.9948	.9949	.9951	.9952
2.6	.9953	.9955	.9956	.9957	.9959	.9960	.9961	.9962	.9963	.9964
2.7	.9965	.9966	.9967	.9968	.9969	.9970	.9971	.9972	.9973	.9974
2.8	.9974	.9975	.9976	.9977	.9977	.9978	.9979	.9979	.9980	.9981
2.9	.9981	.9982	.9982	.9983	.9984	.9984	.9985	.9985	.9986	.9986
3.0	.9987	.9987	.9987	.9988	.9988	.9989	.9989	.9989	.9990	.9990
3.1	.9990	.9991	.9991	.9991	.9992	.9992	.9992	.9992	.9993	.9993
3.2	.9993	.9993	.9994	.9994	.9994	.9994	.9994	.9995	.9995	.9995
3.3	.9995	.9995	.9996	.9996	.9996	.9996	.9996	.9996	.9996	.9997
3.4	.9997	.9997	.9997	.9997	.9997	.9997	.9997	.9997	.9998	.9998
3.5	.9998	.9998	.9998	.9998	.9998	.9998	.9998	.9998	.9998	.9998
3.6	.9998	.9999	.9999	.9999	.9999	.9999	.9999	.9999	.9999	.9999
3.7	.9999	.9999	.9999	.99999	.99999	.99999	.9999	.99999	.9999	.9999
3.8	.9999	.9999	.9999	.9999	.9999	.9999	.9999	1.0000	1.0000	1.0000