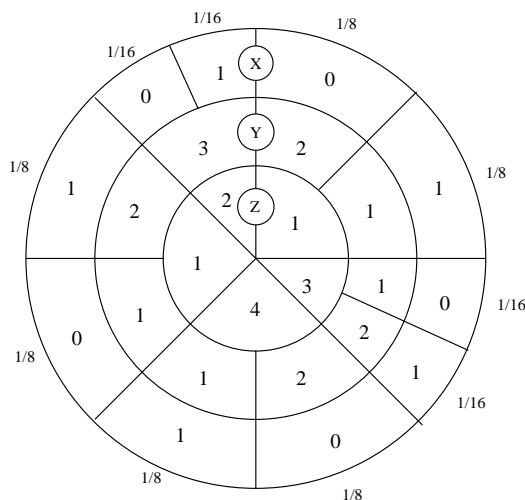


**MATH 4161 Practice for 2nd quiz**

OPEN BOOKS, OPEN NOTES, CLOSED FRIENDS AND ENEMIES

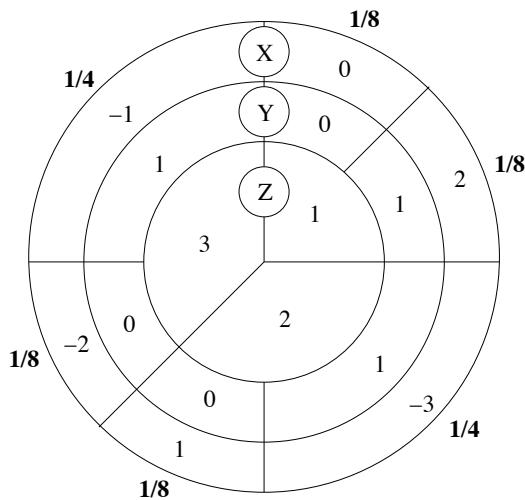
- (1) The random variables  $X$ ,  $Y$ , and  $Z$  are determined by spinning the wheel below. Determine the following values.

- (a)  $P(X = 2)$
- (b)  $P(Z = 2 \text{ or } Y = 2)$
- (c)  $P(X = 0 \text{ and } (Y = 3 \text{ or } Z = 3))$
- (d)  $P((X = 0 \text{ and } Y = 3) \text{ or } Z = 3)$
- (e)  $P(X = 0|Y = 2)$
- (f) are  $X$  and  $Z$  independent?
- (g) are  $X$  and  $Y$  independent?
- (h) are  $Y$  and  $Z$  independent?
- (i) is  $X$  dependent on  $Y$ ?
- (j) is  $Y$  dependent on  $X$  and  $Z$ ?



- (2) The random variables  $X$ ,  $Y$ , and  $Z$  are determined by spinning the wheel below. Determine the following relations.

- (a) are  $X$  and  $Z$  independent?
- (b) are  $Y$  and  $Z$  independent?
- (c) is  $X$  dependent on  $Y$ ?
- (d) is  $Y$  dependent on  $X$ ?
- (e) is  $Z$  dependent on  $Y$ ?
- (f) is  $Z$  dependent on  $X$ ?
- (g) is  $X$  dependent on  $Y$  and  $Z$ ?



- (3) Find the probabilities:

- (a)  $P(X = 0)$
- (b)  $P(X = 0 \text{ or } Y = 0)$
- (c)  $P(X = 0 \text{ and } Y = 0)$
- (d)  $P(X = 0|Y = 0)$
- (e)  $P(X = 0|Z = 2)$

- (4) Find the plaintext corresponding to the cyphertext *PYRA* given that it was encrypted using the Hill substitution cipher (mod 29) with the key

$$\begin{bmatrix} 3 & 3 \\ 28 & 9 \end{bmatrix}$$

- (5) Say that we know that the encrypting matrix for a  $2 \times 2$  Hill transformation mod 26 is of the form

$$\begin{pmatrix} 3 & 5 \\ * & * \end{pmatrix}$$

but we do not know the last row. We are able to determine that the matrix has determinant 17 and the letters *ft* are sent to the letters **GJ**.

- (a) Find the encrypting matrix.
  - (b) Find the decrypting matrix.
  - (c) Find the plaintext if we know the cyphertext **MDCK** was encrypted with this transformation.
- (6) What is the house advantage for the '6-hardway' bet? That is, how much is the house expected to win on average per \$1 bet in the game of craps? On this bet, the die is rolled until either a 6 or a 7 appears and the player wins \$9 if double 3's are showing and loses \$1 otherwise.