# CS 70 Discrete Mathematics and Probability Theory Summer 2014 James Cook Midterm 2

#### Thursday July 31, 2014, 12:40pm-2:00pm.

Instructions:

- Do not turn over this page until the proctor tells you to.
- Don't write any answers on the backs of pages (we won't be scanning those). There is an extra page at the end in case you run out of space.
- The exam has 10 pages (the last two are mostly blank).

PRINT your student ID:				
PRINT AND SIGN your name:	, (last)	(first)	(signature)	
PRINT your discussion section and	GSI (the one you atter	nd):		
Name of the person to your left: _				
Name of the person to your right:				
Name of someone in front of you:				
Name of someone behind you:				

Short Answer

**1.** (4 pts.) You flip a fair coin three times independently. Conditioned on the event that you get at least one heads (H), what's the probability that it came up heads all three times (HHH)?

**2.** (4 pts.) Suppose *G* is a connected undirected graph with *n* nodes. Two of the vertices have odd degree, and the rest have even degree. (So *G* does not have an Eulerian tour.)

Now, we add two uniformly random edges  $e_1$  and  $e_2$  to G. (We don't allow self-loops but we allow multiple edges, so there are  $\binom{n}{2}^2$  equally likely ways to choose  $e_1$  and  $e_2$ .)

Example: if n = 4 and G is  $\begin{pmatrix} B \\ -A \\ C \\ -D \end{pmatrix}$  and our random edges are (A,C) and (B,C), we get  $\begin{pmatrix} B \\ -A \\ C \\ -D \end{pmatrix}$ .

What is the probablility that the new graph has an Eulerian tour? Your answer should be a function of *n*.

# Short Answer (continued)

3. (4 pts.) Circle "Planar" below each planar graph and "Non-Planar" below each non-planar graph.









Planar / Non-Planar

Planar / Non-Planar

Planar / Non-Planar

Planar / Non-Planar

4. (6 pts.) Prove the following statement using a combinatorial proof.

$$\binom{2n}{3} = \binom{n}{3} + \binom{n}{3} + n\binom{n}{2} + \binom{n}{2}n$$

### Counting

- 5. (12 pts.) Our new website, cs70rules.com, will require each student to choose a username satisfying the following two rules:
- Rule 1. Usernames can only use upper-case letters A-Z. (So there are 26 possibilities for each character.) Rule 2. Usernames must be six characters long.

For example, STEVEN is a valid username. COOK85 and PANDU are not, because they violate Rules 1 and 2, respectively.

In the below questions, leave your answers as unevaluated expressions like " $\binom{20}{6} \times 7$ !". You do not need to explain your answers.

(a) (2 pts.) How many possible usernames satisfy Rules 1 and 2?

(b) (2 pts.) Rule 3 is added: a username may not use a letter more than once. For example, STEVEN is no longer allowed, since it has two Es, but JAMESC is still allowed.
How many possible usernames are there that satisfy Rules 1-3?

Continued on the next page!

# Counting (continued)

(c) (4 pts.) Rule 4 is added: the letters in a username must appear in alphabetical order. So JAMESC is not valid any more, but putting the letters in order, ACEJMS is valid. Similarly, FEDCBA is not valid but ABCDEF is valid.

How many possible usernames satisfy Rules 1-4?

(d) (4 pts.) After students start complaining, we remove Rules 3 and 4. We also relax Rule 1 so that a username can have up to one underscore (\_).
For example, AJAY\_T and STEVEN are allowed, but I\_AM\_J is not allowed, because it has more than one underscore.

How many possible usernames are there now?

### Probability

- 6. (12 pts.) Pat has a deck with five cards, numbered 1 2 3 4 5. She proposes the following game to Gary:
  - 1. Gary takes two cards uniformly at random: call them *A* and *B*. Gary sees the number on *A*, but *B* is hidden so he can't see it.
  - 2. Next, Pat takes a card C uniformly at random from the 3 that remain. (Gary doesn't see this either.)
  - 3. Finally, Gary must choose whether to keep card A or B.

#### Whoever has the higher card wins.

Here's an example game. In Step 1, Gary takes A = 3 and B = 5. In Step 2, Pat takes C = 4. Gary only knows that card A is 3, and decides to keep A. Gary loses because 4 is higher than 3.

(a) (2 pts.) Gary models the game with a probability space. An outcome consists of the values of cards *A*, *B* and *C*. For example, one possible outcome is (3, 5, 4), meaning Gary receives  $A = \boxed{3}$  and  $B = \boxed{5}$  and Pat recieves  $C = \boxed{4}$ .

If the probability distribution is uniform, then what is the probability of each outcome?

(b) (4 pts.) If Gary's strategy is to always keep card *A*, what's the probability that Gary wins?

#### Continued on the next page!

# Probability (continued)

(c) (6 pts.) Gary tries a new strategy: if card A is 5, then he keeps card A, and otherwise keeps card B. What is the probability that Gary wins with this new strategy?

### Conditional Probability

7. (9 pts.) Suppose there are two events, *A* and *B*. You are given the following information:  $\Pr[A|B] = \frac{1}{2}$ ,  $\Pr[B|A] = \frac{1}{3}$ ,  $\Pr[A] = \frac{2}{3}$ .

(a) (3 pts.) What is  $Pr[A \cap B]$ ?

(b) (4 pts.) What is Pr[B]?

(c) (2 pts.) Are A and B independent events?

[Extra page. If you want the work on this page to be graded, make sure you tell us on the problem's main page.]

[Doodle page! Draw us something if you want or give us suggestions or complaints.]