YOUR NAME YOUR EMAIL October 1, 2025

Homework 5

- 1. (1 point) Let $U \sim U(0,1)$. For some $\lambda > 0$, let $g(x) = -\frac{1}{\lambda} \ln(1-x)$. What is the distribution of Y = g(U)?
- 2. (1 point) Suppose that $X \sim N(1, 2^2)$ (i.e., $\sigma^2 = 4$). Find the density of $Y = X^3$.
- 3. (2 points) Let $X \sim \text{Exp}(1)$, and $Y = (X 1)^2$. Find the density function of Y.
- 4. (2 points) Consider the following experiment. An individual creates a standard cartesian X-Y plane (meaning we have a standard X-Y coordinate grid), and places their pencil at the point (-1,0). Then, they draw a line towards the y-axis at a (uniform) random angle Θ , such that $\Theta \sim U(-\pi/2, \pi/2)$. In doing so, their line will eventually cross the y-axis, at some random point (0, Y). Find the pdf of the random variable Y, which represents where the line crosses the y-axis.
 - (Hint): Draw a picture of what's happening. Try a few different "random" lines from the point (-1,0) to the y-axis. Your solution will involve some Trigonometry.
- 5. (Challenging) Let X follow a Exponential(λ) distribution, and denote $\lfloor X \rfloor$ as the "floor" of X, or the greatest integer not exceeding X (e.g., $\lfloor \pi \rfloor = 3$).

Now let Y = X - |X|. Note that Y is a continuous random variable, that takes on values in [0,1).

- (a) (1 point) Find the pmf of $\lfloor X \rfloor$.
 - (Hint): Work from first principles, don't try the change of variables formula (though it works, just much harder). Because $\lfloor X \rfloor$ is discrete, we want to find $P(\lfloor X \rfloor = k)$ for interger values k. What does this mean for X?
 - (LaTeX Hint): For those wanting to LaTeX, I had to create a new command \floor{}. How this command is defined can be found in the header of the generating tex file.
- (b) (2 points) Find the pdf of Y.
 - (Hint): Consider finding $P(\lfloor X \rfloor = m, Y \leq t)$, using a similar approach as above. Once that is done, then calculate

$$P(Y \leq t) = \sum_{m} P(\lfloor X \rfloor = m, Y \leq t)$$