

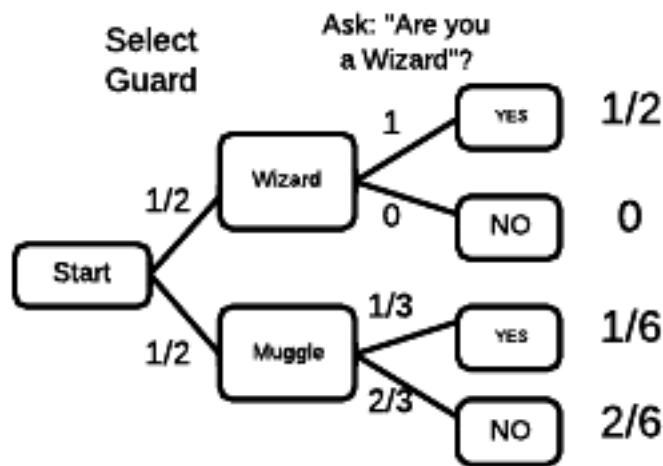
S620 - Introduction To Statistical Theory - Homework 1

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January 23, 2014

Formulate the scenarios described in Exercises 2.2, 2.3, and 2.4 as statistical decision problems.

(2.2)

- 1) Parameter Space: $\Theta = \{1, 2\} \subseteq \mathbb{R}$, where $\theta = 1 \in \Theta$ means that guard one is the wizard and $\theta = 2 \in \Theta$ means guard 2 is the wizard.
- 2) Sample Space: $\mathcal{X} = \{(1, 1), (1, 0), (2, 1), (2, 0)\} \subseteq \mathbb{R}^2$, where $x = (\text{guard}, \text{response})$, and $\text{guard} \in \{1, 2\}$ stands for the guard randomly chosen to be questioned ("are you the wizard?"); and response being 1 if the guard says he is the wizard and 0 otherwise.
- 3) Family of Probability Distributions: $\mathcal{P} = \{P_1, P_2\}$, where P_1 is the distribution in case guard 1 is the wizard and P_2 is the distribution in case guard 2 is the wizard. The distributions are given by:



For P_1 : we have: $P_1((1, 1)) = \frac{1}{2}$, $P_1((1, 0)) = 0$, $P_1((2, 1)) = \frac{1}{6}$, $P_1((2, 0)) = \frac{1}{3}$

For P_2 : we have: $P_2((1, 1)) = \frac{1}{6}$, $P_2((1, 0)) = \frac{1}{3}$, $P_2((2, 1)) = \frac{1}{2}$, $P_2((2, 0)) = 0$

- 4) Action Space: $\mathcal{A} = \{a_1, a_2\}$, where $a_1 = \text{ask guard 1 for directions}$ and $a_2 = \text{ask guard 2 for directions}$.
- 5) Loss Function: By our setup we have: $\Theta \times \mathcal{A} = \{(1, a_1), (1, a_2), (2, a_1), (2, a_2)\}$. Therefore: $L((1, a_1)) = 0$ (no loss, we have asked the right guard), $L((1, a_2)) = 1000$ galleons (as determined in the statement problem, this is the loss associated with a failure to catch Hogwart's Express). Likewise, $L((2, a_1)) = 1000$ and $L((2, a_2)) = 0$. I am assuming that asking the wrong guard leads to failure of catching Hogwart's Express.
- 6) Decision Rules: $d: \mathcal{X} \rightarrow \mathcal{A}$, according to our setup we have the $4^2 = 16$ possibilities for non-randomized decision rule d : $d((1, 1)) = a_1/a_2$, $d((1, 0)) = a_1/a_2$, $d((2, 1)) = a_1/a_2$, $d((2, 0)) = a_1/a_2$, where a_1/a_2 means pick either a_1 or a_2 , e.g., $d((1, 1)) = a_2$ means that we ask guard 1 if he is a Wizard, he says yes, but choose to ask directions from guard 2.

(2.3)

- 1) Parameter Space: $\Theta = \{0, 1\} \subseteq \mathbb{R}$, where $\theta = 0 \in \Theta$ means no snow the next day and $\theta = 1 \in \Theta$ means there will be snow the next day.
- 2) Sample Space: $\mathcal{X} = \{(0, 0), (0, 1), (1, 0), (1, 1)\} \subseteq \mathbb{R}^2$. In particular, an element of the space is of the form $x = (r_1, r_2) \in \mathcal{X}$, where $r_i = \text{prediction of radio station } i \text{ for } i = 1, 2$. The prediction is of the form $r_i = 1$ if radio station i predicts there will be snow the next day and 0 otherwise.
- 3) Family of Probability Distributions: $\mathcal{P} = \{P_0, P_1\}$, where P_0 is the distribution in case there will be no snow the next day, and P_1 is the distribution otherwise. The distributions are given by:

For P_0 : we have: $P_0((0, 0)) = \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} = P_0((0, 1)) = P_0((1, 0)) = P_0((1, 1))$; since each station information is i.i.d. and with equal probability $\frac{1}{2}$

For P_1 : we have: $P_1((0, 0)) = \frac{1}{4} \cdot \frac{1}{4} = \frac{1}{16}$, $P_1((0, 1)) = \frac{1}{4} \cdot \frac{3}{4} = \frac{3}{16}$, $P_1((1, 0)) = \frac{3}{4} \cdot \frac{1}{4} = \frac{3}{16}$, $P_1((1, 1)) = \frac{3}{4} \cdot \frac{3}{4} = \frac{9}{16}$

- 4) Action Space: $\mathcal{A} = \{\text{close school, open school}\}$
- 5) Loss Function: By our setup we have: $\Theta \times \mathcal{A} = \{(0, \text{close school}), (0, \text{open school}), (1, \text{close school}), (1, \text{open school})\}$, e.g., the tuple $(1, \text{open school})$ means the case when there is snow and the school remains open. Therefore: $L((0, \text{close school})) = c, L((0, \text{open school})) = 0, L((1, \text{close school})) = c, L((1, \text{open school})) = 2c$, where c is a constant representing the cost of the decision made.
- 6) Decision Rules: $d : \mathcal{X} \rightarrow \mathcal{A}$, according to our setup we have the $4^2 = 16$ possibilities for non-randomized decision rule d : $d((0, 0)) = \text{close/open school}, d((0, 1)) = \text{close/open school}, d((1, 0)) = \text{close/open school}, d((1, 1)) = \text{close/open school}$

(2.4)

- 1) Parameter Space: $\Theta = \{0, 1\} \subseteq \mathbb{R}$, where $\theta = 0 \in \Theta$ means the component is not functioning and $\theta = 1 \in \Theta$ means the component is functioning.
- 2) Sample Space: $\mathcal{X} = \{0, 1\} \subseteq \mathbb{R}^2$, where $x = 0 \in \mathcal{X}$ means the warning light is off and $x = 1 \in \mathcal{X}$ means the warning light goes on.
- 3) Family of Probability Distributions: $\mathcal{P} = \{P_0, P_1\}$, where P_0 is the distribution in case the component is not functioning, and P_1 in case the component is functioning. The distributions are given by:

For P_0 : we have: $P_0(0) = \frac{1}{3}, P_0(1) = \frac{2}{3}$.

For P_1 : we have: $P_1(0) = \frac{3}{4}, P_1(1) = \frac{1}{4}$.

- 4) Action Space: $\mathcal{A} = \{\text{stop launch, go on with launch}\}$
- 5) Loss Function: By our setup we have:
 $\Theta \times \mathcal{A} = \{(0, \text{stop launch}), (0, \text{go on with launch}), (1, \text{stop launch}), (1, \text{go on with launch})\}$, e.g., the tuple $(1, \text{stop launch})$ represents the case when the component is functioning but the launch is stopped. Therefore, $L((0, \text{stop launch})) = 0, L((0, \text{go on with launch})) = 10\text{billion } \$, L((1, \text{stop launch})) = 5\text{billion } \$, L((1, \text{go on with launch})) = 0$
- 6) Decision Rules: $d : \mathcal{X} \rightarrow \mathcal{A}$, according to our setup we have the $2^2 = 4$ possibilities for non-randomized decision rule d : $d(0) = \text{stop launch/go on with launch}, d(1) = \text{stop launch/go on with launch}$, i.e., we can either stop or go on with the launch depending on the state of the warning light.