

1. (a) Binomial distribution; its probability function, probability generating function, mean, variance, and random independent sample of size 1000 (compared with theoretical frequencies).
- (b) Geometric; ditto.
- (c) Composition of two distributions (binomial and geometric); explain what experiment does it describe, and how can we generate it (again, 1000 times) and compare with theoretical frequencies.
- (d) Exponential distribution; its pdf, distribution function, mean, variance, moment generating function, mean and variance through MGF.
- (e) Gamma distribution; its pdf, MGF and distribution function. Plot of pdf for $\alpha = 7$ and $\alpha = 70$, the latter compared to Normal distribution with the same mean and variance (the Central Limit Theorem).
- (f) Standardized Normal distribution; its pdf and MGF.
- (g) Convolution of two (or more) distributions, demonstrated with uniform $(0, 1)$ distribution. Sum of three such independent RVs is already assuming the Normal shape (Central Limit Theorem again).
2. Generating (or simulating) the first two hours of a Poisson process (with 6.4 'arrivals' per hour, on the average) by
 - (a) adding individual inter-arrival times,
 - (b) generating the total number of arrivals first, then their arrival times.
 - (c) Changing the rate to 1 arrival per hour, opening the 'store' at 8:00, and exploring the time from 1:00 till the next arrival (many students expect, *incorrectly*, this time interval to equal half an hour)!
3.
 - (a) Generating random independent sample from Uniform $(0, 1)$ distribution, using the congruential technique (optional).
 - (b) Converting a uniformly-distributed random number to Poisson (or any other discrete) distribution, by means of Distribution-function technique.
 - (c) Simulating a non-homogeneous Poisson process (given the rate function) from 8 am to 5 pm.
4.
 - (a) Two Poisson processes 'competing'.
 - (b) Tree-dimensional Poisson 'process'; the nearest-star distribution.
 - (c) $M/G/\infty$ queue; the corresponding two processes (customers being serviced, and those who left already) and related issues.
 - (d) Simulating $M/G/\infty$ queue.

- (e) 'Cluster' process and the distribution of $X(t)$.
 - (f) Poisson process of random duration; distribution of the total number of 'customers'.
- 5.
- (a) Yule process; the distribution of $X(t)$.
 - (b) Simulating a general Birth-and-Death process.
 - (c) Pure-Death process; the distribution of $X(t)$, and of expected time till 'extinction'; simulation.
6. Linear-Growth process (without immigration).
- (a) Verifying the distribution of $X(t)$; the $\lambda = \mu$ limit.
 - (b) Simulating such process.
 - (c) Probability of extinction.
 - (d) Distribution of time till extinction (when certain).
- 7.
- (a) Linear growth *with* immigration; distribution of $X(t)$ and of $X(\infty)$ limit; simulating the first 4 hours of such a process.
 - (b) $M/M/\infty$ queue; distribution of $X(t)$; simulating the first 4 hours of such a process.
 - (c) N welders (power-supply process); distribution of $X(t)$; simulating the first 100 minutes of such a process.
- 8.
- (a) Finding stationary probabilities of a *general* Birth and Death process; special case of finitely many states.
 - (b) Finding probabilities of ultimate extinction of a general B&D process.
 - (c) When extinction certain, finding the expected time till it happens; special case of finitely many states.
- 9.
- (a) Computing $\exp(\mathbb{A}t)$, where $\mathbb{A}$ is a square matrix, and its $\exp(\mathbb{A}\infty)$ limit.
 - (b) Constituent matrices of a square matrix; computing an *arbitrary* function of $\mathbb{A}$.
10. Brownian motion (alias Wiener process, or diffusion in one dimension).
- (a) Simulating 2000 time steps of this process.

- (b) Probability of avoiding absorption, for a specific duration of time.
 - (c) Probability of avoiding absorption *and* ending up in a specific region.
 - (d) Two formal proofs (see lecture notes).
11. Autoregressive models.
- (a) Simulating 100 time steps of Markov model; finding its empirical and theoretical correlogram.
 - (b) 200 time steps of Yule model; empirical and theoretical correlogram.
 - (c) Simulating two (very different), more general ($3-\alpha$) autoregressive models; their empirical and theoretical correlograms.