



1. Find the PSD for  $X(t)$  if:

$$R(\tau) = \begin{cases} 1 - |\tau|, & |\tau| \leq 1 \\ 0, & \text{elsewhere} \end{cases}$$

2. Let  $X(t)$  be a white Gaussian noise with  $S_X(f) = \frac{N_0}{2}$ . Assume that  $X(t)$  is input to an LTI system with

$$h(t) = e^{-t}u(t).$$

Let  $Y(t)$  be the output.

- Find  $S_Y(f)$ .
  - Find  $R_Y(\tau)$ .
  - Find  $E[Y(t)^2]$ .
3. Let  $\{N(t), t \in [0, \infty)\}$  be a Poisson process with rate  $\lambda$  and  $X_1$  be its first arrival time. Show that given  $N(t) = 1$ , then  $X_1$  is uniformly distributed in  $(0, t]$ . That is show that

$$P(X_1 \leq x | N(t) = 1) = \frac{x}{t}, \quad \text{for } 0 \leq x \leq t.$$

4. Let  $\{N(t), t \in [0, \infty)\}$  be a Poisson process with rate  $\lambda$ . Find its covariance function

$$C_N(t_1, t_2) = \text{Cov}(N(t_1), N(t_2)), \quad \text{for } t_1, t_2 \in [0, \infty)$$

5. Arrivals of customers into a store follow a **Poisson process** with rate  $\lambda = 20$  arrivals per hour. Suppose that the probability that a customer buys something is  $p = 0.30$ .
- Find the expected number of sales made during an eight-hour business day.
  - Find the probability that 10 or more sales are made in one hour.
  - Find the expected time of the first sale of the day. If the store opens at 8 a.m.
6. Ali finds coins on his way to work at a Poisson rate of 0.5 coins/minute. The denominations are randomly distributed:
- 60% of the coins are worth 1 each
  - 20% of the coins are worth 5 each

- 20% of the coins are worth 10 each.
- (a) Calculate the probability that in the first ten minutes of his walk he finds at least 2 coins worth 10 each, and in the first twenty minutes finds at least 3 coins worth 10 each.
- (b) Calculate the variance of the value of the coins Ali finds during his one-hour walk to work.
7. Two independent Poisson processes have respective rates 1 and 2. Two players start with fortunes  $a$  and  $b$ . The game evolves as follows:
- Each time an event occurs in the first Poisson process, player 2 pays one unit to player 1.
  - Each time an event occurs in the second Poisson process, player 1 pays one unit to player 2.

The game ends when one player's fortune reaches zero; that player loses. Find the probability that player 1 wins.