

(一)

1. (12%) When we encode members of Z_2^m into Z_2^n ; such a code is called an (m, n) code. The first m components of a code word are the information digits, and the last r ($r = n - m$) components are the check digits. Please answer (1) which of the following are perfect codes, and (2) which are single-error correcting codes?

- (a) (12, 7) (b) (15, 11) (c) (5, 3)

2. (12%) How many nonnegative integer solutions are there to the inequality $x_1 + x_2 + x_3 + x_4 + x_5 + x_6 < 10$.

3. (12%) Please solve the recurrence relation $\begin{cases} a_{n+2} = 4a_{n+1} - 4a_n, n \geq 0 \\ a_0 = 1, a_1 = 3 \end{cases}$

4. (12%) Let $f : S \rightarrow T$, and $g : T \rightarrow U$. Then the composition function, $g \circ f$, is a function from S to U defined by $(g \circ f)(s) = g(f(s))$. Consider the following statements, which are false statement(s)?

- (a) If f is one-to-one then $f \circ g$ is one-to-one.
- (b) If f and g are onto then $f \circ g$ is onto.
- (c) If f and g are one-to-one and onto then $f \circ g$ is one-to-one and onto.
- (d) If $f \circ g$ is one-to-one then f is one-to-one.
- (e) If $f \circ g$ is one-to-one then g is one-to-one.
- (f) If $f \circ g$ is onto then f is onto.
- (g) If $f \circ g$ is onto then g is onto.

5. (12%) Please (1) design a minimum rail network connecting the seven cities, shown in the mileage chart below, (2) show sum of the network.

	City-1	City-2	City-3	City-4	City-5	City-6	City-7
City-1	0	500	400	600	100	550	300
City-2	500	0	620	1100	450	1000	700
City-3	400	620	0	525	520	900	420
City-4	600	1100	525	0	700	430	200
City-5	100	450	520	700	0	490	350
City-6	550	1000	900	430	490	0	330
City-7	300	700	420	200	350	330	0

(二)

(機率部分的題目每一題都需要寫出計算過程)

1 (12%) 令 $f(x)=cx(1-x)$ 是 random variable X 的 probability density function，其中 c 為一個常數。若 X 的分佈區間是 $[0,1]$ ，回答下列問題。

- 1.1 (4%) 求 c 的值
- 1.2 (4%) 令 $Y=3X+2$ ，求 $E[Y]$ 的值
- 1.3 (4%) 求 $VAR[X]$ 的值

2 (13%) 已知變數 X 和 Y 之間的關係是 $X=aY^b$ ，假定我們已經獲知在 $Y=y_i$ 時， $X=x_i$ ， $i=1,2,3,4$ 四組數據，利用這四組抽樣數據求出和表示 a 和 b 的值。

3 (15%) 假定莊家有甲和乙兩個骰子，甲乙兩骰子擲出數字的機率如下表。在任一賭局中莊家只會使用甲乙兩骰子的其中一個，並且會先試擲其所使用的骰子三次。在某一次賭局中，莊家在試擲時擲出 1，4 和 6。若我們假設每一次試擲均為獨立事件，並且假設莊家使用甲乙兩個骰子的機率各為 0.6 和 0.4，在該次賭局中，莊家使用甲乙兩骰子的機率各為多少？

數字	1	2	3	4	5	6
甲骰子	0.1	0.2	0.2	0.1	0.3	0.1
乙骰子	0.2	0.1	0.1	0.3	0.1	0.2