



3. Tests can be described by the probability that the car will pass or fail the test given that the car is in good or bad shape. We have the following information:

$$P(T = \text{pass} | Q = q^+) = 0.9$$

$$P(T = \text{pass} | Q = q^-) = 0.2$$

Calculate the probability that the car will pass (or fail) its test, and then the probability that it is in good (or bad) shape given each possible test outcome.

4. Calculate the optimal decisions given either a pass or a fail, and their expected utilities.
5. Calculate the value of (perfect) information of the test. Should the buyer pay for a test?
6. The value of the information in this problem depends greatly on the prior probability  $P(Q = q^+)$ . What do you think happens to the VPI as you vary  $P(Q = q^+)$ ? What happens when  $P(Q = q^+)$  approaches 1? Approaches 0? Approaches 0.5?
7. If you still have time, try calculating some VPI's for different values of  $P(Q = q^+)$  from the previous part. (Using Python or Excel is a good idea here!) Where is/are the break-even point(s)? Where is the maximum?