

## Probability 3: Discrete Random Variables

# Module Outline

- Review: Bayes' Rule
- Random variables: Discrete and Continuous
- Probability distributions
- Expectation and Variance
- Common discrete distributions

## Review: Conditional probability

- Conditional probability:  $P(B|A)$
- General multiplication rule:  $P(A \cap B) = P(B|A)P(A)$
- Total/Marginal probability:  
$$P(B) = P(A)P(B|A) + P(A^c)P(B|A^c)$$
$$= P(A_1)P(B|A_1) + P(A_2)P(B|A_2) + \dots + P(A_n)P(B|A_n)$$

## Review: Bayes' Rule

- **Bayes' rule:**

$$P(B|A) = \frac{P(A|B)P(B)}{P(A|B)P(B) + P(A|B^c)P(B^c)}$$

- Start with  $P(B) \equiv$  **prior**,

*Updating due to new information:*  $P(B|A) \equiv$  **posterior**

## Review: Bayes' Rule example

- Prob. (infection) = 0.3. Do a **Test**:

$$P(+ive \mid infected) = 0.7, P(+ive \mid \text{not infected}) = 0.1.$$

- **Ex:** Use Bayes' rule to find  $P(\text{infected} \mid +ive) =$



## Review: Bayes' Rule example

- Prob. (infection) = 0.3. Do a **Test**:

$$P(+ive \mid infected) = 0.7, P(+ive \mid \text{not infected}) = 0.1.$$

- **Ex:** Use Bayes' rule to find  $P(\text{infected} \mid +ive) =$

- $P(\text{inf} \mid +ive) = \frac{P(+ \mid \text{inf})P(\text{inf})}{P(+ \mid \text{inf})P(\text{inf}) + P(+ \mid \text{not inf})P(\text{not inf})} =$

## Review contd.: A second test?

- 1st test: +ive. **Does a second test.**

Test:  $P(+ive \mid \text{infected}) = 0.7$ ,  $P(+ive \mid \text{not infected}) = 0.1$ .

- New prior:  $P(\text{inf} \mid \text{1st } +ive) =$



## Review contd.: A second test?

- 1st test: +ive. **Does a second test.**

Test:  $P(+ive \mid \text{infected}) = 0.7$ ,  $P(+ive \mid \text{not infected}) = 0.1$ .

- New prior:  $P(\text{inf} \mid \text{1st } +ive) =$

- $P(\text{inf} \mid \text{2nd } +ive) = \frac{P(+ \mid \text{inf})P(\text{inf})}{P(+ \mid \text{inf})P(\text{inf}) + P(+ \mid \text{not inf})P(\text{not inf})} =$



## Review: Bayes' Rule extended

- **Bayes' rule:**

$$P(B|A) = \frac{P(A \cap B)}{P(A)} = \frac{P(A|B)P(B)}{P(A|B)P(B) + P(A|B^c)P(B^c)}$$

- Suppose three possibilities for  $B$  :  $B_1, B_2, B_3$

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$$P(B|A) = \frac{P(A \cap B)}{P(A)} = \frac{P(A|B)P(B)}{P(A|B)P(B) + P(A|B^c)P(B^c)}$$

- Suppose three possibilities for  $B$  :  $B_1, B_2, B_3$
- **Now, Bayes' rule (extended):**

$$\begin{aligned} P(B_1|A) &= \frac{P(A \cap B_1)}{P(A)} \\ &= \frac{P(A|B_1)P(B_1)}{P(A|B_1)P(B_1) + P(A|B_2)P(B_2) + P(A|B_3)P(B_3)} \end{aligned}$$

## Example: Bayes' Rule extended

- 3 types of borrowers:

**Good diligent:**  $P(\text{default} \mid \text{good dil}) = 0.1$ ,

prior:  $P(\text{good dil}) = 0.4$ .

**Good negligent:**  $P(\text{default} \mid \text{good neg}) = 0.4$ ,

prior:  $P(\text{good neg}) = 0.4$ .

**Bad:**  $P(\text{default} \mid \text{bad}) = 1$ , prior:  $P(\text{bad}) = 0.2$ .



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- **Observe a default:**  $P(\text{bad} \mid \text{default}) = ?$



## Example: Types of borrowers

- **Good diligent:**  $P(df \mid \text{good dil}) = 0.1$ ,  $P(\text{good dil}) = 0.4$ .

**Good negligent:**  $P(df \mid \text{good neg}) = 0.4$ ,

$P(\text{good neg}) = 0.4$ .

**Bad:**  $P(df \mid \text{bad}) = 1$ ,  $P(\text{bad}) = 0.2$ .

- **Observe a default:**  $P(\text{bad} \mid \text{default}) =$

$$\frac{P(df \mid \text{bad})P(\text{bad})}{P(df \mid \text{bad})P(\text{bad}) + P(df \mid \text{g dil})P(\text{g dil}) + P(df \mid \text{g neg})P(\text{g neg})}$$

# Random Variables

- *Random variable  $\tilde{X}$  : A variable taking on numerical values based on the outcome of some random event*

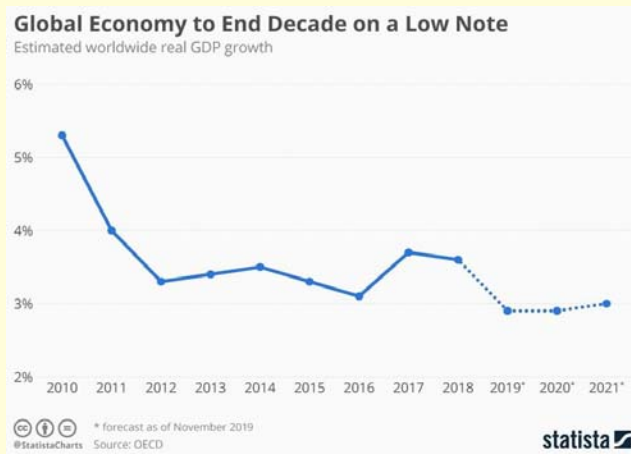
# Random Variables

- *Random variable  $\tilde{X}$*  : A variable taking on *numerical values* based on the outcome of some random event
- Examples: **[Discrete]** No. of forest fires, crimes, spectators, children, minutes your phone lasts on a single charge.....



# Random Variables

- *Random variable  $\tilde{X}$*  : A variable taking on *numerical values* based on the outcome of some random event
- Examples: **[Discrete]** No. of forest fires, crimes, spectators, children, minutes your phone lasts on a single charge.....
- Examples: **[Continuous]** growth rate, crime rate, profits/losses, water level in a lake,.....





# Random Variables

- *Random variable  $\tilde{X}$*  : A variable taking on *numerical values* based on the outcome of some random event
- Examples: **[Derived r.v.]** Letter grade based on numerical scores,.....

| %       | GPA | Letter grade |
|---------|-----|--------------|
| 90-100% | 4.0 | A+           |
| 85-90%  | 3.9 | A            |
| 80-84%  | 3.7 | A-           |
| 77-89%  | 3.3 | B+           |
| 73-76%  | 3.0 | B            |
| 70-72%  | 2.7 | B-           |
| 67-69%  | 2.3 | C+           |
| 63-66%  | 2.0 | C            |
| 60-62%  | 1.7 | C-           |

# Random Variables

- *Random variable  $\tilde{X}$*  : A variable taking on *numerical values* based on the outcome of some random event
- Examples: [**Derived r.v.**] Letter grade based on numerical scores, .....
- Examples: Profits based on sale numbers, commission based on sales, .....



# Random Variables and Probabilities

- What are the probabilities of the different outcomes?

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- **Example 1:** A restaurant has 5 tables.  
 $\tilde{X}$  = number of tables occupied



# Random Variables and Probabilities

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- **Prob. mass function** (*p.m.f*)  $P(\tilde{X} = x) \equiv p(x)$
- **Example 1:** A restaurant has 5 tables.

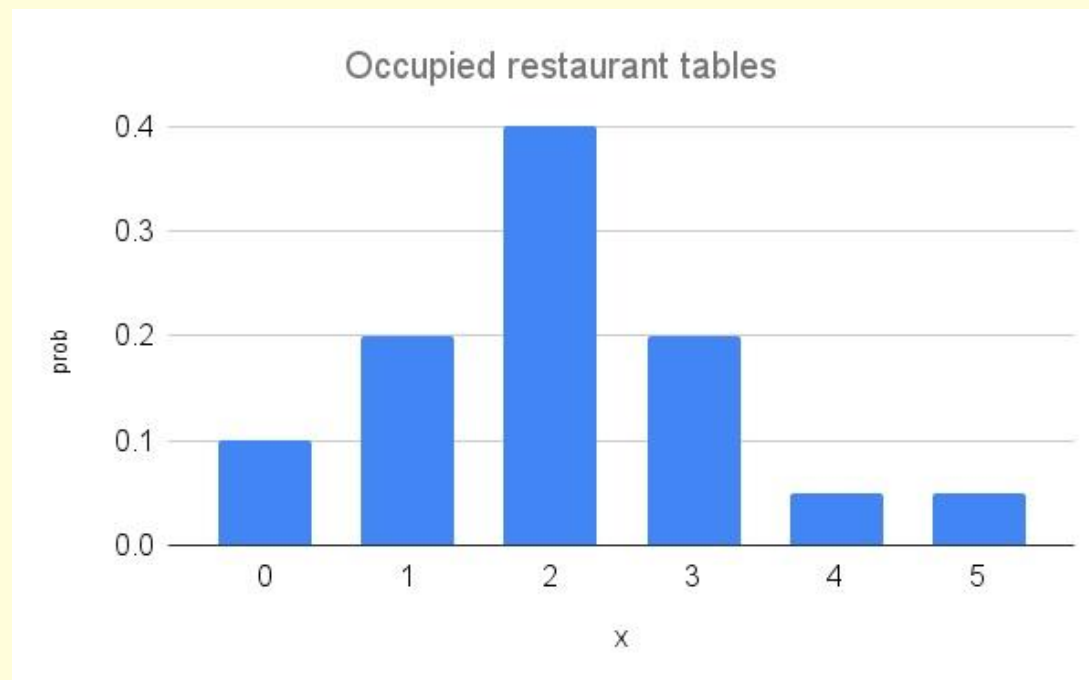
$\tilde{X}$  = number of tables occupied

- | $\tilde{X}$ | 0   | 1   | 2   | 3   | 4    | 5    |
|-------------|-----|-----|-----|-----|------|------|
| $p(x)$      | 0.1 | 0.2 | 0.4 | 0.2 | 0.05 | 0.05 |

# Example 1

- $\tilde{X}$  = number of tables occupied

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# Random Variables and Probabilities: Example



- **Example 2:** 2 dice rolled.  $\tilde{X}$  = sum of their outcome.

[illegible]



## Example 2

- 2 dice rolled.  $\tilde{X}$  = sum of their outcome.

| $\tilde{X}$ | 2              | 3              | 4              | 5              | 6              | 7              | 8              | 9              | 10             | 11             | 12             |
|-------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|----------------|
| $p(x)$      | $\frac{1}{36}$ | $\frac{2}{36}$ | $\frac{3}{36}$ | $\frac{4}{36}$ | $\frac{5}{36}$ | $\frac{6}{36}$ | $\frac{5}{36}$ | $\frac{4}{36}$ | $\frac{3}{36}$ | $\frac{2}{36}$ | $\frac{1}{36}$ |



## Example 1 contd.

- **Example 1:** A restaurant has 5 tables.

|             |     |     |     |     |      |      |
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- *Profit per table = \$50; fixed costs = \$100*



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- *Profit per table = \$50; fixed costs = \$100*
- $\tilde{Z}$  = total profit for the restaurant

|             |      |     |   |    |     |     |
|-------------|------|-----|---|----|-----|-----|
| $\tilde{Z}$ | -100 | -50 | 0 | 50 | 100 | 150 |
| $p(z)$      |      |     |   |    |     |     |

## Example 1 contd.

- $\tilde{X}$  = number of tables occupied,  $\tilde{Z}$  = total profit

|             |     |     |     |     |      |      |
|-------------|-----|-----|-----|-----|------|------|
| $\tilde{X}$ | 0   | 1   | 2   | 3   | 4    | 5    |
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- *Other probs.:* Prob. that restaurant is occupied?

## Example 1 contd.

- $\tilde{X}$  = number of tables occupied,  $\tilde{Z}$  = total profit

|             |     |     |     |     |      |      |
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- *Other probs.:* Prob. that restaurant is occupied?
- Prob. that restaurant makes +ive profits?

## Clicker question 1

- $\tilde{X}$  = number of tables occupied

|             |     |     |     |     |      |      |
|-------------|-----|-----|-----|-----|------|------|
| $\tilde{X}$ | 0   | 1   | 2   | 3   | 4    | 5    |
| $p(x)$      | 0.1 | 0.2 | 0.4 | 0.2 | 0.05 | 0.05 |

**Q:** What is prob. that an odd number of tables are occupied?

**(a)** 0.1

**(b)** 0.2

**(c)** 0.4

**(d)** 0.45

## Solution to Clicker question 1

- $\tilde{X}$  = number of tables occupied

|             |     |     |     |     |      |      |
|-------------|-----|-----|-----|-----|------|------|
| $\tilde{X}$ | 0   | 1   | 2   | 3   | 4    | 5    |
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**Q:** What is prob. that an odd number of tables are occupied?

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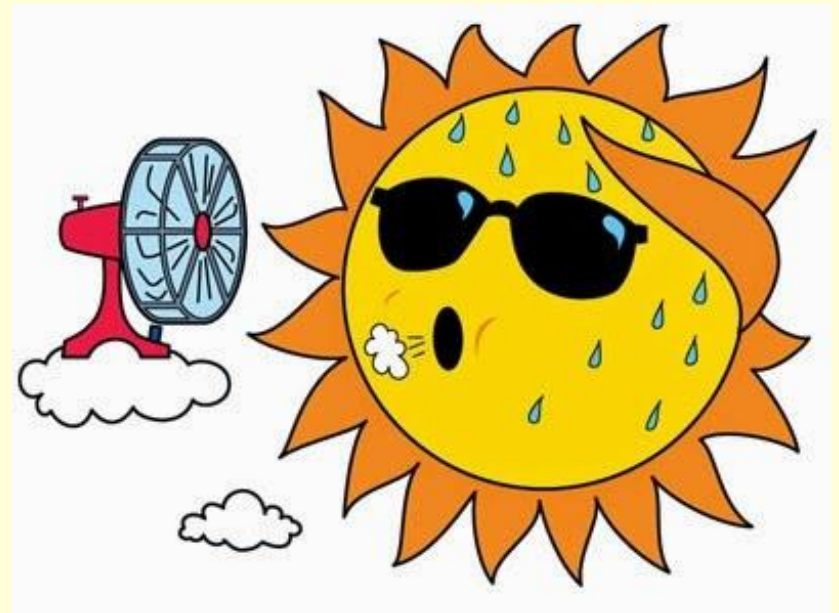
**(c)** 0.4

**(d)** 0.45

## Example 2

- An ice-cream parlour's sales depends on the temp.  $\tilde{t}$

| $\tilde{t}$ | $< 20$ | $20 - 25$ | $25 - 30$ | $30 - 35$ | $35 - 40$ | $40+$ |
|-------------|--------|-----------|-----------|-----------|-----------|-------|
| $p(t)$      | 0.15   | 0.15      | 0.2       | 0.2       | 0.25      | 0.05  |



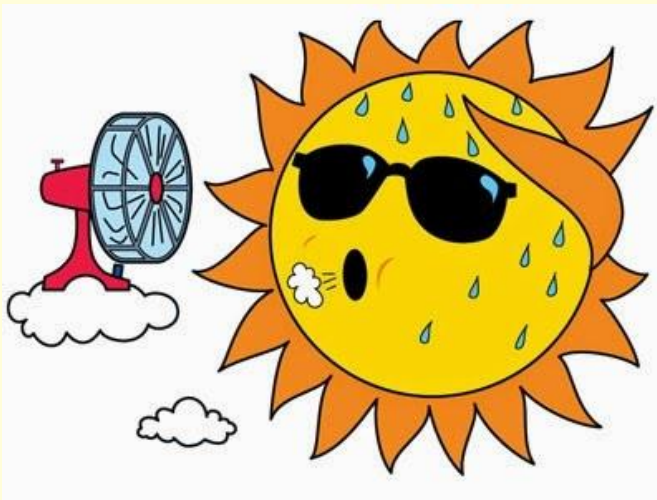


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| $p(t)$      | 0.15   | 0.15      | 0.2       | 0.2       | 0.25      | 0.05  |

- If  $\tilde{t} < 20$ , sales  $\tilde{s} = 0$ ;     $20 \leq \tilde{t} < 30$ , sales  $\tilde{s} = 30$ ;  
 $30 \leq \tilde{t} < 40$ , sales  $\tilde{s} = 60$ ;     $40 \leq \tilde{t}$ , sales  $\tilde{s} = 100$



## Example 2

- An ice-cream parlour's sales depends on the temp.  $\tilde{t}$

|             |        |           |           |           |           |       |
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 $30 \leq \tilde{t} < 40$ , sales  $\tilde{s} = 60$ ;  $40 \leq \tilde{t}$ , sales  $\tilde{s} = 100$

- |             |   |    |    |     |
|-------------|---|----|----|-----|
| $\tilde{s}$ | 0 | 30 | 60 | 100 |
| $p(s)$      |   |    |    |     |

# Cumulative distribution function

- **Cumulative distribution function (c.d.f):** Prob. that  $\tilde{X}$  takes values less than or equal to  $x$  :

$$F(x) = P(\tilde{X} \leq x) = \sum_{y: y \leq x} p(y)$$

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- **Example 1:**

| $\tilde{X}$   | 0   | 1   | 2   | 3   | 4    | 5    |
|---------------|-----|-----|-----|-----|------|------|
| <i>p.m.f.</i> | 0.1 | 0.2 | 0.4 | 0.2 | 0.05 | 0.05 |
| <i>c.d.f.</i> |     |     |     |     |      |      |

## C.d.f. for Example 1 contd.

- | $\tilde{Z}$ | -100 | -50 | 0   | 50  | 100  | 150  |
|-------------|------|-----|-----|-----|------|------|
| $p(z)$      | 0.1  | 0.2 | 0.4 | 0.2 | 0.05 | 0.05 |
| $F(z)$      |      |     |     |     |      |      |

## C.d.f. for Example 1 contd.

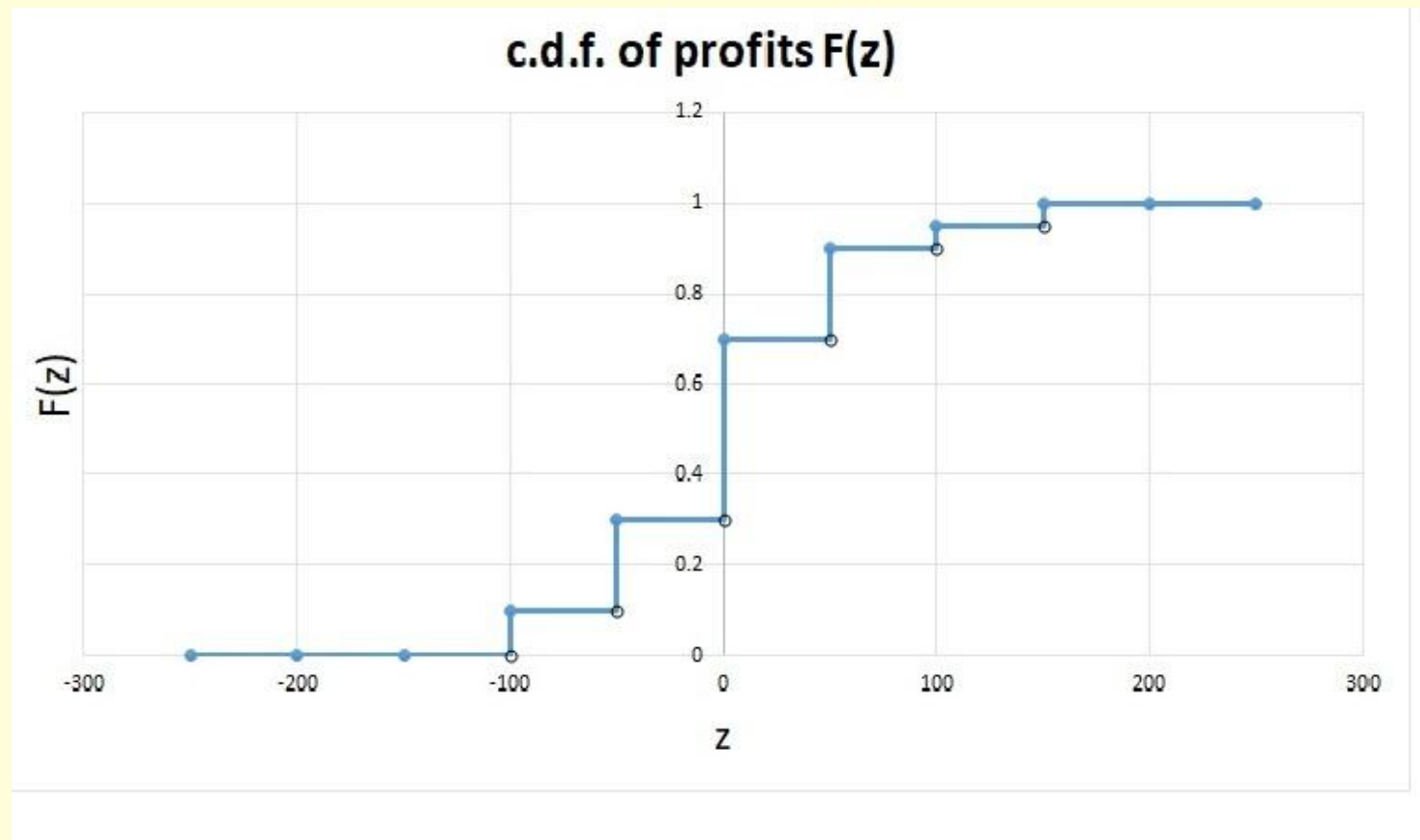
- | $\tilde{Z}$ | -100 | -50 | 0   | 50  | 100  | 150  |
|-------------|------|-----|-----|-----|------|------|
| $p(z)$      | 0.1  | 0.2 | 0.4 | 0.2 | 0.05 | 0.05 |
| $F(z)$      | 0.1  | 0.3 | 0.7 | 0.9 | 0.95 | 1    |

- What is  $F(22)$ ?  $F(124)$ ?  $F(200)$ ?  $F(-200)$ ?

## Graph of c.d.f. for Example 1 contd.

- | $\tilde{Z}$ | -100 | -50 | 0   | 50  | 100  | 150 |
|-------------|------|-----|-----|-----|------|-----|
| $F(z)$      | 0.1  | 0.3 | 0.7 | 0.9 | 0.95 | 1   |

- Graph: step-function



# Cumulative distribution function: Properties

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# Cumulative distribution function: Properties

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- If maximum possible value of  $\tilde{X}$  is  $x^{\max}$  :  
 $F(x) = 1$  for  $x \geq x^{\max}$ .
- If minimum possible value of  $\tilde{X}$  is  $x^{\min}$  :  
 $F(x) = 0$  for  $x < x^{\min}$ .

## Clicker question 2

- A random variable  $\tilde{X}$  has the following p.m.f.:

|             |     |     |     |      |      |     |
|-------------|-----|-----|-----|------|------|-----|
| $\tilde{X}$ | 10  | 20  | 30  | 40   | 50   | 60  |
| $p(x)$      | 0.4 | 0.2 | 0.1 | 0.05 | 0.05 | 0.2 |

**Q:** What is  $F(60)$ ?

**(a)** 0.25

**(b)** 0.45

**(c)** 0.65

**(d)** 1

## Solution to Clicker question 2

- A random variable  $\tilde{X}$  has the following p.m.f.:

|             |     |     |     |      |      |     |
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## C.d.f. for Clicker question

- *Clicker question:* start with p.m.f.; derive c.d.f.:

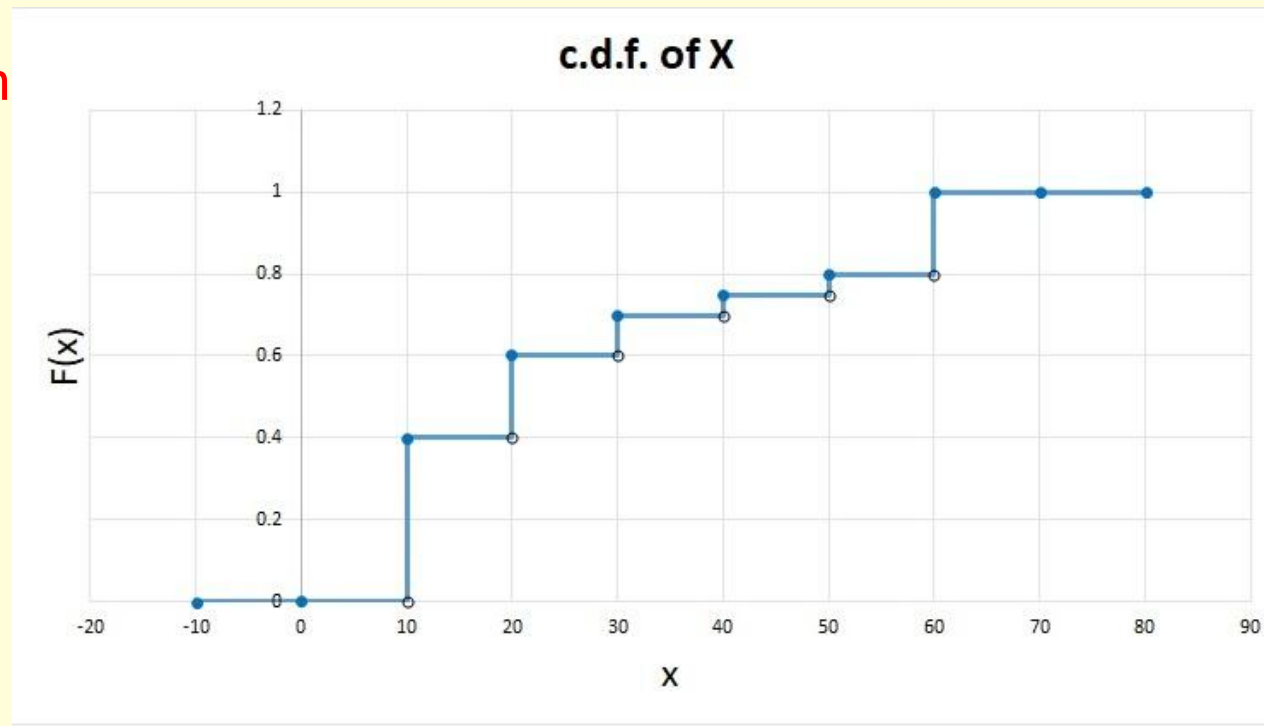
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| $F(x)$      |     |     |     |      |      |     |

## C.d.f. for Clicker question

- 

| $\tilde{X}$ | 10  | 20  | 30  | 40   | 50   | 60  |
|-------------|-----|-----|-----|------|------|-----|
| $p(x)$      | 0.4 | 0.2 | 0.1 | 0.05 | 0.05 | 0.2 |
| $F(x)$      | 0.4 | 0.6 | 0.7 | 0.75 | 0.8  | 1   |

- Graph: step-function



## Deriving p.m.f from c.d.f.

- *Clicker question:* start with p.m.f.; derive c.d.f.:

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|-------------|-----|-----|-----|------|------|-----|
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- **Opposite:** Start with c.d.f.  $F(x)$ ; how to get p.m.f.  $p(x)$ ?



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- **Opposite:** Start with c.d.f.  $F(x)$ ; how to get p.m.f.  $p(x)$ ?
- $F(x) = P(\tilde{X} \leq x) = \sum_{y: y \leq x} p(y)$

## Deriving p.m.f from c.d.f.

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| $F(x)$      |     |     |     |      |      |     |

- **Opposite:** Start with c.d.f.  $F(x)$ ; how to get p.m.f.  $p(x)$ ?
- $$F(x) = P(\tilde{X} \leq x) = \sum_{y: y \leq x} p(y)$$
- $\Rightarrow$  p.m.f. = difference between adjacent c.d.f.s

## Deriving p.m.f from c.d.f: Examples

- *Start with c.d.f.:*

| $\tilde{X}$ | 10  | 20  | 30  | 40   | 50  | 60 |
|-------------|-----|-----|-----|------|-----|----|
| $F(x)$      | 0.4 | 0.6 | 0.7 | 0.75 | 0.8 | 1  |
| $p(x)$      |     |     |     |      |     |    |

## Deriving p.m.f from c.d.f: Examples

- Start with c.d.f.:

|             |     |     |     |      |     |    |
|-------------|-----|-----|-----|------|-----|----|
| $\tilde{X}$ | 10  | 20  | 30  | 40   | 50  | 60 |
| $F(x)$      | 0.4 | 0.6 | 0.7 | 0.75 | 0.8 | 1  |
| $p(x)$      |     |     |     |      |     |    |

- Example 1 contd.:** derive *pmf* from *cdf*

|             |      |     |     |     |      |     |
|-------------|------|-----|-----|-----|------|-----|
| $\tilde{Z}$ | -100 | -50 | 0   | 50  | 100  | 150 |
| $F(z)$      | 0.1  | 0.3 | 0.7 | 0.9 | 0.95 | 1   |
| $p(z)$      |      |     |     |     |      |     |

## Clicker question 2

- A random variable  $\tilde{X}$  has the following c.d.f.:

|             |     |     |     |     |      |   |
|-------------|-----|-----|-----|-----|------|---|
| $\tilde{X}$ | 1   | 2   | 3   | 4   | 5    | 6 |
| $F(x)$      | 0.1 | 0.2 | 0.4 | 0.5 | 0.75 | 1 |

**Q:** What is  $p(6)$ ?

**(a)** 0.1

**(b)** 0.2

**(c)** 0.25

**(d)** 0.75

## Solution to Clicker question 2

- A random variable  $\tilde{X}$  has the following c.d.f.:

|             |     |     |     |     |      |   |
|-------------|-----|-----|-----|-----|------|---|
| $\tilde{X}$ | 1   | 2   | 3   | 4   | 5    | 6 |
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**(c)** 0.25

**(d)** 0.75

## Expected value

- **Example 1** (contd.)  $\tilde{Z} = \text{profit}$

|             |      |     |     |     |      |      |
|-------------|------|-----|-----|-----|------|------|
| $\tilde{Z}$ | -100 | -50 | 0   | 50  | 100  | 150  |
| $p(z)$      | 0.1  | 0.2 | 0.4 | 0.2 | 0.05 | 0.05 |

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## Example 3

- Diameter  $\tilde{d}$  of tree-trunks in a forest:

| $\tilde{d}$ (in m) | 1   | 2   | 3   | 4   |
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- **Expected value** of a function of  $\tilde{X}$  :

$$Eg(\tilde{X}) = \sum_{\text{all } x} g(x)p(x)$$

## Example 3 contd.

- Diameter  $\tilde{d}$  of tree-trunks in a forest;  
Lumber yield  $y$  from a tree of diameter  $d$  :  $10\pi d^2$   
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*Expected lumber yield?*

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|--------------------------------|-----|-----|-----|-----|
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## Example 4

- **Example 4:** Cake sales in two locations:

|               |     |     |     |     |
|---------------|-----|-----|-----|-----|
| $\tilde{s}_1$ | 0   | 10  | 20  | 30  |
| $p(s_1)$      | 0.1 | 0.6 | 0.2 | 0.1 |

|               |     |     |     |     |
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- Expected profits =

## Clicker question 4

- A random variable  $\tilde{Y}$  has expected value of \$20.

**Q:** What is  $E(40 + 5\tilde{Y})$ ?

**(a)** 20

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## Solution to Clicker question 4

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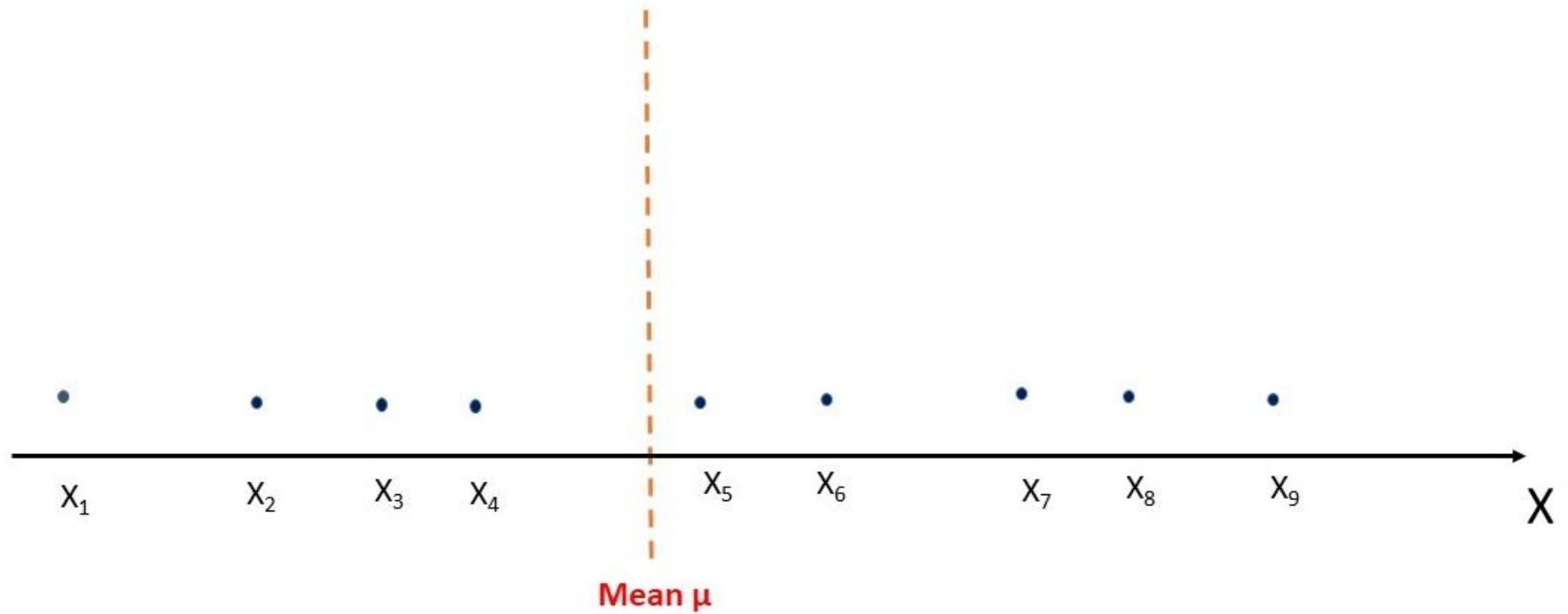
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- **Standard deviation of  $\tilde{X}$**   $= \sqrt{\text{Variance}} = \sqrt{\sigma_X^2} = \sigma_X$

# Variance

- **Variance of  $\tilde{X} = \sigma_X^2 = E[(X - \mu_X)^2] = \sum_{\text{all } x} (x - \mu_X)^2 p(x)$**

- **Cake sales in location 1:**

|                           |     |     |     |     |
|---------------------------|-----|-----|-----|-----|
| $\tilde{s}_1$             | 0   | 10  | 20  | 30  |
| $p(s_1)$                  | 0.1 | 0.6 | 0.2 | 0.1 |
| $(\tilde{s}_1 - \mu_S)^2$ |     |     |     |     |

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- Variance of  $\tilde{s} = \sigma_s^2 =$
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$$\sigma_X^2 = E(X^2) - (EX)^2$$

## Variance: Example 4

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$$E\tilde{s} = \mu_S = 13, \quad E\tilde{s}^2 =$$

$$\text{Variance of } \tilde{s} = \sigma_s^2 =$$

# Common Discrete Distributions 1: Bernoulli

- A single trial is conducted:  
outcome: *Success* ( $\tilde{Z} = 1$ ) or *Failure* ( $\tilde{Z} = 0$ )



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- $\tilde{Z}$  is an **indicator variable**. Examples?



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- e.g. *pick a random tree in a forest:*  
is it taller than 20m?  
is it diseased?



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# Binomial distribution

- $\tilde{X}$  follows  $Binomial(n, p)$  distribution: Probabilities?
- For  $x \in \{0, 1, 2, \dots, n\}$ ,

$$Prob(\tilde{X} = x) = \binom{n}{x} p^x (1 - p)^{n-x}$$

where  $\binom{n}{x} = \frac{n!}{x!(n-x)!}$

and  $x! = x(x-1)(x-2)\dots\dots 1$ .

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Prob. of anyone being university-educated = 0.3

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 $\binom{5}{3} = \frac{5!}{3!2!} =$

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- Set-up:  $n$  *independent* trials, each with 2 possible outcomes  
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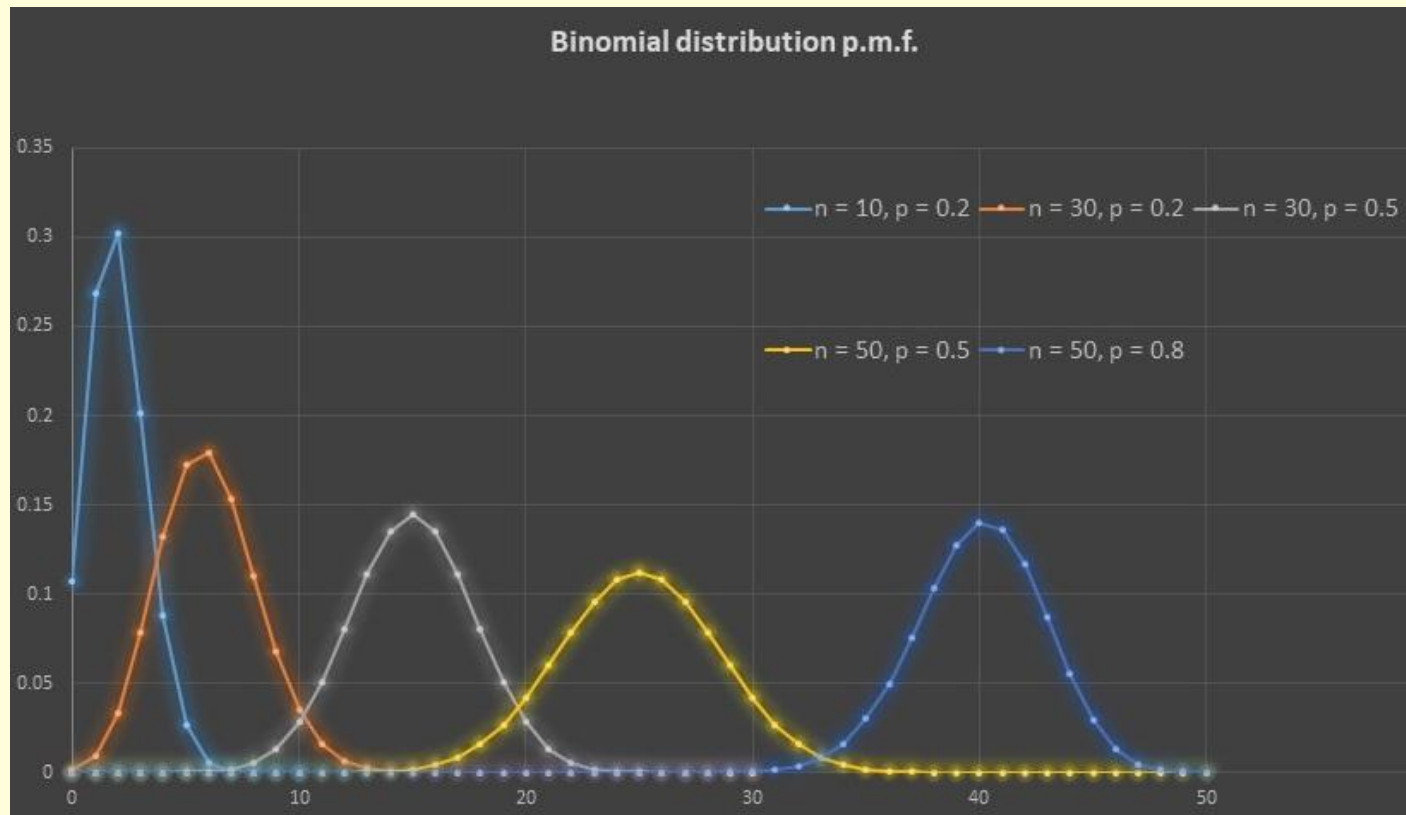
## Binomial distribution: Shape of p.m.f.

- **p.m.f.:**  $Prob(\tilde{X} = x) = \binom{n}{x} p^x (1 - p)^{n-x}$ . How do they look?



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- Depends on  $n$  and  $p$  : **parameters**

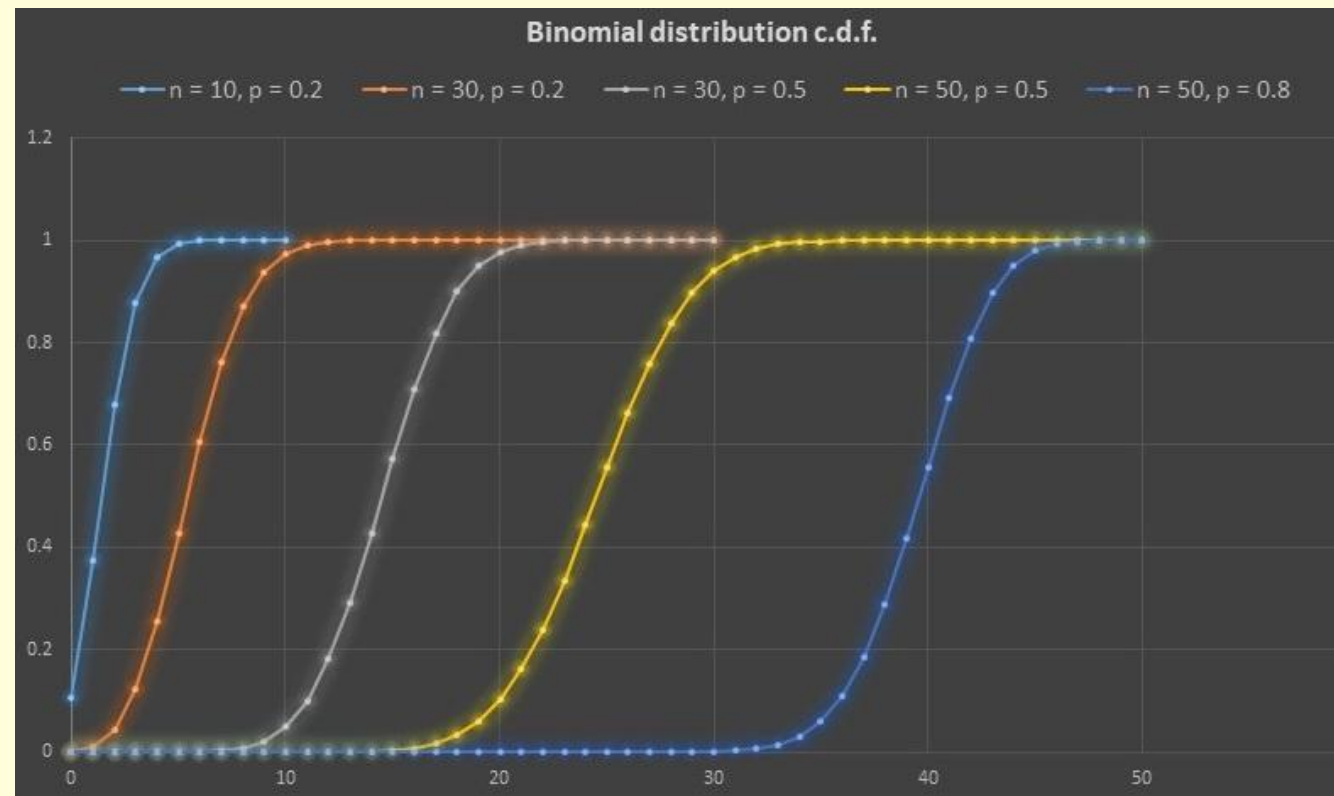


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Pick 8 people at random.

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 $\binom{8}{4} = \frac{8!}{4!4!} =$
- Prob. that 4 or fewer voted =
- Mean number who voted =  $np =$   
 $Variance = np(1 - p) =$



## Clicker question 5

- The probability that any given e-mail is spam is 0.25. Suppose you receive 80 e-mails in a day.

**Q:** What is the mean number of spam e-mails that you will receive in a day?

**(a)** 20

**(b)** 25

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- Only one *parameter*:  $\lambda$  = mean number of times the event occurs within the given time interval/area

## Poisson distribution: Example

- **Example 7:** On average, Pam receives 5 e-mails in an hour.

**Q:** Prob. that she will receive 6 e-mails in the next hour?



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- Prob. that she gets no e-mail:  $Prob(\tilde{X} = 0) = \frac{e^{-5} 5^0}{0!} =$
- Prob. she gets 6 e-mails or less:  
 $Prob(\tilde{X} = 0) + Prob(\tilde{X} = 1) + \dots + Prob(\tilde{X} = 6)$

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- On average, 10 crimes in a city per day

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- **Mean** =  $\lambda$

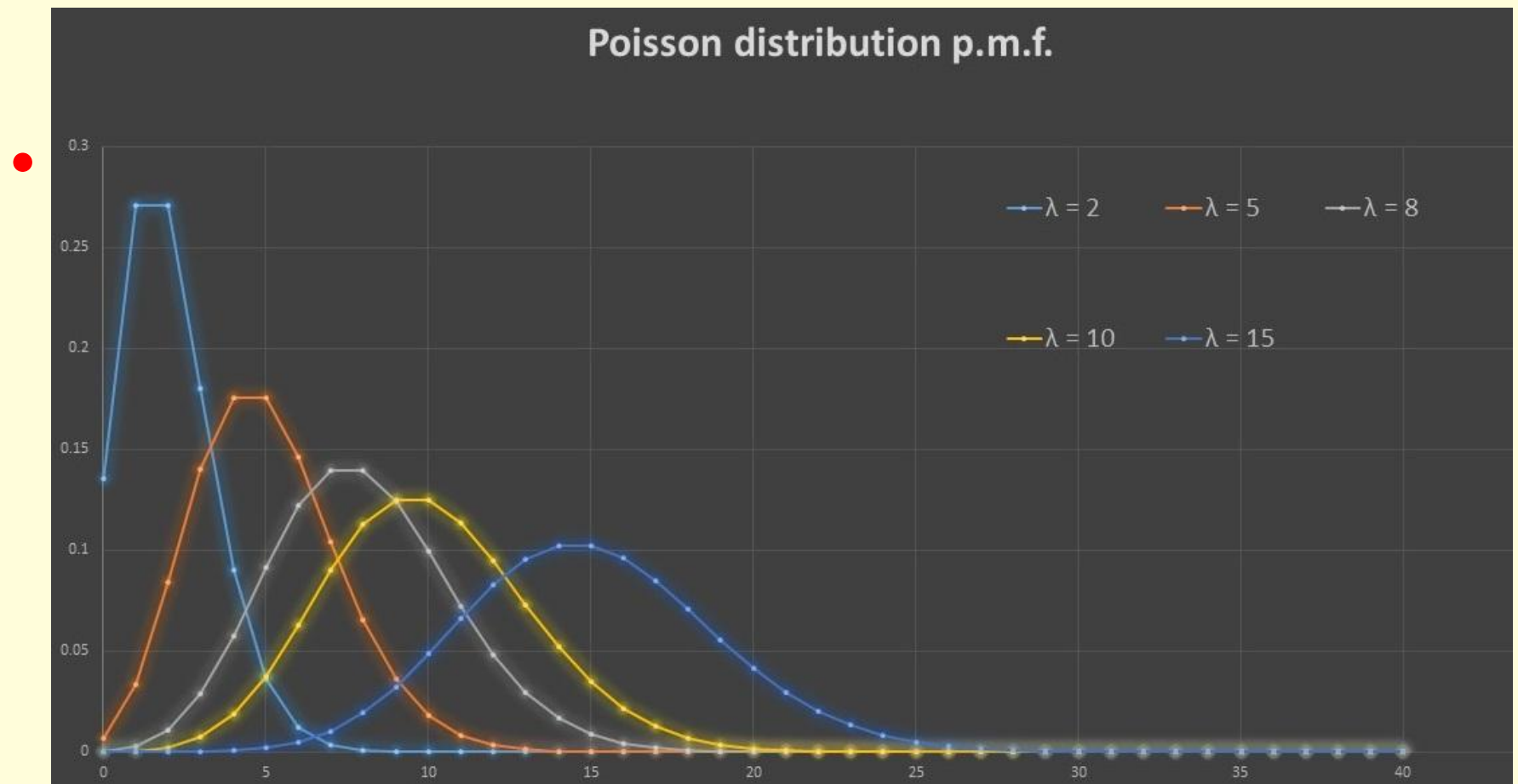
**Variance** =  $\lambda$

## Poisson distribution: Shape of p.m.f.

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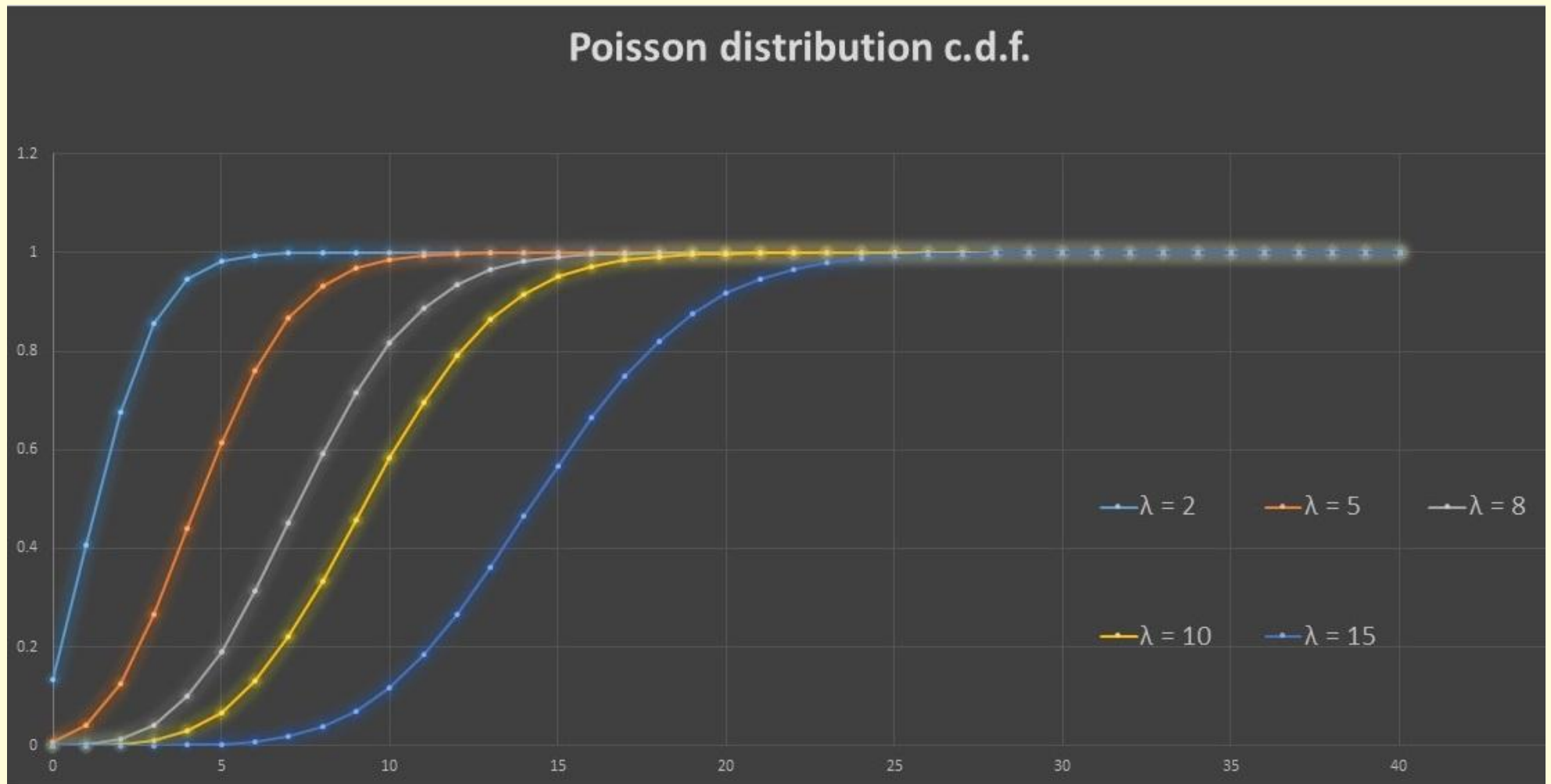
# Poisson distribution: Shape of p.m.f.

- $Prob(\tilde{X} = x) = \frac{e^{-\lambda} \lambda^x}{x!}$ . How do they look? Depends on  $\lambda$





# Poisson distribution: Shape of c.d.f.



## Excel: Computing Expectation and Variance

- **Column A:** possible  $x$     **Column B:** corresponding prob.  $p(x)$
- **Column C:**  $xp(x)$      $E\tilde{X} = \sum_{\text{all } x} xp(x) = \text{SUM}(C2: C11)$
- Variance:  $\sigma_X^2 = E[(X - \mu_X)^2] = E(X^2) - (EX)^2$
- **Column D:**  $x^2p(x)$      $E(X^2) = \sum_{\text{all } x} x^2p(x) = \text{SUM}(D2: D11)$
- Variance =  $D12 - (C12)^2$  : **Cell E12**

## Excel: Binomial and Poisson Distributions

- *Binomial*:  $Prob(\tilde{X} = x) = \binom{n}{x} p^x (1 - p)^{n-x}$   
*Poisson*:  $Prob(\tilde{X} = x) = \frac{e^{-\lambda} \lambda^x}{x!}$
- **Column C**: possible  $x \in \{0, 1, 2, 3, \dots\}$  generate using  $C4 = C3 + 1$  etc.
- Binomial pmf: **Column D**:  $= \text{BINOM.DIST}(x, n, p, \text{FALSE})$
- Binomial cdf: **Column H**:  $= \text{BINOM.DIST}(x, n, p, \text{TRUE})$   
In Google Sheets: BINOMDIST
- Poisson pmf: **Column D**:  $= \text{POISSON.DIST}(x, n, p, \text{FALSE})$
- Poisson cdf: **Column H**:  $= \text{POISSON.DIST}(x, n, p, \text{TRUE})$   
In Google Sheets: POISSON.DIST

## Module recap

- Random variables: Discrete
- Probability mass function (p.m.f.)  $p(x)$

Cumulative distribution function (c.d.f.):

$$Prob(\tilde{X} \leq x) = \sum_{y: y \leq x} p(y)$$

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- Expectation, Variance (next module: Correlation)

- Common discrete distributions:

*Bernoulli* (single trial)

*Binomial* (number of successes in  $n$  trials)

*Poisson* (number of occurrences in a time period/area)