

GEOMETRIC DISTRIBUTION

↳ The third type of distribution after normal and binomial

- Geometric distribution is a discrete distribution
- Random variable X is a discrete random variable
- Just like in binomial, the trials are independent and the probability of "success" is constant.

$X \sim \text{Geo}(p)$ ↳ the probability of success
and X = the number of trials needed to obtain the first successful outcome

Example: Eduardo calls his friend. 0.3 chance the friend picks up.
↳ p = probability of success

$X \sim \text{Geo}(0.3)$ where X is the number of calls made until his friend answers phone call

Note: In geometric dist., $X \neq 0$ and the number of trials (theoretically) can be infinite (however, its practically unlikely).

ie. Probability that he answers on the second call

$$\begin{aligned} P(X=2) &= 0.7 \times 0.3 \\ &= 0.21 \end{aligned}$$

... on the fifth call

$$\begin{aligned} P(X=5) &= 0.7 \times 0.7 \times 0.7 \times 0.7 \times 0.3 \\ &= 0.072 \end{aligned}$$

.... on the n^{th} call

$$P(X=n) = (0.7)^{n-1} \times 0.3$$

Hence, we can make a general formula for a geometrical distribution:

$$P(X=n) = (1-p)^{n-1} \times p$$

Note: However if there's a limit to the number of trials, the situation will be a little different

Let's assume that Eduardo stops calling after the 3rd unreceived call.

Probability that friend picks up second call

$$P(X=2) = 0.7 \times 0.3 \\ = 0.21$$

" " " " " third call

$$P(X=3) = 0.7^2 \times 0.3 \\ = 0.147$$

" " " " " fourth call

$P(X=4) = 0$ because the fourth call doesn't exist

Probability that Eduardo doesn't talk to his friend.

$$\text{All three calls unanswered: } 0.7^3 \\ = 0.343$$

Probability that Eduardo talks to his friend.

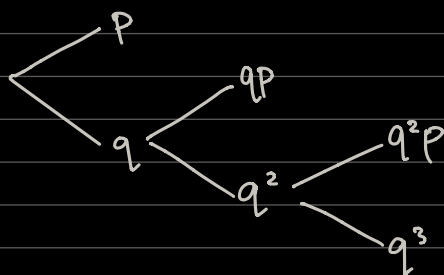
$$\begin{aligned} 1 - (0.7)^3 & \text{ or } P(1) + P(2) + P(3) \\ = 1 - 0.343 & \quad 0.3 + (0.7 \times 0.3) + (0.7^2 \times 0.3) \\ = 0.657 & \quad = 0.3 + 0.21 + 0.147 \\ & \quad = 0.657 \end{aligned}$$

Note: In probability distributions of DRV's, the mode is the variable with the highest probability

↳ In geometric distributions, the mode is always $X=1$, that is, the first trial

In general terms:
* Limited to 3 trials here

p = success
 q = failure



$$p + qp + q^2p + q^3 = 1$$

$$\underline{p + qp + q^2p} = 1 - q^3$$

$$P(X=1) + P(X=2) + P(X=3) = 1 - q^3$$

$$P(X \leq 3) = 1 - q^3$$

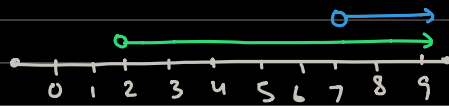
For an r number
of max trials

$$P(X \leq r) = 1 - q^r$$

$$P(X > r) = 1 - P(X \leq r) \\ = 1 - (1 - q^r)$$

$$P(X > r) = q^r$$

↳ Probability that there is not a single success



lets say $a = 2$

$b = 5$

$a + b = 7$

$$X \sim \text{Geo}(p)$$

$$P(X > a + b | X > a) \longrightarrow \frac{P(X > a + b \cap X > a)}{P(X > a)}$$

"|" means "given"

this is the same as

$$\frac{P(X > a + b)}{P(X > a)}$$

$$= \frac{q^{a+b}}{q^a} = q^b = P(X > b)$$

Hence, we can say that:

$$P(X > a + b | X > a) = P(X > b) = q^b$$

↳ Remember this

As a summary, you should remember the following:

$$P(X \leq n) = 1 - q^n$$

$$P(X > n) = q^n$$

$$P(X > a + b | X > a) = P(X > b) = q^b$$

PRACTICE QUESTIONS

Q. Jack is playing a board game in which he needs to throw a 6. Find the probability that...

a) 4 attempts are needed to obtain a 6

$$p = \frac{1}{6} \quad q = \frac{5}{6}$$

$$X \sim \text{Geo}\left(\frac{1}{6}\right)$$

$$\begin{aligned} P(X=4) &= \left(\frac{5}{6}\right)^3 \times \frac{1}{6} \\ &= 0.0965 \rightarrow \underline{\underline{\text{Ans}}} \end{aligned}$$

b) at least two attempts are needed

$$\begin{aligned} P(X \geq 2) &= 1 - P(X < 2) \\ &= 1 - P(X=1) \\ &= 1 - \left(\frac{1}{6}\right) \\ &= \frac{5}{6} \rightarrow \underline{\underline{\text{Ans}}} \end{aligned}$$

c) he throws a 6 in ≤ 3 attempts

$$\begin{aligned} P(X \leq 3) &= 1 - P(X > 3) \quad \dots \rightarrow \text{remember: } P(X > r) = q^r \\ &= 1 - \left(\frac{5}{6}\right)^3 \\ &= 0.421 \rightarrow \underline{\underline{\text{Ans}}} \end{aligned}$$

d) he needs > 3 attempts

$$\begin{aligned} P(X > 3) &= q^3 \\ &= \left(\frac{5}{6}\right)^3 \end{aligned}$$