#### Course 02402 Introduction to Statistics

#### Lecture 2: Random variables and discrete distributions

DTU Compute Technical University of Denmark 2800 Lyngby – Denmark

## Agenda

- Random variables and density functions
- Distribution functions
- Specific (discrete) distributions I: The binomial
  - Example 1
- Specific distributions II: The hypergeometric
  - Example 2
- Specific distributions III: The Poisson
  - Example 3
- Distributions in R
- Mean and variance of discrete distributions

### Overview

- Random variables and density functions
- Distribution functions
- Specific (discrete) distributions I: The binomial
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### Random variables

A random variable represents a value of an outcome *before* the corresponding *experiment* is carried out.

## Random variables

A random variable represents a value of an outcome *before* the corresponding *experiment* is carried out.

- A throw of a dice.
- The number of six'es in ten dice throws.
- Fuel consumption of a car.
- Measurement of glucose level in blood sample.
- ...

### Discrete and continuous random variables

 We distinguish between discrete and continuous random variables.

### Discrete:

- Number of people in this room who wear glasses.
- Number of planes departing from CPH within the next hour.

### Continuous:

- Wind speed measurement.
- Transport time to DTU.
- Today: Discrete. Next week: Continuous.

### Random variable

Before the experiment is carried out, we have a random variable

$$X$$
 (or  $X_1,\ldots,X_n$ )

indicated with capital letters.

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 (or  $X_1,\ldots,X_n$ )

indicated with capital letters.

After the experiment is carried out, we have a *realization* or *observation* 

$$x$$
 (or  $x_1,\ldots,x_n$ )

indicated with lowercase letters.

# Simulate rolling a dice in R

```
# One random draw from (1,2,3,4,5,6)
# with equal probability for each outcome
sample(1:6, size = 1)
```

#### [1] 1

#### Discrete distributions

- Random variables are used to describe an experiment before it is carried out.
- How to do this without yet knowing the outcome?

#### Discrete distributions

- Random variables are used to describe an experiment before it is carried out.
- How to do this without yet knowing the outcome?
- Solution: Use a *density function*.

## Density function, discrete random variable: Definition 2.6

The *density function* (probability density function, pdf) of a discrete random variable:

#### Definition

$$f(x) = P(X = x)$$

Describes the probability that X takes the value x when the experiment is carried out.

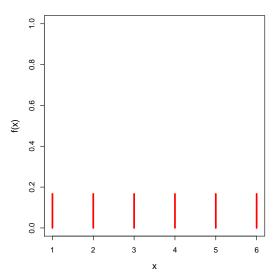
## Density function, discrete random variable, Definition 2.6

The density function of a discrete random variable satisfies two properties:

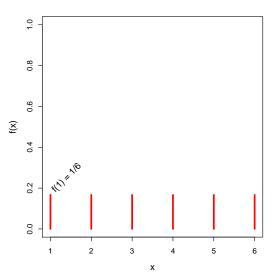
#### **Definition**

$$f(x) \ge 0$$
 for all  $x$  and  $\sum_{\text{all } x} f(x) = 1$ 

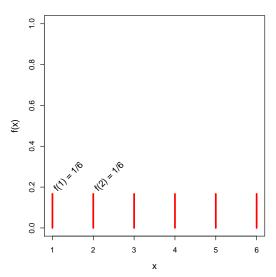
# Density function for a fair dice



# Density function for a fair dice



# Density function for a fair dice



## Sample

If we only have a single observation, can we see the distribution?

## Sample

If we only have a single observation, can we see the distribution? No!

But if we have n observations, then we have a *sample* 

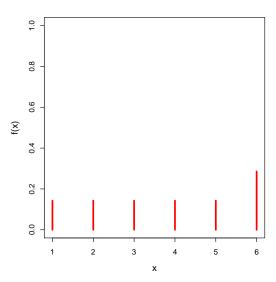
$$\{x_1, x_2, ..., x_n\}$$

and we can begin to get an idea of the distribution.

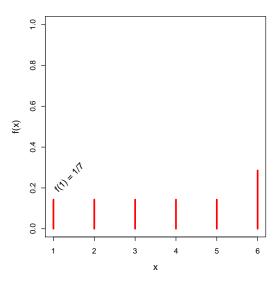
## Simulation of n rolls with a fair dice

```
# Number of simulated realizations (sample size)
n < -30
# n independent random draws from the set (1,2,3,4,5,6)
# with equal probability of each outcome
xFair <- sample(1:6, size = n, replace = TRUE)
xFair
# Count number of each outcome using the 'table' function
table(xFair)
# Plot the empirical pdf
plot(table(xFair)/n, lwd = 10, ylim = c(0,1), xlab = "x",
     vlab = "Density f(x)")
# Add the true pdf to the plot
lines(rep(1/6,6), lwd = 4, type = "h", col = 2)
# Add a legend to the plot
legend("topright", c("Empirical pdf", "True pdf"), lty = 1, col = c(1,2),
      1wd = c(5, 2), cex = 0.8
```

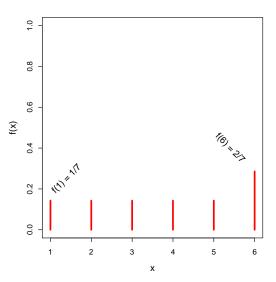
# Density function for an unfair dice



# Density function for an unfair dice



# Density function for an unfair dice



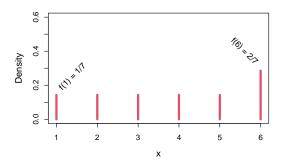
### Simulation of *n* rolls with an unfair dice

```
# Number of simulated realizations (sample size)
n < -30
# n independent random draws from the set (1,2,3,4,5,6)
# with higher probability of getting a six
xUnfair \leftarrow sample(1:6, size = n, replace = TRUE, prob = c(rep(1/7,5),2/7))
xUnfair
# Plot the empirical pdf
plot(table(xUnfair)/n, lwd = 10, ylim = c(0,1), xlab = "x",
     ylab = "Density f(x)")
# Add the true pdf to the plot
lines(c(rep(1/7,5),2/7), lwd = 4, type = "h", col = 2)
# Add a legend to the plot
legend("topright", c("Empirical pdf", "True pdf"), lty = 1, col = c(1,2),
       1wd = c(5, 2), cex = 0.8
```

## Some questions

Let X describe one throw with the *unfair* dice. What is:

- The probability of getting a 4?
- The probability of getting a 5 or a 6?
- The probability of getting less than 3?



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# Distribution function, discrete random variable: Definition 2.9

The *distribution function* (cumulative distribution function, cdf) of a discrete random variable:

#### Definition

$$F(x) = P(X \le x) = \sum_{j \text{ where } x_j \le x} f(x_j)$$

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=  $F(2)$  the distribution function  
=  $P(X = 1) + P(X = 2)$ 

Let *X* represent one throw with a fair dice.

$$\begin{split} P(X < 3) &= P(X \le 2) \\ &= F(2) \text{ the distribution function} \\ &= P(X = 1) + P(X = 2) \\ &= f(1) + f(2) \text{ the density function} \end{split}$$

Let *X* represent one throw with a fair dice.

$$\begin{split} P(X < 3) &= P(X \le 2) \\ &= F(2) \text{ the distribution function} \\ &= P(X = 1) + P(X = 2) \\ &= f(1) + f(2) \text{ the density function} \\ &= \frac{1}{6} + \frac{1}{6} = \frac{1}{3} \end{split}$$

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$$P(X \ge 3)$$

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$$P(X \ge 3) = 1 - P(X \le 2)$$
  
=  $1 - F(2)$  the distribution function  
=  $1 - \frac{1}{3} = \frac{2}{3}$ 

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# Specific discrete distributions

- A number of different statistical distributions exist, which may be used to describe and analyse different types of problems.
- Today, we consider only <u>discrete</u> distributions:
  - The binomial distribution
  - The hypergeometric distribution
  - The Poisson distribution

#### The Binomial distribution

- An experiment with two outcomes, "success" or "failure", is repeated (independent repetitions).
- *X* is the number of successes after *n* repetitions.

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- An experiment with two outcomes, "success" or "failure", is repeated (independent repetitions).
- *X* is the number of successes after *n* repetitions.
- Then X follows a binomial distribution:

$$X \sim B(n,p)$$

- n: number of repetitions
- p: probability of success in each repetition

### The density function of the binomial distribution

The probability of x successes:

$$f(x; n, p) = P(X = x) = \binom{n}{x} p^{x} (1-p)^{n-x}$$

where

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

Suppose that  $X \sim B(4,p)$ , i.e. n = 4. Find the probability of 3 successes.

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- Probability of 3 successes: P(X = 3).
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- Probability of 3 successes: P(X = 3).
- Three successes can be obtained in four "ways": sssf, ssfs, sfss, fsss.
- Thus,

$$\binom{n}{x} = \binom{4}{3} = \frac{4!}{3!(4-3)!} = \frac{4 \cdot 3 \cdot 2 \cdot 1}{3 \cdot 2 \cdot 1 \cdot 1} = 4,$$

and

$$P(X=3) = 4p^3(1-p)$$
.

### Simulation from a binomial distribution

```
## Probability of success
p <- 0.1

## Number of repetitions
nRepeat <- 30

## Simulate Bernoulli experiment 'nRepeat' times
tmp <- sample(c(0,1), size = nRepeat, prob = c(1-p,p), replace = TRUE)

# Compute 'x'
sum(tmp)

## Or: Use the binomial distribution simulation function
rbinom(1, size = 30, prob = p)</pre>
```

### Example: Fair dice

```
# Number of simulated realizations (sample size)
n <- 30

# n independent random draws from the set (1,2,3,4,5,6)
# with equal probability for each outcome
xFair <- sample(1:6, size = n, replace = TRUE)

# Count the number of six'es
sum(xFair == 6)

## Do the same using 'rbinom()' instead
rbinom(n = 1, size = 30, prob = 1/6)</pre>
```

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Assume that six errors occur, and that the probability of any error being corrected within the same day is 70%. What is the probability that all six errors are corrected within the same day that they occurred?

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- Step 1) What should be described by a random variable X?
   The number of corrected errors.
- Step 2) What is the distribution of X?
   A binomial distribution with n = 6 and p = 0.7.

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Step 3) Which probability should be computed?

$$P(X=6) = f(6;6,0.7)$$

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## The hypergeometric distribution

 Again, X is the the number of successes, but now without replacement when repeating.

# The hypergeometric distribution

- Again, X is the the number of successes, but now without replacement when repeating.
- X follows the hypergeometric distribution

$$X \sim H(n, a, N)$$

- *n* is the number of draws (repetitions)
- a is the number of successes in the population
- N is the number of elements in the (entire) population

# The hypergeometric distribution

• The probability of getting x successes is

$$f(x;n,a,N) = P(X=x) = \frac{\binom{a}{x}\binom{N-a}{n-x}}{\binom{N}{n}}$$

- *n* is the number of draws (repetitions)
- a is the number of successes in the population
- *N* is the number of elements in the (entire) population

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A random sample of 3 harddisks is taken. What is the probability that at least 1 of them has scratches?

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- Step 3) Which probability should be computed?

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- Step 2) What is the distribution of X? A hypergeometric distribution with n = 3, a = 2, N = 10.
- Step 3) Which probability should be computed?  $P(X \ge 1) = 1 - P(X = 0) = 1 - f(0, 3, 2, 10)$

# Binomial vs. hypergeometric

- The binomial distribution is used to analyse samples with replacement.
- The hypergeometric distribution is used to analyse samples without replacement.

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#### The Poisson distribution

- The Poisson distribution is often used as a distribution (model) for counts, which do not have a natural upper bound.
- The Poisson distribution is often characterized by its *intensity*, which is on the form "number/unit", and often denoted  $\lambda$ .

#### The Poisson distribution

$$X \sim Po(\lambda)$$

The density function:

$$f(x) = P(X = x) = \frac{\lambda^x}{x!}e^{-\lambda}$$

The distribution function:

$$F(x) = P(X \le x)$$

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What is the probability that at most two patients are hospitalized in Copenhagen due to air pollution on any given day?

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- Step 2) What is the distribution of *X*? A Poisson distribution with  $\lambda = 0.3$ .

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  A Poisson distribution with  $\lambda = 0.3$ .
- Step 3) Which probability should be computed?

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   The number of patients on a given day.
- Step 2) What is the distribution of X?
   A Poisson distribution with λ = 0.3.
- Step 3) Which probability should be computed?

$$P(X \le 2) = P(X = 0) + P(X = 1) + P(X = 2)$$

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R	Name
binom	Binomial
hyper	Hypergeometric
pois	Poisson

- $\mathbf{d} f(x)$ , probability density function
- p F(x), cumulative distribution function
- r random numbers from the distribution
- q quantiles of the distribution ("inverse" of F(x))

**Example:** The binomial distribution,  $P(X \le 5) = F(5; 10, 0.6)$ 

$$pbinom(q = 5, size = 10, prob = 0.6)$$

[1] 0.37

?pbinom

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# Mean (expectation, expected value)

Mean of a discrete random variable, Definition 2.13:

#### Definition

$$\mu = E(X) = \sum_{\mathsf{all}\, x} x f(x)$$

- The "true mean" of X (as opposed to the sample mean).
- Expresses the "center" of the distribution of X.

# Example: Mean of a throw with a fair dice

$$\mu = E(X)$$
=  $1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} + 4 \cdot \frac{1}{6} + 5 \cdot \frac{1}{6} + 6 \cdot \frac{1}{6}$ 
= 3.5

# Link to sample mean - learning from simulations

```
# Number of simulated realizations (sample size)
n <- 30

# Sample independently from the set (1,2,3,4,5,6)
# with equal probability of outcomes
xFair <- sample(1:6, size = n, replace = TRUE)

# Compute the sample mean
mean(xFair)</pre>
```

[1] 3.3

# Asymptotics, increasing the sample size

The more observations (the larger the sample size), the closer you get to the true mean:

$$\lim_{n\to\infty}\hat{\mu}=\mu$$

• Try increasing n in the simulations in R.

#### Variance

Variance of a discrete random variable, Definition 2.16:

#### Definition

$$\sigma^2 = Var(X) = \sum_{\text{all } x} (x - \mu)^2 f(x)$$

- Measures average dispersion/spread.
- The "true variance" of *X* (as opposed to the sample variance).

# Example: Variance of a throw with a fair dice

$$\sigma^{2} = E[(X - \mu)^{2}]$$

$$= (1 - 3.5)^{2} \cdot \frac{1}{6} + (2 - 3.5)^{2} \cdot \frac{1}{6} + (3 - 3.5)^{2} \cdot \frac{1}{6}$$

$$+ (4 - 3.5)^{2} \cdot \frac{1}{6} + (5 - 3.5)^{2} \cdot \frac{1}{6} + (6 - 3.5)^{2} \cdot \frac{1}{6}$$

$$\approx 2.92$$

# Link to sample variance - learning from simulations

```
# Number of simulated realizations (sample size)
n <- 30

# Sample independently from the set (1,2,3,4,5,6)
# with equal probability of outcomes
xFair <- sample(1:6, size = n, replace = TRUE)

# Compute the sample variance
var(xFair)</pre>
```

[1] 2.4

# Mean and variance of specific discrete distributions

### The binomial distribution

• Mean:

$$\mu = n \cdot p$$

Variance:

$$\sigma^2 = n \cdot p \cdot (1 - p)$$

### Mean and variance of specific discrete distributions

# The hypergeometric distribution

• Mean:

$$\mu = n \cdot \frac{a}{N}$$

Variance:

$$\sigma^2 = \frac{n \cdot a \cdot (N-a) \cdot (N-n)}{N^2 \cdot (N-1)}$$

# Mean and variance of specific discrete distributions

# The poisson distribution

• Mean:

$$\mu = \lambda$$

Variance:

$$\sigma^2 = \lambda$$

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