



CONTINUOUS RANDOM VARIABLES

MAT 152 - Statistical Methods I

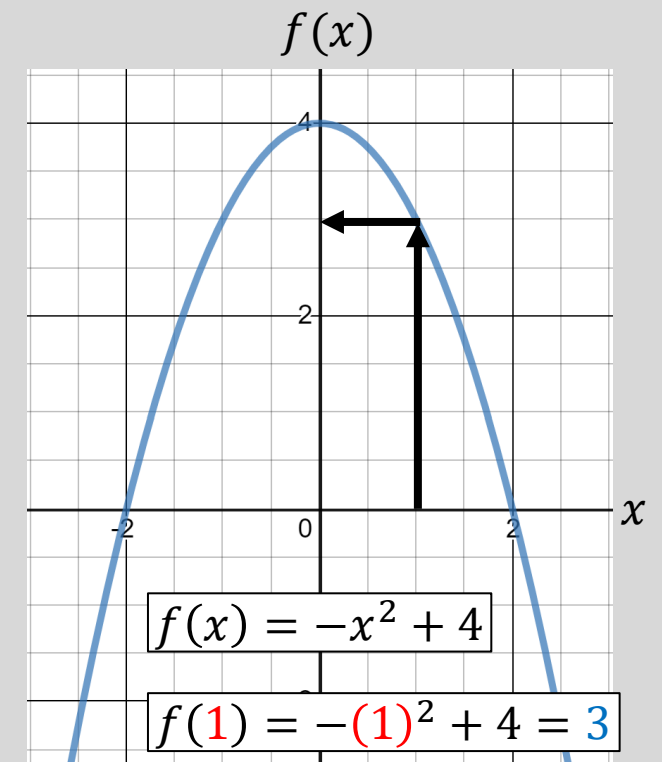
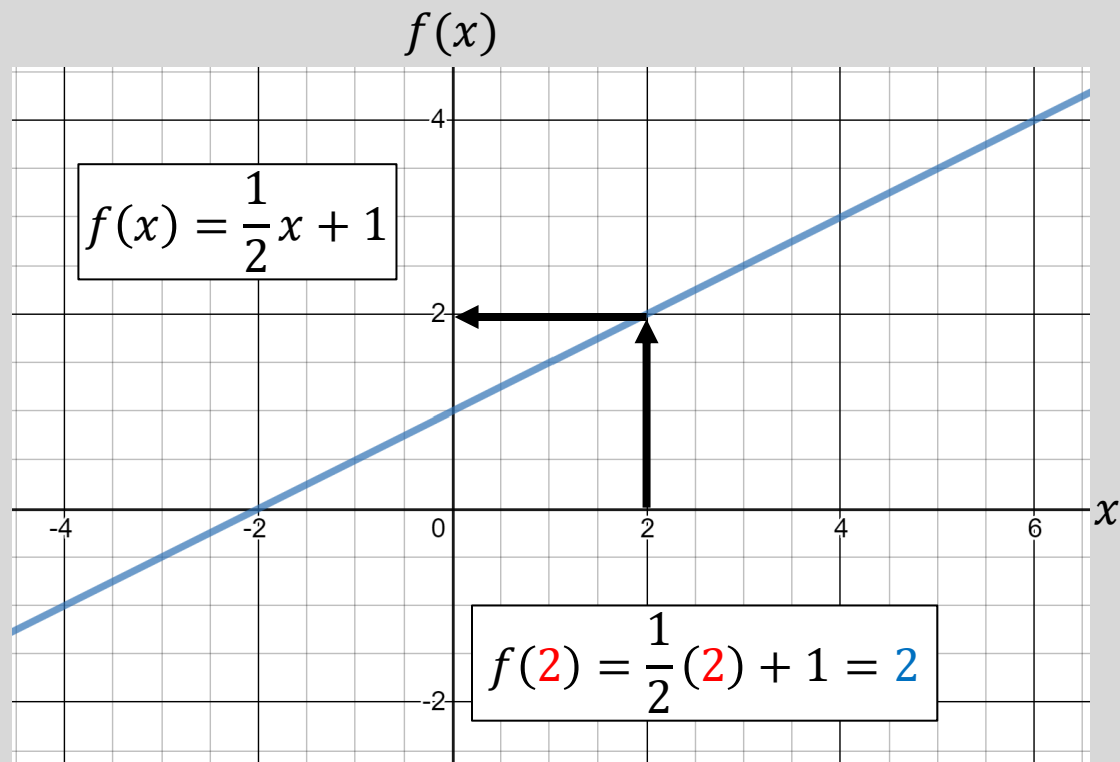
Lecture 1

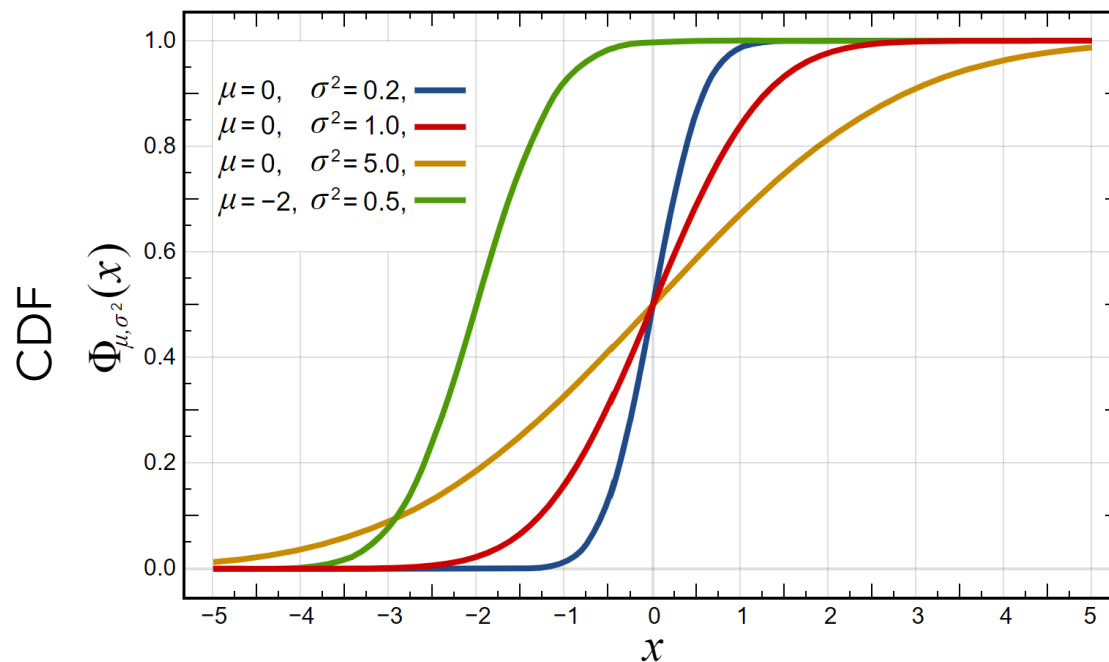
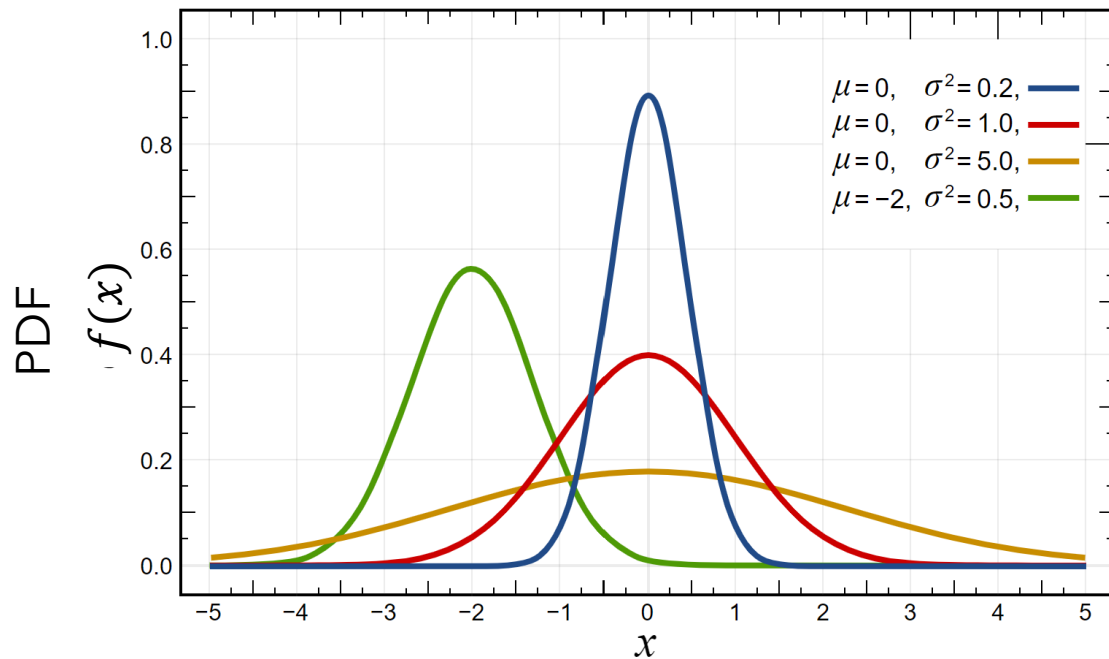
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A Quick Review of Functions

- You will recall that functions, represented as $f(x)$, represent a curve in space.





Continuous Probability Distributions

- The graph of a continuous probability distribution is a curve. It is called the **probability density function (pdf)** and is notated as $f(x)$.
- The area under the curve is the probability and is given by the **cumulative density function (cdf)**.
- Outcomes are measured, not counted.
- The entire area under $f(x)$ is equal to 1.
- Probability is found for intervals, not individual x values.

Example



Suppose the amount of time a customer must wait at a supermarket's checkout counter is between 0 and 3 minutes. All times between these values are equally likely. Use the probability density function, $f(x)$, to determine the probability of a customer waiting 1.25 to 1.5 minutes.

$$P(1.25 < x < 1.5) = ?$$

Note the area under the pdf.

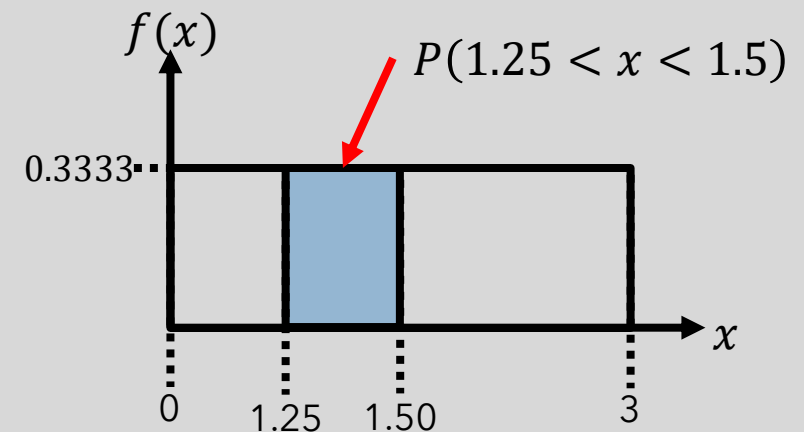
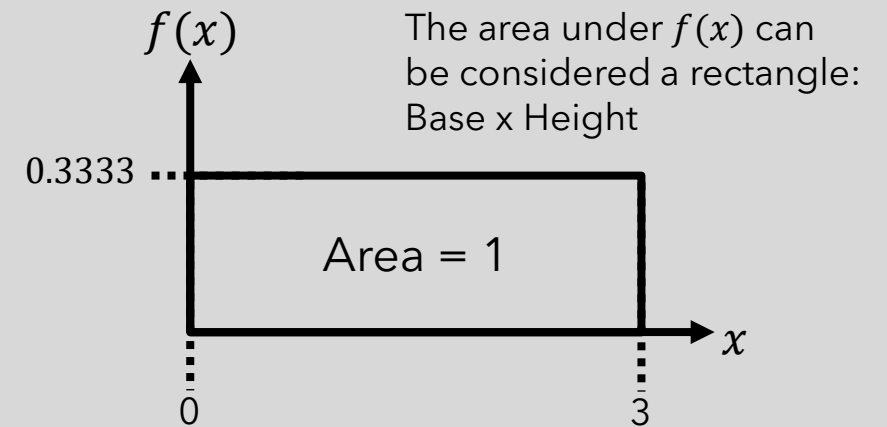
$$\text{Area} = \text{Base} \times \text{Height} = 1$$

$$\text{Area} = (3 - 0) \cdot 0.3333 \approx 1$$

$$P(1.25 < x < 1.5) = (1.50 - 1.25) \cdot 0.3333 \approx 0.08333$$

Note that, for continuous distributions:

$$P(1.25 < x < 1.5) = P(1.25 \leq x \leq 1.5)$$



Example



Consider the following pdf.

$$f(x) = \begin{cases} \frac{1}{5}x & 0 \leq x \leq 2 \\ \frac{2}{3}\left(1 - \frac{1}{5}x\right) & 2 < x \leq 5 \end{cases}$$

Determine $P(x = 2)$.

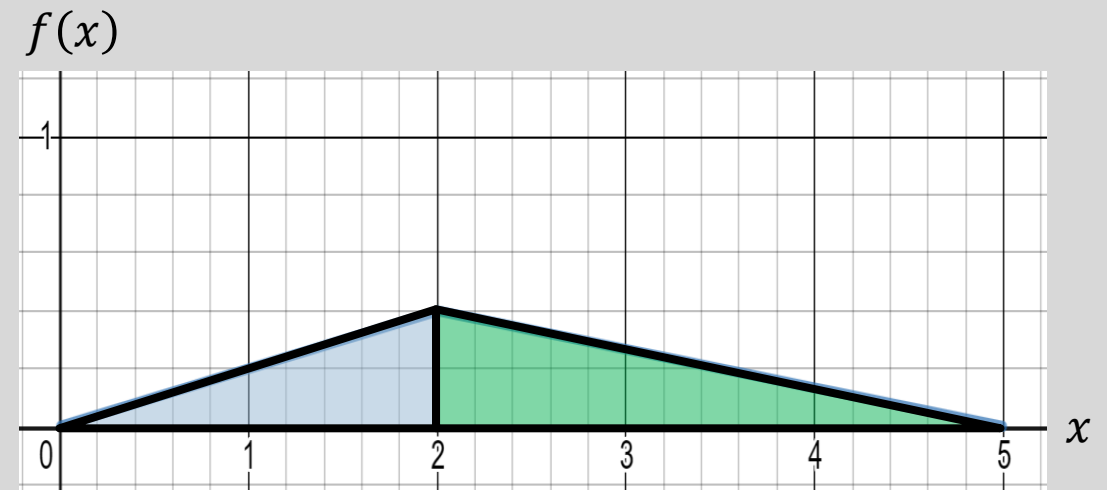
$$P(x = 2) = (2 - 2) \cdot (0.4) = 0$$

Determine $P(x < 2)$.

$$P(x < 2) = \frac{1}{2}bh = \frac{1}{2} \cdot (2 - 0) \cdot (0.4) = 0.4$$

Determine $P(x > 2)$.

$$1 - P(x < 2) = 0.6$$



$$\text{Area of a triangle} = \frac{1}{2}bh$$

"Complicated" Probability Distribution Functions

For more complex probability density functions, calculus is needed to find the area under the curve.

- "Integral calculus" is used to find the area under complicated functions.

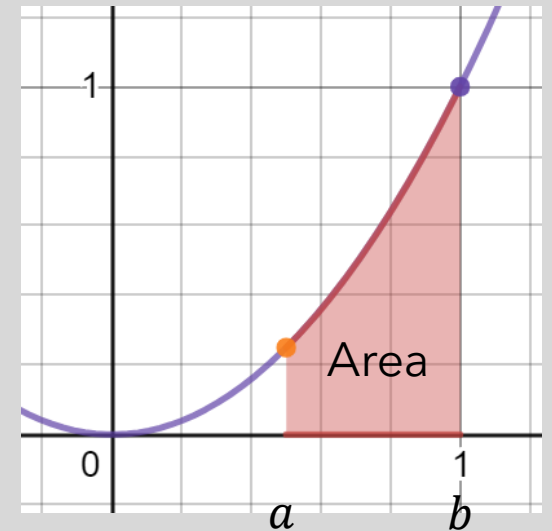
- The integral is used to find areas along segments:

$$\text{Area} = \int_a^b f(x) dx$$

Interval of interest → a

Function of interest → $f(x)$

Variable of interest → x



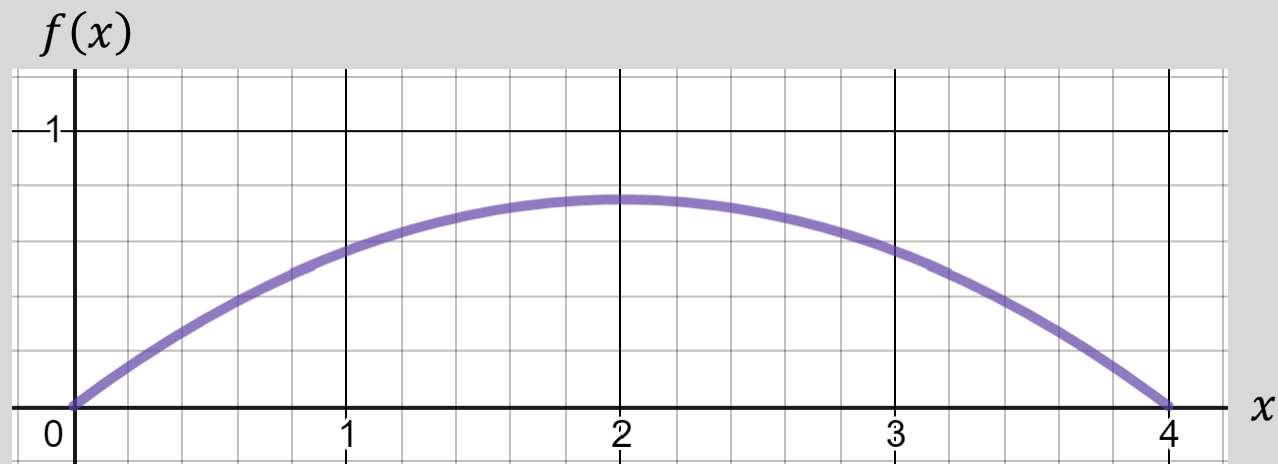
Many integrals can be solved by hand. (However, some cannot!)

Complicated Example

Consider the pdf $f(x) = \frac{3}{32}(4 - (x - 2)^2)$ on the interval $0 \leq x \leq 4$. (See plot below).

Determine $P(1 < x < 2)$.

$$P(1 < x < 2) = \int_1^2 \frac{3}{32}(4 - (x - 2)^2) dx = \frac{3}{32} \left[\int_1^2 4 dx - \int_1^2 (x - 2)^2 dx \right] = \frac{3}{32} \left[4[x]_1^2 - \frac{1}{3}[(x - 2)^3]_1^2 \right] = 0.34375$$



Complicated Example (cont.)

Technology can be used to integrate more complicated probability density functions.

$$\int_1^2 \frac{3}{32} (4 - (x - 2)^2) dx$$

Becomes:

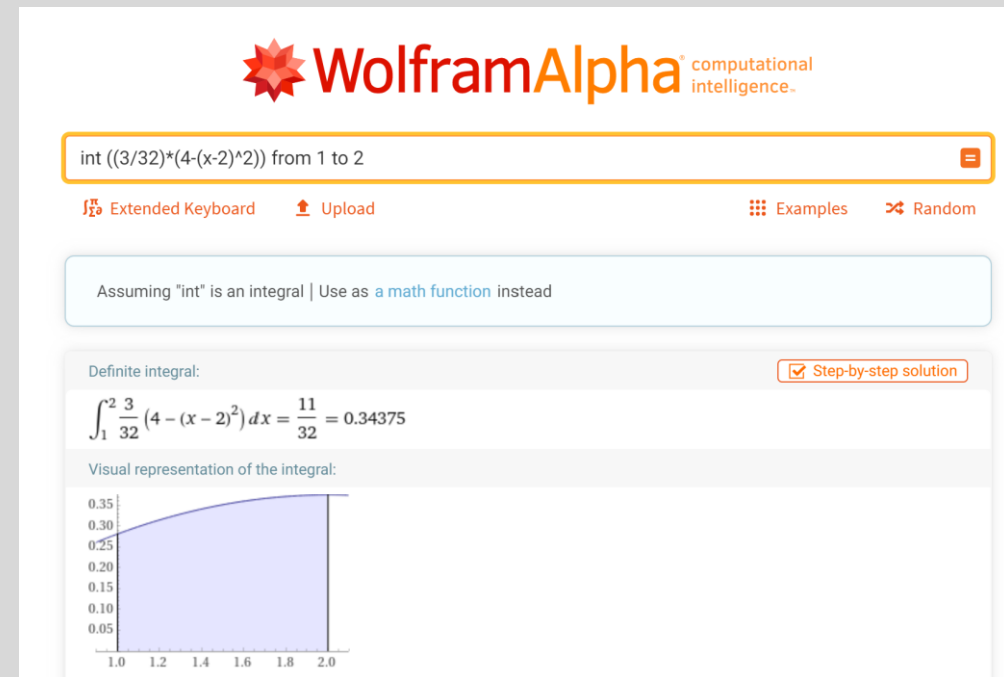
Int (3/32)*(4-(x-2)^2) 1 to 2

Fractions are in parentheses

"*" is used for multiplication

"^" is used for exponents

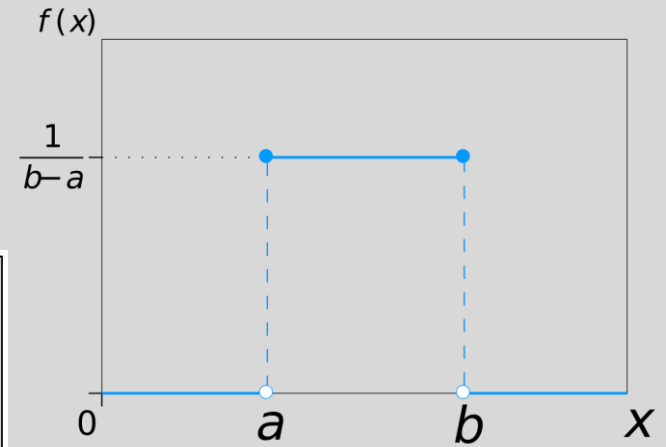
"from 1 to 2" indicates the interval



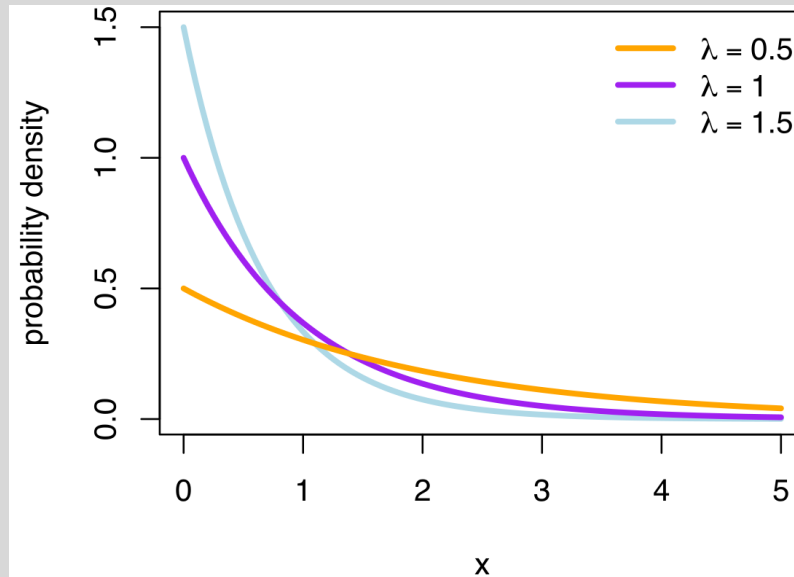
Wolframalpha.com

Common Distributions

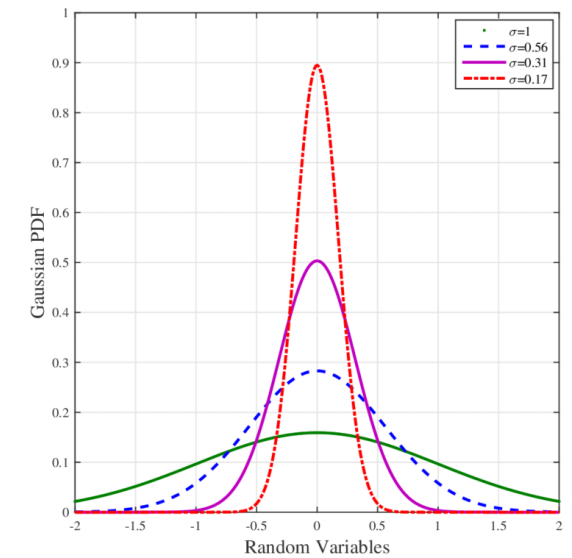
The Uniform Distribution

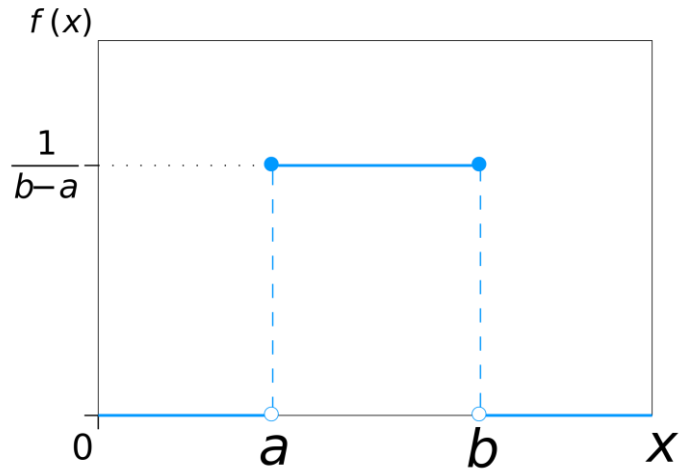


The Exponential Distribution



The Normal Distribution





The Uniform Distribution

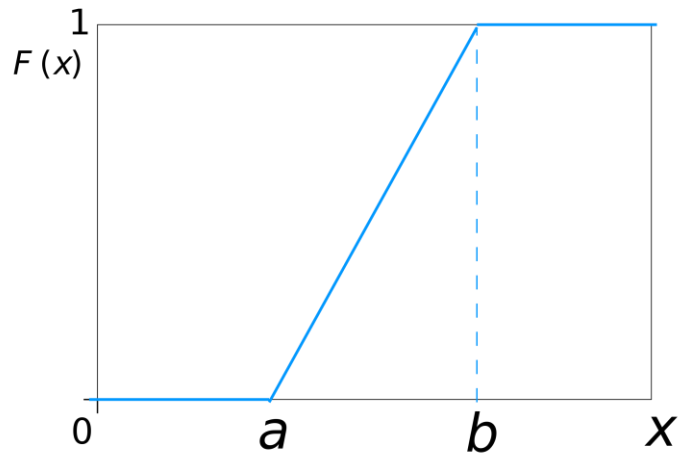
$$f(x) = \begin{cases} \frac{1}{b-a} & a \leq x \leq b \\ 0 & \text{else} \end{cases}$$

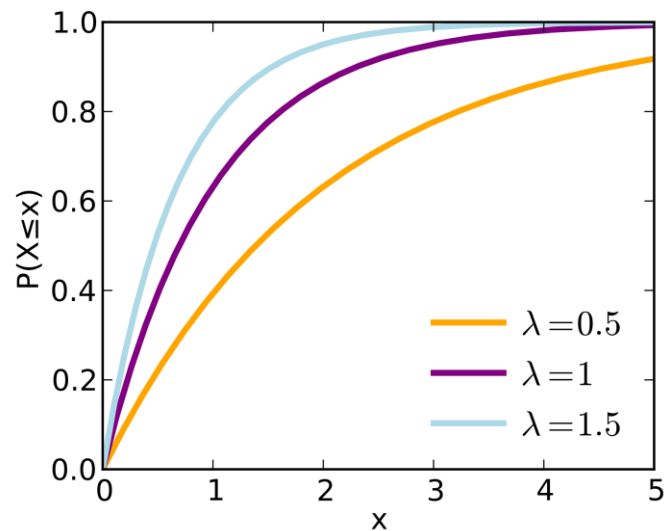
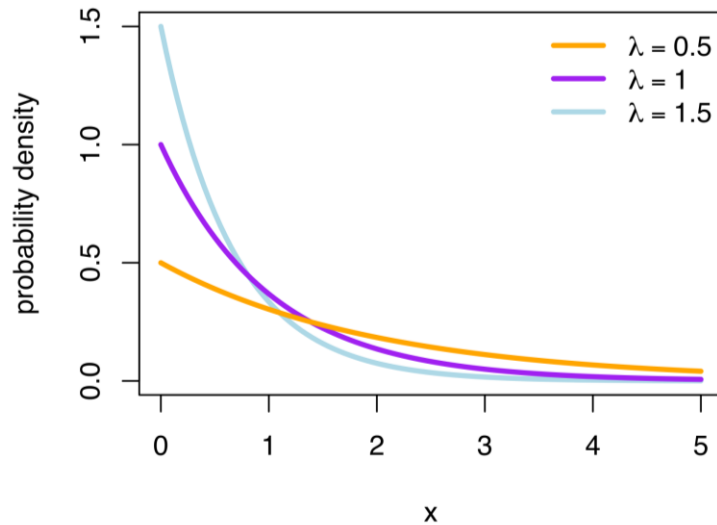
Symmetric distribution

All outcomes are equally likely

Random number generation

Example: location of a raindrop on a patio during a rainstorm.





The Exponential Distribution

$$f(x) = \frac{1}{\mu} e^{-\frac{1}{\mu}x} \text{ for } x \geq 0$$

Continuous version of the geometric distribution

Inter-arrival time of events in a Poisson process

Example: the number of days ahead of time that airline passengers purchase their tickets.

The Normal Distribution

$$f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

Values centered about a mean.

Heights, grades, etc.

