

# Lecture 3

## 2. Hypergeometric Model

This is the version of the Binomial model, **without replacement**. That will make a *great* difference, not only in the computational formulas, but in the parameters of the model.

**Model:** There are  $N$  ( $N \in \mathbb{N}$ ) objects,  $n_1$  ( $n_1 \leq N$ ) of which have a certain trait (we could call that “success”). A number of  $n$  ( $n \leq N$ ) objects are selected, one at a time, **without replacement**. Find the probability  $P(n; k)$  of exactly  $k$  ( $0 \leq k \leq n$ ) of the  $n$  objects selected, having that trait (i.e.  $k$  successes).

In the other setup, the model could be described as: There are  $N$  ( $N \in \mathbb{N}$ ) balls in a box,  $n_1$  ( $n_1 \leq N$ ) of which are white, the rest of them ( $N - n_1$ ) black. A number of  $n$  ( $n \leq N$ ) balls are extracted, one at a time, **without putting them back**. Find the probability  $P(n; k)$  of exactly  $k$  ( $0 \leq k \leq n$ ) white balls being selected.

## Remark 2.1.

The parameters in a Hypergeometric model are  $N$  (total number of objects),  $n_1$  (number of objects with a certain property) and  $n$  (number of trials). Again,  $k$  is **not** a parameter of the model.

## Proposition 2.2.

The probability  $P(n; k)$  in a Hypergeometric model is given by

$$P(n; k) = \frac{C_{n_1}^k C_{N-n_1}^{n-k}}{C_N^n}, \quad k = 0, 1, \dots, n. \quad (2.1)$$

**Remark 2.3.**

1. Intuitively, the probability  $P(n; k)$  in (2.1) can be computed using the **classical definition of probability**:

The total number of possible outcomes for the experiment is  $C_N^n$ .

There are  $C_{n_1}^k$  ways of choosing the  $k$  objects from the first category and  $C_{N-n_1}^{n-k}$  ways of choosing the remaining  $n - k$  objects from the rest (without replacement), and the two actions are **independent of each other**, so the number of favorable outcomes is  $C_{n_1}^k C_{N-n_1}^{n-k}$ .

2. As before,

$$\sum_{k=0}^n P(n; k) = 1, \text{ i.e. } \sum_{k=0}^n C_{n_1}^k C_{N-n_1}^{n-k} = C_N^n.$$

## Example 2.4.

There are 15 boys and 20 girls in a probability class. Ten people are selected for a certain project. Find the probability that the group contains

- an equal number of boys and girls (event A),
- at least one girl (event B).

**Solution.** This is a **Hypergeometric model** with  $N = 35$  and  $n = 10$ . If we choose “success” to mean “selecting a girl” (case I), then  $n_1 = 20$ , otherwise (“success” = “choosing a boy”, case II) ,  $n_1 = 15$ .

a) For event A, an equal number of boys and girls out of 10 people, means 5 boys and 5 girls. Therefore,

In case I,

$$P(A) = P(10; 5) = \frac{C_{20}^5 C_{15}^5}{C_{35}^{10}} \approx 0.2536.$$

In case II,

$$P(A) = P(10; 5) = \frac{C_{15}^5 C_{20}^5}{C_{35}^{10}} \approx 0.2536.$$

**b)** For event  $B$ , since the question is about the number of girls being selected, it is easier to go with case I.

“At least one girl” means the number of girls could be 1 or 2 or ... or 10. Let us look at the **complementary event**, which would be “at most 0 girls”, or “0 girls”. There are fewer numbers to consider, so it is easier to compute the probability of the contrary event. Thus,

$$P(B) = 1 - P(\overline{B}) = 1 - P(10; 0) = 1 - \frac{C_{20}^0 C_{15}^{10}}{C_{35}^{10}} = 1 - \frac{C_{15}^{10}}{C_{35}^{10}} \approx 0.9999.$$

If we consider case II, the event would be “at most 9 boys” and again it is easier to compute the probability of the contrary event, i.e. “at least 10 boys”, which means “10 boys”. So,

$$P(B) = 1 - P(\overline{B}) = 1 - P(10; 10) = 1 - \frac{C_{15}^{10} C_{20}^0}{C_{35}^{10}} \approx 0.9999.$$

**Note:** whichever we consider as “success”, of course the result should be **the same**.

### 3. Poisson Model

This model is a generalization of the Binomial model, in the sense that it allows **the probability of success to vary** at each trial. Everything else is the same. So, instead of one probability of success  $p$ , we will have probabilities of success  $p_1, p_2, \dots, p_n$ , one for each of the  $n$  trials.

**Model:** Consider an experiment where in each trial there are two possible outcomes, “success”,  $A$ , and “failure”,  $\bar{A}$ . The probability of success in the  $i$ th trial is  $p_i$  (and, accordingly, the probability of failure is  $q_i = 1 - p_i$ ). Find the probability  $P(n; k)$  that in  $n$  independent such trials, exactly  $k$  ( $0 \leq k \leq n$ ) successes occur.

The parameters of a Poisson model are  $n$  and  $p_1, p_2, \dots, p_n$  (**not**  $k$ ).

### Proposition 3.1.

The probability  $P(n; k)$  in a Poisson model is given by

$$P(n; k) = \sum_{1 \leq i_1 < \dots < i_k \leq n} p_{i_1} \dots p_{i_k} q_{i_{k+1}} \dots q_{i_n}, \quad k = 0, 1, \dots, n, \quad (3.1)$$

where  $i_{k+1}, \dots, i_n \in \{1, \dots, n\} \setminus \{i_1, \dots, i_k\}$ .

**Remark 3.2.**

1. The number  $P(n; k)$  is the coefficient of  $x^k$  in the polynomial expansion

$$(p_1x + q_1) \dots (p_nx + q_n) = \sum_{k=0}^n P(n; k)x^k$$

and, for the Poisson model, **this is the computational formula** that we will use.

2. Again, as a consequence (let  $x = 1$  above),

$$\sum_{k=0}^n P(n; k) = 1.$$

3. If  $p_i = p$  (and consequently,  $q_i = q$ ),  $\forall i = \overline{1, n}$ , then this becomes the **Binomial model** and (3.1) is reduced to (1.7) in Lecture 2.

### Example 3.3 (The Three Shooters Problem).

Three shooters aim at a target and they hit it (independently of each other) with probabilities 0.4, 0.5 and 0.7, respectively. Each of them shoots once. Find the probability  $p$  that the target is hit once.

#### Solution.

A trial is “a person shoots the target”. Define “success” as “the target is hit”.

Then we have a **Poisson model** with  $n = 3$  independent trials and  $p_1 = 0.4$ ,  $p_2 = 0.5$ ,  $p_3 = 0.7$ .

We want the probability of 1 success occurring. Hence  $p = P(3; 1)$  and it is equal to the coefficient of  $x$  in the polynomial

$$(0.4x + 0.6)(0.5x + 0.5)(0.7x + 0.3) = 0.14x^3 + 0.41x^2 + 0.36x + 0.09,$$

i.e.

$$p = 0.36.$$

## 4. Pascal (Negative Binomial) Model

This model is a little different from the previous ones, in the sense that, we are not only interested in *number* of successes and failures, but also **how they occur**, i.e. in the **rank** of a success. Another novelty is that in this model we have (theoretically) an **infinite number of trials**.

**Model:** Consider an infinite sequence of Bernoulli trials with probability of success  $p$  (and probability of failure  $q = 1 - p$ ) in each trial. Find the probability  $P(n, k)$  of the  $n$ th success occurring after  $k$  failures ( $n \in \mathbb{N}$ ,  $k \in \mathbb{N} \cup \{0\}$ ).

### Remark 4.1.

For the Pascal model, again the parameters are  $n$  (rank of the success we want) and  $p$  (probability of success), but  $n$  has a different meaning than the one in the Binomial model. Again  $k$  is **not** a parameter of the model, it varies from 0 to  $\infty$ .

## Proposition 4.2.

The probability  $P(n, k)$  in a Negative Binomial model is given by

$$P(n, k) = C_{n+k-1}^k p^n q^k, \quad k = 0, 1, \dots \quad (4.1)$$

### Remark 4.3.

1. The probability  $P(n; k)$  is the coefficient of  $x^k$  in the expansion

$$\left( \frac{p}{1 - qx} \right)^n = \sum_{k=0}^{\infty} P(n, k) x^k, \quad |qx| < 1,$$

hence the name.

2. As before,

$$\sum_{k=0}^{\infty} P(n, k) = 1.$$

## 5. Geometric Model

Although a particular case for the Pascal Model (case  $n = 1$ ), the Geometric model comes up in many applications and deserves a place of its own.

**Model:** Consider an infinite sequence of Bernoulli trials with probability of success  $p$  (and probability of failure  $q = 1 - p$ ) in each trial. Find the probability  $p_k$  that the first success occurs after  $k$  failures ( $k \in \mathbb{N} \cup \{0\}$ ).

There is only one parameter for this model,  $p$ .

### Proposition 5.1.

The probability  $p_k$  in a Geometric model is given by

$$p_k = pq^k, \quad k = 0, 1, \dots \quad (5.1)$$

**Remark 5.2.**

1. The number  $p_k$  is the coefficient of  $x^k$  in the Geometric expansion (series)

$$\frac{p}{1 - qx} = \sum_{k=0}^{\infty} p_k x^k, \quad |qx| < 1,$$

hence the name.

2. Again,

$$\sum_{k=0}^{\infty} p_k = \sum_{k=0}^{\infty} pq^k = 1,$$

(the Geometric series).

### Remark 5.3.

In a Geometric model setup, one might count the number of **trials** (not just *failures*) needed to get the 1<sup>st</sup> success. The model would then be: In an infinite sequence of Bernoulli trials with probability of success  $p$  (and probability of failure  $q = 1 - p$ ), find the probability  $\tilde{p}_k$  that it takes  $k$  trials to get the first success ( $k \in \mathbb{N}$ ). Then that would be

$$\tilde{p}_k = pq^{k-1}, \quad k = 1, 2, \dots$$

Of course, if  $X$  is the number of failures and  $Y$  the number of trials, then we simply have  $Y = X + 1$  (the number of failures plus the one success).

## Example 5.4.

When a die is rolled, find the probability of the following events:

- A: the first 6 appears after exactly 5 throws;
- B: the 3<sup>rd</sup> even appears after exactly 5 throws.

### Solution.

a) For event A, success means that face 6 appears, hence  $p = 1/6$ . We want the first success to occur after 5 failures, so this is a **Geometric model**. By (5.1), we have

$$P(A) = p_5 = \frac{1}{6} \left(\frac{5}{6}\right)^5 \approx 0.067.$$

b) For event B, success means that an even number shows, so  $p = 1/2$ . This fits the **Pascal model** with  $n = 3$  and  $p = 1/2$ . The 3<sup>rd</sup> even appears after 5 throws (on the 6<sup>th</sup> throw), which means after 3 odds, i.e. after 3 failures.

Thus, using (4.1), we have

$$P(B) = P(3, 3) = C_5^3 \left(\frac{1}{2}\right)^3 \left(\frac{1}{2}\right)^3 \approx 0.1562.$$

# Chapter 3. Random Variables and Random Vectors

- to do a more rigorous study of random phenomena, we need to give them a more general **quantitative description**;
- that materializes in **random variables**, variables whose observed values are determined by **chance**;
- random variables are the **fundamentals** of modern Statistics;
- they fall into one of two categories:
  - *discrete* or
  - *continuous*.

# 1. Discrete Random Variables and Probability Distribution Function

## Definition 1.1.

Let  $(S, \mathcal{K}, P)$  be a probability space. A **random variable** is a function  $X : S \rightarrow \mathbb{R}$  satisfying the property that for every  $x \in \mathbb{R}$ , the event

$$(X \leq x) := \{e \in S \mid X(e) \leq x\} \in \mathcal{K}. \quad (1.1)$$

## Definition 1.2.

A random variable  $X : S \rightarrow \mathbb{R}$  is a **discrete random variable** if the set of values that it takes,  $X(S)$ , is at most countable (i.e., finite or countably infinite) in  $\mathbb{R}$ .

### Example 1.3.

Consider the experiment of rolling a die. Then the sample space is

$$S = \{e_1, \dots, e_6\},$$

where  $e_i$  represents the event that face  $i$  shows on the die,  $i = \overline{1, 6}$ .

Let  $\mathcal{K} = \mathcal{P}(S)$  (all subsets of  $S$ ) and  $P$  be given by classical probability.  
Define  $X : S \rightarrow \mathbb{R}$  by

$$X(e_i) = i, \quad i = 1, \dots, 6.$$

Let us check that this is a discrete random variable.

For any  $x \in \mathbb{R}$ , the event (set)  $(X \leq x) \subseteq S$ , so it obviously belongs to  $\mathcal{K}$ .

Thus  $X$  is a **well-defined random variable** (it satisfies (1.1)).

Since the set of values that it takes  $X(S) = \{1, \dots, 6\}$  is *finite*,  $X$  is also a **discrete random variable**.

### Example 1.4 (The indicator of an event).

Consider a probability space  $(S, \mathcal{K}, P)$  over the sample space  $S$  of some experiment. For any event  $A \in \mathcal{K}$ , define  $X_A : S \rightarrow \mathbb{R}$  by

$$X_A(e) = \begin{cases} 0, & e \notin A \quad (e \in \bar{A}) \\ 1, & e \in A \end{cases} \quad (1.2)$$

First off,  $X_A(S) = \{0, 1\}$ , which is obviously *countable*.

Let us check condition (1.1).

- Let  $x < 0$ . Since all the values that  $X_A$  takes are nonnegative, there is no way that  $X_A(e)$  could be  $\leq x$ , i.e.

$$(X_A \leq x) = \{e \in S \mid X_A(e) \leq x\} = \emptyset \in \mathcal{K},$$

since any  $\sigma$ -field contains the impossible event (empty set).

- If  $0 \leq x < 1$ , the event from (1.1) is

$$\begin{aligned}(X_A \leq x) &= \{e \in S \mid X_A(e) \leq x\} \\ &= \{e \in S \mid X_A(e) = 0\} \\ &= \overline{A} \in \mathcal{K},\end{aligned}$$

because  $A \in \mathcal{K}$ .

- Finally for  $x \geq 1$ ,

$$(X_A \leq x) = \{e \in S \mid X_A(e) \leq x\} = A \cup \overline{A} = S \in \mathcal{K},$$

again, by the properties of a  $\sigma$ -field.

So  $X_A$  is a discrete random variable.

### Remark 1.5.

A discrete random variable that takes only a **finite** set of values is called a **simple discrete random variable**. All of the examples above are simple discrete random variables.

The previous example can easily be generalized to any **countable partition** of the sample space  $S$ .

### Example 1.6.

Let  $I$  be a countable set of indexes,  $\{A_i\}_{i \in I} \subseteq \mathcal{K}$  a partition of  $S$  and  $\{x_i\}_{i \in I} \subseteq \mathbb{R}$  a sequence of distinct real numbers. Define  $X : S \rightarrow R$  by

$$X(e) = \sum_{i \in I} x_i X_{A_i}(e), \quad (1.3)$$

where  $X_{A_i}$  is the indicator of  $A_i$ ,  $i \in I$ . Then  $X$  is a discrete random variable satisfying

$$X(e) = x_i \Leftrightarrow e \in A_i, \quad (1.4)$$

for all  $i \in I$ .

This is more than just an example, relation (1.3) gives the **general expression of a discrete random variable**.

Any discrete random variable can be written in the form (1.3).

Having the set of values that  $X$  takes,  $\{x_i\}_{i \in I}$ ,  $X$  can be written as in (1.3), with  $A_i = (X = x_i)$ .

This justifies the next definition. Instead of defining a discrete random variable as a function  $X : S \rightarrow \mathbb{R}$ , we emphasize directly the **values**  $\{x_i\}_{i \in I}$  that it takes and the **probabilities** of taking each value,

$$p_i = P(A_i) = P(X = x_i).$$

## Definition 1.7.

Let  $X : S \rightarrow \mathbb{R}$  be a discrete random variable. The **probability distribution function (pdf)**, or **probability mass function (pmf)** of  $X$  is an array of the form

$$X \left( \begin{array}{c} x_i \\ p_i \end{array} \right)_{i \in I}, \quad (1.5)$$

where  $x_i \in \mathbb{R}$ ,  $i \in I$ , are the values that  $X$  takes and  $p_i = P(X = x_i)$  are the probabilities that  $X$  takes each value  $x_i$ .

**Remark 1.8.**

1. All values  $x_i, i \in I$ , in (1.5) are **distinct**. If some are equal, they only appear once, with the added corresponding probability.
2. All probabilities  $p_i \neq 0, i \in I$ . If for some  $i \in I$ ,  $p_i = 0$ , then the corresponding value  $x_i$  is **not included** in the pdf (1.5).
3. If  $X$  is a discrete random variable with pdf (1.5), then

$$\sum_{i \in I} p_i = 1,$$

(a necessary and sufficient condition for such an array to represent a pdf of a discrete random variable). Indeed, since the events  $\{(X = x_i)\}_{i \in I}$  form a **partition** of  $S$ , we have

$$\sum_{i \in I} p_i = \sum_{i \in I} P(X = x_i) = P(S) = 1.$$

4. Henceforth, we will identify a discrete random variable with its pdf and use (1.5) to describe it.

### Example 1.9.

The pdf of the random variable in Example 1.3 (rolling a die) is

$$X \begin{pmatrix} 1 & 2 & 3 & 4 & 5 & 6 \\ \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} & \frac{1}{6} \end{pmatrix}.$$

### Example 1.10.

The pdf of the random variable in Example 1.4 (the indicator of an event) is

$$X_A \begin{pmatrix} 0 & 1 \\ 1-p & p \end{pmatrix}, \quad p = P(A).$$