

Statistical Foundations of Data Science

Discrete Distributions

University of the Witwatersrand

2022

Review Question

- Compute the integral $\int_0^{\infty} x^2 e^{-2x} dx$

Lesson Plan

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- The notion of a random variable

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- Some standard distributions

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- $\frac{1}{4}$

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- $\frac{1}{8} \Gamma(3) = \frac{1}{4}$

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- Example. We roll a standard 6 sided dice.
- Random variables have well defined distributions. In the dice rolling example.

$$p(X) = \begin{cases} \frac{1}{6} & x \in \{1, 2, 3, 4, 5, 6\} \\ 0 & \text{elsewhere} \end{cases}$$

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- This week we'll look at discrete distributions. Which is to say distributions that have point masses.
- Next week we'll look at continuous distributions which have density functions.
- Mixed distributions also exist but are rarely studied.

Expected value

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- Let's compute the expected value for our dice roll example.
- $\mathbb{E}[X] = \frac{1}{6} \times 1 + \frac{1}{6} \times 2 + \frac{1}{6} \times 3 + \frac{1}{6} \times 4 + \frac{1}{6} \times 5 + \frac{1}{6} \times 6 = 3.5$

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$$\begin{aligned}\mathbb{E}[X + Y] &= \sum_s (X + Y)(s)P(s) \\ &= \sum_s (X(s) + Y(s))P(s) \\ &= \sum_s X(s)P(s) + Y(s)P(s) \\ &= \sum_s X(s)P(s) + \sum_s Y(s)P(s) \\ &= \mathbb{E}[X] + \mathbb{E}[Y]\end{aligned}$$

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$$p(Y) = \begin{cases} \frac{1}{6} & x \in \{-2.5, -1.5, -0.5, 0.5, 1.5, 2.5\} \\ 0 & elsewhere \end{cases}$$

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- $\mathbb{E}[Z] = V(X) = \frac{0.25+2.25+6.25}{3} = \frac{8.75}{3} = \frac{35}{12}$

Variance - Computational Form

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Sanity check

- $\mathbb{E}[X^2] = \frac{1}{6}1 + \frac{1}{6}4 + \frac{1}{6}9 + \frac{1}{6}16 + \frac{1}{6}25 + \frac{1}{6}36 = 91/6$

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- So formula seems to work

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$$\begin{aligned}\mathbb{E}[X] &= \sum_{i=1}^m i \frac{1}{m} \\ &= \frac{1}{m} \sum_{i=1}^m i \\ &= \frac{1}{m} \frac{m(m+1)}{2} \\ &= \frac{m+1}{2}\end{aligned}$$

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- $V(X) = \mathbb{E}[X^2] - \mathbb{E}[X]^2 = \frac{(m+1)(2m+1)}{6} - \frac{(m+1)^2}{4} = \frac{m^2-1}{12}$

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$$\begin{aligned} M &= 1(1-p)p + 2(1-p)^2 p + 3(1-p)^3 p \dots \\ (1-p)M &= 1(1-p)^2 p + 2(1-p)^3 p + 3(1-p)^4 p \dots \\ pM &= (1-p)p + (1-p)^2 p + (1-p)^3 p + \dots \\ M &= \frac{1-p}{p} \end{aligned}$$

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$$pM = (1-p)p + (1-p)^2 p + (1-p)^3 p + \dots$$

$$M = \frac{1-p}{p}$$

- Variance $\frac{1-p}{p^2}$

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- Every hour you receive one or you don't.
- Well sometimes you receive more than one in an hour. Every minute you either receive one or you don't?
- Every second or milli-second or micro-second. The point is that as we take the limit that the odds of getting two at once goes to zero.

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- For example if you're counting the number of events that occur between noon and 2pm that's the number of events between noon and 1pm plus the number of events between 1pm and 2pm.

Poisson Distribution

$$\begin{aligned}\mathbb{P}(X = k) &= \lim_{n \rightarrow \infty} \binom{n}{k} p^k (1-p)^{n-k} \\&= \lim_{n \rightarrow \infty} \binom{n}{k} \frac{\lambda^k}{n^k} \left(1 - \frac{\lambda}{n}\right)^{n-k} \\&= \lim_{n \rightarrow \infty} \frac{n!}{(n-k)! k!} \frac{\lambda^k}{n^k} e^{-\lambda} \\&= \lim_{n \rightarrow \infty} \frac{n(n-1)(n-2)\dots(n-k+1)}{k!} \frac{\lambda^k}{n^k} e^{-\lambda} \\&= \lim_{n \rightarrow \infty} \frac{\lambda^k}{k!} e^{-\lambda} \\&= \frac{\lambda^k}{k!} e^{-\lambda}\end{aligned}$$

Poisson Distribution - a distribution?

$$\begin{aligned}\sum_{k=0}^{\infty} \mathbb{P}(X = k) &= \sum_{k=0}^{\infty} \frac{\lambda^k}{k!} e^{-\lambda} \\ &= e^{-\lambda} \sum_{k=0}^{\infty} \frac{\lambda^k}{k!} \\ &= e^{-\lambda} e^{\lambda} \\ &= 1\end{aligned}$$

Poisson Distribution - mean

$$\begin{aligned}\mathbb{E}[X] &= \sum_{k=0}^{\infty} k \frac{\lambda^k}{k!} e^{-\lambda} \\&= \sum_{k=1}^{\infty} k \frac{\lambda^k}{k!} e^{-\lambda} \\&= \lambda \sum_{k=1}^{\infty} \frac{\lambda^{k-1}}{(k-1)!} e^{-\lambda} \\&= \lambda \sum_{t=0}^{\infty} \frac{\lambda^t}{(t)!} e^{-\lambda} \\&= \lambda\end{aligned}$$

Poisson Distribution - variance

$$\begin{aligned}\mathbb{E}[X^2] &= \sum_{k=0}^{\infty} k^2 \frac{\lambda^k}{k!} e^{-\lambda} \\ &= \sum_{k=0}^{\infty} k \frac{\lambda^k}{(k-1)!} e^{-\lambda}\end{aligned}$$

This is ugly to deal with.

Poisson Distribution - variance

$$\begin{aligned}\mathbb{E}[X(X-1)] &= \sum_{k=0}^{\infty} k(k-1) \frac{\lambda^k}{k!} e^{-\lambda} \\ &= \sum_{k=2}^{\infty} \frac{\lambda^k}{(k-2)!} e^{-\lambda} \\ &= \lambda^2 \sum_{k=2}^{\infty} \frac{\lambda^{k-2}}{(k-2)!} e^{-\lambda} \\ &= \lambda^2\end{aligned}$$

Poisson Distribution - variance

$$\begin{aligned}V(X) &= \mathbb{E}[X^2] - (\mathbb{E}[X])^2 \\&= \mathbb{E}[X(X-1)] + \mathbb{E}[X] - (\mathbb{E}[X])^2 \\&= \lambda^2 + \lambda - \lambda^2 \\&= \lambda\end{aligned}$$

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- Well that is in the first $k + r - 1$ flips we get k tails and $r - 1$ heads followed by a head on flip $k + r$.
- $\mathbb{P}(X = k) = \binom{k+r-1}{k} (1-p)^k p^r$

Problems

A beginner archer calculates that he has hit the target less than 90 percent of the time (over his entire career of shooting up to that point). After some more practice sessions he gets better and eventually recalculates his (again lifetime) hit rate. He is pleased to notice that he's now hit the target more than 90 percent of the time. Is he guaranteed to have hit it at exactly 90 percent of the time at some point between the two times he calculated it? Give a proof that the average must be exactly 90 percent at some point or provide a counter-example.

Solution

Consider the function $f(n) = h - 0.9n$ where n is the number of shots and h is the number of hits by time n . Note that at each time step f either increases by 0.1 or decreases by 0.9 and that f is always an integer multiple of 0.1. It must therefore hit the value 0 in order to cross it from the negative side.

Problems

Monty Hall decides to shake up his game show. He now has seven doors behind two of which are cars, one car is red and the other is blue and behind the other five doors are goats. The doors are labelled A,B,C, D, E, F and G. Our protagonist chooses a door. Monty will then reveal two goats and offer the player a chance to switch. Compute:

- 1 Find the probability of winning either car if the player does not switch. [2]
- 2 Find the probability of winning either car if the player switches. [3]
- 3 Find the probability of winning the red car if we does not switch. [2]
- 4 Find the probability of winning the red car the player switches. [3]

Solution

- 1 Find the probability of winning either car if the player does not switch. [2]

$$\frac{2}{7}$$

- 2 Find the probability of winning either car if the player switches. [3]

$$\frac{2}{7} \cdot \frac{1}{4} + \frac{5}{7} \cdot \frac{2}{4} = \frac{3}{7}$$

- 3 Find the probability of winning the red car if we does not switch. [2]

$$\frac{1}{7}$$

- 4 Find the probability of winning the red car the player switches. [3]

$$\frac{1}{7} \cdot \frac{0}{4} + \frac{1}{7} \cdot \frac{1}{4} + \frac{5}{7} \cdot \frac{1}{4} = \frac{3}{14}$$

Problem

A darts player shoots at an unmarked target, that is she either hits or the target or does not. She hits on her first throw and misses on her second. Thereafter the probability that she hits the next shot is equal to the proportion of shots she has hit so far. Compute with proof the probability that she hits exactly 50 of her first 100 shots?

Solution

$\frac{1}{99}$.

It turns out that the number of hits after n shots is uniform between 1 and $n - 1$. Note that this is true for $n = 2$ and proceed by induction on n . Assume true for $n = k$.

$$\begin{aligned}\mathbb{P}(X_{k+1} = r) &= \frac{k-r}{k} \mathbb{P}(X_k = r) + \frac{r}{k} \mathbb{P}(X_k = r-1) \\ &= \frac{k-r}{k} \frac{1}{k-1} + \frac{r-1}{k} \frac{1}{k-1} \\ &= \frac{1}{k} \\ &= \frac{1}{(k+1)-1}\end{aligned}$$

Probably worth doing the edge cases to but they work out the same