

AssignmentStatistic Class-4

\* In India average IQ is 100 with a standard Deviation of 15. what is the percentage would you expect to have an IQ.

(1) Lower than 85 = 0.1587

(2) Higher than 85 = 0.8413

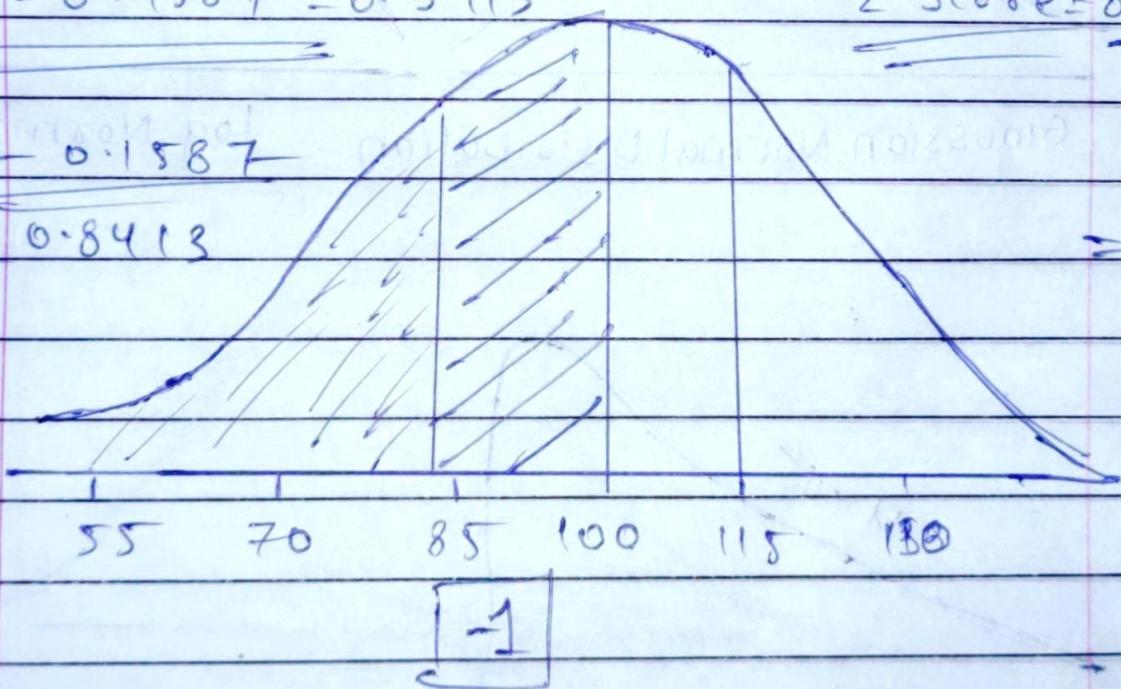
(3) Between 85 and 100 = 0.3413

$$0.5 - 0.1587 = 0.3413$$

$$Z\text{-score} = 85 - 100$$

$$= -1.5$$

$$= 0.8413$$

Day 4 - stats

(1) central limit Theorem

(2) Probability

(3) Permutation and Combination

(4) Covariance, Pearson Correlation, Spearman Rank Correlation

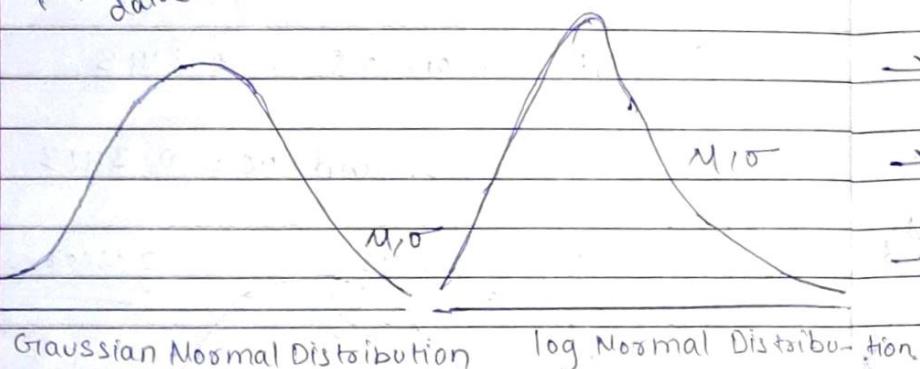
5 Bernoulli Distribution

6 Binomial Distribution

7 Power Law (Pareto Distribution)

\* Central Limit Theorem:

Population data



$n \geq 30$

$n \geq 30$

n

central limit Theorem = says that if Population data follows Gaussian or log Distribution it may be follows this or not follows this. sample size n is greater than equal to 30.

size of sample. The larger the value the better

q<sub>1</sub>

n

↑ No. of Samples  
m

$$\rightarrow S_1 \rightarrow \{x_1, x_2, x_3, \dots, x_n\} \rightarrow \bar{x}_1 = \bar{s}_1$$

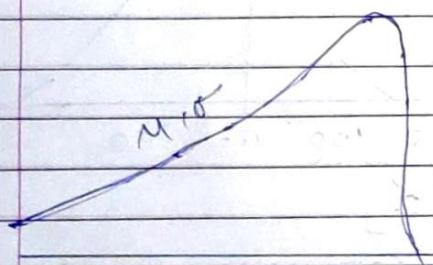
$$\rightarrow S_2 \rightarrow \{x_3, x_4, x_1, \dots, x_n\} \rightarrow \bar{x}_2 = \bar{s}_2$$

$$\rightarrow S_3 \rightarrow \{x_4, x_1, \dots, x_n\} \rightarrow \bar{x}_3 = \bar{s}_3$$

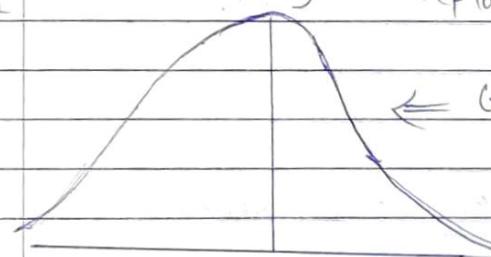
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sampling with replacement  $\bar{x}_n = \bar{s}_n$

← Gaussian Distribution



left skewed Distribution.



10 different regions  $n > 180$

Assumptions

size of shark throughout the world



$n < 30$ 

m111

- \* Probability & Probability is a measure of the likelihood of an event

Eg: Tossing a fair coin

~~more~~  $\Downarrow$   
~~shouldy~~  $\rightarrow$  COIN

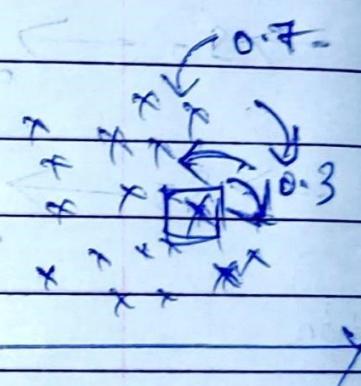
$$P(H) = 0.5 \quad P(T) = 0.5$$

$$P(H) = 1$$

~~Up~~  
 unfair coin

strong Basic

Probabilities



Rolling a Dice  $P(1) = \frac{1}{6}$   $P(2) = \frac{1}{6}$

$$P(3) = \frac{1}{6}$$

## ① Mutual Exclusive Event

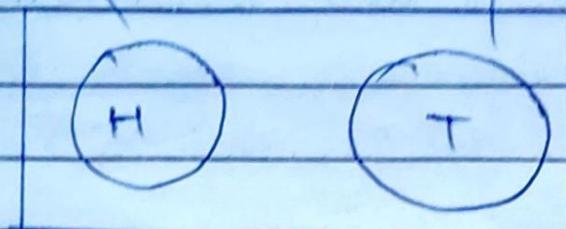
Two Event are naturally exclusive if they cannot occur at the same time

(1) Tossing a coin

Heads

Tails

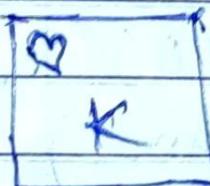
(2) Rolling a dice



(2) Non Mutual Exclusive Events

Two Events can occur at the same time

\* Picking randomly a card from a deck of cards, two events "heart" and "King" can be selected



\* Mutual Exclusive Event

(1) what is the probability of coin landing on heads or tails.



Addition Rule for mutual exclusive events

$$P(A) \text{ or } P(B) = P(A) + P(B)$$

$$= \frac{1}{2} + \frac{1}{2} = \frac{1}{2}$$

## Non Mutual Exclusive Event:

Bag of Marbles = 10 Red, 6 Green,

3(R & G)

- \* when picking randomly from a Bag of marbles what is the probability of choosing a marble that is red or green?

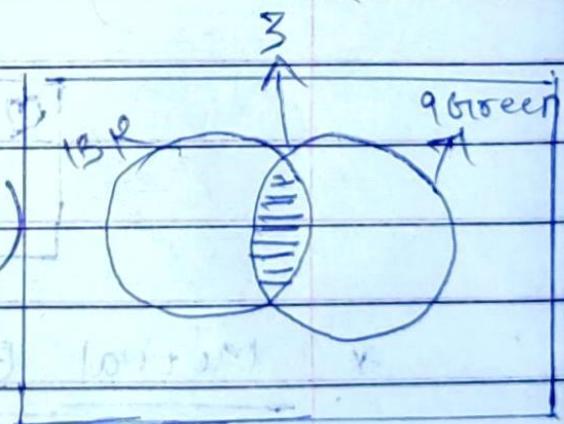
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## Non mutual Exclusive

Addition Rule for Non mutual Exclusive Event

$$P(A \text{ or } B) = P(A) + P(B) - P(A \text{ and } B)$$

$$= \frac{13}{19} + \frac{9}{19} - \frac{3}{19} = \frac{19}{19} = 1$$



deck of cards  $\rightarrow$  what is the probability of choosing



or Queen

$$P(\text{Heart or Queen}) = P(\text{Heart}) + P(\text{Queen}) -$$

$$\frac{13}{52} + \frac{4}{52} - \frac{1}{52} = \boxed{\frac{16}{52}} \quad P(\text{Heart and Queen})$$

\* Multiplication Rule

\* Dependent Events  $\hat{=}$  Two events are

dependent if they affect one another

Bag of marbles { 000 X }  
000 }

$$= P(4) = \frac{4}{7} \longrightarrow P(4) = \frac{3}{6}$$

white 1 marble.

\* What is the probability of rolling a "5" and "3" with a normal six sided dice?

$$P(1) = \frac{1}{6} \quad P(2) = \frac{1}{6} \quad P(3) = \frac{1}{6} \quad P(4) = \frac{1}{6}$$

Multiplication Rule for Independent event

$$P(A) \text{ and } P(B) = P(A) * P(B)$$

$$\frac{1}{6} * \frac{1}{6} = \frac{1}{36}$$

$$P(A \text{ or } B) \Rightarrow$$

Mutual Exclusive  
Non Mutual Exclusive

~~(Assume)~~  
~~P(A and B)~~

$$P(A) \text{ or } P(B) = P(A) * P(B) - \underline{P(A \text{ and } B)}$$

$$P(A \text{ or } B) = P(A) + P(B)$$

Non Mutual Exclusive

Mutual Exclusive

Dependent and Independent Events

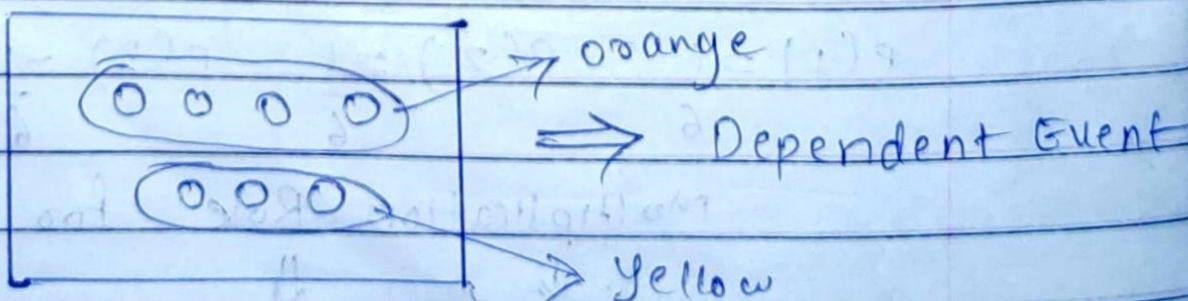
Event A      Event B

$$P(A \text{ and } B) = P(A) * P(B)$$

Tossing a coin ← sample space = {H & T}

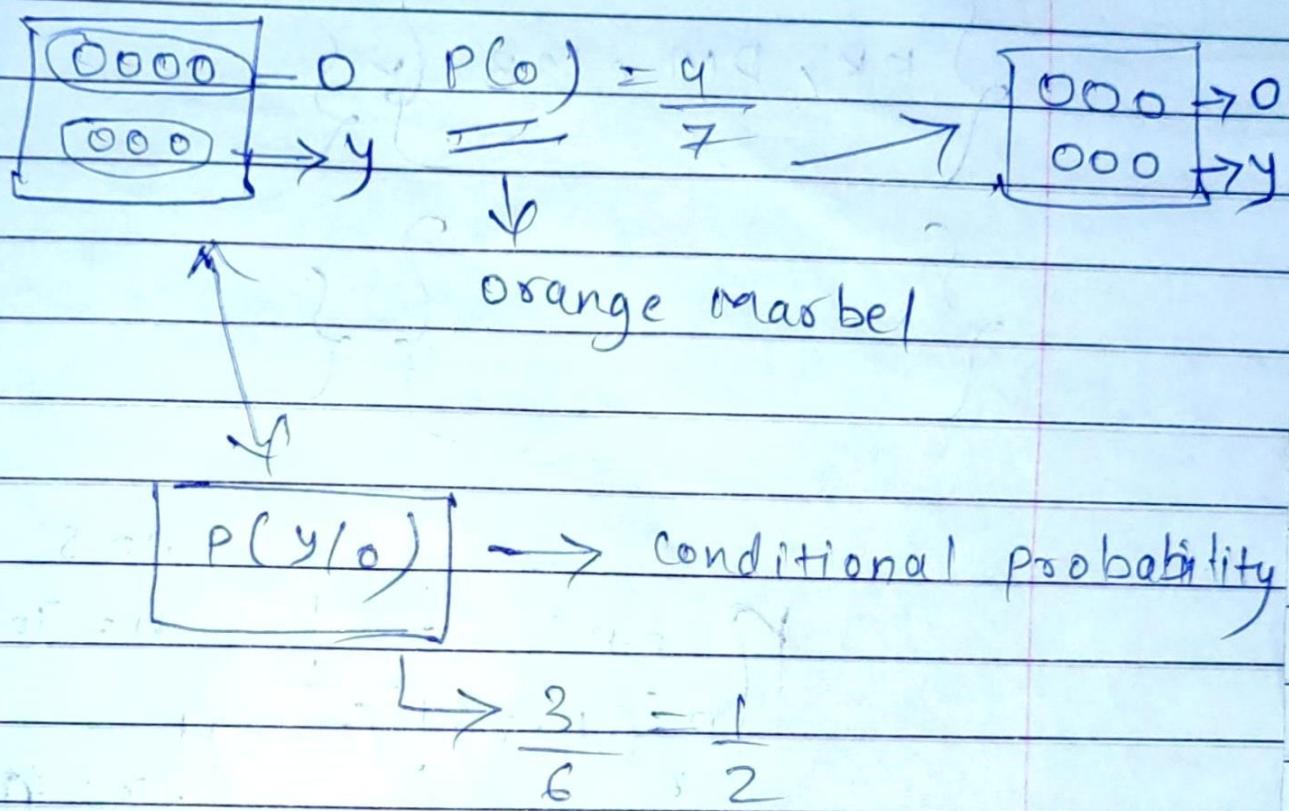
$$P(H) = 0.5 \quad P(T) = 0.5$$

(2)



(S)g w (W)g : (S)g b w (W)g

Probability of drawing a "orange" and drawing "yellow" marble from the Bay?

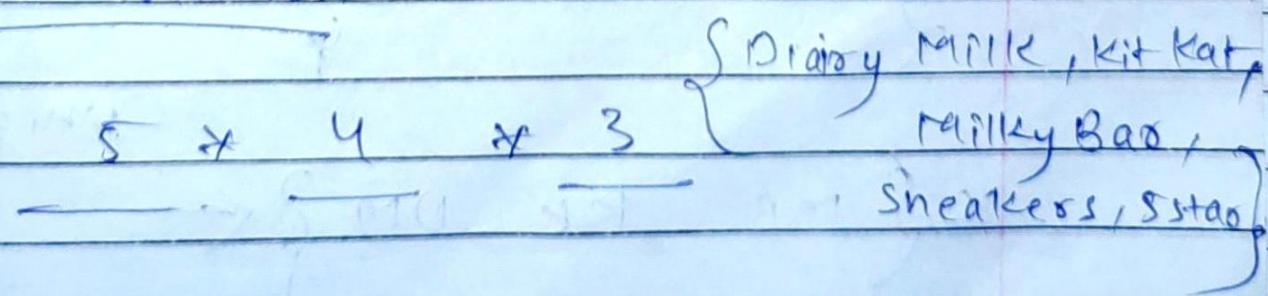


$$P(o) \text{ and } P(y) = P(o) * P(y|o)$$

$$= \frac{4}{7} * \frac{3}{6} = \frac{42}{42} = \frac{2}{7}$$

\* Permutation

school of children



$$= [60] \Rightarrow \text{permutation}$$

with permutation order matters

Dairy milk, KKMB } { Possible arrangement

{ KK, DM, MB } ✓ { } { }

Lektionsplan

$$\frac{P_s}{P_0} = \frac{n!}{(n-s)!} \cdot \frac{s!}{(s-3)!} \quad n = \text{Total no. of objects}$$

$s = \text{No. of selection}$

$$= \cancel{5 \times 4 \times 3 \times 2!} \quad (= \cancel{160})$$

## \* Combination

Repetition will

{ DM KK  $\mu B$ } not occur

unique combin-

$x_0 \{ m_B \quad KK \quad DM \} \leftarrow$

ation,

$$P = \frac{n!}{s!(n-s)!} = \frac{5!}{3!(2)!}$$

$$\frac{5x^2 + 3x^2 \times 1}{31 \times 2}$$

$$= 10$$

DREAM 11

\* Covariance } feature selection?

x (Age)	y (weight)	weight
12	40	Age ↑ weight ↑
13	45	
15	48	Age ↓ weight ↓
17	60	Age ↑
16	62	Quantify the relationship x & y using mathematical questions.
$\bar{x} = 18$		$\bar{y} = 51$

$$\text{Cov}(x, y) = \frac{\sum (x_i - \bar{x})(y_i - \bar{y})}{n-1}$$

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$$\text{Cov}(x, x) = \frac{\sum (x_i - \bar{x})^2}{n-1}$$

$[24] \Rightarrow \text{true}$

$$S^2 = \frac{\sum (x_i - \bar{x})^2}{n-1}$$

$$\boxed{\text{Cov}(x_1 x) = \text{Var}(x)}$$

+ve covariance

$x \uparrow$	$y \uparrow$
$x \downarrow$	$y \downarrow$

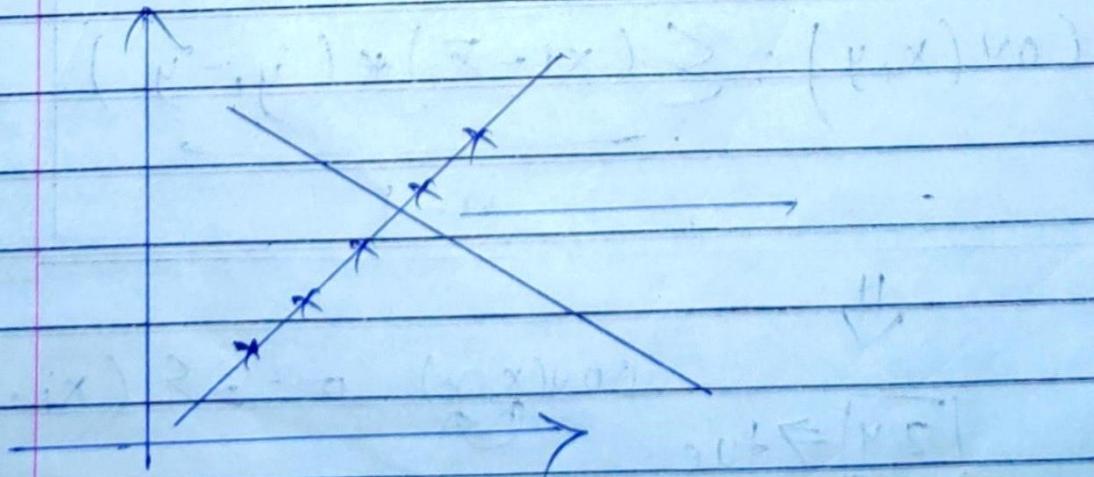
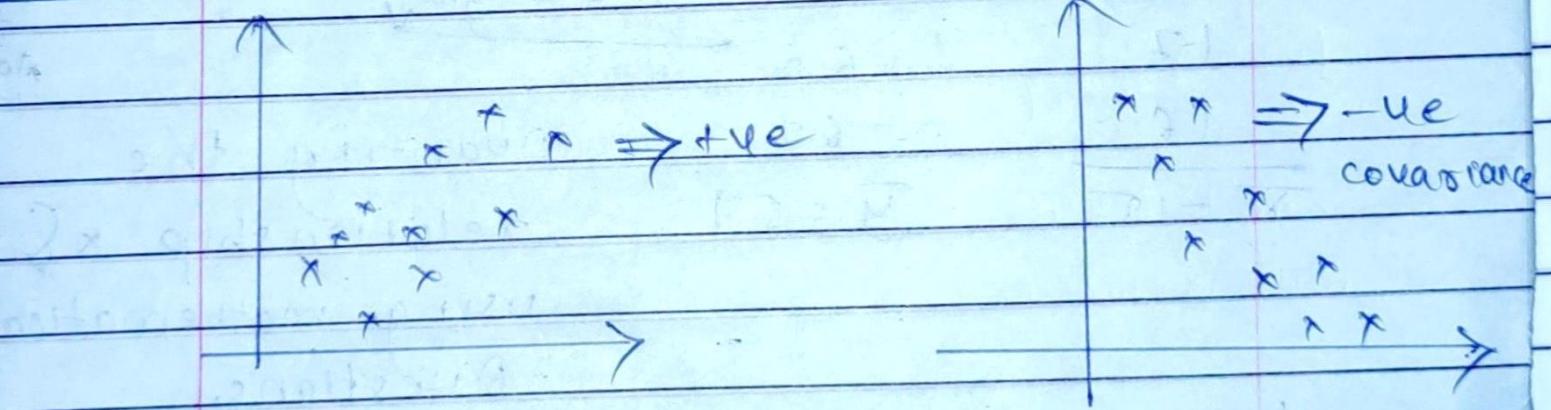
-ve covariance

$x \uparrow$	$y \downarrow$
$x \downarrow$	$y \uparrow$

covariance = 0

No relation  
with x & y

NO relation



$x \quad y$

10 4

8 6

$$\text{cov}(x, y) = -\underline{\text{ve}}$$

7 8

6 10

$$= [(10 - 7.75) + (8 - 7.75)]$$

$\frac{7.75}{7}$

$\frac{7.75}{7}$

$$(7.75) * (8 - 7)$$

$$(6 - 7.75) * (10 - 7)$$

$x \uparrow y \downarrow$

$x \downarrow y \uparrow$

$$= -3.25$$

\* Pearson Correlation Coefficient  $(-1 \text{ to } 1)$

$$\rho(x, y) = \frac{\text{cov}(x, y)}{\sqrt{\text{var}(x) \text{ var}(y)}} \quad \text{Covariance} = +\text{ve}$$

$$\left[ \begin{matrix} \sigma_x & \sigma_y \\ \sigma_x & \sigma_y \end{matrix} \right] \quad \begin{matrix} +\text{ve} \\ -\text{ve} \end{matrix} \quad \begin{matrix} +\text{ve} \\ -\text{ve} \end{matrix}$$

$$\begin{matrix} 0.5 \\ 0.7 \end{matrix} \quad \begin{matrix} + \\ - \end{matrix}$$

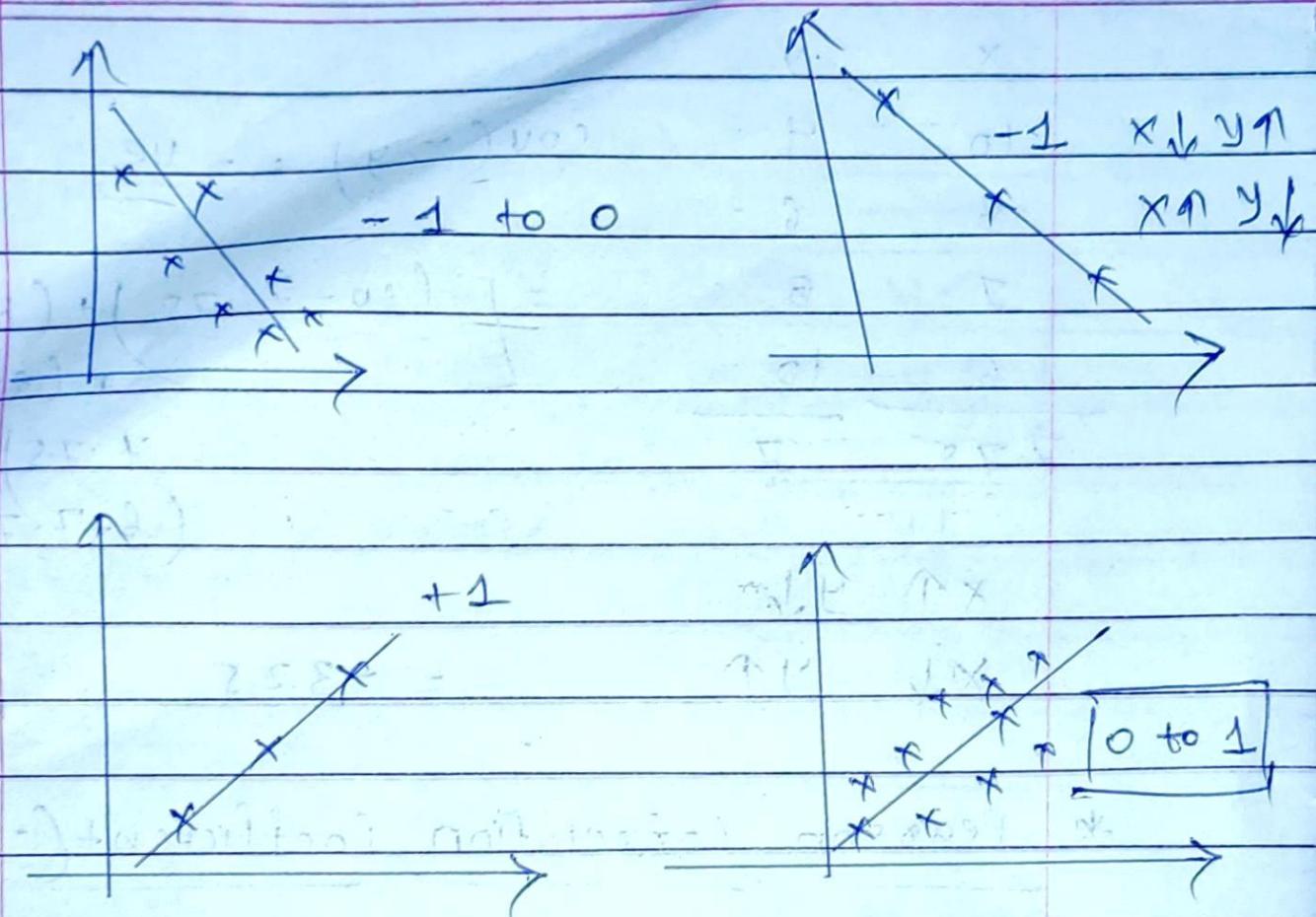
More the value towards +1

More the correlated it

-1

More +ve correlated it is negative

correlated



\* Spearman Rank Correlation:

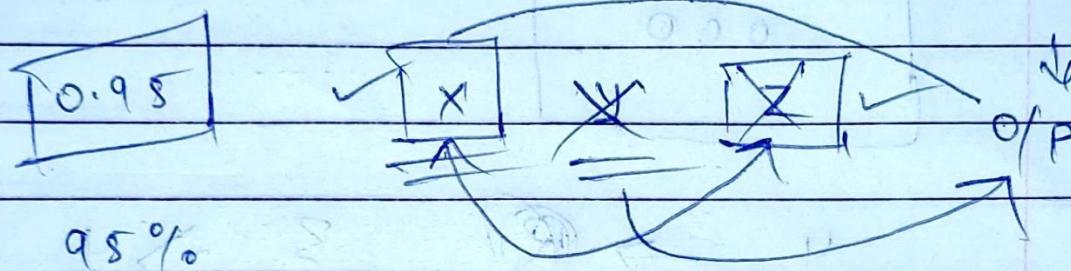
$$r_s = \frac{\cos(\rho(x), \rho(y))}{\sigma(\rho(x)) * \sigma(\rho(y))}$$

Ascending orders

$\rho(x)$	$\rho(y)$
4	1
3	2
2	3
1	4

Spearman Rank  
correlation

why this Correlation will be used?

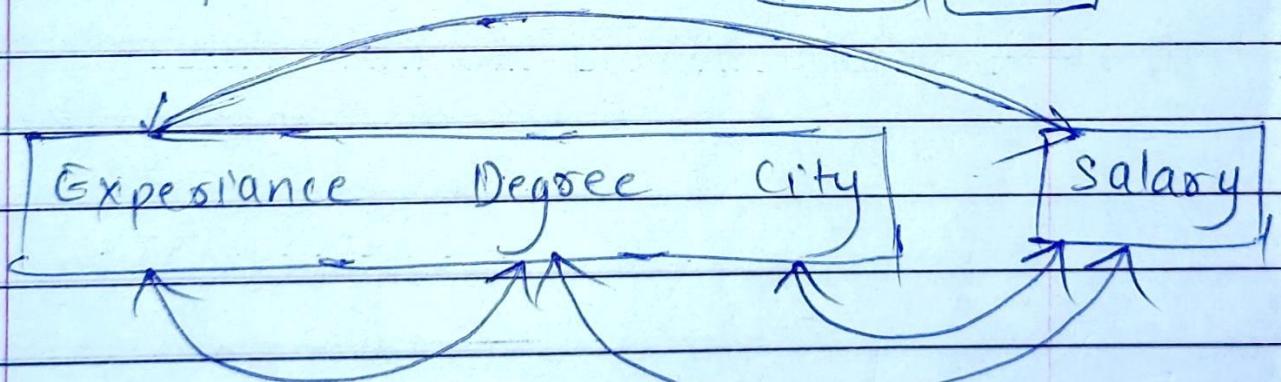


Exp      Degree - city

+ ve } Good  
- ve }

Example:

$$\begin{bmatrix} 0.2 \end{bmatrix} \quad \begin{bmatrix} 0.01 \end{bmatrix}$$



the correlated  
- ve correlated