

Continuous Mathematical Foundations: Week 3 - Discrete Probability Distributions

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Discrete Distribution

In order to describe a discrete distribution we use a probability (mass) function f , that corresponds each possible outcome X to a probability,

$$f : X \rightarrow [0, 1].$$

For all possible outcomes in X , the sum of the probabilities are equal to 1,

$$\sum_{x \in X} f(x) = 1.$$

Bernoulli Distribution

We use Bernoulli Distribution $B(p)$ to describe a random phenomenon that has only two possible outcomes (0-1),

$$f(1) = p, \quad f(0) = 1 - p,$$

$$f(x) = p^x(1 - p)^{1-x}, \quad x = 0, 1.$$

Binomial Distribution

We use Binomial Distribution $B(n,p)$ to describe a random phenomenon that is characterized by repeated Bernoulli tests.

$$f(x) = C(n, x)p^x(1 - p)^{1-x}, \quad x = 0, 1, 2, 3 \dots, n$$

Examples

- Coin toss is described by Bernoulli Distribution with $p = \frac{1}{2}$.
- The sum of heads/tails after 6 repeated coin tosses is described by Binomial Distribution with $n = 6$ and $p = \frac{1}{2}$.

Examples

- The probability of having an accident is described by Bernoulli Distribution with p .
- The sum of accidents in a driver population is described by Binomial Distribution with n equal to the population size and p the probability of accident.

Geometric Distribution

We use Geometric Distribution $G(p)$ to describe a random phenomenon where we repeat a Bernoulli experiment until the wanted outcome comes.

$$f(x) = (1 - p)^{x-1}p, \quad x = 1, 2, 3, \dots$$

Examples

- Coin tosses until Heads/Tails is described by Geometric Distribution with $p = \frac{1}{2}$.
- Throwing darts till you hit bulls-eye is described by Geometric Distribution with p the probability on hitting bulls-eye.

Hypergeometric Distribution

We use Hypergeometric Distribution $H(N, K, n)$ to describe a random phenomenon where we repeat a Bernoulli experiment, but the outcomes are not repeatable (they appear only once).

$$f(x) = \frac{C(K, x)C(N - K, n - x)}{C(N, n)}, \quad x = 0, 1, 2, 3 \dots, \min(n, k)$$

Examples

- Drawing a number of red/black cards from a classic card deck can be described by Hypergeometric Distribution.
- Drawing a number of odd/even balls from a box with randomly numbered balls can be described by Hypergeometric Distribution.