



*when you realize your instructor needs to quarantine and you will only have fun  
online lectures instead of fun in person lectures*

# Today's Agenda

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- Poisson Distribution
- Practice

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- Video 2: Combining other models with the Poisson process (Section 5.9)... this finishes Chapter 5!
- Video 3: Chapter 5 Recap

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## Next Lectures:

- Lec 17 (synchronous online lecture on June-10) consists of practice again.

# Poisson Distribution

A random variable  $X$  follows a **Poisson distribution** with intensity  $\lambda > 0$ , if  $X$  has probability function

$$f(x) = e^{-\lambda} \frac{\lambda^x}{x!}, \quad x = 0, 1, 2, \dots$$

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- a) **Limiting case of binomial distribution**, where you fix  $\lambda = np$ , and let  $n \rightarrow \infty$  and  $p \rightarrow 0$  (This can be a consequence of b))
- b) **Poisson Process**

## Example (Poisson process (counting events))

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Consider counting the number of occurrences of an event that happens at random points in time (or space). Examples include

1. Counting emissions of radioactive particles from a radioactive substance
2. Hits on a web site during a given time period.
3. Counting how many pokemon you encounter in an hour.

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$$\frac{P(2 \text{ or more events in } (t, t + \Delta_t))}{\Delta_t} \rightarrow 0, \quad \Delta_t \rightarrow 0$$

- c) **Homogeneity or Uniformity:** events occur at a uniform or homogeneous rate  $\lambda$  and proportional to time interval  $\Delta_t$ , i.e.

$$\frac{P(\text{one event in } (t, t + \Delta_t)) - \lambda \Delta_t}{\Delta_t} \rightarrow 0.$$

If  $X$  = occurrences in a time period of length  $t$ , then

$$X \sim Poi(\lambda t).$$

# Poisson Process

## Definition

A process that satisfies the prior conditions on the occurrence of events is often called a **Poisson process**. More precisely, if  $X_t$ , for  $t \geq 0$ , (a random variable for each  $t$ ) denotes the number of events that have occurred up to time  $t$ , then  $X_t$  is called a Poisson process.

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Note that sometimes,  $t$  may not represent time, but area, volume, ...

## Question

A website is giving out prizes to every 300th visitor. Suppose that visitors visit the website at random at a rate of 10 visitors per minute on average, and they visit the site independently and individually from each other. Let  $X$  denote the number of prizes given out after 10 minutes. Then



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- A)  $X \sim Poi(100)$
- B)  $X \sim Poi(10)$
- C) Neither  $A$  nor  $B$  are true.

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Shiny versions of Pokemon are possible to encounter and catch starting in Generation 2 (Pokemon Gold/Silver). Normal encounters with Pokemon while running in grass occur according to a Poisson process with rate 1 per minute on average. 1 in every 8192 encounters will be a Shiny Pokemon, on average.

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- a) If Ashton runs around in grass for 15 hours, what is the probability he will encounter at least one Shiny pokemon?
- b) How long would Ashton have to run around in grass so that he has better than 50 percent chance of encountering at least one Shiny pokemon?



## Partial Solution

- Let  $X$  be number of poke encountered after 1 hour,  $Y$  be the number of shiny encountered after one hour.
- $X \sim Poi(60)$  and  $Y \sim Poi(60/8192)$
- If  $Z$  is the number of shiny encountered after 15 hours, then  $Z \sim Poi(\frac{60}{8192} \cdot 15)$ , and you know how to compute  $P(Z \geq 1)$ .
- If  $Z$  is the number of shiny encountered after  $t$  hours, then  $Z \sim Poi(\frac{60}{8192} \cdot t)$ . You solve  $P(Z \geq 1) \geq 0.5$  for  $t$ .

## Question

Website hits for a given website occur according to a Poisson process with a rate of 100 hits per minute. We say a second is a “break” if there are no hits in that second.

- a) What is the probability  $p$  of a break in any given second?
- b) Compute the probability of observing exactly 10 breaks in 60 consecutive seconds.
- c) Compute the probability that one must wait for 30 seconds to get 2 breaks.

- Break means zero hits in one sec. If  $X$  = number of hits in one sec, then  $X \sim Poi(100/60) = Poi(5/3)$  and

$$p = P(X = 0) = e^{-\frac{5}{3}} \frac{\left(\frac{5}{3}\right)^0}{0!} \approx 0.189$$

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- Take 60 one-sec intervals. Each interval has a probability of  $p$  of having a break. The number of one-sec intervals (from 60 one-sec intervals) with a break, say  $Y$ , then follows a binomial,  $Y \sim Bin(60, p)$ , and

$$P(Y = 10) = \binom{60}{10} p^{10} (1 - p)^{50} \approx 0.124$$

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- Let  $Z$  be the number of one-sec intervals one needs to wait until observing the second break (“success”). Then,  $Z \sim NegBin(k = 2, p)$  and

$$P(Z = 30) = \binom{30 + 2 - 1}{2 - 1} p^2 (1 - p)^{30} \approx 0.002.$$



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So far, every problem could be solved by using one distribution.

However, many real-life problems may require more than one distribution to be modelled properly. Even within one setting, the type of questions you ask could change the required distribution.

## Question

At a super busy coffee chain, customers arrive at a rate of 5 per minute.

- a) Find the probability that there are more than 2 customers in one minute.
- b) Suppose you record the number of customers in 5 consecutive one-minute intervals. What is the probability that in at least 3 of them there were more than 2 customers?
- c) Suppose you are waiting until finally, there is one minute with more than 2 customers. Denote by  $X$  the number of minutes you need to wait. Find the probability function of  $X$ .
- d) Find the probability that a minute with more than 2 customers actually had 6 customers.
- e) Suppose in 3 minutes, there were  $n$  customers. Find the probability that  $x$  of these came in the first two minutes.

- a) If  $X =$  number of customers in one minute, then  $X \sim \text{Poi}(5 \cdot 1)$ .  
Thus,

$$\begin{aligned} p &= P(X > 2) = 1 - P(X \leq 2) \\ &= 1 - P(X = 0) - P(X = 1) - P(X = 2) \approx 0.875 \end{aligned}$$

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- b) If  $X = \text{number of one-minute intervals with more than two customers}$ , then  $X \sim \text{Bin}(5, p)$  with  $p$  from a). Thus,

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- d) Let  $X =$  number of customers in one minute. We are looking for

$$P(X = 6 \mid X > 2) = \frac{P(X = 6 \text{ and } X > 2)}{P(X > 2)} = \frac{P(X = 6)}{P(X > 2)} \approx 0.167$$

e)

- We need

$$P(x \text{ in first 2min} \mid n \text{ in 3min}) = \frac{P(x \text{ in first 2min AND } n \text{ in 3min})}{P(n \text{ in 3min})}.$$



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- **Combining and simplifying** gives

$$P(x \text{ in first 2min} \mid n \text{ in 3min}) = \binom{n}{x} \left(\frac{2}{3}\right)^x \left(\frac{1}{3}\right)^{n-x}, \quad x = 0, 1, \dots, n,$$

which is the pf of  $Bin(n, 2/3)$ .

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- We have seen some **important special cases** (uniform, bernoulli, binomial, hypergeometric, negative binomial, geometric, poisson)

# Discrete uniform distribution

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- If  $X$  is the element obtained, then  $X \sim U[a, b]$  with probability function

$$f(x) = P(X = x) = \begin{cases} \frac{1}{b-a+1}, & x = a, a + 1, \dots, b, \\ 0, & \text{otherwise.} \end{cases}$$

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- **Examples:** Roll a fair die, pick a number between 1 and 49,...

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- Sample  $n$  objects at random without replacement
- The number of successes,  $X$ , follows a  $\text{HyperGeo}(N, r, n)$  distribution with probability function

$$f(x) = P(X = x) = \frac{\binom{r}{x} \binom{N-r}{n-x}}{\binom{N}{n}}, \quad x = \max\{0, n - N + r\}, \dots, \min\{r, n\}.$$

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- **Example:** Number of aces in a hand of 7 cards

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- **Example:** Result when flipping a coin



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- **Example:** Number of heads in 5 coin tosses.

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- **Example:** Number of times you obtain heads until the 3rd tail.
- **Special Case:** For  $k = 1$  (one success), we have a Geometric distribution.

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