Chapter 5 Random Variables. Probability Distributions

- 5.1 Random Variables
- 5.2 Discrete Random Variables and Distributions
- 5.3 Continuous Random Variables and Distributions
- 5.4 Summary



5.4 Summary

- probability mass function
- probability density function
- distribution functions for discrete and continuous random variables
- Sketching of distribution functions

5.2 Discrete Random Variables: problem

Mr Ali hits a target with probability $p_A = \frac{1}{2}$, Ms Beatrice hits with probability $p_B = \frac{1}{3}$. If both shots once, find the range, pmf and cdf for the variable $X = \{number\ of\ hits\}$

5.2 Discrete Random Variables: solution (1)

There can only be: 0, 1 or 2 hits. So, $S = \{0, 1, 2\}$ X = 0 if there are two misses, so

$$P(X = 0) = (1 - p_A)(1 - p_B) = \frac{12}{23} = \frac{1}{3}$$

X = 1 if Ali or Beatrice hit but not both, so

$$P(X = 1) = P(A \cup B) - P(A \cap B) = p_A + p_B - \frac{2}{2}p_Ap_B = \frac{1}{2}$$

X = 2 if both hit, so

$$P(X = 2) = P(A \cap B) = p_A p_B = \frac{1}{6}$$

5.2 Discrete Random Variables: problem

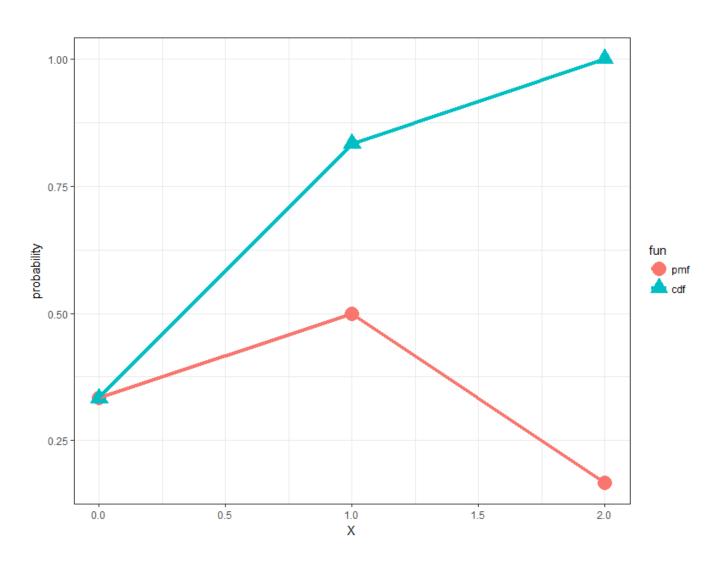
Mr Ali hits a target with probability $p_A = \frac{1}{2}$, Ms Beatrice hits with probability $p_B = \frac{1}{3}$. If both shots once, find the range, pmf and cdf for the variable $X = \{number\ of\ hits\}$

5.2 Discrete Random Variables: solution (2)

pmf:
$$P(X = x) = \begin{cases} \frac{1}{3}, x = 0 \\ \frac{1}{2}, x = 1, \text{ and } 0 \text{ elsewhere} \\ \frac{1}{6}, x = 2 \end{cases}$$

pdf:
$$F(x) = P(X \le x) = \begin{cases} \frac{1}{3}, x = 0\\ \frac{5}{6}, x = 1, \text{ need to add } F(x) = 0, x < 0, F(x) = 1, X > 2\\ 1, x = 2 \end{cases}$$

5.2 Discrete Random Variables: solution (3)



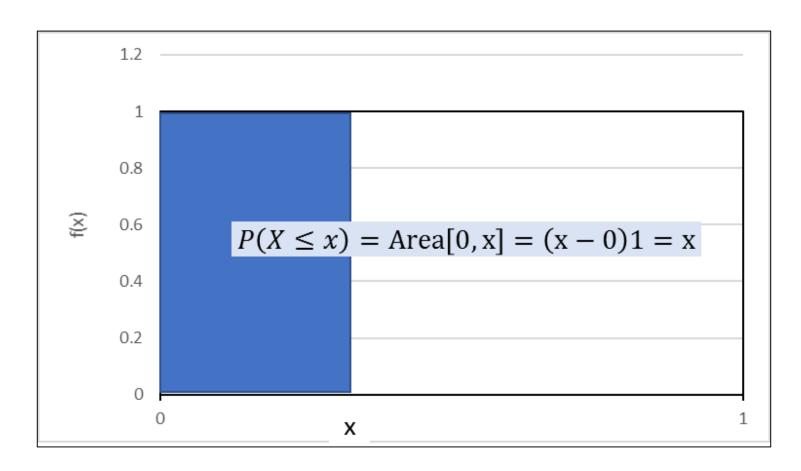
5.3 Continuous Random Variables and Distributions: problem

Plot the pdf

$$f(x) = \begin{cases} 1 & \text{if } 0 < x \le 1 \\ 0 & \text{otherwise} \end{cases}$$

Prove that $P(X \le x) = x$ by geometric arguments.

5.3 Continuous Random Variables and Distributions: Solution



The integral is the area under the pdf. Since it is a rectangle we can do it more easily as base*height!