Iskanje biserov: Verjetnostne funkcije

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Tabla pred nekaj tedni ...

$$P(2a 80 binen < 350 ptopor) =$$
= $P(y343 ptopih nsaj 80 binen)$

$$P(y>80)$$
= $P(80 \le y < \infty) =$
= $P(80 \le y < \infty) =$
= $P(80 \le y < \infty) = \frac{7}{7,47} = \frac{1}{2} - P(1,37) = 0.5 - \frac{1}{2}$

Tabla pred nekaj tedni ...

$$P(X < 350) = P(2 < 350)$$

$$E(X) = \frac{80}{02} = 40$$

$$E(X) = \frac{80}{02} = 40$$

$$P(X < 350) = \sum_{k=30}^{2} P(X < 350) = \sum_{k=30$$

Tabla pred nekaj tedni ...

$$\begin{array}{l} \times \sim \operatorname{mag} \operatorname{Bin}(80,0.2) & P(X=k) = \binom{1.4}{73} \cdot 0.2^{30} \cdot (0.8) \\ E(x) = \frac{80}{0.2} = 400 \\ P(X \subset 350) = \sum_{k=30}^{345} P(X=k) = \binom{3}{8620} \times -X_1 + X_2 + X_3 + \dots + X_{80} \\ (400) - \oint (-\infty) & E(x) = \frac{30}{0.2} = 400 \\ + \frac{1}{2} = -\frac{1}{9} \left(\underbrace{125} \right) + 0.5 \\ = 0.1056 - 10.5625 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} \sum_{k=30}^{3} P(x-k) = \frac{30}{0.2} = 1600 \\ \hline \sum_{k=30}^{3} P(x-k) = 1600 \\ \hline \sum_$$

Negativna binomska porazdelitev

$$X \sim negBin(n = 80, p = 0.2)$$

$$P(X = k) = {k-1 \choose n-1} p^n \cdot (1-p)^{k-n}$$

```
> n <- 80
> k <- 350
> p <- 0.2
> choose(k - 1, n - 1) * p^n * (1 - p)^(k - n)
[1] 0.004890492
```

V R je funkcija parametrizirana na število neuspehov.

```
> dnbinom(k - n, n, p)
[1] 0.004890492
> pnbinom(k - n, n, p) - pnbinom(k - n - 1, n, p)
[1] 0.004890492
```

Normalna aproksimacija

$$X \sim negBin(n = 80, p = 0.2)$$

$$E(X) = \frac{n}{p} = \frac{80}{0.2} = 400$$

$$D(X) = \frac{80 * 0.8}{0.2^2} = 1600$$

$$X \sim N(400, 40^2)$$

$$P(X \le 350)$$

> pnorm(350, 400, 40)

[1] 0.1056498



Geometrijska porazdeitev

$$X_k \sim geom(p = 0.2), \ k = 1, 2, \dots, 80$$

Koliko poskusov do prvega uspeha

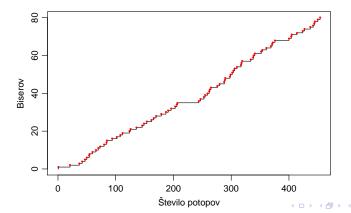
$$P(X = k) = (1 - p)^{k-1} * p, k = 1, 2, ...$$

```
> set.seed(789)
> X <- rgeom(n, p = 0.2) + 1
> X[1:5]
```

[1] 454

Zakaj +1 ? Poglejte v pomoč funkcije rgeom.

Potapljaški poskus



Simulacija

```
> n <- 350
> skoljka <- c("prazna", "biser")
> izid <- sample(skoljka, n, replace = TRUE)
> table(izid)
izid
biser prazna
177 173
```

Simulacija z neenako verjetnostjo

```
> n <- 350
> skoljka <- c("prazna", "biser")</pre>
> izid <- sample(skoljka, n, replace = TRUE, prob = c(8,</pre>
+ 2))
> (t <- table(izid))</pre>
izid
biser prazna
    83 267
> t["biser"]/sum(t)
    biser
0.2371429
```

Drug pristop

[1] 0.1542857

```
> p0 <- 0.2
> izid <- runif(n) <= p0
> (t <- table(izid))</pre>
izid
FALSE TRUE
  296 54
> t[2]/sum(t)
     TRUE
0.1542857
Z logičnimi vrednostmi lahko računamo:
> sum(izid)
[1] 54
> sum(izid)/length(izid)
```

Veliko število potapljačev N

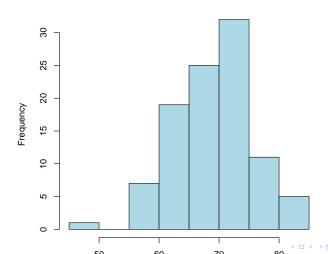
```
> N < -100
> n <- 350
> p < -0.2
> X <- matrix(runif(N * n) <= p, N, n)
> X[1:4, 1:10] + 0
    [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9] [,10]
[1,]
      1
           0
               0
                   0
                                     0
[2,] 0 1 0 0
[3,] 1 1 0 1
[4,] 0
           0
               1
                        0
```

```
> biserov <- apply(X, 1, sum)
> head(biserov)
[1] 66 57 56 76 65 66
```

Porazdelitev

> hist(biserov, col = "lightblue")

Histogram of biserov



Število potopov za 80 biserov

Z vsoto geometrijskih ali pa z negativno binomsko porazdelitvijo

```
> N < -10000
> n < -80
> p < -0.2
> X \leftarrow matrix(rgeom(N * n, p = p), N, n) + 1
> X[1:4, 1:10]
    [,1] [,2] [,3] [,4] [,5] [,6] [,7] [,8] [,9] [,10]
[1,]
          3
               6
                   8
                       3
                            2
                               10
[2,] 3 3 10 2 7
[3,] 3 7 8 1 1 4 1 4 7
                                             18
[4,]
```

```
> potopov <- apply(X, 1, sum)
```

> head(potopov)

[1] 422 367 408 369 393 350



Porazdelitev števila potopov

```
> p <- sum(potopov <= 350)/length(potopov)
> hist(potopov, col = "lightblue", main = p)
> abline(v = 350, col = "red")
```

