## **Practical-5**

**AIM:** Implement a program to perform Geometric and Poisson Distribution.

#### THEORY:

#### 1. GEOMETRIC DISTRIBUTION

The geometric distribution represents the number of failures before you get a success in a series of Bernoulli trials. This discrete probability distribution is represented by the probability density function:

$$f(x) = (1 - p)x - 1p$$

For example, you ask people outside a polling station who they voted for until you find someone that voted for the independent candidate in a local election. The geometric distribution would represent the number of people who you had to poll before you found someone who voted independent. You would need to get a certain number of failures before you got your first success.

## **Program:**

```
#include <iostream>
#include <random>
using namespace std;
int main(void) {
 const int nrolls = 10000; // number of experiments
 const int nstars = 100; // maximum number of stars to distribute
 default random engine generator;
 geometric_distribution <int> distribution (0.3);
 int p[10] = \{ \};
 for (int i=0; i < nrolls; ++i) {
  int number = distribution (generator);
  if (number < 10) {
             ++p[number];
      }
 cout << "geometric_distribution (0.3):" << endl;</pre>
 for (int i = 0; i < 10; ++i)
  cout << i << ": " << string(p[i] * nstars / nrolls, '*') << endl;
 return 0;
```

## **Output:**

### 2. POISSON DISTRIBUTION

A Poisson distribution is a tool that helps to predict the probability of certain events from happening when you know how often the event has occurred. It gives us the probability of a given number of events happening in a fixed interval of time.

The Poisson Distribution pmf is:

$$P(x; \mu) = (e-\mu * \mu x) / x!$$

Where:

- The symbol "!" is a factorial.
- $\mu$  (the expected number of occurrences) is sometimes written as  $\lambda$ . Sometimes called the **event rate** or rate parameter.

## **Program:**

```
#include <iostream>
#include <random>
using namespace std;
int main()
 const int nrolls = 10000; // number of experiments
 const int nstars = 100; // maximum number of stars to distribute
 default_random_engine generator;
 poisson_distribution<int> distribution(4.1);
 int p[10]=\{\};
 for (int i=0; i<nrolls; ++i) {
  int number = distribution(generator);
  if (number<10) ++p[number];</pre>
 cout << "poisson_distribution (mean=4.1):" << endl;</pre>
 for (int i=0; i<10; ++i)
  cout \ll i \ll ": " \ll string(p[i]*nstars/nrolls,'*') \ll endl;
 return 0;
```

# **Output:**