**Probability Distributions**

* Random variable – value is determined by chance
  + E.g. rolling a die:
  + X 1 2 3 4 5 6
  + P(X) 1/6 1/6 1/6 1/6 1/6 1/6
  + X is a discrete variable
* For a probability distribution:
  + ∑ P(X) = 1
  + 0 ≤ P(X) ≤ 1
* **Mean** of a probability distribution
  + μ = ∑ (X ⋅ P(X))
* **Variance** of a probability distribution
  + σ2 = ∑ (X2 ⋅ P(X)) – μ2
* **Standard deviation**
  + σ = sqrt(σ2)
* **Expectation**
  + E(X) = μ
  + For a game
    - E(X) > 0 → in favour of the player e.g. win money
    - E(X) < 0 → not in favour of the player e.g. lose money
    - E(X) = 0 → fair game
* **Binomial distribution & binomial experiment**
  + Each trial has 2 outcomes (success & failure)
  + Each outcome has the same probability for every trial
    - p = P(S); q = 1 – p = P(F); both are constant
  + There are a fixed number of trials (n)
  + All trials are independent
  + X = # of successes in n trials
    - i.e. 0 ≤ X ≤ n
  + **P(X=k) = C(n, k) ⋅ pk ⋅ qn-k**
    - P(0) + … P(n) = qn + npqn-1 + … + npn-1q + pn = (p + q)n = 1 (Binomial expansion)
  + E.g. tossing a coin 3 times
    - P(X=0) = C(3, 0) ⋅ (1/2)3 ⋅ (1/2)0 = 1/8
    - P(X=1) = C(3, 1) ⋅ (1/2)2 ⋅ (1/2) = 3/8
    - P(X=2) = 3/8
    - P(X=3) = 1/8
    - E(X) = μ = 0(1/8) + 1(3/8) + 2(3/8) + 3(1/8) = 12/8 = 1.5 (heads out of 3 tosses)
    - Var(X) = 0 + 12 ⋅ 3/8 + 22 ⋅ 3/8 + 32 ⋅ 1/8 – 1.52 = 0.75
    - σ(X) = sqrt(0.75)
  + **If X ~ Bin(n, p)** – X has binomial distribution
    - Then **E(X) = np** and **var(X) = np(1 – p)**
* **Poisson distribution**
  + Useful for when n is large and p is small
  + X has a Poisson distribution with parameter λ > 0 if its probability mass function (pmf) is given by
    - **P(X; λ) = P(X=x) = where x = 0, 1, 2, 3…**
    - λ is a rate
    - P(X=0) + P(X=1) + … = e^-λ ⋅ ∑(n = 0 → ∞) λn/n! = e^-λ ⋅ e^λ = 1
  + **Mean/expectation**: μ = λ = np
  + **Variance**: σ2 = λ
  + Ex: λ = 1 typo per page
    - P(50 typos in 200 pages) = P(X=50)