

# Chapter 5

## Discrete Distributions

# Review of last week

**Equally Likely Rule:** Suppose  $S$  contains equally likely outcomes. Then

$$P(E) = \frac{|E|}{|S|}.$$

- Rules for counting: don't skip, don't double count
- **Multiplication principle:** one stage at a time
- **Binomial coefficient:**  $\binom{n}{k} = \frac{n!}{k!(n-k)!}$  is the number of ways to choose  $k$  items from  $n$  items.

# Review of last week

## Conditional probability

$$P(A|B) = \frac{P(A \cap B)}{P(B)}, \quad P(B|A) = \frac{P(A \cap B)}{P(A)}.$$

- **Chain rule for probabilities**

$$P(A \cap B) = P(B) \cdot P(A|B) = P(A) \cdot P(B|A).$$

- **Bayes' rule for inverse probabilities**

$$P(A|B) = \frac{P(B|A) \times P(A)}{P(B)}$$

- **Independent events**

$$P(A \cap B) = P(A) \times P(B).$$

# Random Variable

A random variable is a number that is obtained as or from the result of a random experiment.

- Say we flip a coin 3 times, then our sample space has  $2^3 = 8$  possible outcomes:

$$S = \{HHH, HHT, HTH, HTT, THH, THT, TTH, TTT\}.$$

Typically, the particular sequence of heads or tails is of little interest; what does matter is the number of heads that result.

- If we define  $X$  = number of heads in 3 tosses, we have captured the essence of the problem. We call  $X$  a random variable.
- Note:  $X$  defines a mapping (a function) from the original sample space  $S$  to a set of numbers.

$$X(HHH) = 3, X(HHT) = 2, X(HTH) = 2, X(HTT) = 1$$

$$X(THH) = 2, X(THT) = 1, X(TTH) = 1, X(TTT) = 0$$

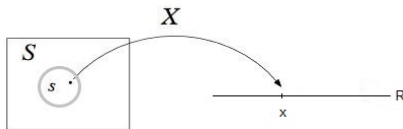
# Random variable

**Definition 5.1** Let  $S$  be a sample space associated with a random experiment,  $\mathbb{R}$  is the real line and let

$$X : S \rightarrow \mathbb{R}.$$

Then  $X$  is called a **random variable** and

$$P(X = x) = P(s \in S : X(s) = x).$$



In defining a random variable, we have also created a new sample space (the range of the random variable).

Random variables often create a dramatically simpler sample space.

They also allow us to describe certain kinds of events very succinctly. In the coin rolling example, we can now write  $P(X = 2)$  instead of  $P(\text{there are two heads and one tail})$ .

## Example 5.1

Independent trials consisting of the flipping of a coin having probability  $\frac{1}{3}$  of coming up heads are continually performed until a head occurs. The sample space is

$$S = \{(H); (T, H); (T, T, H); (T, T, T, H) \dots\}$$

Suppose we define the random variable  $X$  as the number of tosses for the first head to appear.

- a. What is the  $range(X)$ ?

## Example 5.1

Independent trials consisting of the flipping of a coin having probability  $\frac{1}{3}$  of coming up heads are continually performed until a head occurs. The sample space is

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Suppose we define the random variable  $X$  as the number of tosses for the first head to appear.

- Express the following event in random variable notation and calculate its probability: at least three tosses must be made for the first head to be observed.



We will be concerned with two main types of random variables: discrete and continuous.

A **discrete** random variable is one that can only take on a finite or countably infinite set of values.

- $X$ , the number of heads in 3 flips of a coin is clearly a discrete random variable since  $\text{range}(X) = \{0, 1, 2, 3\}$ .

A **continuous** random variable can take on all the values in an interval.

- $Y$ , the life length of a randomly selected bulb is theoretically a continuous random variable since  $\text{range}(Y) = [0, \infty)$ .

## Example 5.2

In each case, state whether the random variable is discrete or continuous.

- a. The distance traveled by a football when thrown.
  
  
  
  
  
  
  
  
  
- b. Toss a coin repeatedly until the first head appears and record the number of tails.

# Probability Mass Function

One useful way to describe the distribution of a discrete random variable, especially one with a finite range, is by way of a table.

$X$	Number of heads in 3 tosses			
$x$	0	1	2	3
probability	$\frac{1}{8}$	$\frac{3}{8}$	$\frac{3}{8}$	$\frac{1}{8}$

This is an example of a **Probability Mass Function** or PMF. As the name suggests, the PMF is associated with “point probabilities”. Note that the table only shows the values which have positive probability.

# Probability Mass Function

**Definition 5.2** For a discrete random variable  $X$ , we define the **Probability Mass Function (PMF)**  $f(x)$  by:

$$f(x) = P(X = x), \forall x.$$

We will write  $f_X$  when we want to emphasize the random variable.

The PMF  $f(x)$  of a discrete random variable can be positive for at most a countable number of values. That is, if  $X$  can take values  $x_1, x_2, x_3, \dots$  then

$$\begin{aligned} f(x_i) &> 0, \quad i = 1, 2, 3, \dots \\ &= 0 \text{ otherwise.} \end{aligned}$$

Furthermore, since  $X$  must take one of the values  $x_i$ , we have

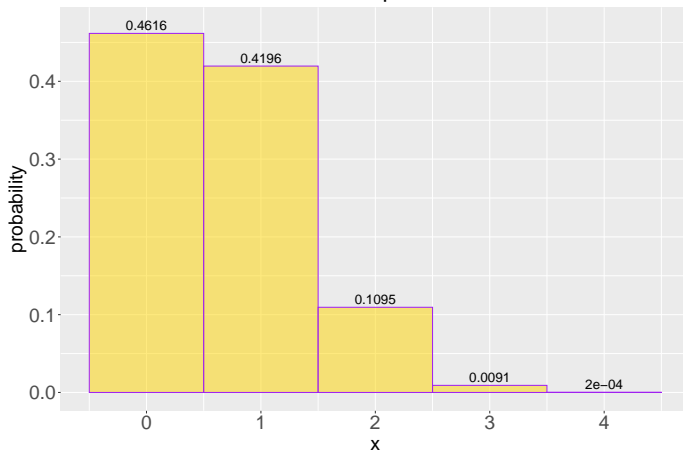
$$\sum_{i=1}^{\infty} f(x_i) = 1.$$

## Example 5.3

A store manager receives a shipment of 30 microwave ovens, 5 of which are (unknown to the manager) defective. The store manager takes a random sample of 4 ovens from the shipment and tests them to see if they are defective. Let  $X$  denote the number of defective ovens found. Write the PMF of  $X$  in a tabular format. (You may assume that every sample of 4 ovens is equally likely to be selected.)

# Probability Histogram

Number of defective ovens sampled



# Probability histogram: code

```
# create data frame consisting of xi and f(xi)
library(tidyverse)
ovens <- data.frame(
  x = 0:4,
  f = c(0.4616, 0.4196, 0.1095, 0.0091, 0.0002)
)

# make probability histogram
ggplot(data = ovens, mapping = aes(x = x, y = f)) +
  geom_col(
    width = 1, alpha = 0.5,
    fill = "gold", color = "purple"
  ) +
  geom_text(mapping = aes(label = round(f, 4), y = f + 0.01)) +
  labs(
    x = "x",
    y = "probability",
    title = "Number of defective ovens sampled"
  )
```



For random variables with infinitely many possible values, a formula provides the most concise representation of the PMF.

## Example 5.4

Let  $X$  denote the number of tosses until the first head when tossing a fair coin. Find the P.M.F. of  $X$ . You may assume the outcome on one toss is independent of the outcome on a different toss.

# Cumulative Distribution Function

There is yet one more important way to describe the distribution of a discrete random variable, with a **cumulative distribution function (CDF)**

**Definition 5.3** The **Cumulative Distribution Function**  $F$  of a random variable  $X$  is defined by

$$F(x) = P(X \leq x), \quad \forall x.$$

PMF for number of heads in 3 tosses

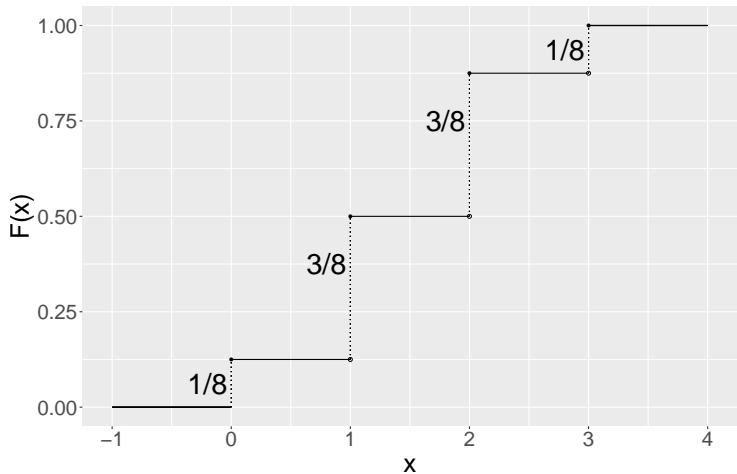
$X$	Number of heads in 3 tosses			
$x$	0	1	2	3
probability	$\frac{1}{8}$	$\frac{3}{8}$	$\frac{3}{8}$	$\frac{1}{8}$

CDF for number of heads in 3 tosses

$$F(x) = P(X \leq x)$$
$$= \begin{cases} 0 & x < 0 \\ \frac{1}{8} & 0 \leq x < 1, \\ \frac{4}{8} & 1 \leq x < 2 \\ \frac{7}{8} & 2 \leq x < 3 \\ 1 & 3 \leq x \end{cases}$$

The CDF for the number of heads in 3 tosses is graphed below:

CDF of number of heads in three tosses



- The graph of the CDF of a discrete random variable is a step function.
- The step function is non decreasing, has jumps at each of the possible values  $x$  and the size of the jump is equal to  $P(X = x)$ .
- Note that, at the jump point  $F$  takes the value at the top of the jump. This is known as *right continuity*.

## Example 5.5

A discrete uniform random variable  $X$  has a PMF of the form

$$f(x) = \frac{1}{n}, \quad x = 1, 2, \dots, n.$$

Find the CDF of  $X$ .

# CDF and PMF

There is of course a connection between the PMF and CDF of a given random variable:

- To get the CDF from the PMF, we simply add up the probabilities for all possible values up to and including  $x$ .
- To get the PMF from the CDF, we look at how much the CDF has changed from the last jump.