# **Training Day-106 Report:**

**Descriptive Statistics** focuses on summarizing and presenting data in a meaningful way, making it easier to understand and interpret. Here's a deeper look:

# 1. Measures of Central Tendency

These indicate where the center of a data distribution lies:

- Mean: The arithmetic average of all data points. For example, if test scores are 70, 80, and 90, the mean is (70+80+90)/3=80(70+80+90)/3=80.
- **Median**: The middle value when data is sorted. If scores are 70, 80, and 90, the median is 80. If there's an even number of scores, it's the average of the two middle values.
- **Mode**: The most frequently occurring value. For scores of 70, 70, 80, and 90, the mode is 70.

## 2. Measures of Dispersion (Variability)

These describe the spread or range of the data:

- Range: Difference between the maximum and minimum values. If scores range from 60 to 90, the range is 90-60=3090 60 = 30.
- Variance: The average squared difference between each data point and the mean, showing variability.
- **Standard Deviation**: The square root of variance, representing how much data deviates from the mean. A smaller standard deviation means data is tightly clustered around the mean.

## 3. Shape of the Distribution

- **Skewness**: Measures asymmetry. A positive skew means a long tail on the right, while a negative skew means a long tail on the left.
- **Kurtosis**: Indicates the sharpness of the data peak. High kurtosis has a sharp peak; low kurtosis is flatter.

#### 4. Data Visualization

Graphical methods help identify patterns, trends, and anomalies:

- **Histograms**: Show data frequency distribution.
- **Box Plots**: Highlight the spread and potential outliers.
- **Scatter Plots**: Reveal relationships between variables.

# Importance

Descriptive statistics is essential in research, business, and science as a first step before performing inferential statistics. It helps in identifying data characteristics, ensuring quality, and preparing for deeper analysis.

# **Training Day-106 Report:**

A **Random Variable** is a numerical value that represents the outcome of a random process or experiment. It is a foundational concept in probability and statistics. Here's a detailed explanation:

## **Types of Random Variables:**

#### 1. Discrete Random Variable:

- o Takes on a finite or countable set of values.
- $\circ$  Example: Number of heads in 3 coin tosses (0, 1, 2, or 3).

#### 2. Continuous Random Variable:

- o Takes on an infinite number of possible values within a range.
- Example: The time it takes for a computer to complete a task (e.g., 2.5 seconds, 3.1 seconds).

## **Key Concepts:**

## 1. Probability Distribution:

- For discrete random variables, it is described using a Probability Mass
  Function (PMF), which assigns probabilities to each value.
- For continuous random variables, it is described using a Probability Density
  Function (PDF), where the area under the curve represents the probability.

## 2. Expected Value (Mean):

- o The weighted average of all possible values of a random variable.
- Formula:  $E(X) = \sum [x \cdot P(x)]E(X) = \sum [x \cdot Cdot P(x)]$  for discrete, or  $E(X) = \int x \cdot f(x) dx E(X) = \int x \cdot Cdot f(x) dx$  for continuous.

#### 3. Variance and Standard Deviation:

- o Variance measures the spread of a random variable's values around its mean.
- o Formula:  $Var(X)=E[(X-\mu)2] \cdot \{Var\}(X) = E[(X-\mu)^2].$

## 4. Cumulative Distribution Function (CDF):

 Shows the probability that a random variable takes a value less than or equal to xx.

### **Examples:**

#### 1. Discrete:

- o Rolling a die: The random variable XX represents the number on the die.
  - P(X=1)=1/6, P(X=2)=1/6P(X=1)=1/6, P(X=2)=1/6, etc.

### 2. Continuous:

 Heights of people: XX could represent the height, modeled as a continuous random variable.

# **Applications:**

- **Discrete Random Variables**: Used in scenarios like flipping coins, rolling dice, or counting defects in a product.
- Continuous Random Variables: Applied in measuring quantities like time, distance, or temperature.

Understanding random variables helps model real-world uncertainties and form the basis for probability and statistical analysis.

# **Training Day-108 Report:**

# **Probability Distribution Function:**

## What is a Probability Distribution Function?

A **Probability Distribution Function (PDF)** is a mathematical function that describes the likelihood of a random variable taking on a particular value. It provides a relationship between the possible values of a random variable and their associated probabilities.

- Discrete Random Variables: A PDF assigns probabilities to specific values.
- Continuous Random Variables: A PDF defines a density function, where the probability is the area under the curve within a specified interval.

## **Key Terminologies Related to PDF**

- Random Variable: A variable that can take on different values determined by chance.
  - Discrete Random Variable: Takes on specific, countable values (e.g., number of heads in coin flips).
  - Continuous Random Variable: Takes on any value within a range (e.g., height or weight).
- **Probability Mass Function (PMF):** Used for discrete random variables to assign probabilities to each value.
- Cumulative Distribution Function (CDF): The probability that a random variable is less than or equal to a given value.
- Expected Value (Mean): The weighted average of all possible values of a random variable.
- Variance: A measure of the spread or dispersion of the random variable around its mean.

### **Types of Probability Distributions**

#### 1. Discrete Probability Distributions

- **Binomial Distribution:** Deals with experiments consisting of independent trials with two outcomes (success or failure).
- Poisson Distribution: Models the probability of a given number of events occurring

in a fixed interval.

## 2. Continuous Probability Distributions

- **Normal Distribution (Gaussian):** A symmetric bell-shaped curve widely used in statistics and real-world modeling.
- Exponential Distribution: Describes the time between events in a Poisson process.

### **Properties of PDF**

- 1. Non-negativity: The probability value is always non-negative, i.e.,  $f(x) \ge 0$  for all values of x.
- 2. **Normalization:** The total probability over all possible values is 1, i.e.,  $\int -\infty f(x) dx = 1 \text{ infty } ^{\int (x) dx} = 1$
- 3. **Probability Calculation:** For a continuous variable, the probability for an interval [a, b] is given by:  $P(a \le X \le b) = \int abf(x) dx P(a \setminus B) = \int a^b f(x) dx$

## **Applications of PDF**

- 1. **Statistical Analysis:** Used to describe the probability distributions of data in fields like economics, biology, and engineering.
- 2. **Machine Learning:** PDFs are integral in probabilistic models like Naive Bayes and Hidden Markov Models.
- 3. **Risk Analysis:** PDFs help estimate the likelihood of events in fields like insurance and finance.
- 4. **Simulation:** Generate random samples following specific distributions for testing and modeling.

### **Examples**

### 1. Discrete PDF (Binomial Distribution):

A factory produces items with a 95% success rate. What is the probability of 3 successes in 5 trials?

$$P(X=3)=(53)(0.95)3(0.05)2P(X=3) = binom{5}{3}(0.95)^3(0.05)^2$$

### 2. Continuous PDF (Normal Distribution):

If a variable follows a normal distribution with a mean of 50 and a standard deviation of 5, the PDF is:

$$f(x)=12\pi \cdot 5e^{-(x-50)}22 \cdot 52f(x) = \frac{1}{\sqrt{2\pi}} \cdot 5e^{-(x-50)}22 \cdot 52f(x) = \frac{1}{\sqrt{$$

# **Training Day-109 Report:**

# What is Expected Value?

The **Expected Value (EV)** is a fundamental concept in probability and statistics that represents the long-term average or mean value of random variable outcomes if an experiment is repeated infinitely. It provides a measure of the central tendency of a probability distribution.

# Formula for Expected Value

#### 1. For Discrete Random Variables:

If XX is a discrete random variable with possible values  $x1,x2,...,xnx_1, x_2,...,x_n$  and corresponding probabilities  $P(x1),P(x2),...,P(xn)P(x_1),P(x_2),...,P(x_n)$ , then:

$$E(X) = \sum_{i=1}^{n} nx_i \cdot P(x_i)E(X) = \sum_{i=1}^{n} x_i \cdot Cdot P(x_i)$$

#### 2. For Continuous Random Variables:

If XX is a continuous random variable with probability density function f(x)f(x), then:

$$E(X) = \int -\infty x \cdot f(x) dx E(X) = \int -\infty x \cdot f(x) dx E(X)$$

### **Properties of Expected Value**

### 1. Linearity:

o For random variables XX and YY, and constants aa and bb:

$$E(aX+bY)=aE(X)+bE(Y)E(aX+bY)=aE(X)+bE(Y)$$

## 2. Non-Negativity:

o For a non-negative random variable XX, E(X)≥0E(X) \geq 0.

### 3. Expectation of a Constant:

o If cc is a constant, E(c)=cE(c)=c.

#### **Examples**

## 1. Discrete Random Variable (Dice Roll):

Suppose you roll a fair six-sided die. The possible outcomes are  $\{1,2,3,4,5,6\}\setminus\{1,2,3,4,5,6\}$ , each with a probability of  $16\setminus\{1\}$  {6}.

$$E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 1 \cdot 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 2 \cdot 16 + \dots + 6 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 + 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot 16 = 3.5 \\ E(X) = \sum_{i=1}^{i=1} 6xi \cdot P(xi) = 16 \cdot$$

The expected value is 3.5, which is the average result of rolling the die many times.

# 2. Continuous Random Variable (Uniform Distribution):

If XX is uniformly distributed between 0 and 10, the PDF is:

 $f(x) = \{110, 0 \le x \le 100, \text{otherwise} f(x) = \lceil \{13, 0 \le x \le 10\}, \& 0 \rceil \text{ otherwise} \} \land \{13, 0 \le x \le 10\}, \& 0 \rceil \text{ otherwise} \}$ 

The expected value is:

$$E(X) = \int 0.010 \times 0.0$$

# **Applications of Expected Value**

### 1. Economics and Finance:

 Used in decision-making under uncertainty, such as calculating expected returns in investments.

### 2. Insurance:

o Helps calculate premiums based on expected claims.

## 3. Game Theory:

o Used to evaluate strategies and outcomes in competitive scenarios.

## 4. Machine Learning:

o Forms the basis of loss functions in supervised learning models.

# **Training Day-110 Report:**

### **Binomial Distribution**

#### What is Binomial Distribution?

The **Binomial Distribution** is a discrete probability distribution that models the number of successes in a fixed number of independent trials of a binary experiment. Each trial has only two possible outcomes: **success** or **failure**.

It is widely used in probability and statistics for modeling events with fixed probabilities.

### **Characteristics of Binomial Distribution**

## 1. Fixed Number of Trials (nn):

The experiment consists of a predetermined number of trials.

### 2. Binary Outcomes:

Each trial results in one of two outcomes: **success** (with probability pp) or **failure** (with probability 1–p1-p).

#### 3. Independent Trials:

The outcome of one trial does not influence the outcomes of other trials.

## 4. Constant Probability (pp):

The probability of success remains constant across all trials.

#### Formula for Binomial Distribution

The probability of exactly kk successes in nn trials is given by:

$$P(X=k)=(nk)pk(1-p)n-kP(X=k) = binom\{n\}\{k\} p^k (1-p)^n = k$$

## Where:

- P(X=k)P(X=k) is the probability of kk successes.
- (nk)=n!k!(n-k)!\binom $\{n\}\{k\} = \frac{n!}{k!(n-k)!}$  is the binomial coefficient.
- pp is the probability of success.
- 1–p1-p is the probability of failure.
- nn is the number of trials.
- kk is the number of successes.

#### Mean and Variance

• Mean ( $\mu$ \mu):

$$\mu = n \cdot p \setminus mu = n \cdot cdot p$$

## • Variance (σ2\sigma^2):

 $\sigma 2 = n \cdot p \cdot (1-p) \cdot sigma^2 = n \cdot cdot p \cdot cdot (1-p)$ 

# • Standard Deviation (σ\sigma):

$$\sigma=n\cdot p\cdot (1-p) \cdot sigma = \cdot sqrt \cdot \{n \cdot cdot p \cdot cdot (1-p)\}$$

# **Examples**

## 1. Tossing a Coin:

Suppose you flip a coin 10 times (n=10n=10), and the probability of heads (pp) is 0.5. The probability of getting exactly 6 heads (k=6k=6) is:

$$P(X=6)=(106)(0.5)6(0.5)4=210\cdot(0.5)10=0.205P(X=6) = \begin{pmatrix} 100 & (0.5)^6 & (0.5)^6 & (0.5)^4 = (0.5)^6 & (0.5)$$

## 2. Defective Items in a Batch:

A factory produces items with a 95% success rate (p=0.95p = 0.95). If 20 items (n=20n = 20) are randomly selected, the probability of exactly 18 defect-free items (k=18k = 18) is:  $P(X=18)=(2018)(0.95)18(0.05)2P(X=18) = \lambda (0.95)^{18} (0.95)^{2}$  Calculate this using the binomial coefficient and powers of pp and 1-p1-p.

# **Applications of Binomial Distribution**

## 1. Quality Control:

o Used to determine the probability of defective items in a production line.

## 2. Epidemiology:

o Models the spread of diseases or the effectiveness of vaccines.

## 3. Finance:

o Evaluates probabilities in risk analysis and decision-making.

## 4. Machine Learning:

o Used in probabilistic models such as Naive Bayes classifiers.