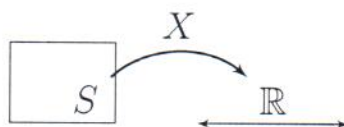


## Chapter 3

# Probability Distributions and Probability Densities

### 3.1 Random Variables

Let  $S$  be a sample space with a probability measure. A **random variable** is a function  $X : S \rightarrow \mathbb{R}$ , which maps the outcomes in the sample space to real numbers. The output of a random variable is something we can measure.



Random variables are defined when we want to focus on a particular property of the outcomes of an experiment. More than one random variable can be defined for a given sample space.

Usually capital letters like “ $X$ ” are used to denote random variables; and their lower case letter like “ $x$ ” are used for particular values that  $X$  can take.



**Example 3.1.1** *Earlier we mentioned the experiment of spinning a probability spinner, and described the sample space as  $\{\theta \text{ degrees} | \theta \in [0, 360)\}$ .*

*However, the actual sample space could include more information, such as multiple rotations, angular velocity at time  $t$ , elapsed time, the color it landed on, etc.*

*A random variable focuses on **one** property of the outcome that can be assigned a real number.*

*Some examples of random variables:*

- $X_1$ : resting position (degrees), outputs values in  $[0, 360)$ .
- $X_2$ : resting position (radians), outputs values in  $[0, 2\pi)$ .
- $X_3$ : number of full rotations, can take values  $0, 1, 2, 3, \dots$

**Example 3.1.2** Two socks are selected at random and removed in succession from a drawer containing five brown socks and three green socks.

5B

3G

List the elements of the sample space, the corresponding probabilities, and the corresponding values of the random variable  $X$ , where  $X$  is the number of brown socks selected.

prob. that  
1st sock  
is brown

$$\frac{5}{8} \cdot \frac{4}{7} = \frac{20}{56}$$

prob. that  
2nd  
sock is brown

$$\frac{5}{8} \cdot \frac{3}{7}$$

$$\frac{3}{8} \cdot \frac{5}{7}$$

$$\frac{3}{8} \cdot \frac{2}{7}$$

Element of sample space	Probability	value of $X$
BB	$\frac{20}{56}$	2

random  
variable

BG

$$\frac{15}{56}$$

1

GB

$$\frac{15}{56}$$

1

GG

$$\frac{6}{56}$$

0

$$P(X=1)$$

$$= \frac{15}{56} + \frac{15}{56} = \frac{30}{56}$$

We write:  $P(X=2) = \frac{20}{56}$ ,  $P(X=1) = \frac{30}{56}$ ,  $P(X=0) = \frac{6}{56}$ .

**Example 3.1.3** Three balls are randomly chosen (without replacement) from a bag of 20 balls numbered 1-20. We bet that at least one of the numbers drawn is equal to or greater than 17. What is the probability of winning the bet?

Outcomes in the sample space are subsets of three numbered balls, and they are all equally likely to occur.

Let random variable  $X$  denote the largest number of the three selected. Thus  $X$  takes values 3, 4, ..., 20, and we want  $P(X \geq 17)$ .

Since total probability equals 1,  $P(X \geq 17) = 1 - P(X \leq 16)$

Let us calculate  $P(X \leq 16)$ .  
*the event that the largest of the 3 balls is 16 or less.*  
*the complement of the event  $X \geq 17$*

How many 3-element subsets of balls 1-16 are there?

$$\binom{16}{3} = \frac{16 \cdot 15 \cdot 14}{3 \cdot 2 \cdot 1} = 560$$

*# of 3-elt subsets of  $\{1, \dots, 16\}$*

How many 3-element subsets of balls 1-20 are there?

$$\binom{20}{3} = \frac{20 \cdot 19 \cdot 18}{3 \cdot 2 \cdot 1} = 1140$$

*# of 3-elt subsets of  $\{1, \dots, 20\}$*

$$P(X \leq 16) = \frac{560}{1140} = \frac{28}{57}$$

$$\Rightarrow P(X \geq 17) = 1 - \frac{28}{57} = \frac{29}{57}$$

60 Note that this probability is a bit larger than 50%.

Recall that the set of all possible output values of a function is called its **range**.

If the range of a random variable  $X$  is a finite or countably infinite set, then we say that  $X$  is a discrete random variable.



In contrast, a continuous random variables is one whose range is a continuum of values, like an interval or a union of intervals in  $\mathbb{R}$ .

We will deal with this type later. The important difference to notice is in how the probabilities are assigned.





## 3.2 Probability Distributions

### Example 3.2.1 Experiment: Rolling two dice

Let random variable  $X$  denote the sum of a roll. The range of  $X$  is  $\{2, 3, \dots, 12\}$ .

Knowing that each outcome in the sample space has probability  $\frac{1}{36}$ , we can easily find the probability that  $X$  takes on any value in its range. e.g.  $P(X = 7) = \frac{6}{36}$ ,  $P(X = 11) = \frac{2}{36}$ .

This information can be summarized in a table.

$x$	$P(X = x)$
2	$1/36$
3	$2/36$
4	$3/36$
5	$4/36$
6	$5/36$
7	$6/36$
8	$5/36$
9	$4/36$
10	$3/36$
11	$2/36$
12	$1/36$

11	12	13	14	15	16
21	22	23	24	25	26
31	32	33	34	35	36
41	42	43	44	45	46
51	52	53	54	55	56
61	62	63	64	65	66

We would like a rule  $f(x)$  which gives  $P(X = x)$  for each value  $x$  in the range of random variable  $X$ .

In this case the probabilities are given by the function

$$f(x) = \frac{6 - |x - 7|}{36} \quad \text{where } x = 2, \dots, 12$$

absolute value

Such a function is called a **probability distribution** of  $X$ .

62

$$f(13) = \frac{6 - |3 - 7|}{36} = \frac{2}{36}$$

If  $X$  is a discrete random variable, the function  $f$  given by

$$f(x) = P(X = x)$$

for each  $x$  in the range of  $X$ , is called the probability distribution of  $X$ . (Also called the **probability mass function** of  $X$ .)

**Theorem 3.2.2** A function  $f$  is allowable as a probability distribution for  $X$  if and only if its values,  $f(x)$ , satisfy

1.  $f(x) \geq 0$  for any  $x$ ,
2.  $\sum_x f(x) = 1$ . (sum taken over all  $x$  in the range of  $X$ )

**Example 3.2.3** Let  $X$  be the random variable that counts the number of heads obtained in tossing a balanced coin 4 times.

(a) What is the range of  $X$ ?

$$\{0, 1, 2, 3, 4\}$$

(b) What is  $P(X = x)$  for each  $x$  in the range of  $X$ ?

← "probability that 0 heads occur"

$$P(X=0) = \frac{1}{2} \cdot \frac{1}{2} \cdot \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{16} \text{ TTTT}$$

$$P(X=1) = \frac{4}{16} \quad \begin{matrix} \text{HTTT} \\ \text{THTT} \\ \text{TTHT} \\ \text{TTTH} \end{matrix}$$

$$P(X=2) = \frac{6}{16} \quad \begin{matrix} \text{HHTT} & \text{THTT} \\ \text{HTHT} & \text{THTH} \\ \text{HTTH} & \text{TTHH} \end{matrix}$$

$$P(X=3) = \frac{4}{16}$$

$$P(X=4) = \frac{1}{16}$$

(c) Find formula for the probability distribution of  $X$ .

$$P(X=x) = \frac{\binom{4}{x}}{2^4}$$

— two dice are rolled

**Example 3.2.4** Return to the dice rolling experiment.

Let  $Y$  be the maximum that either die shows in a single roll:  
 $Y(a, b) = \max(a, b)$ .

For example,  $Y(3, 5) = 5$ .

$$Y(2, 6) = 6$$

$$Y(4, 4) = 4$$

(a) What is the range of  $Y$ ?

$$\{1, 2, 3, 4, 5, 6\}$$

(b) What is  $P(Y = y)$  for each  $y$  in the range of  $Y$ ?

$$P(Y=1)$$

$$P(Y=2)$$

$$P(Y=3)$$

$$P(Y=4)$$

$$P(Y=5)$$

$$P(Y=6)$$

11 12 13 14 15 16

21 22 23 24 25 26

31 32 33 34 35 36

41 42 43 44 45 46

51 52 53 54 55 56

61 62 63 64 65 66

(c) Find a formula for the probability distribution of  $Y$ .