Statistical and Mathematical Methods for Data Analysis

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Textbooks

- ☐ Probability & Statistics for Engineers & Scientists,
 Ninth Edition, Ronald E. Walpole, Raymond H.
 Myer
- ☐ Elementary Statistics: Picturing the World, 6th Edition, Ron Larson and Betsy Farber
- ☐ Elementary Statistics, 13th Edition, Mario F. Triola

Reference books

- ☐ Probability and Statistical Inference, Ninth Edition, Robert V. Hogg, Elliot A. Tanis, Dale L. Zimmerman
- ☐ Probability Demystified, Allan G. Bluman
- □ Practical Statistics for Data Scientists: 50 Essential Concepts, Peter Bruce and Andrew Bruce
- ☐ Schaum's Outline of Probability, Second Edition, Seymour Lipschutz, Marc Lipson
- ☐ Python for Probability, Statistics, and Machine Learning, José Unpingco

References

Readings for these lecture notes:

□ Probability & Statistics for Engineers & Scientists, Ninth edition, Ronald E. Walpole, Raymond H. Myer

These notes contain material from the above book.

Mathematical Expectation

If two coins are tossed 16 times and X is the number of heads that occur per toss, then the values of X are 0, 1, and 2.

Suppose that the experiment yields **no heads**, **one head**, and **two heads** a total of **4**, **7**, and **5** times, respectively.

$$\frac{(0)(4)+(1)(7)+(2)(5)}{16}=1.06$$

- ☐ This is an average value of the data and yet it is not a possible outcome of {0, 1, 2}.
- ☐ Hence, an average is **not necessarily a possible** outcome for the experiment
- ☐ For instance, a **salesman's average monthly** income is **not likely** to be equal to any of his **monthly paychecks**.

X	f	fx
0	4	0
1	7	7
2	5	10
	$\sum f = 16$	$\sum fx = 17$
$\bar{x} = \frac{17}{16}$ =1.06		

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X	P(X)	xP(X)
0	$\frac{4}{16}$	0
	16	
1	7	7
	16	16
2	5	10
	$\frac{5}{16}$	16
	$\sum P(X) = \frac{16}{16} = 1$	$\sum xP(X) = \frac{17}{16} = 1.0625$

- The numbers 4/16, 7/16, and 5/16 are the fractions of the total tosses resulting in 0, 1, and 2 heads, respectively. These fractions are also the relative frequencies for the different values of X in our experiment.
- ☐ In fact, then, we can calculate the mean, or average, of a set of data by knowing the distinct values that occur and their relative frequencies, without any knowledge of the total number of observations in our set of data.

Therefore, if 4/16, or 1/4, of the tosses result in no heads, 7/16 of the tosses result in one head, and 5/16 of the tosses result in two heads, the mean number of heads per toss would be 1.06 no matter whether the total number of tosses were 16, 1000, or even 10,000.

☐ This method of relative frequencies is used to calculate the average number of heads per toss of two coins that we might expect in the long run.

We shall refer to this average value as the **mean of** the random variable X or the **mean of the** probability distribution of X and write it as μ_X or simply as μ when it is clear to which random variable we refer.

It is also common among statisticians to refer to this mean as the mathematical expectation, or the expected value of the random variable X, and denote it as E(X).

Mean or Expected value of X

Theorem: Let X be a random variable with probability distribution f(x). The **mean**, or **expected value**, of X is

$$\mu = E(X) = \sum_{x} xf(x)$$

if X is discrete, and

$$\mu = E(X) = \int_{-\infty}^{\infty} xf(x) dx$$

if X is continuous

Example: A lot containing 7 components is sampled by a quality inspector; the lot contains 4 good components and 3 defective components. A sample of 3 is taken by the inspector. Find the expected value of the number of good components in this sample.

$$N = 7$$

$$n = 3$$

$$k = 4$$

$$P(X = x) = h(x; N, n, k) = \binom{k}{k}\binom{N-k}{N-k}/\binom{N}{N}$$
, max{0, n-(N-k)} $\leq x \leq \min\{n, k\}$

Let *X* represent the number of good components in the sample.

$$max{0, n-(N-k)} = max{0, 3-(7-4)} = max(0, 0) = 0$$

 $min{n, k} = min(3, 4) = 3$

X	P(X = x)	x P(X)
0		0
	35	
1	12	12
	35	35
2	18	36
	35	35
3	4	12
	35	35
	$\sum P(X) = \frac{16}{16} = 1$	$\sum x P(X) = \frac{60}{35} = 1.7143$

Cont.

□ Thus, if a sample of size 3 is selected at random over and over again from a lot of 4 good components and 3 defective components, it will contain, on average, 1.7 good components.

Example: A salesperson for a medical device company has **two appointments** on a given day.

At the first appointment, he believes that he has a 70% chance to make the deal, from which he can earn \$1000 commission if successful. On the other hand, he thinks he only has a 40% chance to make the deal at the second appointment, from which, if successful, he can make \$1500. What is his expected commission based on his own probability belief? Assume that the appointment results are **independent** of each other.

First appointment:

Probability of commission = 0.70, Commission = 1000

Probability of no commission = 1- 0.70 = 0.30, Commission = 0

Second appointment:

Probability of commission = 0.40, Commission = 1500

Probability of no commission = 1- 0.40 = 0.60, Commission = 0

Since appointment results are independent.

Let X denotes total commission

X	P(X = x)	xP(X)
0 + 0 = 0	(0.30)(0.60) = 0.18	0
1000 + 0 = 1000	(0.70)(0.60) = 0.42	420
0 + 1500 = 1500	(0.30)(0.40) = 0.12	180
1000 + 1500 = 2500	(0.70)(0.40) = 0.28	700
	$\sum P(X) = 1$	$\sum x P(X)$
		= \$ 1300

Example: Let *X* be the random variable that denotes the life in hours of a certain electronic device. The **probability density function** is

$$f(x) = \begin{cases} \frac{20,000}{x^3}, & x > 100, \\ 0, & \text{elsewhere} \end{cases}$$

Find the expected life of this type of device.

$$\mu = E(X) = \int_{-\infty}^{\infty} xf(x) dx$$
if X is continuous

$$\mu = E(X) = \int_{100}^{\infty} x \times \frac{20,000}{x^3} dx$$

$$= \int_{100}^{\infty} \frac{20,000}{x^2} dx$$

$$= 20,000 \int_{100}^{\infty} x^{-2} dx$$

$$= -20,000 \left[x^{-1} \right]_{100}^{\infty} = -20,000 \left(\frac{1}{\infty} - \frac{1}{100} \right)$$

$$= 200$$