COMMON DISCRETE DISTRIBUTIONS

Binomial (p, n)

Experiment: n independent trials of 'roll of a die' with two possibilities, Success and Failure (probability p and q = 1 - p respectively).

Sample space has 2^n simple events of the FSS...SF type, each having the probability of $p^i q^{n-i}$ where *i* is the # of Ss.

X is defined as # of Ss.

$$f(i) = {\binom{n}{i}} p^{i} q^{n-i} \qquad i = 0..n$$

$$P(z) = \sum_{i=0}^{n} f(i) z^{i} = (q+pz)^{n}$$

$$- \text{ use } (a+b)^{n} \text{ formula to prove}$$

$$\mu = n(q + pz)^{n-1}p|_{z=1} = np$$

Var(X) = $n(n-1)(q + pz)^{n-2}p^2|_{z=1} + np - n^2p^2 = npq$

Special case when n = 1 is called 'Bernoulli distribution' Geometric p

Same type of experiment, done till getting the first S, X defined as the number of *trials*.

$$f(i) = p \cdot q^{i-1}$$
 $i = 1, 2, 3, \dots$

$$P(z) = pz \sum_{i=1}^{\infty} (qz)^{i-1} = \frac{pz}{1-qz}$$
$$\mu = P'(z)|_{z=1} = \frac{1}{p}$$
$$Var(X) = P''(z)|_{z=1} + \mu - \mu^2 = \frac{q}{p^2}$$

X-1 (counting only the failures) has the so-called 'modified' geometric distribution.

Negative Binomial (p, k) counts the trials till the k^{th} Success - obviously a sum of k independent RVs of the previous type.

$$P(z) = \left(\frac{pz}{1-qz}\right)^{k}$$

$$\mu = \frac{k}{p}$$

$$Var(X) = \frac{kq}{p^{2}}$$

$$f(i) = p \cdot {\binom{i-1}{k-1}} p^{k-1}q^{i-k} \qquad i = k, k+1, k+2, \dots$$

Can be easily adjusted for the 'modified' case (of counting failures only).

Hypergeometric (N, K, n)

Experiment: From N physical objects (cards, marbles, etc.), K of which are 'special' in some sense (spades, aces, red marbles, etc.), select randomly and without replacement n; X is the # of special objects in your sample.

Sample space consists of $\binom{N}{n}$ 'orderless' selections, of which $\binom{K}{i} \cdot \binom{N-K}{n-i}$ contain exactly *i* special objects (use *multiplication principle*). This implies

$$f(i) = \frac{\binom{K}{i} \cdot \binom{N-K}{n-i}}{\binom{N}{n}} \qquad i = 0, 1...n$$

The range can actually be narrower (eg. when K < n), but luckily the binomial coefficients take care of it (becoming 0 in any such case)!

The formula for P(z) is tricky (we won't use it) - we can still easily build P(z) numerically. That means it is now more difficult to find the mean and variance. This is how we can do it: Put each of the selected marbles under a cup *before* observing its colour; our X then 'splits' into

$$X = X_1 + X_2 + \ldots + X_n$$

where all the X_i have Bernoullli-type distribution, but they are NOT independent! This yields

$$\mathbb{E}(X) = \sum_{i=1}^{n} \mathbb{E}(X_i) \stackrel{\text{sym}}{=} n \cdot \mathbb{E}(X) = n \cdot \frac{K}{N}$$

and

$$\operatorname{Var}(X) = \sum_{i=1}^{n} \operatorname{Var}(X_i) + 2 \sum_{i < j} \operatorname{Cov}(X_i, X_j) =$$
$$n \cdot \operatorname{Var}(X_1) + n(n-1) \operatorname{Cov}(X_1, X_2) =$$
$$n \cdot \frac{K}{N} \cdot \frac{N-K}{N} \cdot \frac{N-n}{N-1}$$

Note the similarity with the binomial npq formula, except for the last 'correction' factor, which makes the 2 formulas identical when n = 1 (check) and makes the last formula equal to 0 when n = N (check). Also note that X would have Binomial distribution with $p = \frac{K}{N}$ if this sampling were done WITH replacement!

Poisson Λ

Experiment: customers are arriving at a store (library, gas station, etc.) randomly and independently of each other, at an *average* rate of λ per hour. X is the # of customers arriving during a specific time interval of length T.

As an approximation, we can subdivide the time interval into n equal-length subintervals and assume that during each of these a customer arrives with a

2

(tiny) probability of $p_n = \frac{\lambda T}{n}$ (note that this makes the corresponding expected value equal to $\Lambda \stackrel{\text{def}}{=} \lambda \cdot T$). This implies that

$$P_n(z) = \left(1 - \frac{\Lambda}{n} + \frac{\Lambda}{n}z\right)^n \underset{n \to \infty}{\longrightarrow} \exp\left(\Lambda(z-1)\right)$$

(this 'model' becomes perfect only in the $n \to \infty$ limit). From P(z) we can get everything else:

$$\mu = \Lambda$$

Var(X) = $\Lambda^2 + \Lambda - \Lambda^2 = \Lambda$

and, from

$$e^{-\Lambda} \cdot e^{\Lambda z} = \left(1 + \Lambda z + \frac{\Lambda^2 z^2}{2!} + \frac{\Lambda^3 z^3}{3!} + \frac{\Lambda^4 z^4}{4!} + \dots\right) \cdot e^{-\Lambda}$$

we get

$$f(i) = \frac{\Lambda^i}{i!} \cdot e^{-\Lambda} \qquad \quad i = 0, 1, 2, \dots$$

Note that the sum of 2 (or more) independent Poisson RVs is also Poisson (with $\Lambda = \Lambda_1 + \Lambda_2$) - clear from PGF.

Binomial and Hypergeometric extended to MULTIVARIATE (we do trivariate only)

Binomial becomes **Multinomial** by assuming that in each trial there are 3 possibilities (winning, losing and tying a game) with probabilities p_1 , p_2 and p_3 respectively (they have to add up to 1).

It's easy to see how to extend the samples space (to consist of 3^n simple events), implying that

$$\Pr(X = i \cap Y = j \cap Z = k) = \binom{n}{i, j, k} p_1^i p_2^j p_3^k$$

whenever $i, j, k \ge 0$ and $i + j + k = n$
i.e. $i = 0..n, j = 0..n - i$ and $k = n - i - j$

where X represends the # of wins, etc. The marginal distribution of X is clearly $\mathcal{B}(p_1, n)$, etc., the only new formula we need is

$$\operatorname{Cov}(X,Y) = -np_1p_2$$

Proof:

$$Cov(X_1 + X_2 + ... + X_n, Y_1 + Y_2 + + Y_n) = \sum_{i=1}^{n} Cov(X_i, Y_i) = n \cdot Cov(X_1, Y_1)$$

(finish in class).

Multivariate Hypergeometric

Now we assume that there is K_1 red, K_2 blue and K_3 green marbles (in a box of $N = K_1 + K_2 + K_3$). By a similar extension of the sample space we get

$$f_{x,y,z}(i,j,k) = \frac{\binom{K_1}{i}\binom{K_2}{j}\binom{K_3}{k}}{\binom{N}{n}}$$

for any possible combination of $\boldsymbol{i},\boldsymbol{j}$ and \boldsymbol{k}

Again, all the marginals are clearly of the univariate hypergeometric type, the only extra formula (badly) needed is

$$\operatorname{Cov}(X,Y) = -n \cdot \frac{K_1}{N} \cdot \frac{K_2}{N} \cdot \frac{N-n}{N-1}$$

(again, note the parallel with the multinomial formula, except for the extra correction term). This time

$$Cov(X_1 + X_2 + \dots + X_n, Y_1 + Y_2 + \dots + Y_n) = n \cdot Cov(X_1, Y_1) + n(n-1)Cov(X_1, Y_2) = \dots$$

4