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It is very hard to describe and convey the W.A (prob) you are using to others.

⇒ Mathematicians thus give names to some widely used W.As.

For example: ① A R.V  $X$  is of geometric distribution

②  $X$  is a "geometric" R.V.

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1. Bernoulli distribution /

Bernoulli R.V.

has 1 parameter  $p$

$$S = \{0, 1\}$$

$$P_0 = 1 - p, \quad P_1 = p.$$

For example, ① a fair coin is

a Bernoulli R.V w.  $p = \frac{1}{2}$

② a bent coin is a Bernoulli R.V w.  $p$

③ Winning a lottery is

Bernoulli R.V w.  $p = \frac{1}{150M}$

④ # of touchdowns of Purdue football team is (modeled as) a Bernoulli w.  $p = 0.7$

2. Binomial R.V with  $\binom{2}{1}$  parameters  $n$  and  $p$

$$S = \{0, 1, \dots, n\}$$

$$P_k = \binom{n}{k} p^k (1-p)^{n-k}$$

Q: The score of a baseball team is

a binomial R.V with para  $p, n$

$$E(X) = ? \quad \text{Var}(X) = ?$$

$$\text{Ans: } E(X) = \sum_{k=0}^n P_k \cdot k$$

$$= \sum_{k=0}^n \binom{n}{k} p^k (1-p)^{n-k} \cdot k$$

$$= \sum_{k=0}^n \frac{n!}{(n-k)! (k!)} p^k (1-p)^{n-k} \cdot k$$

$$= \sum_{k=1}^n \frac{n!}{(n-k)! (k-1)!} p^k (1-p)^{n-k}$$

$$= \sum_{k=1}^n n \cdot \frac{(n-1)!}{(n-k)! (k-1)!} p \cdot p^{k-1} (1-p)^{n-k}$$

$$\boxed{\binom{n}{k} = \frac{n!}{k! (n-k)!} \quad 0! = 1}$$

$$\text{Let } k' = k - 1, \quad n' = n - 1$$

$$= \sum_{k'=0}^{n'} n' \frac{n'!}{(n'-k')! k'} p^{k'} (1-p)^{n'-k'}$$

$$= np \left( \sum_{k'=0}^{n'} \frac{n'!}{(n'-k')! k'} p^{k'} (1-p)^{n'-k'} \right)$$

It is the total prob of a binomial R.V w. para.  $p, n'$ .

$$\text{Var}(X) = np(1-p) \leftarrow \text{will come back later.}$$

\* Usually (but not necessarily), a binomial distribution models the scenario of tossing a bent coin  $n$  times & count the # of heads.

Q: The score of a baseball team is

a binomial R.V with para  $p, n$

$$E(X) = ? \quad \text{Var}(X) = ?$$

3. Geometric Random Variable with 1 parameter  
 $0 < p < 1$   
 $S_X = \{0, 1, \dots\}$  all non-negative integers

$$P_k = p(1-p)^k$$

Example:  $p = \frac{1}{4}$ . Geometric R.V has

$$P_0 = \frac{1}{4} \left(1 - \frac{1}{4}\right)^0$$

$$P_1 = \frac{1}{4} \left(1 - \frac{1}{4}\right)^1 \dots$$

\* The geometric RV. generally models the number of trials before the first head when flipping an unfair coin with head prob  $p$ .

Q The number of cars in a parking lot is a geometric R.V w. para  $p$ .

$$E(X) = ?$$

$$\text{Ans: } E(X) = \sum_{k=0}^{\infty} p \cdot k \cdot (1-p)^k$$

$$= \sum_{k=0}^{\infty} p(1-p)^k \cdot k$$

$$= \sum_{k=1}^{\infty} p(1-p)^k \cdot k$$

$$= \frac{\text{the first term}}{(1-\text{ratio})^2}$$

$$= \frac{p(1-p)}{(1-(1-p))^2} = \frac{1-p}{p}$$

$$\text{Var}(X) = \frac{1-p}{p^2}$$

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④ Poisson Random Var with para  $\alpha > 0$

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$S = \{0, 1, 2, \dots\}$  : all non-negative integers

$$P_k = \frac{\alpha^k}{k!} e^{-\alpha}$$

We use the convention  $0! = 1$ .

Ex: if  $\alpha = 0.5$

$$P_0 = \frac{0.5^0}{0!} e^{-0.5} = \frac{1}{1} e^{-0.5} = e^{-0.5}$$

$$P_1 = \frac{0.5^1}{1!} e^{-0.5} = \frac{0.5}{1} e^{-0.5} = 0.5e^{-0.5}$$

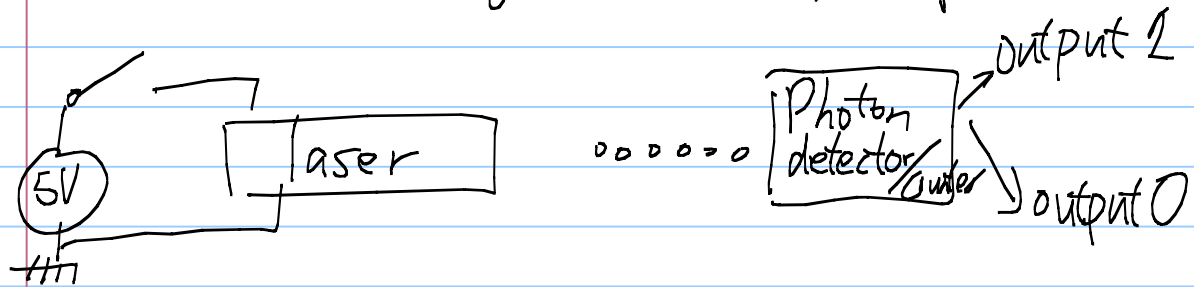
$$P_2 = \frac{0.5^2}{2!} e^{-0.5} = \frac{0.5^2}{2} e^{-0.5} = \frac{1}{8} e^{-0.5}$$

\* The sample space of a Poisson R.V is exactly the same as that of a geometric R.V.

\* Poisson random variable is used to model the experiment that ① Consider a fixed time interval, ② "A customer may show up or not" has the same prob for any time instant. ③ Knowing the average number of customers within this interval/duration is  $\alpha$  ④ The actual number of customers is a

Poisson R.V w. para  $\alpha$ . (064)

\* Poisson is quite common, especially in physics.



A laser that can be turned on (5V)  
or off (0V)

Once it is on, in average  
1000 photons/msec.

A photon detector count the number  
of photons  $X$  in 0.1 msec. And output  
0 or 1 depending on  $X$ .

If there is no "ambient noise"

$$\text{Output} = \begin{cases} 1 & \text{if } X > 0 \\ 0 & \text{otherwise} \end{cases}$$

(but in reality, we choose  $\{X > 0\}$   
instead.

What is the prob that the output

is 0 even if the laser is ON.

Ans:  $X$  is a Poisson R.V.

with  $\alpha =$  the average # of photons in 0.1 msec

$$= 1000 \times 0.1 = 100$$

Then the answer is simple

$$P(X \leq 30) = \sum_{k=0}^{30} \frac{100^k}{k!} \times e^{-100}$$

$$\approx 2 \times 10^{-16}$$

Q: Suppose we reduce the interval to

0.01 msec

$Y$  is the # of photons in 0.01 msec.

$$\text{Output} = \begin{cases} 1 & \text{if } Y \geq 3 \\ 0 & \text{otherwise.} \end{cases}$$

$P(\text{Output} = 0 \text{ given the laser is ON}) = ?$

Ans:  $\alpha = 1000 \times 0.01 = 10$

$$P(Y \leq 3) = \sum_{k=0}^3 \frac{10^k}{k!} e^{-10} = 1\%$$

Namely: sending at rate  $\frac{1}{0.1 \text{ msec}} = 10 \text{ k}$ , the error prob  $\approx 2 \times 10^{-16}$  if we increase the rate to 100k.