Chapter 4

Discrete Probability Distributions

§4.1

Probability Distributions

Random Variables

A **random variable** *x* represents a numerical value associated with each outcome of a probability distribution.

A random variable is **discrete** if it has a finite or countable number of possible outcomes that can be listed.

A random variable is **continuous** if it has an uncountable number or possible outcomes, represented by the intervals on a number line.

Random Variables

Example:
Decide if the random variable x is discrete or continuous.
a.) The distance your car travels on a tank of gas
The distance your car travels is a continuous random variable because it is a measurement that cannot be counted. (All measurements are continuous random variables.)

b.) The number of students in a statistics class
 The number of students is a discrete random variable because it can be counted.

Discrete Probability Distributions

A **discrete probability distribution** lists each possible value the random variable can assume, together with its probability. A probability distribution must satisfy the following conditions.

In Words

- 1. The probability of each value of the discrete random variable is between 0 and 1, inclusive.
- The sum of all the probabilities is 1.

In Symbols $0 \le P(x) \le 1$

 $\Sigma P(x) = 1$

Guidelines

Let x be a discrete random variable with possible outcomes x_1, x_2, \ldots, x_n .

- 1. Make a frequency distribution for the possible outcomes.
- 2. Find the sum of the frequencies.
- 3. Find the probability of each possible outcome by dividing its frequency by the sum of the frequencies.
- 4. Check that each probability is between 0 and 1 and that the sum is 1.

Example:

The spinner below is divided into two sections. The probability of landing on the 1 is 0.25. The probability of landing on the 2 is 0.75. Let x be the number the spinner lands on. Construct a probability distribution for the random variable x.



X	$P(\mathbf{x})$
1	0.25
2	0.75

Each probability is between 0 and 1.

-The sum of the probabilities is 1.

Example:

The spinner below is spun two times. The probability of landing on the 1 is 0.25. The probability of landing on the 2 is 0.75. Let x be the sum of the two spins. Construct a probability distribution for the random variable x.



The possible sums are 2, 3, and 4. $P(\text{sum of } 2) = 0.25 \times 0.25 = 0.0625$

Spin a 1 on "and" Spin a 1 on the the first spin. second spin.

Continued.

Example continued:

 $P(\text{sum of } 3) = 0.25 \times 0.75 = 0.1875$ Spin a 1 on "and" Spin a 2 on the the first spin. second spin. "or"

Sum of spins,	P (x)
8	0.0625
3	0.375 -
4	

 $P(\text{sum of } 3) = 0.75 \times 0.25 = 0.1875$ Spin a 2 on "and" Spin a 1 on the the first spin. Spin a 1 on the second spin.

0.1875 + 0.1875

Continued.

Example continued:

 $P(\text{sum of } 4) = 0.75 \times 0.75 = 0.5625$ Spin a 2 on "and" Spin a 2 on the the first spin. Spin a 2 on the second spin.

Each probability is between 0 and 1, and the sum of the probabilities is 1.

Graphing a Discrete Probability Distribution

Example:

Graph the following probability distribution using a histogram.

Mean

The **mean** of a discrete random variable is given by

 $\mu = \Sigma x P(x).$

Each value of *x* is multiplied by its corresponding probability and the products are added.

Example:

Find the mean of the probability distribution for the sum of the two spins.

X	$P(\mathbf{x})$	xP(x)
2	0.0625	2(0.0625) = 0.125
3	0.375	3(0.375) = 1.125
4	0.5625	4(0.5625) = 2.25

 $\Sigma x P(x) = 3.5$ The mean for the two spins is 3.5.

Variance

The **variance** of a discrete random variable is given by $\sigma^2 = \Sigma(x - \mu)^2 P(x).$

Example:

Find the variance of the probability distribution for the sum of the two spins. The mean is 3.5.

	X	$P(\mathbf{x})$	$x - \mu$	$(x - u)^2$	$P(x)(x - u)^2$	$\Sigma P(x)(x-2)^2$
	2	0.0625	-1.5	2 .25	≈ 0.141	≈ 0.376
	3	0.375	-0.5	0.25	≈ 0.094	The verience for the
1. 20	4	0.5625	0.5	0.25	≈ 0.141	two spins is

Larson & Farber, *Elementary Statistics: Picturing the World*, 3e

approximately 0.376

Standard Deviation

The **standard deviation** of a discrete random variable is given by

$$\sigma = \sqrt{\sigma^2}.$$

Example:

Find the standard deviation of the probability distribution for the sum of the two spins. The variance is 0.376.

X	$P(\mathbf{x})$	$x - \mu$	$(x - 1)^2$	$P(x)(x - u)^2$
2	0.0625	-1.5	2 .25	0.141
3	0.375	-0.5	0.25	0.094
4	0.5625	0.5	0.25	0.141

 $\sigma = \sqrt{\sigma^2}$ = $\sqrt{0.376} \approx 0.613$ Most of the sums differ from the mean by no more than 0.6 points.

Expected Value

The **expected value** of a discrete random variable is equal to the mean of the random variable.

Expected Value = $E(x) = \mu = \Sigma x P(x)$.

Example:

At a raffle, 500 tickets are sold for \$1 each for two prizes of \$100 and \$50. What is the expected value of your gain?

Your gain for the \$100 prize is 100 - 1 = 99. Your gain for the \$50 prize is 50 - 1 = 49. Write a probability distribution for the possible gains (or outcomes).

Continued.

Expected Value

Example continued:

At a raffle, 500 tickets are sold for \$1 each for two prizes of \$100 and \$50. What is the expected value of your gain?

Gain,	$P(\mathbf{x})$
x \$99	$\frac{1}{500}$
\$49	$\frac{1}{500}$
-\$1	$\frac{498}{500}$

Winning no prize $E(x) = \Sigma x P(x).$ = $\$99 \cdot \frac{1}{500} + \$49 \cdot \frac{1}{500} + (-\$1) \cdot \frac{498}{500}$ = -\$0.70

Because the expected value is negative, you can expect to lose \$0.70 for each ticket you buy.

§4.2

Binomial Distributions

Binomial Experiments

A **binomial experiment** is a probability experiment that satisfies the following conditions.

- 1. The experiment is repeated for a fixed number of trials, where each trial is independent of other trials.
- There are only two possible outcomes of interest for each trial. The outcomes can be classified as a success (S) or as a failure (F).
- 3. The probability of a success P(S) is the same for each trial.
- 4. The random variable *x* counts the number of successful trials.

Larson & Farber, Elementary Statistics: Picturing the World, 3e

Notation for Binomial Experiments

Symbol n p = P(S)q = P(F)

 \boldsymbol{X}

Description

The number of times a trial is repeated. The probability of success in a single trial. The probability of failure in a single trial. (q = 1 - p)

The random variable represents a count of the number of successes in *n* trials: x = 0, 1, 2, 3, ..., n.

Binomial Experiments

Example:

Decide whether the experiment is a binomial experiment. If it is, specify the values of n, p, and q, and list the possible values of the random variable x. If it is not a binomial experiment, explain why.

• You randomly select a card from a deck of cards, and note if the card is an Ace. You then put the card back and repeat this process 8 times.

This is a binomial experiment. Each of the 8 selections represent an independent trial because the card is replaced before the next one is drawn. There are only two possible outcomes: either the card is an Ace or not.

$$n = 8$$
 $p = \frac{4}{52} = \frac{1}{13}$ $q = 1 - \frac{1}{13} = \frac{12}{13}$ $x = 0, 1, 2, 3, 4, 5, 6, 7, 8$

Binomial Experiments

Example:

Decide whether the experiment is a binomial experiment. If it is, specify the values of n, p, and q, and list the possible values of the random variable x. If it is not a binomial experiment, explain why.

• You roll a die 10 times and note the number the die lands on.

This is not a binomial experiment. While each trial (roll) is independent, there are more than two possible outcomes: 1, 2, 3, 4, 5, and 6.

Binomial Probability Formula

In a binomial experiment, the probability of exactly x successes in n trials is

$$P(x) = {}_{n}C_{x}p^{x}q^{n-x} = \frac{n!}{(n-x)!x!}p^{x}q^{n-x}$$

Example:

A bag contains 10 chips. 3 of the chips are red, 5 of the chips are white, and 2 of the chips are blue. Three chips are selected, with replacement. Find the probability that you select exactly one red chip. p = the probability of selecting a red chip $= \frac{3}{10} = 0.3$ q = 1 - p = 0.7 $P(1) = {}_{3}C_{1}(0.3)^{1}(0.7)^{2}$ n = 3x = 1 = 0.441

Binomial Probability Distribution

Example:

A bag contains 10 chips. 3 of the chips are red, 5 of the chips are white, and 2 of the chips are blue. Four chips are selected, with replacement. Create a probability distribution for the number of red chips selected.

p = the probability of selecting a red chip $= \frac{3}{10} = 0.3$

q = 1 - p = 0.7

$$n = 4$$

x = 0, 1, 2, 3, 4

X	$P(\mathbf{x})$
0	0.240
1	0.412
2	0.265
3	0.076
4	0.008

The binomial probability formula is used to find each probability.

Finding Probabilities

Example:

The following probability distribution represents the probability of selecting 0, 1, 2, 3, or 4 red chips when 4 chips are selected.

X	$P(\mathbf{x})$
0	0.24
1	0.412
2	0.265
3	0.076
4	0.008

- a.) Find the probability of selecting no more than 3 red chips.
- b.) Find the probability of selecting at least 1 red chip.

a.) P (no more than 3) = P (x ≤ 3) = P (0) + P (1) + P (2) + P (3) = 0.24 + 0.412 + 0.265 + 0.076 = 0.993
b.) P (at least 1) = P (x ≥ 1) = 1 - P (0) = 1 - 0.24 = 0.76

Complement

Graphing Binomial Probabilities

Example:

The following probability distribution represents the probability of selecting 0, 1, 2, 3, or 4 red chips when 4 chips are selected. Graph the distribution using a histogram.

Mean, Variance and Standard Deviation

Population Parameters of a Binomial DistributionMean: $\mu = np$ Variance: $\sigma^2 = npq$

Standard deviation: $\sigma = \sqrt{npq}$

Example:

One out of 5 students at a local college say that they skip breakfast in the morning. Find the mean, variance and standard deviation if 10 students are randomly selected.

 $n = 10 \qquad \mu = np \qquad \sigma^{2} = npq \qquad \sigma = \sqrt{npq}$ $p = \frac{1}{5} = 0.2 \qquad = 10(0.2) \qquad = (10)(0.2)(0.8) \qquad = \sqrt{1.6}$ $q = 0.8 \qquad = 2 \qquad = 1.6 \qquad \approx 1.3$

§4.3 More Discrete Probability Distributions

Geometric Distribution

A **geometric distribution** is a discrete probability distribution of a random variable x that satisfies the following conditions.

- 1. A trial is repeated until a success occurs.
- 2. The repeated trials are independent of each other.
- 3. The probability of a success *p* is constant for each trial.

The probability that the first success will occur on trial x is

 $P(x) = p(q)^{x-1}$, where q = 1 - p.

Geometric Distribution

Example:

- A fast food chain puts a winning game piece on every fifth package of French fries. Find the probability that you will win a prize, a.) with your third purchase of French fries,
- b.) with your third or fourth purchase of French fries.

 $p = 0.20 \quad q = 0.80$ a.) x = 3b.) x = 3, 4 $P(3) = (0.2)(0.8)^{3-1} \qquad P(3 \text{ or } 4) = P(3) + P(4)$ $= (0.2)(0.8)^2 \qquad \approx 0.128 + 0.102$ $= (0.2)(0.64) \qquad \approx 0.230$ = 0.128

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Poisson Distribution

The **Poisson distribution** is a discrete probability distribution of a random variable x that satisfies the following conditions.

- 1. The experiment consists of counting the number of times an event, *x*, occurs in a given interval. The interval can be an interval of time, area, or volume.
- 2. The probability of the event occurring is the same for each interval.
- 3. The number of occurrences in one interval is independent of the number of occurrences in other intervals.

The probability of exactly *x* occurrences in an interval is

$$P(x) = \frac{\mu^{x\mu}}{x!}$$

where $e \approx 2.71818$ and μ is the mean number of occurrences.

Poisson Distribution

Example:

The mean number of power outages in the city of Brunswick is 4 per year. Find the probability that in a given year,

a.) there are exactly 3 outages,

b.) there are more than 3 outages.

a.) $\mu = 4$, x = 3 $P(3) = \frac{4^{3}(2.71828)^{\cdot 4}}{3!}$ ≈ 0.195 b.) P(more than 3) $= 1 - P(x \le 3)$ = 1 - [P(3) + P(2) + P(1) + P(0)] = 1 - (0.195 + 0.147 + 0.073 + 0.018) ≈ 0.567