CSE 312





SECTION 5

ZOO OF RANDOM VARIABLES

- Welcome back, everyone! -



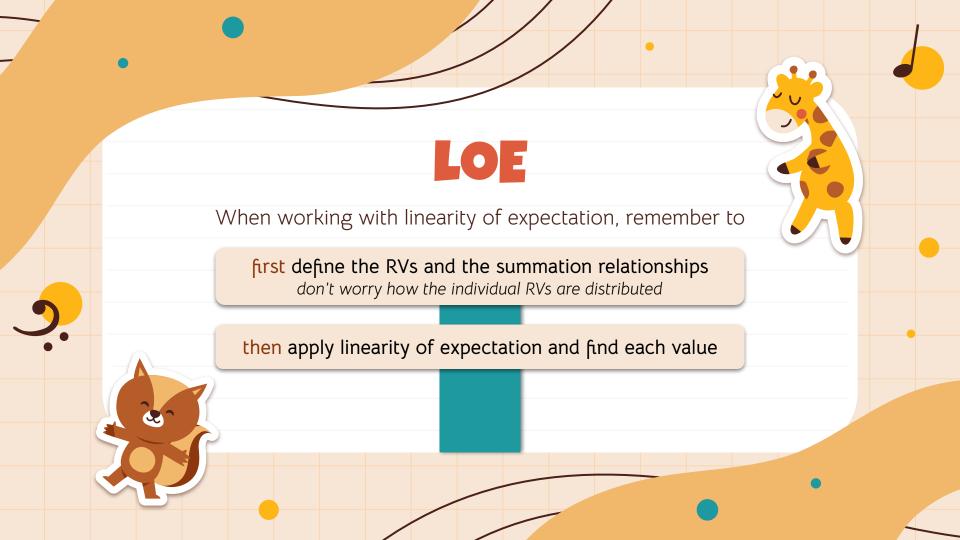


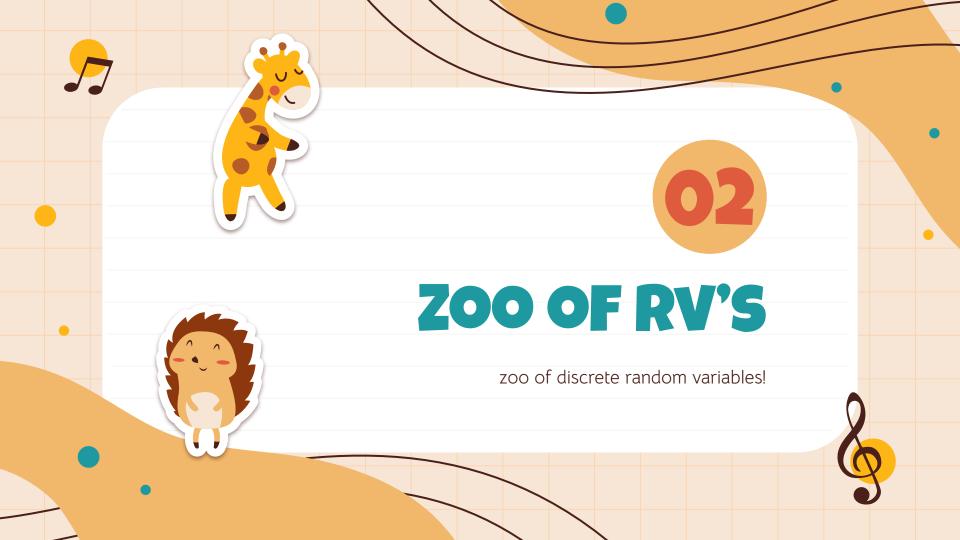
AGENDA

- **01** ANNOUNCEMENTS
- 02 Loe Reminder
- 200 OF RANDOM VARIABLES









ZOO OF DISCRETE RANDOM VARIABLES

Random variables allow us to represent different random experiments/situations

We've seen how tedious computing pmfs, expectations, and variances can be.

There are some *common situations* that call for a random variable that is too complex to analyze, so we derive pmfs, expectations, and variance for this "zoo" of RVs.



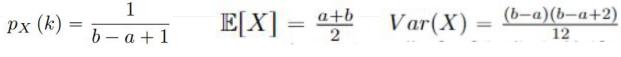


uniform

MODELS SITUATIONS WHERE EACH OUTCOME IS EQUALLY LIKELY

X ~ Uniform(a, b) if X is equally likely to take on any value between a and b

$$p_X\left(k\right) = \frac{1}{b-a+1}$$





A random variable X representing the outcome of rolling a fair 6 sided dice

X~Uniform(1, 6)

choosing a random value between 1 and 6 with each outcome equally likely



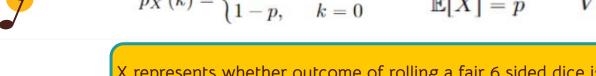
Bernoulli

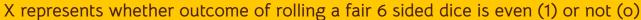
models situations where the RV can TAKE ON O OR 1 (WHETHER SUCCESS OR NOT)

X ~ Bernoulli(p) if X is 1 with probability of p

$$p_X(k) = \begin{cases} p, & k = 1\\ 1 - p, & k = 0 \end{cases}$$

 $\mathbb{E}[X] = p \qquad Var(X) = p(1-p)$







probability of 3/6 for "success"





BINOMIAL

models situations when we count the # times an event occurs in n tries

X ~ Binomial(n, p) means X represents the number of times an event with probability p happens after n trials

$$p_X(k) = \binom{n}{k} p^k (1-p)^{n-k}$$
 $\mathbb{E}[X] = np$ $Var(X) = np(1-p)$

X represents the number of times the dice rolled to a 6 during 9 dice rolls

X~Binomial(%, 9)

probability of success (rolling a 6) on a single dice roll is 16, and 9 trials (rolls)





Geometric

models situations when we count the # Trials until some event occurs

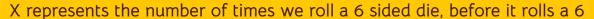
X ~ Geometric(p) means X represents the number of trials before success (an event with probability p happens)

$$p_X(k) = (1-p)^{k-1} p,$$

$$\mathbb{E}[X] = \frac{1}{p}$$

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







on a single dice roll, there's a probability of % for success (that it rolls a 6)





negative binomial

(Related to Geometric)

MODELS SITUATIONS WHERE WE COUNT # TRIALS TO GET SOME NUMBER OF SUCCESSES

X ~ NegBin(r,p) means X represents the number of trials to get r successes (probability of success on a single trial is p)

$$p_X\left(k
ight) = inom{k-1}{r-1} p^r \left(1-p
ight)^{k-r} \qquad \mathbb{E}[X] = rac{r}{p} \qquad Var(X) = rac{r(1-p)}{p^2}$$



X~NegBin(4, 1/6)

because we want to have 4 trials (rolls) with success, and a success (rolling 6) has probability 1/6





Poisson 1

models situations with *time* - how many successes in a unit of time

 $X \sim Poisson(\lambda)$ means X represents the number of success in a unit of time, where λ is average rate of successes per unit of time

$$p_X(k) = e^{-\lambda} \frac{\lambda^k}{k!}$$

$$\mathbb{E}[X] = \lambda$$

$$Var(X) = \lambda$$





where λ represents the average birth rate per minute





HYPERGEOMETRIC

models situations with *choosing* - how many "successes" do you get when choosing without replacement

Number of ways you can choose n items with k successes

X ~ HypGeo(N,K,n) means X represents the number of successes out of n draws from N items with K successes



$$\mathbb{E}[X] = n\frac{K}{N} \quad Var(X) = n \cdot \frac{K(N-K)(N-n)}{N^2(2N-1)}$$

Number of ways you can choose n items from N



X represents number of Kit-Kats we will get when drawing 30 candies from a bowl of 100 candies that contain 10 Kit-Kats

X~HypGeo(100, 10, 30)

because we draw 30 from 100 items with 10 successes (Kit-Kats)



