

# Math 481 / 581 Mathematical Statistics I.

## Notes 1

(p.1)

### Random Variables

a random variable  $X$  is a characteristic (= function on a sample space) that defines events (event = subset of sample space) by means of the statement  $\{X \in A\}$ , for some set  $A$  of real numbers. For example, if the sample space is  $\Omega = \{ttt, tth, tht, htt, thh, hth, hht, hhh\}$  corresponding to the experiment of tossing a coin 3 times, and if  $X$  is the number of heads minus the number of tails, then for  $A = \{1, 3\}$  we have  $\{\omega \in \Omega : X(\omega) \in \{1, 3\}\} = \{tth, tht, htt, hhh\} \subseteq \Omega$

Further we assume that a probability exists on  $\Omega$ .

$$\text{So } P\{X \in \{1, 3\}\} = P\{tth, tht, htt, hhh\}.$$

If we assume equal probabilities for each sample point  $\omega \in \Omega$ , then we obtain the probability  $\frac{4}{8} = \frac{1}{2}$ .

Note: We often refer to a random variable without reference to a sample space. All we require is the probabilities  $P\{X \in A\}$ ,  $A \subseteq \mathbb{R}$ .

### Discrete random variable

A discrete random variable is one that takes on only finitely or countably many values: there is a sequence  $x_0, x_1, x_2, \dots$  of real values

so that  $P(X = x_i) > 0$  for each  $i$  and

$$\sum_{i=0}^{\infty} P(X = x_i) = 1.$$

The simplest example is a Bernoulli random variable that takes values 0 and 1 only:  $P(X=1) = p$  and  $P(X=0) = 1-p$ , for some  $p \in [0, 1]$

(p.2)

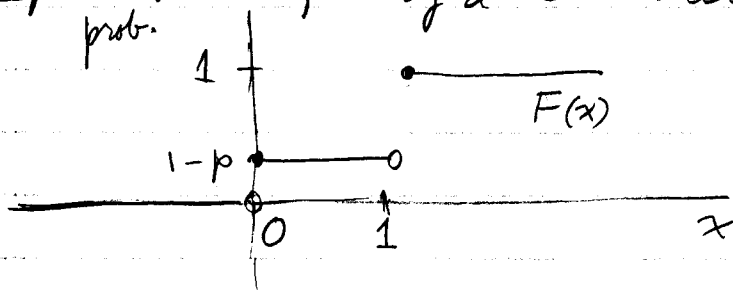
The probability mass function or frequency function of a discrete random variable  $X$  is:  $p(x) = P(X=x)$ .

The cumulative distribution function (cdf) of any random variable is defined by:

$$F(x) := P(X \leq x) \\ = P\{X \in (-\infty, x]\}, \quad x \in \mathbb{R}.$$

For the case of a discrete random variable, this is simply:  $F(x) = \sum_{x_i \leq x} p(x_i)$

Example. The cdf of a Bernoulli r.v. is shown:



Here  $x_0 = 0$  and  $x_1 = 1$

so,

$$F(x) = \begin{cases} 0, & \text{if } x < 0, \\ p(0) = 1-p, & \text{if } 0 \leq x < 1, \\ p(0) + p(1) = 1, & \text{if } x \geq 1. \end{cases}$$

Binomial random variable: The number of successes in  $n$  independent trials with probability of success on each individual trial a constant  $p$ .

In this case we have a discrete random variable taking values  $k \in \{0, 1, 2, \dots, n\}$  with frequency function  $P(X=k) = p(k) = \binom{n}{k} p^k (1-p)^{n-k}$ ,  $k=0, 1, 2, \dots, n$ . See Figure 2.3 of text.

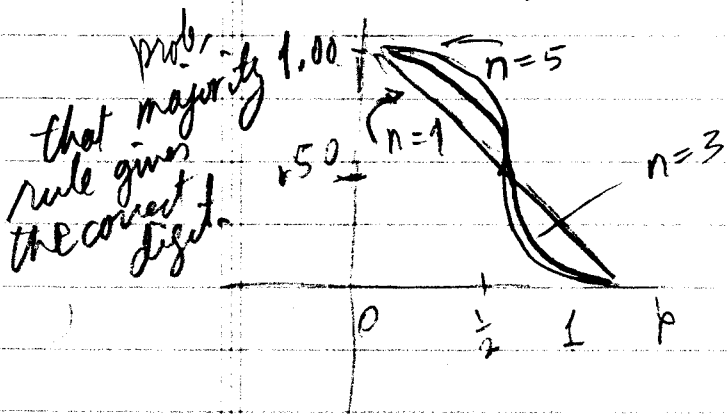
2.1.2 Example B. A majority decoder determines the value of a binary digit that is transmitted  $n$  times in a row over a noisy communications channel. If  $n$  is odd then there is a strict majority of received values of the  $n$  transmissions. (over)

(p.3) 2.1.2 Example B (continued) However, the majority value may be incorrect. We calculate the probability of a truthful decoding of a single digit message for each of the cases  $n=1, 3, 5$  of repeated transmissions. We assume that each transmission is subject to error in reception with prob.  $p$ , independently of all other transmissions. Thus the total number of errors is binomially distributed with parameters  $n$  and  $p$ . We want the probability that fewer than one half of the  $n$  transmissions are received in error.

$$\underline{n=1} \quad P(0 \text{ errors}) = p(0) = \binom{1}{0} p^0 (1-p)^1 = \boxed{1-p}$$

$$\begin{aligned} \underline{n=3} \quad P(0 \text{ or } 1 \text{ error}) &= p(0) + p(1) \\ &= \binom{3}{0} p^0 (1-p)^3 + \binom{3}{1} p^1 (1-p)^2 \\ &= (1-p)^3 + 3p(1-p)^2 = \boxed{(1-p)^2 [1+2p]} \end{aligned}$$

$$\begin{aligned} \underline{n=5} \quad P(0 \text{ or } 1 \text{ or } 2 \text{ errors}) &= p(0) + p(1) + p(2) \\ &= \binom{5}{0} p^0 (1-p)^5 + \binom{5}{1} p^1 (1-p)^4 + \binom{5}{2} p^2 (1-p)^3 \\ &= (1-p)^5 + 5p(1-p)^4 + 10p^2(1-p)^3 = \boxed{(1-p)^3 (1+3p+6p^2)} \end{aligned}$$



If  $p = 0.1$  then for

$$\begin{aligned} n=1: \quad 1-p &= .9000 \\ n=3: \quad (1-p)^2(1+2p) &= .9720 \\ n=5: \quad (1-p)^3(1+3p+6p^2) &= .99144 \end{aligned}$$

(p.4)

## Geometric Distribution

Suppose a coin has prob.  $p$  of landing up heads. We toss the coin repeatedly until heads appears. In other words we perform independent Bernoulli trials with probability  $p$  of success on each trial until a success occurs.

Let  $X$  be the number of trials up to and including the trial on which success occurs. Thus  $X$  takes values from the set  $\{1, 2, 3, \dots\}$ .

The probability of the event " $X=k$ " for a given positive integer  $k$  can be calculated by noting that  $X=k$  means exactly that there are precisely  $k-1$  failures followed by 1 success.

$$\text{So } P(X=k) = P(F_1 \dots F_{k-1} S_k) = (1-p)^{k-1} p.$$

(where the subscript denotes the trial number)

Note the following "proof" of the geometric sum formula:

$$P(X < \infty) = 1 \Leftrightarrow \sum_{k=1}^{\infty} (1-p)^{k-1} p = 1 \Leftrightarrow \sum_{l=0}^{\infty} (1-p)^l = \frac{1}{p}$$

Put  $p=1-r$  to obtain  $\sum_{l=0}^{\infty} r^l = \frac{1}{1-r}, r \in (0,1)$

Otherwise stated the geometric sum formula gives that  $X$  is a proper (finite valued) random variable.

## Negative Binomial Distribution

Suppose instead that  $X$  is the waiting time up to and including the time of the 2<sup>nd</sup> success. We must calculate the number of sequences of  $k-2$   $F$ 's and 2  $S$ 's

where the last element of the sequence is an  $S$ . There are  $\binom{k-2}{1}$  such sequences. Thus  $P(X=k) = \binom{k-1}{1} p^2 (1-p)^{k-2}, k \geq 2.$

(p.5)

## Negative Binomial Distribution (continued).

If finally we let  $X$  denote the number of trials until the  $r$ th success occurs we have  $\binom{k-1}{r-1}$  ways to fill in  $(r-1)$  S's in the first  $k-1$  trials. Thus  $P(X=k) = \binom{k-1}{r-1} p^r (1-p)^{k-r}$ ,

$k = r, r+1, r+2, \dots$   
Hence 
$$\sum_{k=r}^{\infty} \binom{k-1}{r-1} p^r (1-p)^{k-r} = 1$$

or (with  $l=k-r$ ) 
$$\sum_{l=0}^{\infty} \binom{l+r-1}{r-1} (1-p)^l = \frac{1}{p^r} \iff \begin{matrix} s=r-1 \\ p=1-a \end{matrix}$$

$$\boxed{\sum_{l=0}^{\infty} \binom{l+s}{s} a^l = \frac{1}{(1-a)^{s+1}}, \quad \begin{matrix} \forall s=0,1,2,\dots \\ \forall a \in (0,1) \end{matrix}}$$

(generalization of the geometric sum formula).

See 2.1.3 Example B for the frequency function of  $X$  when  $r=2$  and  $p=1/9$ .

## The Poisson Distribution.

We know that the mean and variance of the binomial distribution are respectively  $np$  and  $np(1-p)$  (see Appendix A). Thus if  $p \rightarrow 0$  and  $n \rightarrow \infty$  such that  $np \rightarrow \lambda$  it makes sense that the binomial distribution will have a limit in distribution with mean  $\lambda$  and variance  $\lambda(1-0) = \lambda$ , too. This is indeed the case, and the limiting distribution is of a random variable  $X$  taking values  $k \in \{0, 1, 2, \dots\}$

with frequency function  $p(k) = e^{-\lambda} \frac{\lambda^k}{k!}$ ,  $k=0, 1, 2, \dots$   
(See the bottom of p. 42 to top of p. 44 in text.)  
This is called the Poisson frequency function with parameter (or mean)  $\lambda$ .

(p.6)

As shown in 2.1.5 Example A, let  $X$  be the number of occurrences of "double sixes" after rolling two fair six-sided dice 100 times. Since the probability  $p$  of a double-six on any one roll is  $p = 1/36$ , then  $X$  is distributed as a binomial variable with  $n=100$  and frequency parameter  $p=1/36$ . Then  $\lambda = np = \frac{100}{36} = 2.78$ . So we may approximate the frequency function of  $X$  by the Poisson frequency function  $p(k) = e^{-2.78} (2.78)^k / k!$ . The values of the exact binomial frequency function and the values of the Poisson frequency function are shown on p. 44.

Chap 2, Exercise 25 (w/correction) The probability of being dealt a five card hand that is a royal straight flush is  $p = 4 / \binom{52}{5} = \frac{4}{2598960} = 1.539 \times 10^{-6}$ .

number of hands:  $n = 100 * 52 * 20 = 1.04 * 10^5$   
Let  $X := \#$  of occurrences of a royal straight flush

$$(a) P(X=0) = \binom{104000}{0} p^0 (1-p)^{104000} = .8521$$

Poisson Approximation

$$\lambda = np = 1.04 * 10^5 * 1.539 * 10^{-6} = .160. \quad P(X=0) \approx e^{-\lambda} = e^{-.160} = .8521$$

$$(b) P(X=2) = \binom{104000}{2} p^2 (1-p)^{103998} = .01091$$

Poisson Approx.  $e^{-.160} \frac{(.160)^2}{2!} = .01091$

A Poisson Process arises as a distribution of random events in a subset  $S$ , where  $S$  may be the line (time), plane, or higher dim. space.

(p.7)

The Poisson Process has the property that if  $S_1, \dots, S_n$  are disjoint subsets of  $S$  then the numbers of events  $N_1, \dots, N_n$  (an event is indicated by a point in  $S$ ) in these sets are independently distributed as Poisson r.v.'s that have parameters  $\lambda|S_1|, \dots, \lambda|S_n|$  respectively. Here  $|S_i|$  denotes the measure or volume of  $S_i$  and  $N_1, \dots, N_n$  are independent means 
$$P(N_1 = k_1, \dots, N_n = k_n) = P(N_1 = k_1) \cdots P(N_n = k_n) \quad \text{for all } k_1, \dots, k_n.$$

$\lambda$  may be interpreted as the average number of events per unit volume. If telephone calls come into a switchboard as a Poisson process on the time line with parameter  $\lambda = .5$  calls per minute then in any fixed 5 minute interval the number of calls is distributed as Poisson with parameter  $5 \text{ (min.)} * .5 \text{ calls/min} = 2.5 \text{ (calls)}$ .

An interesting statistical problem in the subject of stochastic geometry is whether a given seemingly random pattern of points in space is from a Poisson process or not.

(Reference: "Stochastic Geometry and Its Applications, 2<sup>nd</sup> ed" (1995) by D. Stoyan, W.S. Kendall and J. Mecke)

The Buffon's Needle problem (Chap 3 Exercise 5) is a prototype problem of geometrical probability. The field of Stochastic Geometry embraces classes of problems that are generalizations of this type.