

# Last lecture

Example for binomial distribution

Geometric distribution (Ch 2.5)

- Definition
- Examples
- Property – memoryless

$$p_G(k) = (1-p)^{k-1} p.$$

$$\mu_G = \frac{1}{p}.$$

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

# Agenda

Geometric distribution (Ch 2.5)

- Property – memoryless

Bernoulli Process (Ch 2.6)

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- Definition
  - Properties
  - Negative binomial distribution

Poisson Process (Ch 2.6)

- 
- Definition

# Property – Memoryless property

For geometric series, failing 10 times will not affect the 11-th trial

→ Get  $k$  more tails

- $P\{L > k + n | L > n\} = P\{L > k\}$

↳ Get  $n$  tails.

- Called “memoryless property”
- What’s the expected total number to get the first 1 after getting {0,0,0,0}?

$$E[L] = \sum_{k=1}^{\infty} k \cdot P(L = k + 4 | L > 4) = P(L = k)$$
$$E[L] + 4 = \frac{1}{p} + 4$$

# Game – Push the luck (simplified Incan-Gold)

Start a game with infinite rounds and 0 points

- 2 Actions per round – Go or Keep
- Go
  - $p = \frac{2}{3}$  win 1 point
  - Otherwise, lose all points
- Keep
  - Deposit the current point and end the game
- What's the best strategy?



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At start of round  $k$

Backpack  $k-1$ .

Go.  $= \frac{2}{3} - \frac{1}{3} = 0$ .

Keep.  $V = \underline{\underline{k-1}}$

$k-1 > 2$  Keep  $k > 3$ .

$E[I]$

Always Go.  
 $\sum_{m=1}^{\infty} \left(\frac{2}{3}\right)^m = \frac{\frac{2}{3}}{1 - \frac{2}{3}} = 2$

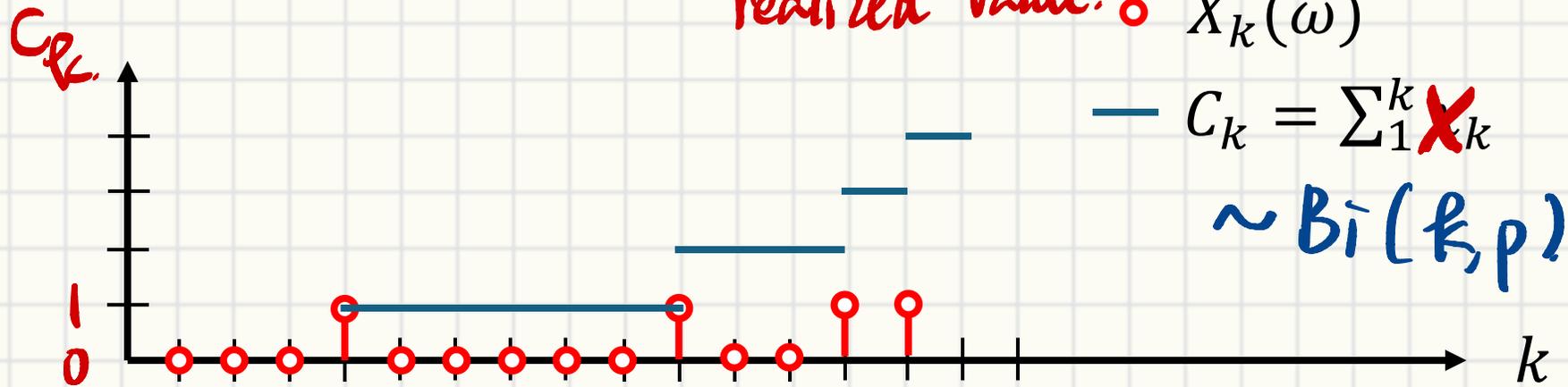
# **Bernoulli Process**

# Bernoulli Process Definition

An infinite sequence  $X_1, X_2 \dots$  s.t.  $X_k \sim \text{Bern}(p)$

- $\omega$  is a possible outcome of the sequence
- $X_k(\omega)$  is called a “**realization**” of outcome  $\omega$

**realized value.**  $\circ X_k(\omega)$

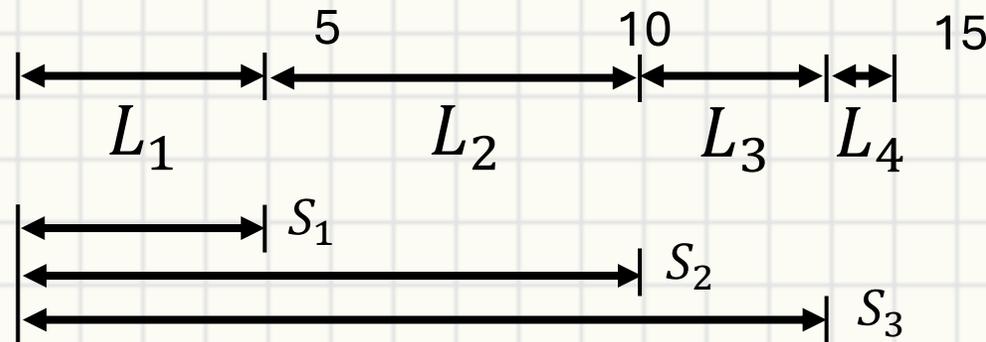


$L_k \sim \text{Geo}(p)$

$S_1 \sim \text{Geo}$

$k=1$

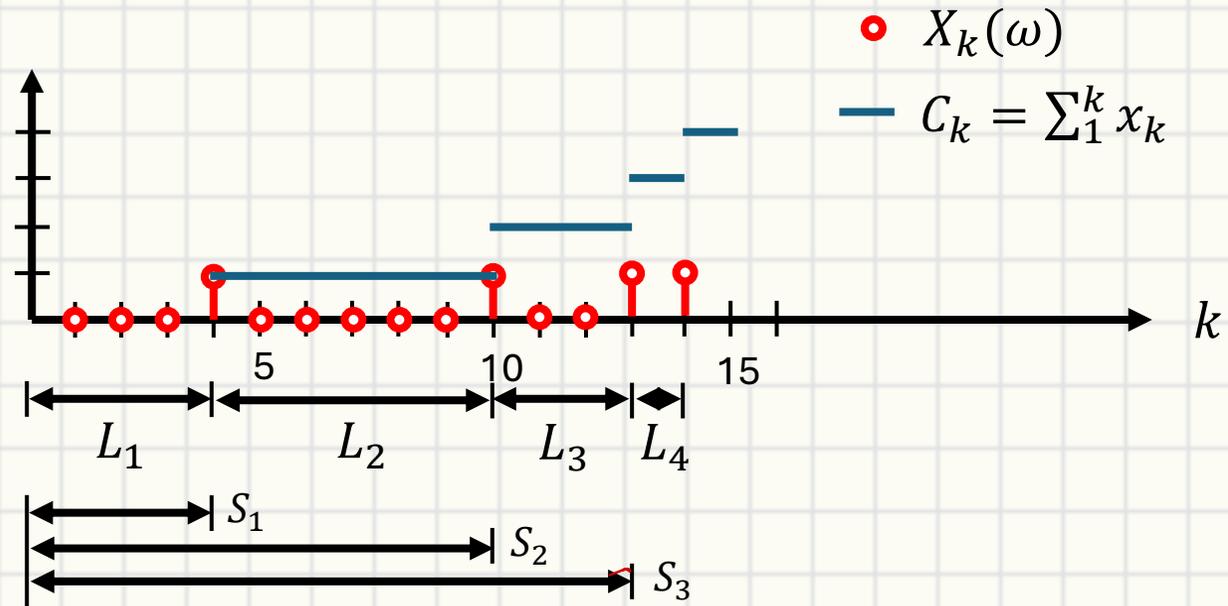
$S_k \sim \text{Negative Binomial}(k, p)$



# Bernoulli Process Definition

Observe that a Bernoulli process can be defined by

1.  $X_k \sim \text{Bern}(p)$
2.  $C_k \sim B(k, p)$
3.  $L_k \sim G(p)$
4.  $\underline{S_r} = \sum_1^r L_r$  : # of trials required to get  $r$  ones



# $S_r$ - Negative Binomial Distribution

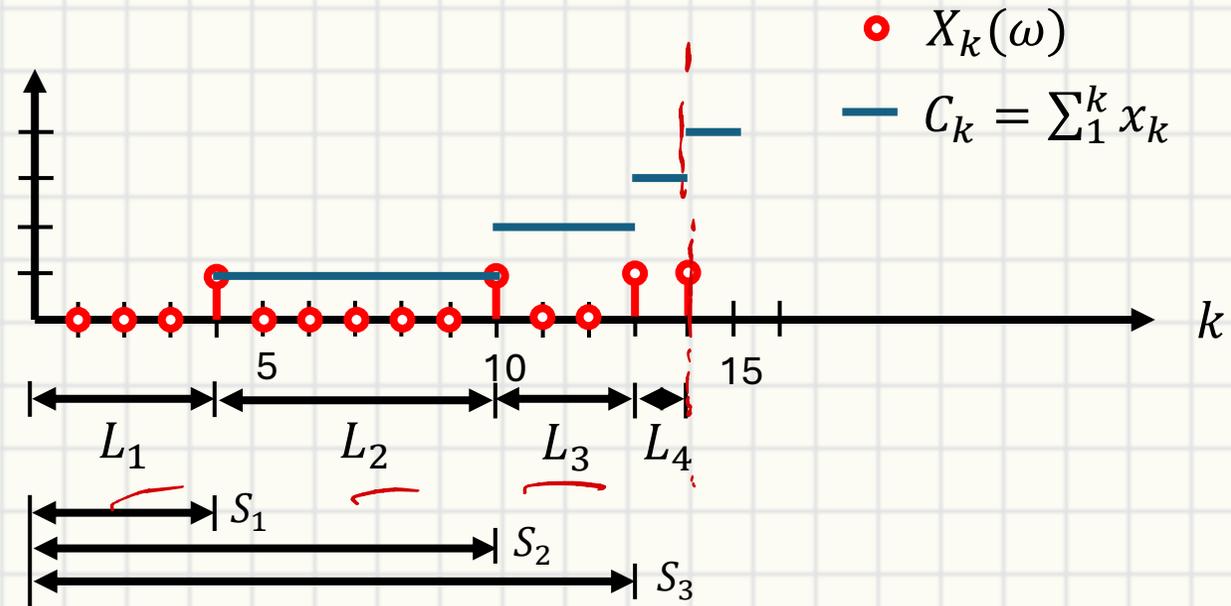
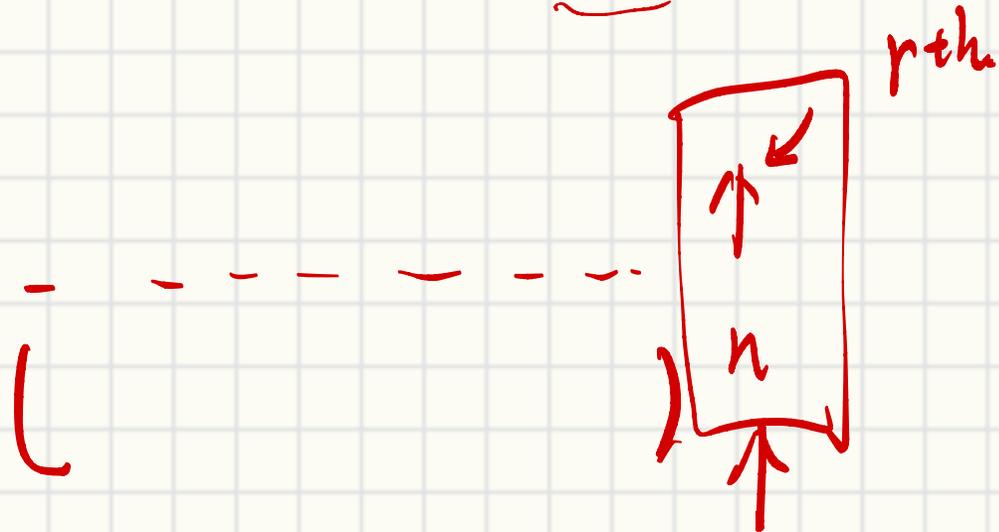
$$\mu_S = r \mu_G = \frac{r}{p}$$

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

What is the pmf of  $S_r$  with parameter  $(r, p)$ ?

- # of trials required to get  $r$  ones

$$p_S(n) = \binom{n-1}{r-1} P^{r-1} (1-P)^{[n-1-(r-1)]} P = \binom{n-1}{r-1} P^r (1-p)^{n-r}$$



# Poisson Distribution

# Poisson Distribution $Pois(\lambda)$

$$\mu_{\text{Bin}} = \underline{np}$$

A binomial distribution with large  $n$ , small  $p$ , and  $\lambda = np$

- Example – Misspelled words in a document
  - Many number of words  $n$
  - Small misspelled rate  $p$

$$p \downarrow \quad n \uparrow$$

$$Pois(\lambda) \rightarrow \text{Bin}(n, p)$$

- When we care about the “rate”  $np$ 
  - We only have the mean  $np$
  - We know  $p$  is small

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

# Poisson Distribution $Pois(\lambda)$

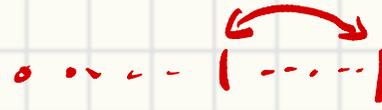
- Why  $p_X(k) = \frac{e^{-\lambda} \lambda^k}{k!}$ ?

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

- $e^x = \sum_{k=0}^{\infty} \frac{x^k}{k!}$

- $\mu_x$  =  $np = \lambda$

- $\sigma_x^2$  =  $\lambda$ .



$\sigma_B^2$   
 $np(1-p)$

# Poisson Distribution Example

A coffee shop has in average 6 customers per hour, what's the probability that there are NO customers in the next hour?

→  $\lambda = 6$

$$P_x(0) = \frac{e^{-6} 6^0}{0!} = e^{-6}$$

↓  
30 mins

$$\lambda = \frac{6}{2} = 3$$

$$P_x(0) = \frac{e^{-3} 3^0}{0!} = e^{-3}$$