

Chapter 5 Probability Distributions

- 5-1 Overview
- 5-2 Random Variables
- 5-3 Binomial Probability Distributions
- 5-4 Mean, Variance, Standard Deviation for the Binomial Distribution

Overview

This chapter will deal with the construction of

probability distributions

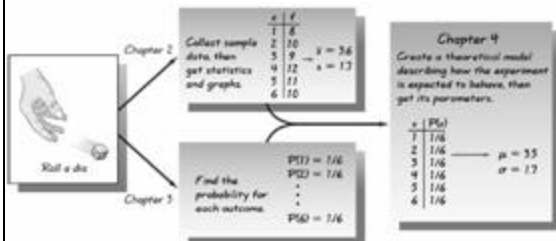
by combining the methods of Chapter 3 with the those of Chapter 4.

Probability Distributions will describe what will *probably* happen instead of what actually *did* happen.

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Combining Descriptive Statistics Methods and Probabilities to Form a Theoretical Model of Behavior

Figure 5-1



5-2

Random Variables

Definitions

❖ Random Variable

a variable (typically represented by x) that has a single numerical value, determined by chance, for each outcome of a procedure

❖ Probability Distribution

a graph, table, or formula that gives the probability for each value of the random variable

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Probability Distribution Number of Girls Among Fourteen Newborn Babies

x	$P(x)$
0	0.000
1	0.001
2	0.006
3	0.022
4	0.061
5	0.122
6	0.183
7	0.209
8	0.183
9	0.122
10	0.061
11	0.022
12	0.006
13	0.001
14	0.000

Definitions

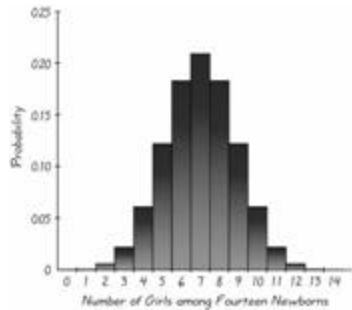
❖ **Discrete** random variable

has either a finite number of values or countable number of values, where 'countable' refers to the fact that there might be infinitely many values, but they result from a counting process.

❖ **Continuous** random variable

has infinitely many values, and those values can be associated with measurements on a continuous scale with no gaps or interruptions.

Probability Histogram



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Requirements for Probability Distribution

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$$\sum P(x) = 1$$

where x assumes all possible values

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$$\sum P(x) = 1$$

where x assumes all possible values

$$0 \leq P(x) \leq 1$$

for every value of x

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Mean, Variance and Standard Deviation of a Probability Distribution

Formula 5-1

$$\mu = \sum [x \cdot P(x)]$$

Formula 5-2

$$s^2 = \sum [(x - \mu)^2 \cdot P(x)]$$

Formula 5-3

$$s^2 = [\sum x^2 \cdot P(x)] - \mu^2 \text{ (shortcut)}$$

Mean, Variance and Standard Deviation of a Probability Distribution

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$$s^2 = [S x^2 \cdot P(x)] - \mu^2 \text{ (shortcut)}$$

Formula 5-4

$$s = \sqrt{[S x^2 \cdot P(x)] - \mu^2}$$

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Roundoff Rule for μ , s^2 , and s

Round results by carrying one more decimal place than the number of decimal places used for the random variable x . If the values of x are integers, round μ , s^2 , and s to one decimal place.

Usual Sample Values

$$\text{minimum} = m - 2(s)$$

$$\text{maximum} = m + 2(s)$$

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14	0.000

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Usual Sample Values

$$\text{minimum} = 7.0 - 2(1.9) = 3.2$$

$$\text{maximum} = 7.0 + 2(1.9) = 10.8$$

Using the Rare Event Rule

If, under a given assumption (such as the assumption that boys and girls are equally likely), the probability of a particular observed event (such as 13 girls in 14 births) is extremely small, we conclude that the assumption was probably not correct (boys and girls NOT equally likely; the gender selection technique did have an effect).

Using Probabilities to Determine When Results Are Unusual

X is unusually high if with x successes among n trials, $P(x \text{ or more})$ is very small (such as 0.05 or less)

X is unusually low if with x successes among n trials, $P(x \text{ or fewer})$ is very small (such as 0.05 or less)

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Definition

Expected Value

The average value of outcomes

$$E = S [x \cdot P(x)]$$

$$E = S [x \cdot P(x)]$$

Event
Win
Lose

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$$E = S [x \cdot P(x)]$$

Event	x
Win	\$499
Lose	-\$1

$$E = S [x \cdot P(x)]$$

Event	x	P(x)
Win	\$499	0.001
Lose	-\$1	0.999

$$E = S [x \cdot P(x)]$$

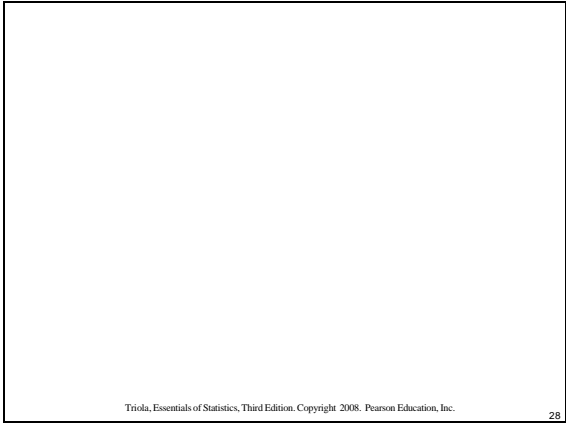
Event	x	P(x)	x · P(x)
Win	\$499	0.001	0.499
Lose	-\$1	0.999	- 0.999

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$$E = S [x \cdot P(x)]$$

Event	x	P(x)	x · P(x)
Win	\$499	0.001	0.499
Lose	-\$1	0.999	- 0.999

$$E = -\$0.50$$



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