## Chapter 7

## Discrete Probability Models

## Outline

- Counting arguments
- Probability Distributions
- Expectation and Variance


## Counting

- How many ways can we list $n$ events?
- with replacement
- without replacement
$n$ events can be sequenced
in $n^{n}$ ways (with replacement):

$$
n \times n \times n \times \cdots \times n=n^{n}
$$

eg. $n=3 \quad \longrightarrow \quad 3^{3}=27$ ways

$$
\begin{array}{ccc}
A & A & A \\
A & A & B \\
A & A & C \\
A & B & A \\
A & B & B \\
A & B & B \\
\vdots & \vdots & \vdots \\
C & C & C
\end{array}
$$

$n$ events can be sequenced
in $n$ ! ways (without replacement):

$$
n(n-1)(n-2)(n-3) \times \cdots \times 3 \times 2 \times 1=n!
$$

eg. $n=3 \quad \longrightarrow \quad 3!=3 \times 2 \times 1=6$ ways

$$
\begin{array}{lll}
A & B & C \\
A & C & B \\
B & A & C \\
B & C & A \\
B & A & B \\
C & B & A
\end{array}
$$

## Choosing $r$ from $n$ events

Order important: permutation

$$
r=2 \text { from } n=3:
$$

$$
A, B \quad A, C \quad B, A \quad B, C \quad C, A \quad C, B .
$$

$$
\begin{aligned}
{ }^{n} \mathrm{P}_{r} & =n \times(n-1) \times(n-2) \times \cdots \times(n-r+1) \\
& =\frac{n \times(n-1) \times(n-2) \times \cdots \times 3 \times 2 \times 1}{(n-r) \times(n-r-1) \times \cdots \times 3 \times 2 \times 1} \\
& =\frac{n!}{(n-r)!} .
\end{aligned}
$$

Order not important: combination

$$
r=2 \text { from } n=3:
$$

$$
A, B \quad A, C \quad B, C
$$

$$
{ }^{n} \mathrm{C}_{r}=\frac{\text { number of ordered samples of size } r}{\text { number of orderings of samples of size } r}
$$

$$
\begin{aligned}
& =\frac{{ }^{n} \mathrm{P}_{r}}{{ }^{r} \mathrm{P}_{r}} \\
& =\frac{{ }^{n} \mathrm{P}_{r}}{r!} \\
& =\frac{n!}{r!(n-r)!} .
\end{aligned}
$$

## National Lottery

- 49 balls
- Match 3, 4, 5, 5 plus bonus ball, 6 balls
- Order not important
- Number of different outcomes is

$$
{ }^{49} C_{6}=13,983,816 .
$$

$P($ Match exactly 3 balls $)=\frac{{ }^{6} \mathrm{C}_{3}{ }^{43} \mathrm{C}_{3}}{{ }^{49} \mathrm{C}_{6}}$

$$
=\frac{246,820}{13,983,816}
$$

$\simeq 0.0177$.

| Number of balls matched | Probability | Prize |
| :---: | :---: | :---: |
| 6 | 0.00000007 | $£ 2.4 \mathrm{M}$ |
| 5 plus bonus | 0.0000004 | $£ 240 \mathrm{~K}$ |
| 5 | 0.00002 | $£ 3 \mathrm{~K}$ |
| 4 | 0.0001 | $£ 100$ |
| 3 | 0.0177 | $£ 10$ |
| $<3$ | 0.981 | $£ 0$ |

$$
\begin{aligned}
E M V= & 2.4 M \times \frac{1}{13,983,816}+240 K \times \frac{6}{13,983,816} \\
& +\ldots+10 \times \frac{246,820}{13,983,816} \\
= & 0.6176
\end{aligned}
$$

Fair price: $62 p+$ Good causes + Camelot profit

## Probability Distributions

- Random variable $X$
$X=$ Voting intention
- Interested in $P(X=x)$
- Probability distribution - list of all values $X$ can take and the probability they occur $P(X=$ Labour $)=0.4, \quad P(X=$ Conservative $)=0.3$, $P(X=$ Lib Dem $)=0.3$
- Random variable $X$ - upper case $X$
- Observation $x$ - lower case X
- Event $X=x$
$X=$ outcome of a roll of a die

| $x$ | $P(X=x)$ |
| :---: | :---: |
| 1 | $1 / 6$ |
| 2 | $1 / 6$ |
| 3 | $1 / 6$ |
| 4 | $1 / 6$ |
| 5 | $1 / 6$ |
| 6 | $1 / 6$ |
| sum | 1 |

## Expectation of a Discrete Random Variable

Recall

$$
E M V=\sum P(\text { Event }) \times \text { Monetary value of Event }
$$

Expectation of a discrete random variable is

$$
E(X)=\mu=\sum x P(X=x)
$$

Die-rolling experiment:

$$
E(X)=\sum x P(X=x)=1 \times \frac{1}{6}+2 \times \frac{1}{6}+\ldots+6 \times \frac{1}{6}=3.5
$$

## Variance of a Discrete Random Variable

The variance of a discrete random variable is

$$
\operatorname{Var}(X)=\sigma^{2}=E\left[(X-\mu)^{2}\right]=E\left(X^{2}\right)-\mu^{2}
$$

Die-rolling experiment: $\mu=3.5$

| $x$ | $P(X=x)$ | $(x-\mu)^{2}$ | $(x-\mu)^{2} P(X=x)$ |
| :---: | :---: | :---: | :---: |
| 1 | $1 / 6$ | 6.25 | 1.0417 |
| 2 | $1 / 6$ | 2.25 | 0.3750 |
| 3 | $1 / 6$ | 0.25 | 0.0417 |
| 4 | $1 / 6$ | 0.25 | 0.0417 |
| 5 | $1 / 6$ | 2.25 | 0.3750 |
| 6 | $1 / 6$ | 6.25 | 1.0417 |
| sum | 1 |  | 2.9167 |

$\rightarrow \operatorname{Var}(X)=2.9167$ and $S D(X)=\sqrt{\operatorname{Var}(X)}=1.7078$.

Simulation of die-rolling using Minitab.

1. Select Calc $\rightarrow$ Random Data $\rightarrow$ Integer.
2. Enter the number of simulations (rows of data), e.g. 100.
3. Enter the minimum (1) and maximum (6).
4. Enter the column for the results (e.g. c1).

We can then, for example,

- Make a bar chart of the results.
- Look at how the average score develops.

