

## Chapter 8: Binomial and Geometric Distributions

Overview: in real life we often come across situations for which there are two outcomes (success and failure) they can be described by the Binomial and Geometric distributions.

### 8.1: The Binomial Distribution

S  
N  
I  
P

### 8.2: The Geometric Distribution

S  
H  
I  
P

Identify a binomial random variable:


Ex 3: Switches...

An engineer chooses an SRS of 10 switches from a shipment of 10,000. He doesn't know this, but 10% are bad. He counts the number ( $X$ ) of bad switches.

Ex 4: Aircraft Engine Reliability...

An aircraft engine turbine has  $p=.999$  of performing properly for an hour of flight. The number ( $X$ ) of turbines in a fleet of 350 engines that fly for an hour without failure has the  $B(350,.999)$  distribution, assuming that failures are independent of each other.

## Finding Binomial Probabilities

If a count,  $X$ , has a **binomial** distribution with number of observations:  $n$ , and probability of success:  $p$ , (parameters  $n$  and  $p$ ), then: use notation:  **$B(n,p)$**  to describe it and...

Using TI-84: The probability that one will get exactly  $k$  successes is

The probability that the sample contains  $k$  or fewer successes is

### ex. 6: Free Throws

A basketball player makes 75% of free throws in a season. In one important game, she shoots 12 FT and makes only 7. Is this unusual?

**OR** when there are many probabilities to add, use the binomial cumulative density function (cumulative means to add them up)

Be able to construct a table for the pdf of a random variable X:

Looks like a probability distribution table for any discrete variable.  
we'll use the basketball player data and the TI-84 command  
`binompdf(12,.75,X)`:

X	0	1	2	3	4	5	6	7	8	9	10	11	12
P(X)													

cumulative distribution F(X)  
`binomcdf(12,.75,X)` to fill in the values:

X	0	1	2	3	4	5	6	7	8	9	10	11	12
F(X)													

\*also use `binomcdf` when want to know  $P(X > ?)$  by using complement rule

## Binomial Formulas

day 2

where does the `binompdf(n,p,k)` function come from?

revisit blood type example:

$P(\text{blood type O}) = .25$

In a family with 5 children, what is  $P(X = 2)$ ?

TI-talk: `binompdf(5,.25,2) =`

by hand: the probability of getting any two of the 5 successes comes  
from SSFFF =  $(.25)(.25)(.75)(.75)(.75) =$

there are 32 ( $2^5$ ) ways to have five S/F outcomes arranged.

**10** of them have 2 successes and 3 failures:

SSFFF SFSFF SFFSF SFFFS FSSFF  
FSFSF FSFFS FFSSF FFSFS FFFSS

So we multiply our probability of .02637 by 10 to account for all of the possible ways.

$$P(X = 2) = 10(.02637) = .2637$$

That "10" is the binomial coefficient and can be found using a simple Combination formula:

$${}_n C_k = \binom{n}{k} = \frac{n!}{k!(n-k)!} \quad {}_5 C_2 = 10$$

Now - rewrite the whole formula for  $P(X = 2)$ :

$$P(X = 2) = {}_5 C_2 (.25)^2 (.75)^3 \quad \text{but in general notation,}$$

the binomial probability formula is:  $P(X = k) = {}_n C_k (p)^k (1-p)^{n-k}$

## Binomial Mean and Standard Deviation

What is the mean ( $\mu$ ) of a binomial distribution?

Back to Corinne's Binomial distribution...

She makes 75% of her free throws, so the mean number out of 12 tries is 75% of 12, which is 9.

In general, the formula for mean of a binomial distribution is:

$$\mu = np \quad \mu = (12)(.75) = 9$$

Let's look at why.  $X$  is the number of successes in a single trial where  $p$  is the probability of success and  $q$  is the probability of failure [also represented as  $(1-p)$ ].

$X$	0	1
$P(X)$	$q$	$p$

$$E(X) = \mu_x = (0)(q) + (1)(p) = p$$

That makes sense...the expected value  $\mu_x$  of a single outcome is the probability of success:  $p$ .

Now let's say we have several observations ( $n = 5$ ), each with an expected value  $p$ , then we would add up the  $\mu_x$  or  $E(X)$ ,  $n$  times:  
 $p + p + p + p + p$

which we can write as  $5p$  or more generally,  $np$ . So  $\mu = np$

### Variance:

If  $\mu_x = p$ ,

then  $\sigma_x^2 = (0-p)^2q + (1-p)^2p$  remember that  $1 - p = q$

$$= p^2q + q^2p$$

$$= pq(p+q) \leftarrow p + q = 1$$

$$\sigma_x^2 = pq$$

Since  $\sigma_x^2$  is the variance of one outcome, we would add it many times for several outcomes:

ex: If  $n=5$ , then  $\sigma^2 = pq + pq + pq + pq + pq = 5pq$

$$\sigma^2 = npq$$

**Standard Deviation:**

since  $\sigma = \sqrt{\sigma^2}$ , then

$$\sigma = \sqrt{npq} \quad \text{or} \quad \sqrt{np(1-p)}$$

summary of mean and standard deviation for **binomial distribution**:

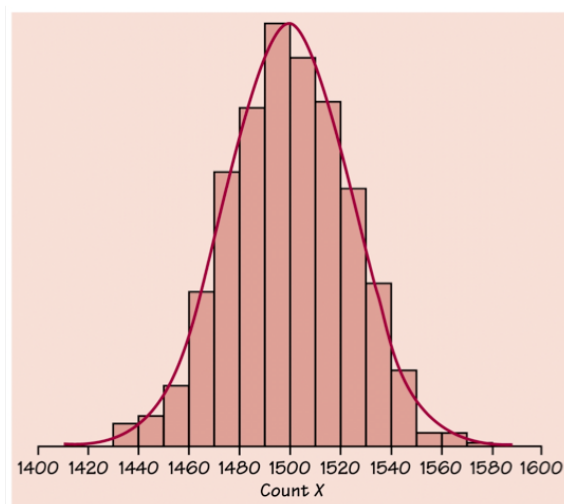
$$\mu = np$$

$$\sigma = \sqrt{np(1-p)}$$

**Normal Approximation of Binomial Distributions**

Ex: Survey of 2500 (SRS) shows 60% of all adult US residents do not like shopping. What is probability that 1520 or more do not like shopping?

Or...



This histogram shows 1000 binomial counts ( $n=2500, p=.6$ ) and shows that a normal density curve is a pretty good fit for the distribution.

When a distribution is binomial, we can very easily calculate  $\mu$  and  $\sigma$  using the shortcut formulas we used earlier:

$$\mu = np$$

$$= (2500)(.6)$$

$$= 1500$$

$$\sigma = \sqrt{np(1-p)}$$

$$= \sqrt{(2500)(.6)(.4)}$$

$$= 24.49$$

X is close to having the  $N(1500, 24.49)$  distribution, so...

we can use the normal parameters to find z-scores for calculating probabilities.

remember:  $z = \frac{X - \mu}{\sigma}$

$$P(X \geq 1520) = P\left(Z \geq \frac{1520 - 1500}{24.49}\right)$$

our calculator result was \_\_\_\_\_, which is .007 larger  
- not bad for an estimate

So when will we use this method?...

When  $X$  is a binomial distribution with a large number of observations, the distribution will be approximately normal, with the following parameters:

$$N(np, \sqrt{np(1-p)})$$

A good rule of thumb is that we will use normal approximation when both  $np \geq 10$  and  $n(1-p) \geq 10$

### Simulating binomial experiments:

Let's simulate Corinne's free throw situation:

Corinne shoots 75% of her free throws and we want to know if 7 out of 12 is unusual for her.

$$P(X \leq 7) =$$

Let's simulate 12 shots and count the number of hits by using the command:

`randBin(1,0.75,12)` where 1 is a success and 0 is a failure

repeat 10 times and calculate relative frequency. Then repeat 10 games at a time and see if you get closer to .1576