Lecture 2 Binomial and Poisson Probability Distributions

Binomial Probability Distribution

- Consider a situation where there are only two possible outcomes (a Bernoulli trial)
 - ★ Example:
 - flipping a coin
 - 🔹 head or tail
 - rolling a dice
 - ☞ 6 or not 6 (i.e. 1, 2, 3, 4, 5)
 - \star Label the possible outcomes by the variable k
 - find the probability P(k) for event k to occur
 - ★ Since k can take on only 2 values we define those values as: k = 0 or k = 1
 - let P(k=0) = q (remember $0 \le q \le 1$)
 - *something* must happen
 - P(k = 0) + P(k = 1) = 1
 - P(k = 1) = p = 1 q
 - write the probability distribution P(k) as:
 - $P(k) = p^k q^{1-k}$ (Bernoulli distribution)
 - coin toss: define probability for a head as P(1)
 - P(1) = 0.5
 - dice rolling: define probability for a six to be rolled as P(1)
 - P(1) = 1/6
 - P(0) = 5/6 (not a six)K.K. Gan

L2: Binomial and Poisson



James Bernoulli (Jacob I) born in Basel, Switzerland Dec. 27, 1654-Aug. 16, 1705 He is one 8 mathematicians in the Bernoulli family (from Wikipedia).

• What is the mean (
$$\mu$$
) of $P(k)$?

$$\mu = \frac{\sum_{k=0}^{1} kP(k)}{\sum_{k=0}^{1} P(k)} = \frac{0 \cdot q + 1 \cdot p}{q + p} = p$$
• What is the Variance (σ^2) of $P(k)$?
• $\sigma^2 = \frac{\sum_{k=0}^{1} k^2 P(k)}{\sum_{k=0}^{1} P(k)} - \mu^2 = 0^2 \cdot P(0) + 1^2 \cdot P(1) - \mu^2 = p - p^2 = p(1 - p) = pq$

• Suppose we have N trials (e.g. we flip a coin N times)

what is the probability to get *m* successes (= heads)?

- Consider tossing a coin twice. The possible outcomes are:
 - ★ no heads: $P(m = 0) = q^2$
 - ★ one head: P(m = 1) = qp + pq (toss 1 is a tail, toss 2 is a head or toss 1 is head, toss 2 is a tail) = 2pq ← two outcomes because we don't care which of the tosses is a head
 - ***** two heads: $P(m = 2) = p^2$

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$$P(0) + P(1) + P(2) = q^2 + 2pq + p^2 = (q + p)^2 = 1$$

- We want the probability distribution function P(m, N, p) where:
 - m = number of success (e.g. number of heads in a coin toss)
 - N = number of trials (e.g. number of coin tosses)
 - p = probability for a success (e.g. 0.5 for a head)

• If we look at the three choices for the coin flip example, each term is of the form:

 $C_m p^m q^{N-m}$ m = 0, 1, 2, N = 2 for our example, q = 1 - p always!

- \star coefficient C_m takes into account the number of ways an outcome can occur regardless of order
- ★ for m = 0 or 2 there is only one way for the outcome (both tosses give heads or tails): $C_0 = C_2 = 1$
- ★ for m = 1 (one head, two tosses) there are two ways that this can occur: $C_1 = 2$.
- Binomial coefficients: number of ways of taking N things m at time

$$C_{N,m} = \binom{N}{m} = \frac{N!}{m!(N-m)!}$$

- ★ 0! = 1! = 1, 2! = $1 \cdot 2 = 2$, $3! = 1 \cdot 2 \cdot 3 = 6$, $m! = 1 \cdot 2 \cdot 3 \cdots m$
- ★ Order of things is not important
 - e.g. 2 tosses, one head case (m = 1)
 - we don't care if toss 1 produced the head or if toss 2 produced the head
- ★ Unordered groups such as our example are called *combinations*
- ★ Ordered arrangements are called *permutations*
- \star For N distinguishable objects, if we want to group them m at a time, the number of permutations:

$$P_{N,m} = \frac{N!}{(N-m)!}$$

- example: If we tossed a coin twice (N = 2), there are two ways for getting one head (m = 1)
- example: Suppose we have 3 balls, one white, one red, and one blue.
 - Number of possible pairs we could have, keeping track of order is 6 (rw, wr, rb, br, wb, bw):

$$P_{3,2} = \frac{3!}{(3-2)!} = 6$$

• If order is not important (rw = wr), then the binomial formula gives

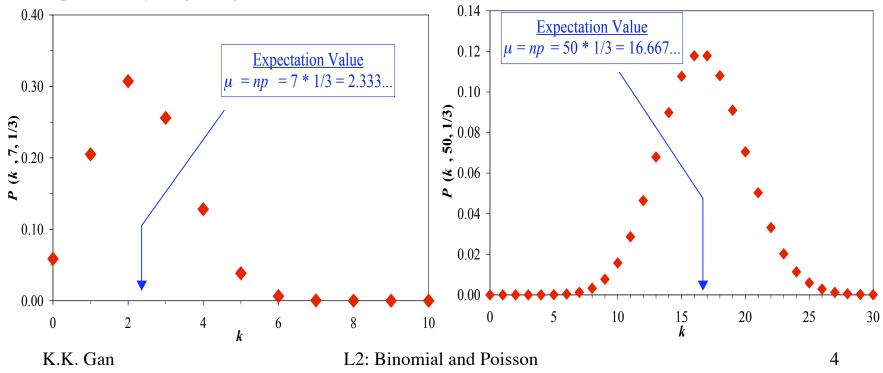
$$C_{3,2} = \frac{5!}{2!(3-2)!} = 3$$
 number of two-color combinations

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• Binomial distribution: the probability of *m* success out of *N* trials:

$$P(m, N, p) = C_{N,m} p^m q^{N-m} = \binom{N}{m} p^m q^{N-m} = \frac{N!}{m!(N-m)!} p^m q^{N-m}$$

- p is probability of a success and q = 1 p is probability of a failure
- Consider a game where the player bats 4 times:
 - ★ probability of $0/4 = (0.67)^4 = 20\%$
 - ★ probability of $1/4 = [4!/(3!1!)](0.33)^1(0.67)^3 = 40\%$
 - ★ probability of $2/4 = [4!/(2!2!)](0.33)^2(0.67)^2 = 29\%$
 - ★ probability of $3/4 = [4!/(1!3!)](0.33)^3(0.67)^1 = 10\%$
 - ★ probability of $4/4 = [4!/(0!4!)](0.33)^4(0.67)^0 = 1\%$
 - ★ probability of getting at least one hit = 1 P(0) = 0.8



• To show that the binomial distribution is properly normalized, use Binomial Theorem:

$$(a+b)^{k} = \sum_{l=0}^{k} {\binom{k}{l}} a^{k-l} b^{l}$$
$$\sum_{m=0}^{N} P(m,N,p) = \sum_{m=0}^{N} {\binom{N}{m}} p^{m} q^{N-m} = (p+q)^{N} = 1$$

- binomial distribution is properly normalized
- Mean of binomial distribution:

$$\mu = \frac{\sum_{m=0}^{N} mP(m, N, p)}{\sum_{m=0}^{N} P(m, N, p)} = \sum_{m=0}^{N} mP(m, N, p) = \sum_{m=0}^{N} m\binom{N}{m} p^{m} q^{N-m}$$

 \star A cute way of evaluating the above sum is to take the derivative:

$$\frac{\partial}{\partial p} \left[\sum_{m=0}^{N} \binom{N}{m} p^{m} q^{N-m} \right] = 0$$

$$\sum_{m=0}^{N} m\binom{N}{m} p^{m-1} q^{N-m} - \sum_{m=0}^{N} \binom{N}{m} p^{m} (N-m)(1-p)^{N-m-1} = 0$$

$$p^{-1} \sum_{m=0}^{N} m\binom{N}{m} p^{m} q^{N-m} = N(1-p)^{-1} \sum_{m=0}^{N} \binom{N}{m} p^{m} (1-p)^{N-m} - (1-p)^{-1} \sum_{m=0}^{N} m\binom{N}{m} p^{m} (1-p)^{N-m}$$

$$p^{-1} \mu = N(1-p)^{-1} \cdot 1 - (1-p)^{-1} \mu$$

$$\mu = Np$$

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• Variance of binomial distribution (obtained using similar trick):

$$\sigma^{2} = \frac{\sum_{m=0}^{N} (m-\mu)^{2} P(m,N,p)}{\sum_{m=0}^{N} P(m,N,p)} = Npq$$

- \star Example: Suppose you observed *m* special events (success) in a sample of *N* events
 - measured probability ("efficiency") for a special event to occur:

$$\varepsilon = \frac{m}{N}$$

• error on the probability ("error on the efficiency"):

$$\sigma_{\varepsilon} = \frac{\sigma_m}{N} = \frac{\sqrt{Npq}}{N} = \frac{\sqrt{N\varepsilon(1-\varepsilon)}}{N} = \sqrt{\frac{\varepsilon(1-\varepsilon)}{N}}$$

sample (N) should be as large as possible to reduce uncertainty in the probability measurement

- ★ Example: Suppose a baseball player's batting average is 0.33 (1 for 3 on average).
 - Consider the case where the player either gets a hit or makes an out (forget about walks here!).
 probability for a hit: p = 0.33
 probability for "no hit": q = 1 p = 0.67
 - On average how many hits does the player get in 100 at bats?
 - $\mu = Np = 100.033 = 33$ hits
 - What's the standard deviation for the number of hits in 100 at bats?

$$\sigma = (Npq)^{1/2} = (100 \cdot 0.33 \cdot 0.67)^{1/2} \approx 4.7$$
 hits

we expect $\approx 33 \pm 5$ hits per 100 at bats

Poisson Probability Distribution

- A widely used discrete probability distribution
- Consider the following conditions:
 - \star p is very small and approaches 0
 - example: a 100 sided dice instead of a 6 sided dice, p = 1/100 instead of 1/6
 - example: a 1000 sided dice, p = 1/1000
 - ★ *N* is very large and approaches ∞
 - example: throwing 100 or 1000 dice instead of 2 dice
 - \star product Np is finite
- Example: radioactive decay
 - ★ Suppose we have 25 mg of an element
 - very large number of atoms: $N \approx 10^{20}$
 - * Suppose the lifetime of this element $\lambda = 10^{12}$ years $\approx 5 \times 10^{19}$ seconds
 - reprobability of a given nucleus to decay in one second is very small: $p = 1/\lambda = 2x10^{-20}/\text{sec}$
 - \square Np = 2/sec finite!
 - number of counts in a time interval is a Poisson process
- Poisson distribution can be derived by taking the appropriate limits of the binomial distribution

$$P(m,N,p) = \frac{N!}{m!(N-m)!} p^m q^{N-m}$$

$$\frac{N!}{(N-m)!} = \frac{N(N-1)\cdots(N-m+1)(N-m)!}{(N-m)!} = N^m$$

$$q^{N-m} = (1-p)^{N-m} = 1 - p(N-m) + \frac{p^2(N-m)(N-m-1)}{2!} + \dots \approx 1 - pN + \frac{(pN)^2}{2!} + \dots \approx e^{-pN}$$

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Siméon Denis Poisson June 21, 1781-April 25, 1840

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$$P(m,N,p) = \frac{N^m}{m!} p^m e^{-pN}$$
Let $\mu = Np$

$$P(m,\mu) = \frac{e^{-\mu}\mu^m}{m!}$$

$$\sum_{m=0}^{m=\infty} \frac{e^{-\mu}\mu^m}{m!} = e^{-\mu}\sum_{m=0}^{m=\infty} \frac{\mu^m}{m!} = e^{-\mu}e^{\mu} = 1$$
Poisson distribution is normalized
• *m* is always an integer ≥ 0
• μ does not have to be an integer
* It is easy to show that:
 $\mu = Np = \text{mean of a Poisson distribution}$
of Radioactivity example with an average of 2 decays/sec:
* What's the probability of zero decays in one second?
 $p(0,2) = \frac{e^{-2}2^0}{0!} = \frac{e^{-2} \cdot 1}{1} = e^{-2} = 0.135 \rightarrow 13.5\%$
* What's the probability of more than one decay in one second?
 $p(>1,2) = 1 - p(0,2) - p(1,2) = 1 - \frac{e^{-2}2^0}{0!} - \frac{e^{-2}2^1}{1!} = 1 - e^{-2} - 2e^{-2} = 0.594 \rightarrow 59.4\%$
* Estimate the most probable number of decays/sec?
 $\frac{\partial}{\partial m}P(m,\mu)\Big|_{m^*} = 0$
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• To solve this problem its convenient to maximize $\ln P(m, \mu)$ instead of $P(m, \mu)$.

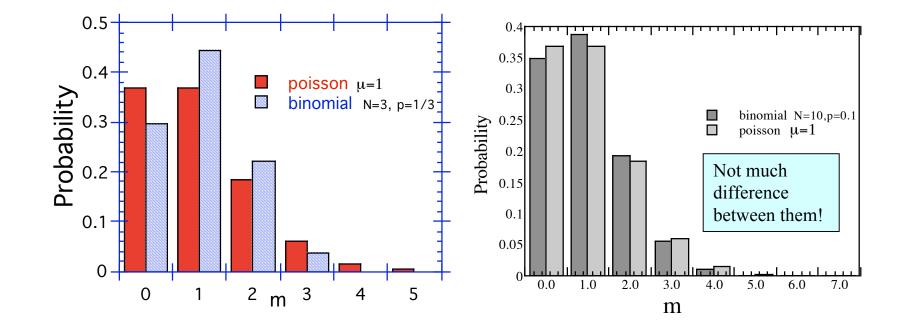
$$\ln P(m,\mu) = \ln \left(\frac{e^{-\mu} \mu^m}{m!} \right) = -\mu + m \ln \mu - \ln m!$$

• In order to handle the factorial when take the derivative we use *Stirling's Approximation*: $\ln m! \approx m \ln m - m$

$$\frac{\partial}{\partial m} \ln P(m,\mu) = \frac{\partial}{\partial m} (-\mu + m \ln \mu - \ln m!)$$
$$\approx \frac{\partial}{\partial m} (-\mu + m \ln \mu - m \ln m + m)$$
$$= \ln \mu - \ln m - m \frac{1}{m} + 1$$
$$= 0$$
$$m^* = \mu$$

- \square The most probable value for *m* is just the average of the distribution
- If you observed *m* events in an experiment, the error on *m* is $\sigma = \sqrt{\mu} = \sqrt{m}$
- This is only approximate since Stirlings Approximation is only valid for large *m*.
- Strictly speaking m can only take on integer values while μ is not restricted to be an integer.

Comparison of Binomial and Poisson distributions with mean $\mu = 1$



For large N: Binomial distribution looks like a Poisson of the same mean