## **Binomial and Geometric Models**

A **binary random phenomenon** is a random phenomenon (need not be numeric) *X* which has exactly two outcomes:

- "success" with probability *p*,
- "failure" with probability q = 1 p.

So *X* has a probability distribution as seen to the right. (In this example: p = 0.25, success = 1, failure = 0)



Given is a finite or infinite sequence  $X_1, X_2, X_3, \ldots$  of random phenomena (need not be binary).

- **a.** If each  $X_j$  has the same distribution (the process does not change with j: we get the same probability histogram for each j), we say that
  - $X_1, X_2, X_3, \ldots$  are identically distributed.
- **b.** If, MOREOVER, each trial  $X_j$  is independent of the others, we say that
  - *X*<sub>1</sub>*, X*<sub>2</sub>*, X*<sub>3</sub>*,...* are "iid": independent and identically distributed.

If we have a finite or infinite sequence  $X_1, X_2, X_3, ...$  of binary random phenomena then we call each one of those  $X_j$  a **Bernoulli trial** rather than a binary random phenomenon if the sequence is iid.

In other words,

 $X_1, X_2, X_3, \ldots$  are Bernoulli trials if

- **a.** each  $X_j$  has exactly two outcomes: success or failure,
- **b.** the success probability  $p = P(X_j) =$  "success" does not change with *j*
- (hence each  $X_j$  has the same probability distribution),
- **c.** the  $X_j$  are independent.

Examples of Bernoulli trials:

- **a.**  $X_j = j$ -th toss of a fair coin: success = Heads; p = 0.5, q = 0.5
- **b.**  $X_j = j$ -th throw of a fair die: success = 5 or 6; p = 2/6 = 1/3 = 0.333, q = 2/3.
- c.  $X_j = j$ -th opening of a cereal box: success = Hope Solo picture; p = 0.2, q = 0.8

Convert to (numerical) random variables: Change success to 1 and failure to 0.

- **a.**  $X_j = j$ -th toss of a coin: assign 1 if Heads, assign 0 if Tails; p = 0.5
- **b.**  $X_j = j$ -th throw of a die: assign 1 if 5 or 6; assign 0 otherwise; p = 2/6 = 0.333.
- c.  $X_j = j$ -th opening of a cereal box: assign 1 if Hope Solo picture; assign 0 otherwise; p = 0.2

## Geometric Model GEOM(p):

- Sequence of (iid) Bernouli trials  $X_1, X_2, X_3, \ldots$  with success probability  $p = P(X_j = s)$
- T := first index n such that  $X_n$  = success (random "time"!)
- Outcome  $\{T = n\}$  same as  $\{X_1 = f \text{ and } X_2 = f \text{ and } \dots \text{ and } X_{n-1} = f \text{ and } X_n = s\}$ .
- Product rule (the *X<sub>i</sub>* are independent!)):
- $P(T=n) = P(X_1 = f) \times P(X_2 = f) \times \cdots \times P(X_{n-1} = f) \times P(X_n = s)$
- $= q \cdot q \cdots q \cdot p = q^{i-1} \cdot p$

Example: Repeatedly rolling a die.

- Compute P( first 1 comes at the 4–th throw).
- Solution:  $X_j = j$ -th roll;  $p = P(X_j = 1) = 1/6$ ;  $P(T = 4) = q \cdot q \cdot q \cdot p$ =  $(5/6)^3 \cdot 1/6 = (125/216)/6 \approx 0.965 = 9.65\%$

## Binomial Model BINOM(n,p):

- Finite sequence of *n* (iid) Bernouli trials  $X_1, X_2, X_3, ..., X_n$  with success probability  $p = P(X_j = s)$ ,
- Encode success as 1, failure as 0, so  $p = P(X_j = 1)$ ,
- $S_n := X_1 + X_2 + \dots + X_n = #$  of successes in those *n* trials
- Probability of k successes in n trials is

$$P(S_n = k) = \binom{n}{k} \cdot p^k \cdot q^{n-k}$$
; Binomial coefficient  $\binom{n}{k} = {}_nC_k = \frac{n!}{k!(n-k)!}$ 

Example: Toss a coin 6 times (n = 6)

- Compute P(exactly 2 tails).
- Solution:  $X_j = j$ -th toss;  $p = P(Tails) = P(X_j = 1) = 1/2$ ;
- $P(\text{exactly 2 tails}) = P(S_6 = 2) = \binom{6}{2} \cdot (1/2)^2 \cdot (1 1/2)^{6-2}$ =  $\frac{6 \cdot 5 \cdot 4 \cdot 3 \cdot 2 \cdot 1}{(4 \cdot 3 \cdot 2 \cdot 1)(2 \cdot 1)} \cdot 0.25 \cdot 0.0625 = \frac{6 \cdot 5}{2 \cdot 1} \cdot 0.25 \cdot 0.0625 \approx 0.23 = 23\%$