# Discrete Probability Distributions 

Data Science: Jordan Boyd-Graber<br>University of Maryland<br>JANUARY 18, 2018

## Refresher: Random variables

- Random variables take on values in a sample space.
- This week we will focus on discrete random variables:
- Coin flip: $\{H, T\}$
- Number of times a coin lands heads after $N$ flips: $\{0,1,2, \ldots, N\}$
- Number of words in a document: Positive integers $\{1,2, \ldots\}$
- Reminder: we denote the random variable with a capital letter; denote a outcome with a lower case letter.
- E.g., $X$ is a coin flip, $x$ is the value ( $H$ or $T$ ) of that coin flip.


## Refresher: Discrete distributions

- A discrete distribution assigns a probability to every possible outcome in the sample space
- For example, if $X$ is a coin flip, then

$$
\begin{aligned}
& P(X=H)=0.5 \\
& P(X=T)=0.5
\end{aligned}
$$

- Probabilities have to be greater than or equal to 0 and probabilities over the entire sample space must sum to one

$$
\sum_{x} P(X=x)=1
$$

## Mathematical Conventions

$$
n^{0}
$$

## Example for 3:

$$
\begin{align*}
3^{2} & =9  \tag{1}\\
3^{1} & =3  \tag{2}\\
3^{-1} & =\frac{1}{3} \tag{3}
\end{align*}
$$

## Mathematical Conventions

$$
n^{0}
$$

Example for 3:

$$
\begin{align*}
3^{2} & =9  \tag{1}\\
3^{1} & =3  \tag{2}\\
3^{0} & =1  \tag{3}\\
3^{-1} & =\frac{1}{3} \tag{4}
\end{align*}
$$

## Today: Types of discrete distributions

- There are many different types of discrete distributions, with different definitions.
- Today we'll look at the most common discrete distributions.
- And we'll introduce the concept of parameters.
- These discrete distributions (along with the continuous distributions next) are fundamental
- Regression, classification, and clustering


## Bernoulli distribution

- A distribution over a sample space with two values: $\{0,1\}$
- Interpretation: 1 is "success"; 0 is "failure"
- Example: coin flip (we let 1 be "heads" and 0 be "tails")
- A Bernoulli distribution can be defined with a table of the two probabilities:
- $X$ denotes the outcome of a coin flip:

$$
\begin{aligned}
& P(X=0)=0.5 \\
& P(X=1)=0.5
\end{aligned}
$$

- $X$ denotes whether or not a TV is defective:

$$
\begin{aligned}
& P(X=0)=0.995 \\
& P(X=1)=0.005
\end{aligned}
$$

## Bernoulli distribution

- Do we need to write out both probabilities?

$$
\begin{aligned}
& P(X=0)=0.995 \\
& P(X=1)=0.005
\end{aligned}
$$

- What if I only told you $P(X=1)$ ? Or $P(X=0)$ ?


## Bernoulli distribution

- Do we need to write out both probabilities?

$$
\begin{aligned}
& P(X=0)=0.995 \\
& P(X=1)=0.005
\end{aligned}
$$

- What if I only told you $P(X=1)$ ? Or $P(X=0)$ ?

$$
\begin{aligned}
& P(X=0)=1-P(X=1) \\
& P(X=1)=1-P(X=0)
\end{aligned}
$$

- We only need one probability to define a Bernoulli distribution
- Usually the probability of success, $P(X=1)$.


## Bernoulli distribution

## Another way of writing the Bernoulli distribution:

- Let $\theta$ denote the probability of success $(0 \leq \theta \leq 1)$.

$$
\begin{aligned}
& P(X=0)=1-\theta \\
& P(X=1)=\theta
\end{aligned}
$$

- An even more compact way to write this:

$$
P(X=x)=\theta^{x}(1-\theta)^{1-x}
$$

- This is called a probability mass function.


## Probability mass functions

- A probability mass function (PMF) is a function that assigns a probability to every outcome of a discrete random variable $X$.
- Notation: $f(x)=P(X=x)$
- Compact definition
- Example: PMF for Bernoulli random variable $X \in\{0,1\}$

$$
f(x)=\theta^{x}(1-\theta)^{1-x}
$$

- In this example, $\theta$ is called a parameter.


## Parameters

- Define the probability mass function
- Free parameters not constrained by the PMF.
- For example, the Bernoulli PMF could be written with two parameters:

$$
f(x)=\theta_{1}^{x} \theta_{2}^{1-x}
$$

But $\theta_{2} \equiv 1-\theta_{1} \ldots$ only 1 free parameter.

- The complexity $\approx$ number of free parameters. Simpler models have fewer parameters.


## Sampling from a Bernoulli distribution

- How to randomly generate a value distributed according to a Bernoulli distribution?
- Algorithm:

1. Randomly generate a number between 0 and 1
$r=\operatorname{random}(0,1)$
2. If $r<\theta$, return success

Else, return failure

