

**Unit 4: Probability Distribution** 

# Lesson 4.1: Probability distribution

# Part I: Uniform Probability distributions

All the probability questions we've done in Unit 1 - 3 are the emphasis on the probability of individual outcomes.

From now, we are going to focus on models of distributions that show the probabilities of <u>all possible</u> outcomes. The distributions can involve outcomes with <u>equal or different likelihoods</u>.

Uniform probability distribution is the first probability distribution we are going to talk about which is with equal likelihood in any single trial, such that:

- The probability to roll a five facing up is \_\_\_\_\_
- The probability to select a random student from a class of 10 is \_\_\_\_\_
- The probability of each marble to be picked up from a bag of 3 has exactly same chance which is \_\_\_\_\_\_

And the sum of the probabilities in uniform probability distribution is always 1.

Probability in a Discrete Uniform Distribution  $P(x) = \frac{1}{n}$ , where *n* is the number of possible outcomes in the experiment.

An expectation or **expected value** *E*(*X*), is the predicted average of all possible outcomes of a probability experiment. The expectation is equal to the sum of the products of each outcome with its probability.

# Expectation for a Discrete Probability Distribution

$$E(X) = x_1 P(x_1) + x_2 P(x_2) + \dots + x_n P(x_n)$$
  
=  $\sum_{i=1}^n x_i P(x_i)$ 

Definition: within 10mins, quickly scan textbook on pg144 – 151, write down the definition of following terms.

Discrete random variable:

Continuous random variable:

**Probability histogram**: A graph of a probability distribution in which equal intervals are marked on the horizontal axis and the probabilities associated with these intervals are indicate by the area of bars.

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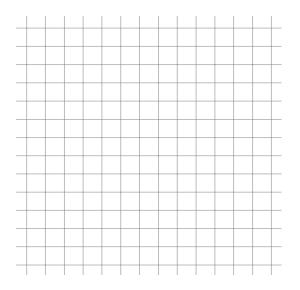
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Weighted mean:

**Example 1:** Consider a simple game in which you roll a single die. If you roll an even number, you gain that of points, and, if you roll an odd number, you lose that number of points.

- a) Show the probability distribution of points in this game, using probability distribution table.
- b) Construct a probability histogram.
- c) What is the expected number of points per roll?
- d) Is this a fair game? Why?

# on upper face	Points, x	Probability, P(x)



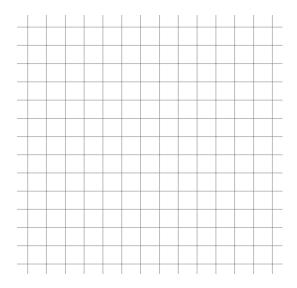


# Part II: Non-uniform probability distribution

**Example 2**: A summer camp has seven 4.6-m canoes, ten 5.0-m canoes, four 5.2-m canoes, and four 6.1-m canoes. Canoes are assigned randomly for campers going on a canoe trip.

- a) Show the probability distribution for the length of an assigned canoe, using probability distribution table.
- b) Construct a probability histogram. And describe the distribution.
- c) What is the expected length of an assigned canoe? What does it represent.

Length of Canoe (m), x	Probability, P(x)



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**<u>Practice 1:</u>** The door prizes at a dance are gift certificates from local merchants. There are four \$10 certificates, five \$20 certificates, and three \$50 certificates. The prize envelopes are mixed together in a bag and are drawn at random.

- a) Create a probability distribution for the nubmer of \$50 prizes drawn, n, on the first three draws.
- b) What is the exepected nubmer of \$50 certificates among the first three prizes drawn?

**Practice 2:** A game is designed in which you roll two dies and the sum is noted, if you roll doubles you win \$100, if you roll a sum of 5 you win \$25 and on all else you pay \$5.

- a) Complete a probability distribution table for the amount you win/lose if you play the game.
- b) What is the amount that you would expect to win/lose if you played the game 10 times?