

# Geometric Probability Distribution

## What is a **Geometric Probability Distribution**?

It is a probability distribution for a discrete random variable  $x$  with probability  $P(x)$  such that

- ▶ The same criteria as binomial probability distribution exists except the number of trials  $n$  is not a fixed number.
- ▶ A trial is repeated  $x$  times until a success occurs where  $x \geq 1$ .
- ▶ The repeated trials are independent of each other.
- ▶ The probability of success  $p$  remains the same for each trial where  $0 \leq p \leq 1$ .
- ▶  $0 \leq P(x) \leq 1$  and  $\sum P(x) = 1$ .

How to find the probability of a

**Geometric Probability Distribution:**

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The **probability** that the first success will occur on trial number  $x$  is

$$P(x) = p \cdot (q)^{x-1}, \text{ where } q = 1 - p$$

with  $\mu = \frac{1}{p}$  and  $\sigma^2 = \frac{q}{p^2}$ .

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*Example:*

Consider a geometric probability distribution for a discrete random variable  $x$  with probability of success  $p = .2$ .

- ▶ Find  $q$ .
  - ▶ Find  $P(x = 2)$ .
  - ▶ Find  $P(x \leq 2)$ .
  - ▶ Find its mean  $\mu$ .
  - ▶ Find its variance  $\sigma^2$ .
  - ▶ Find its standard deviation  $\sigma$ .
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## Solution:

- ▶ Find  $q \Rightarrow q = 1 - p = 1 - 0.2 = 0.8$ .
- ▶ Find  $P(x = 2) \Rightarrow P(x = 2) = 0.2 \cdot (0.8)^{2-1} = 0.16$ .
- ▶ Find  $P(x \leq 2) \Rightarrow P(x \leq 2) = P(x = 2) + P(x = 1) = 0.36$ .
- ▶ Find its mean  $\mu \Rightarrow \mu = \frac{1}{p} = 5$ .
- ▶ Find its variance  $\sigma^2 \Rightarrow \sigma^2 = \frac{q}{p^2} = 20$ .
- ▶ Find its standard deviation  $\sigma \Rightarrow \sigma = \sqrt{\sigma^2} \approx 4.5$ .

## Geometric Probability Distributions & TI

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| When you have | Use TI command                       |
|---------------|--------------------------------------|
| $P(x = a)$    | <code>geometpdf(p, a)</code>         |
| $P(x \leq a)$ | <code>geometcdf(p, a)</code>         |
| $P(x \geq a)$ | <code>1 - geometcdf(p, a - 1)</code> |

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You can find TI commands **geometpdf** and **geometcdf** by pressing **2ND**, **VAR**, then **↓** to locate them.

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*Example:*

Certain basketball player in NBA makes 70% of his free throws. What is the probability that he

- ▶ misses his first two free throws and makes the third one.
  - ▶ makes his first or second free throws.
  - ▶ makes his first free throw after four attempts.
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**Solution:**

This problem fits all criteria of a geometric probability distribution with  $p = 0.7$  and  $q = 0.3$ .

Let  $x$  be the number of free throws when the first success occurs.

## Solution Continued:

Now we need to find

- ▶ misses his first two free throws and makes the third one  
 $\Rightarrow P(x = 3) = \text{geompdf}(.7, 3) = 0.063.$
- ▶ makes his first or second free throws  
 $\Rightarrow P(x \leq 2) = \text{geomcdf}(.7, 2) = 0.91.$
- ▶ makes his first free throw after four attempts  
 $\Rightarrow P(x > 4) = P(x \geq 5) = 1 - P(x \leq 4)$   
 $\Rightarrow 1 - \text{geomcdf}(.7, 4) = 0.0081.$

we can also do the last part by computing  $P(x \leq 4)$  after switching  $p$  and  $q$ , so using  $p = .3$  we perform

$$\Rightarrow P(x \leq 4) = \text{geomcdf}(.3, 4) = 0.0081.$$