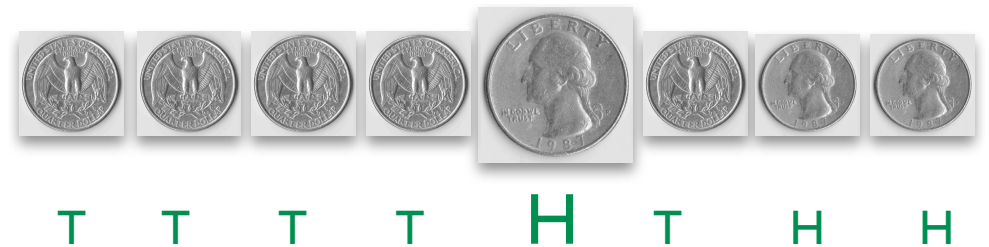
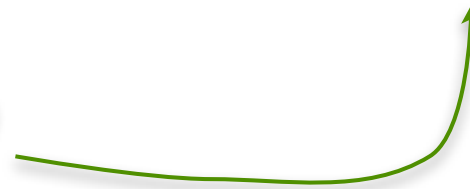

random variables



let $X_1 =$ index of



A *random variable* X assigns a real number to each outcome in a probability space.

Ex.

Let H be the number of Heads when 20 coins are tossed

Let T be the total of 2 dice rolls

Let X be the number of coin tosses needed to see 1st head

Note; even if the underlying experiment has “equally likely outcomes,” the associated random variable may not

<i>Outcome</i>	H	$P(H)$
TT	0	$P(H=0) = 1/4$
TH	1	} $P(H=1) = 1/2$
HT	1	
HH	2	$P(H=2) = 1/4$

20 balls numbered 1, 2, ..., 20

Draw 3 without replacement

Let X = the maximum of the numbers on those 3 balls

What is $P(X \geq 17)$

$$P(X = 20) = \binom{19}{2} / \binom{20}{3} = \frac{3}{20} = 0.150$$

$$P(X = 19) = \binom{18}{2} / \binom{20}{3} = \frac{18 \cdot 17 / 2!}{20 \cdot 19 \cdot 18 / 3!} \approx 0.134$$

⋮

$$\sum_{i=17}^{20} P(X = i) \approx 0.508$$

Alternatively:

$$P(X \geq 17) = 1 - P(X < 17) = 1 - \binom{16}{3} / \binom{20}{3} \approx 0.508$$

Flip a (biased) coin repeatedly until 1st head observed

How many flips? Let X be that number.

$$P(X=1) = P(H) = p$$

$$P(X=2) = P(TH) = (1-p)p$$

$$P(X=3) = P(TTH) = (1-p)^2p$$

...

Check that it is a valid probability distribution:

$$P\left(\bigcup_{i \geq 1} \{X = i\}\right) = \sum_{i \geq 1} (1-p)^{i-1}p = p \sum_{i \geq 0} (1-p)^i = p \frac{1}{1 - (1-p)} = 1$$

A *discrete* random variable is one taking on a countable number of possible values.

Ex:

$X = \text{sum of 3 dice, } 3 \leq X \leq 18, X \in \mathbb{N}$

$Y = \text{index of 1}^{\text{st}} \text{ head in seq of coin flips, } 1 \leq Y, Y \in \mathbb{N}$

$Z = \text{largest prime factor of } (1+Y), Z \in \{2, 3, 5, 7, 11, \dots\}$

If X is a discrete random variable taking on values from a countable set $T \subseteq \mathbb{R}$, then

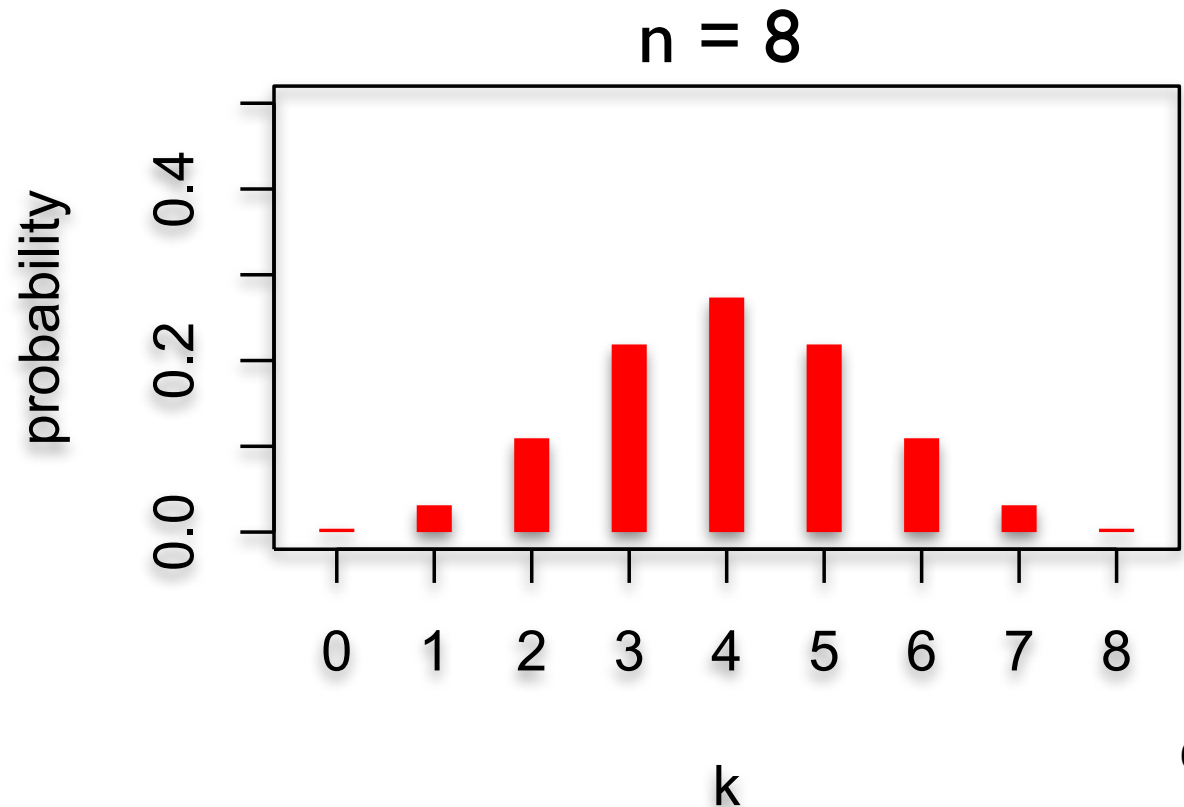
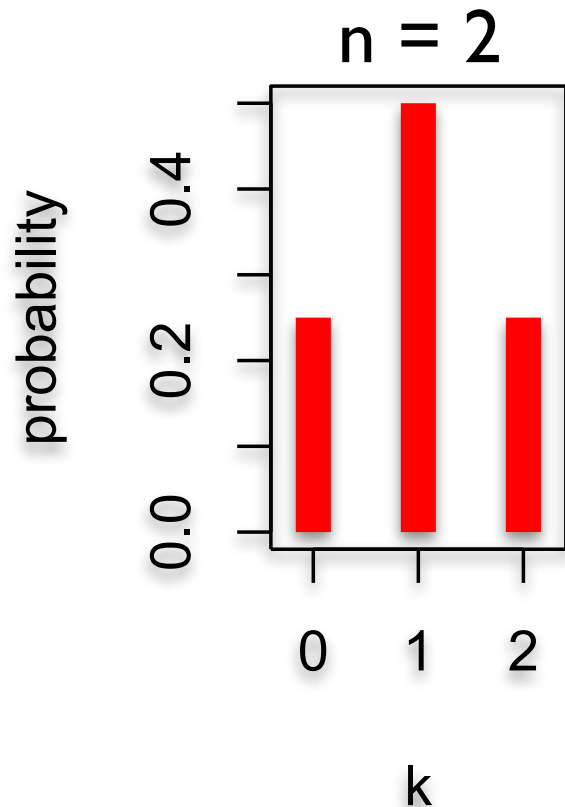
$$p(a) = \begin{cases} P(X = a) & \text{for } a \in T \\ 0 & \text{otherwise} \end{cases}$$

is called the *probability mass function*. Note: $\sum_{a \in T} p(a) = 1$

Let X be the number of heads observed in n coin flips

$$P(X = k) = \binom{n}{k} p^k (1 - p)^{n-k}, \text{ where } p = P(H)$$

Probability mass function:



cumulative distribution function

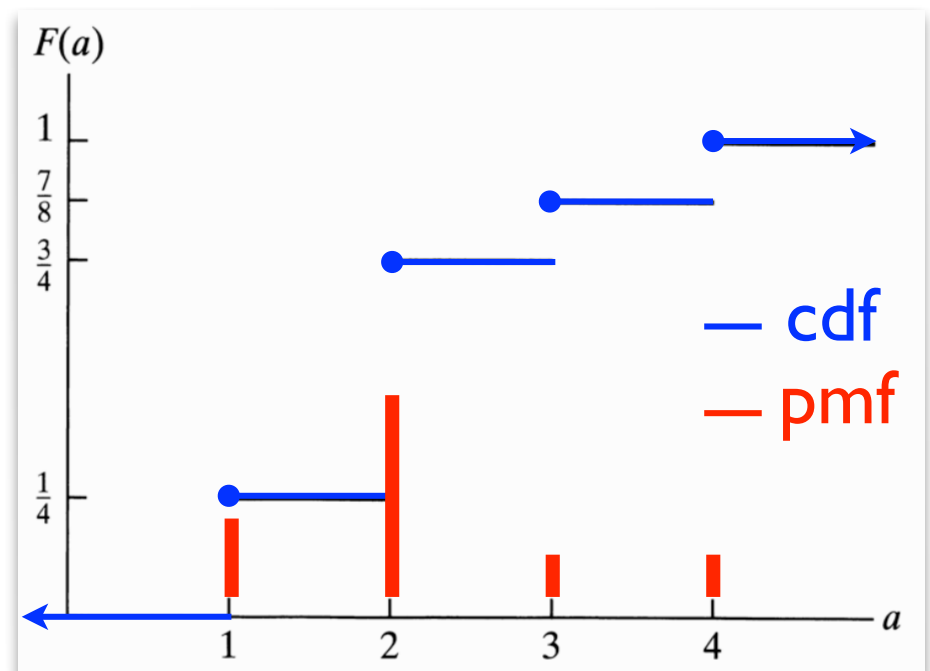
The *cumulative distribution function* for a random variable X is the function $F: \mathbb{R} \rightarrow [0, 1]$ defined by

$$F(a) = P[X \leq a]$$

Ex: if X has **probability mass function** given by:

$$p(1) = \frac{1}{4} \quad p(2) = \frac{1}{2} \quad p(3) = \frac{1}{8} \quad p(4) = \frac{1}{8}$$

$$F(a) = \begin{cases} 0 & a < 1 \\ \frac{1}{4} & 1 \leq a < 2 \\ \frac{3}{4} & 2 \leq a < 3 \\ \frac{7}{8} & 3 \leq a < 4 \\ 1 & 4 \leq a \end{cases}$$



NB: for discrete random variables, be careful about “ \leq ” vs “ $<$ ”

For a discrete r.v. X with p.m.f. $p(\bullet)$, the *expectation of X* , aka *expected value* or *mean*, is

$$E[X] = \sum_x xp(x)$$

average of random values, weighted
by their respective probabilities

For the equally-likely outcomes case, this is just the average of the possible random values of X

For *unequally-likely* outcomes, it is again the average of the possible random values of X , **weighted by their respective probabilities**

Ex 1: Let X = value seen rolling a fair die $p(1), p(2), \dots, p(6) = 1/6$

$$E[X] = \sum_{i=1}^6 ip(i) = \frac{1}{6} (1 + 2 + \dots + 6) = \frac{21}{6} = 3.5$$

Ex 2: Coin flip; $X = +1$ if H (win \$1), -1 if T (lose \$1)

$$E[X] = (+1) \cdot p(+1) + (-1) \cdot p(-1) = 1 \cdot (1/2) + (-1) \cdot (1/2) = 0$$

For a discrete r.v. X with p.m.f. $p(\bullet)$, the *expectation of X* , aka *expected value* or *mean*, is

$$E[X] = \sum_x xp(x)$$

average of random values, weighted
by their respective probabilities

Another view: A gambling game. If X is how much you win playing the game once, how much would you expect to win, on average, per game when repeatedly playing?

Ex 1: Let X = value seen rolling a fair die $p(1), p(2), \dots, p(6) = 1/6$

If you win X dollars for that roll, how much do you expect to win?

$$E[X] = \sum_{i=1}^6 ip(i) = \frac{1}{6}(1 + 2 + \dots + 6) = \frac{21}{6} = 3.5$$

Ex 2: Coin flip; $X = +1$ if H (win \$1), -1 if T (lose \$1)

$$E[X] = (+1) \cdot p(+1) + (-1) \cdot p(-1) = 1 \cdot (1/2) + (-1) \cdot (1/2) = 0$$

“a fair game”: in repeated play you expect to win as much as you lose. Long term net gain/loss = 0.

Let X be the number of flips up to & including 1st head observed in repeated flips of a biased coin. If I pay you \$1 per flip, how much money would you expect to make?

$$P(H) = p; \quad P(T) = 1 - p = q$$

$$p(i) = pq^{i-1}$$

$$E(x) = \sum_{i \geq 1} ip(i) = \sum_{i \geq 1} ipq^{i-1} = p \sum_{i \geq 1} iq^{i-1} \quad (*)$$

A calculus trick:

$$\sum_{i \geq 1} iy^{i-1} = \sum_{i \geq 1} \frac{d}{dy} y^i = \sum_{i \geq 0} \frac{d}{dy} y^i = \frac{d}{dy} \sum_{i \geq 0} y^i = \frac{d}{dy} \frac{1}{1-y} = \frac{1}{(1-y)^2}$$

So (*) becomes:

$$E[X] = p \sum_{i \geq 1} iq^{i-1} = \frac{p}{(1-q)^2} = \frac{p}{p^2} = \frac{1}{p}$$

E.g.:

$p=1/2$; on average head every 2nd flip
 $p=1/10$; on average, head every 10th flip.

How much would you pay to play?

expectation of a *function* of a random variable

Calculating $E[g(X)]$:

$Y=g(X)$ is a new r.v. Calc $P[Y=j]$, then apply defn:

$X = \text{sum of 2 dice rolls}$

$Y = g(X) = X \bmod 5$

i	$p(i) = P[X=i]$	$i \cdot p(i)$
2	1/36	2/36
3	2/36	6/36
4	3/36	12/36
5	4/36	20/36
6	5/36	30/36
7	6/36	42/36
8	5/36	40/36
9	4/36	36/36
10	3/36	30/36
11	2/36	22/36
12	1/36	12/36

j	$q(j) = P[Y = j]$	$j \cdot q(j)$
0	4/36+3/36 = 7/36	0/36
1	5/36+2/36 = 7/36	7/36
2	1/36+6/36+1/36 = 8/36	16/36
3	2/36+5/36 = 7/36	21/36
4	3/36+4/36 = 7/36	28/36

$$E[Y] = \sum_j j q(j) = \frac{72}{36} = 2$$

$$E[X] = \sum_i i p(i) = \frac{252}{36} = 7$$

expectation of a *function* of a random variable

Calculating $E[g(X)]$: Another way – add in a different order, using $P[X=...]$ instead of calculating $P[Y=...]$

$X = \text{sum of 2 dice rolls}$

i	$p(i) = P[X=i]$	$g(i) \cdot p(i)$
2	1/36	2/36
3	2/36	6/36
4	3/36	12/36
5	4/36	0/36
6	5/36	5/36
7	6/36	12/36
8	5/36	15/36
9	4/36	16/36
10	3/36	0/36
11	2/36	2/36
12	1/36	2/36

$Y = g(X) = X \text{ mod } 5$

j	$q(j) = P[Y = j]$	$j \cdot q(j)$
0	4/36+3/36 = 7/36	0/36
1	5/36+2/36 = 7/36	7/36
2	1/36+6/36+1/36 = 8/36	16/36
3	2/36+5/36 = 7/36	21/36
4	3/36+4/36 = 7/36	28/36

$$E[Y] = \sum_j j q(j) = \frac{72}{36} = 2$$

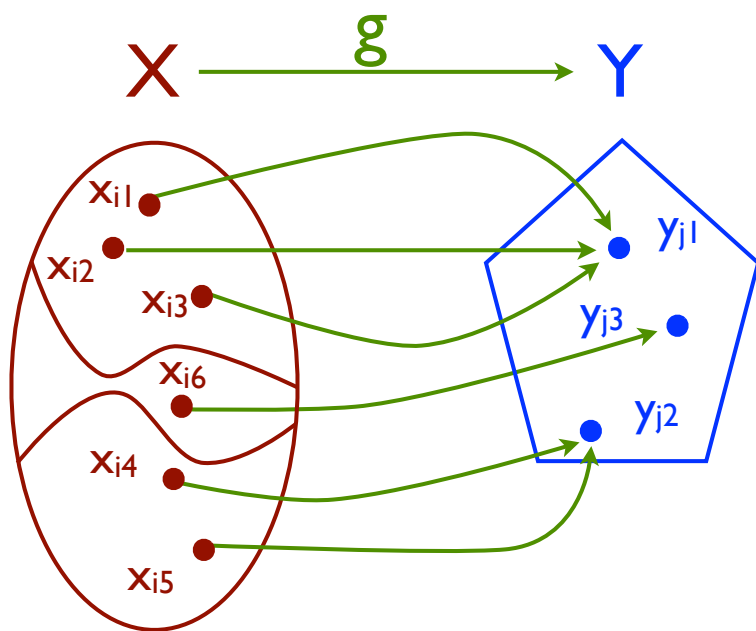
$$E[g(X)] = \sum_i g(i) p(i) = \frac{72}{36} = 2$$

expectation of a *function* of a random variable

Above example is not a fluke.

Theorem: if $Y = g(X)$, then $E[Y] = \sum_i g(x_i)p(x_i)$, where $x_i, i = 1, 2, \dots$ are all possible values of X .

Proof: Let $y_j, j = 1, 2, \dots$ be all possible values of Y .



Note that $S_j = \{ x_i \mid g(x_i)=y_j \}$ is a partition of the domain of g .

$$\begin{aligned} \sum_i g(x_i)p(x_i) &= \sum_j \sum_{i:g(x_i)=y_j} g(x_i)p(x_i) \\ &= \sum_j \sum_{i:g(x_i)=y_j} y_j p(x_i) \\ &= \sum_j y_j \sum_{i:g(x_i)=y_j} p(x_i) \\ &= \sum_j y_j P\{g(X) = y_j\} \\ &= E[g(X)] \end{aligned}$$

properties of expectation

A & B each bet \$1, then flip 2 coins:

HH	A wins \$2
HT	Each takes back \$1
TH	
TT	B wins \$2

Let X be A's net gain: +1, 0, -1, resp.:

$$P(X = +1) = 1/4$$

$$P(X = 0) = 1/2$$

$$P(X = -1) = 1/4$$

What is $E[X]$?

$$E[X] = 1 \cdot 1/4 + 0 \cdot 1/2 + (-1) \cdot 1/4 = 0$$

What is $E[X^2]$?

$$E[X^2] = 1^2 \cdot 1/4 + 0^2 \cdot 1/2 + (-1)^2 \cdot 1/4 = 1/2$$

Note:

$$E[X^2] \neq E[X]^2$$

Linearity of expectation, I

For any constants a, b : $E[aX + b] = aE[X] + b$

Proof:

$$\begin{aligned} E[aX + b] &= \sum_x (ax + b) \cdot p(x) \\ &= a \sum_x xp(x) + b \sum_x p(x) \\ &= aE[X] + b \end{aligned}$$

Example:

Q: In the 2-person coin game above, what is $E[2X+1]$?

A: $E[2X+1] = 2E[X]+1 = 2 \cdot 0 + 1 = 1$

Linearity, II

Let X and Y be two random variables derived from outcomes of a single experiment. Then

$$E[X+Y] = E[X] + E[Y] \quad \text{True even if } X, Y \text{ dependent}$$

Proof: Assume the sample space S is countable. (The result is true without this assumption, but I won't prove it.) Let $X(s)$, $Y(s)$ be the values of these r.v.'s for outcome $s \in S$.

Claim: $E[X] = \sum_{s \in S} X(s) \cdot p(s)$

Proof: similar to that for “expectation of a function of an r.v.,” i.e., the events “ $X=x$ ” partition S , so sum above can be rearranged to match the definition of $E[X] = \sum_x x \cdot P(X = x)$

Then:

$$\begin{aligned} E[X+Y] &= \sum_{s \in S} (X[s] + Y[s]) p(s) \\ &= \sum_{s \in S} X[s] p(s) + \sum_{s \in S} Y[s] p(s) = E[X] + E[Y] \end{aligned}$$

Example

$X = \#$ of heads in *one* coin flip, where $P(X=1) = p$.

What is $E(X)$?

$$E[X] = 1 \cdot p + 0 \cdot (1-p) = p$$

Let $X_i, 1 \leq i \leq n$, be $\#$ of H in flip of coin with $P(X_i=1) = p_i$

What is the expected number of heads when all are flipped?

$$E[\sum_i X_i] = \sum_i E[X_i] = \sum_i p_i$$

Special case: $p_1 = p_2 = \dots = p$:

$$E[\# \text{ of heads in } n \text{ flips}] = pn$$

Note:

Linearity is special!

It is *not* true in general that

$$E[X \cdot Y] = E[X] \cdot E[Y]$$

$$E[X^2] = E[X]^2$$

$$E[X/Y] = E[X] / E[Y]$$

$$E[\text{asinh}(X)] = \text{asinh}(E[X])$$

← counterexample above

-
-
-

Application: The Probabilistic Method

Bunch of prisoners in a jail.

Two lunch slots: A and B.

R pairs of prisoners are risky.

Is there a way to assign the prisoners to lunch slots so that at least $1/2$ the risky pairs are broken up (assigned to different lunch slots)?

X : number of risky pairs that are broken up

$$E(X) = |R|/2.$$

\implies there is an assignment of prisoners to lunch slots such that at least half of the risky pairs are broken up.

Cool! We showed it exists without finding it, using a probabilistic argument.

Alice & Bob are gambling (again). X = Alice's gain per flip:

$$X = \begin{cases} +1 & \text{if Heads} \\ -1 & \text{if Tails} \end{cases}$$

$$E[X] = 0$$

... Time passes ...

Alice (yawning) says "let's raise the stakes"

$$Y = \begin{cases} +1000 & \text{if Heads} \\ -1000 & \text{if Tails} \end{cases}$$

$E[Y] = 0$, as before.

Are you (Bob) equally happy to play the new game?

$E[X]$ measures the “average” or “central tendency” of X .

What about its *variability*?

Definition

The *variance* of a random variable X with mean $E[X] = \mu$ is

$\text{Var}[X] = E[(X-\mu)^2]$, often denoted σ^2 .

Alice & Bob are gambling (again). X = Alice's gain per flip:

$$X = \begin{cases} +1 & \text{if Heads} \\ -1 & \text{if Tails} \end{cases}$$

$$E[X] = 0$$

$$\underline{\text{Var}[X] = 1}$$

... Time passes ...

Alice (yawning) says "let's raise the stakes"

$$Y = \begin{cases} +1000 & \text{if Heads} \\ -1000 & \text{if Tails} \end{cases}$$

$$E[Y] = 0, \text{ as before.}$$

$$\underline{\text{Var}[Y] = 1,000,000}$$

Are you (Bob) equally happy to play the new game?

$E[X]$ measures the “average” or “central tendency” of X .

What about its *variability*?

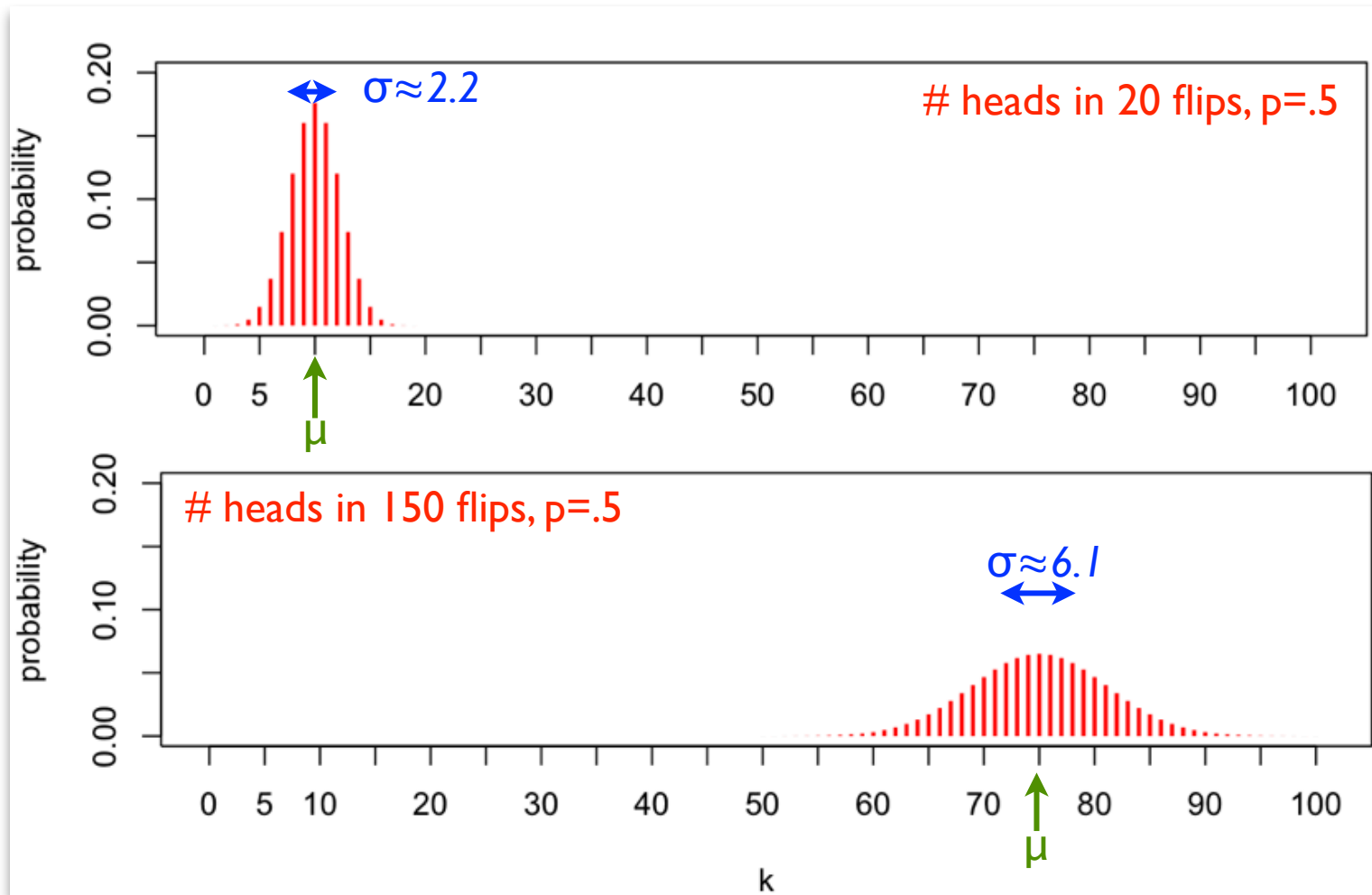
Definition

The *variance* of a random variable X with mean $E[X] = \mu$ is $\text{Var}[X] = E[(X-\mu)^2]$, often denoted σ^2 .

The *standard deviation* of X is $\sigma = \sqrt{\text{Var}[X]}$

mean and variance

$\mu = E[X]$ is about *location*; $\sigma = \sqrt{\text{Var}(X)}$ is about *spread*



Two games:

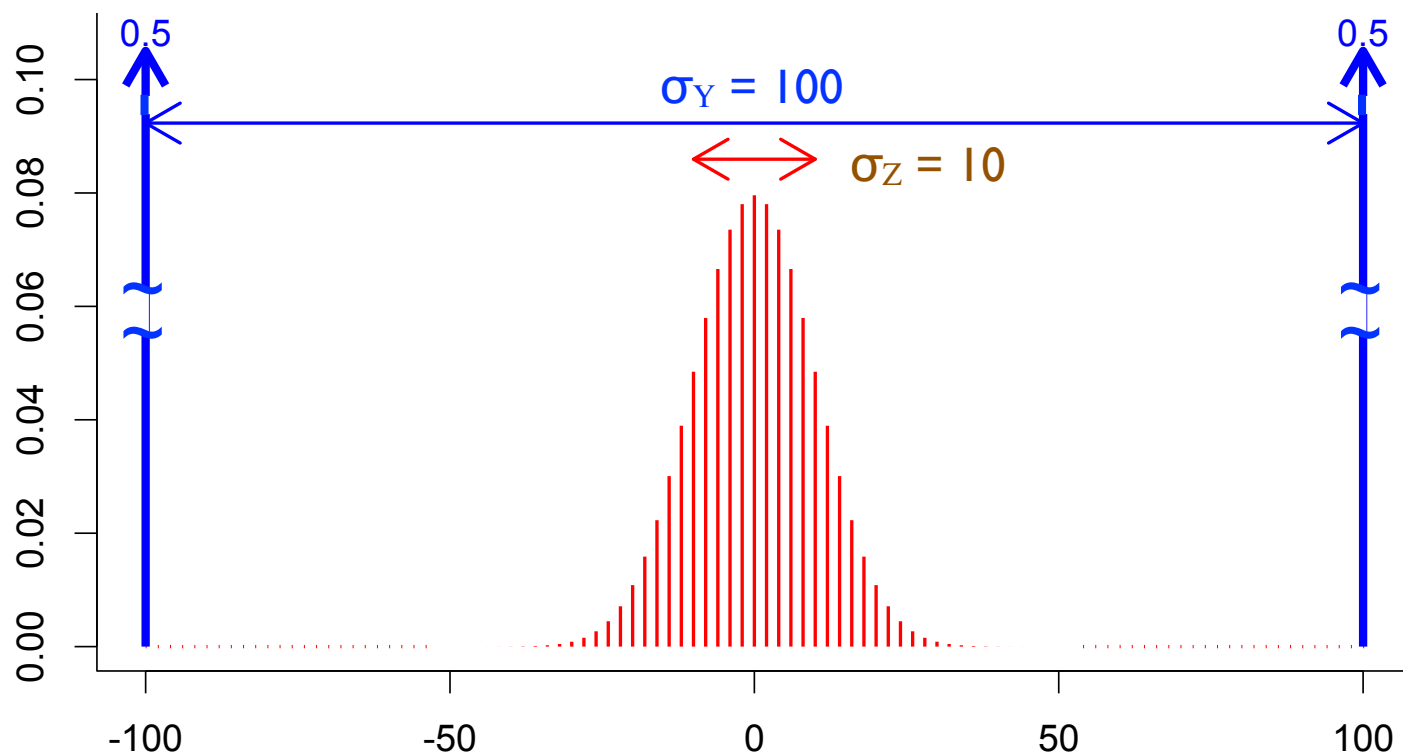
a) flip 1 coin, win $Y = \$100$ if heads, $\$-100$ if tails

b) flip 100 coins, win $Z = (\#(\text{heads}) - \#(\text{tails}))$ dollars

Same expectation in both: $E[Y] = E[Z] = 0$

Same extremes in both: max gain = $\$100$; max loss = $\$100$

But
variability
is very
different:



$$\text{Var}(X) = E[X^2] - (E[X])^2$$

$$\begin{aligned}\text{Var}(X) &= E[(X - \mu)^2] \\ &= \sum_x (x - \mu)^2 p(x) \\ &= \sum_x (x^2 - 2\mu x + \mu^2) p(x) \\ &= \sum_x x^2 p(x) - 2\mu \sum_x x p(x) + \mu^2 \sum_x p(x) \\ &= E[X^2] - 2\mu^2 + \mu^2 \\ &= E[X^2] - \mu^2\end{aligned}$$

Example:

What is $\text{Var}[X]$ when X is outcome of one fair die?

$$\begin{aligned} E[X^2] &= 1^2 \left(\frac{1}{6}\right) + 2^2 \left(\frac{1}{6}\right) + 3^2 \left(\frac{1}{6}\right) + 4^2 \left(\frac{1}{6}\right) + 5^2 \left(\frac{1}{6}\right) + 6^2 \left(\frac{1}{6}\right) \\ &= \left(\frac{1}{6}\right) (91) \end{aligned}$$

$E[X] = 7/2$, so

$$\text{Var}(X) = \frac{91}{6} - \left(\frac{7}{2}\right)^2 = \frac{35}{12}$$

$$\text{Var}[aX+b] = a^2 \text{Var}[X]$$

$$\begin{aligned} \text{Var}(aX + b) &= E[(aX + b - a\mu - b)^2] \\ &= E[a^2(X - \mu)^2] \\ &= a^2 E[(X - \mu)^2] \\ &= a^2 \text{Var}(X) \end{aligned}$$

Ex:

$$X = \begin{cases} +1 & \text{if Heads} \\ -1 & \text{if Tails} \end{cases} \quad \begin{aligned} E[X] &= 0 \\ \text{Var}[X] &= 1 \end{aligned}$$

$$Y = \begin{cases} +1000 & \text{if Heads} \\ -1000 & \text{if Tails} \end{cases} \quad \begin{aligned} Y &= 1000 X \\ E[Y] &= E[1000 X] = 1000 E[X] = 0 \\ \text{Var}[Y] &= \text{Var}[1000 X] \\ &= 10^6 \text{Var}[X] = 10^6 \end{aligned}$$

In general: $\text{Var}[X+Y] \neq \text{Var}[X] + \text{Var}[Y]$

Ex 1:

Let $X = \pm 1$ based on 1 coin flip

As shown above, $E[X] = 0, \text{Var}[X] = 1$

Let $Y = -X$; then $\text{Var}[Y] = (-1)^2 \text{Var}[X] = 1$

But $X+Y = 0$, always, so $\text{Var}[X+Y] = 0$

Ex 2:

As another example, is $\text{Var}[X+X] = 2\text{Var}[X]$?