

## Lecture 6

### Discrete Random Variables and Probability

#### Distributions

(DRV)

Recall that a discrete random variable,  $X$ , is a function that assigns real values to possible outcomes of a sample space  $S$ , and such that the range of  $X$  is finite or countably infinite.

A probability distribution for a random variable  $X$  is a description of the probabilities associated with the possible values of  $X$ .

For a DRV, this is often just a list of the possible outcomes together with probabilities for each. (More complicated situations: in a formula).

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Ex: Consider the experiment where we toss three fair coins. Let  $H$  be the random variable "# of heads".

The range of  $H$  is range  $\{0, 1, 2, 3\}$ , so  $H$  is a DVR.

The probability distribution is given by:

$$P(H=0) = P(t, t, t) = 1/8$$

$$P(H=1) = P(hth, thh, tth) = 3/8$$

$$P(H=2) = P(hht, hch, tch) = 3/8$$

$$P(H=3) = P(hch) = 1/8.$$

When the math concept is taught in its most basic form in class and the homework requires extra steps



This just isn't a contingency we've remotely looked at.

Sometimes, a probability distribution can be conveniently described by a function, called the probability mass function

Definition: Let  $X$  be a discrete random variable with range  $\{x_1, x_2, \dots\}$ . Then a probability mass function  $f$  is a function  $f$  such that:

$$1) f(x_i) \geq 0 \quad \forall i$$

$$2) \sum_i f(x_i) = 1.$$

$$3) f(x_i) = P(\cancel{X} = x_i)$$

Ex: In the coin tossing experiment we can set  $f(x) = \frac{\binom{3}{x}}{8}$ .

Note:  $\frac{1}{8} + \frac{3}{8} + \frac{3}{8} + \frac{1}{8} = 1$ .

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Cumulative Distribution functions.

Another way to describe a DVR is via a cumulative distribution function:

Defn: Given a DVR  $X$  and probability mass function  $f(x)$ , the Cumulative Distribution Function of  $X$  is defined to be  $F(x) = P(X \leq x) = \sum_{x_i \leq x} f(x_i)$ .

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Note that Given a cumulative distribution function  $F(x)$  for a DVR, we can recover the probability mass function as

$$\begin{aligned} f(x_n) &= F(x_n) - F(x_{n-1}) \\ &= \sum_{x_i \leq x_n} f(x_i) - \sum_{x_i < x_{n-1}} f(x_i) \end{aligned}$$

Cumulative distribution functions satisfy the following (for a DUR):

$$1) F(x) = P(X \leq x) = \sum_{x_i \leq x} f(x_i)$$

$$2) 0 \leq F(x) \leq 1.$$

$$3) x \leq y \Rightarrow F(x) \leq F(y).$$

Ex: we can have a DUR  $X$  with Range  $\{1, 2, 3, \dots\}$  and  $P(X = n) = \frac{1}{2^n}$ .

$$\text{Then } F(n) = \sum_{i=1}^n \frac{1}{2^i} = \frac{1(1 - \frac{1}{2^n})}{2(1 - \frac{1}{2})}$$

$$\text{In particular, } \lim_{n \rightarrow \infty} F(n) = 1.$$

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## Mean and Variance of a RRV

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-Two numbers used to summarize a probability distribution; do not determine it uniquely.

-Let  $X$  be a DUR with prob. mass function  $f(x)$ .

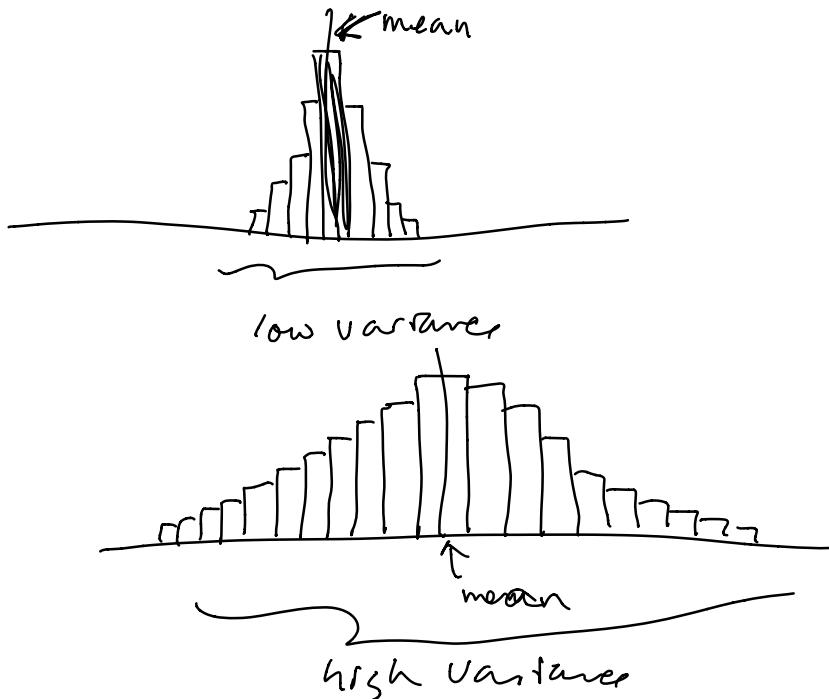
$$\text{mean (expected) Value} \quad \mu := E(X) = \sum_x x f(x) \quad (\text{X})$$

-  $\bar{x}$  is the average of the outcomes, weighted by the probability.

## Variance

$$\sigma^2 = V(X) = E(X - \mu)^2 = \sum_x (x - \mu)^2 f(x)$$
$$= \sum_x x^2 f(x) - \mu^2$$

- measures the "spread" of the possible outcomes / how much they vary away from the mean.



Ex. Consider the following game:

- a fair die is rolled
- if the roll  $n \in \{2, 3, 5\}$ , you win  $2 \cdot n$  dollars
- if the roll  $n \in \{4, 6\}$ , you get nothing.

How much would you pay to play one round of this game?

Answer: We consider the expected value of the game! Let  $W$  be the discrete random variable "winnings", so  $\text{range}(W) = \{0, 2, 4, 6, 10\}$ .

$$P(W=0) = \frac{3}{6} \quad (\text{for a roll } 1, 4, 6)$$

$$P(W=4) = \frac{1}{6} \quad (\text{roll } 2)$$

$$P(W=6) = \frac{1}{6} \quad (\text{roll } 3)$$

$$P(W=10) = \frac{1}{6} \quad (\text{roll } 5).$$

$$= \sum x f(x)$$

$$\begin{aligned} \text{So } \mu = E(W) &= \frac{3}{6} \cdot 0 + \frac{1}{6} \cdot 4 + \frac{1}{6} \cdot 6 + \frac{1}{6} \cdot 10 \\ &= \frac{4 + 6 + 10}{6} = \frac{20}{6} \\ &= \frac{10}{3} \approx \$3.33. \end{aligned}$$

So on average, you should expect to win

\$13.33, so if you pay more than that per round, you should expect to lose money.

(A game where the cost equals the expected value)  
is called a fair game.

We can also compute the variance of the game:

$$\begin{aligned}V(X) &= \sum_x (x-\mu)^2 f(x) \\&= \left(0 - \frac{10}{3}\right)^2 \frac{3}{6} + \left(4 - \frac{10}{3}\right)^2 \frac{1}{6} + \left(6 - \frac{10}{3}\right)^2 \frac{1}{6} + \left(10 - \frac{10}{3}\right)^2 \frac{1}{6} \\&= 14.22\end{aligned}$$