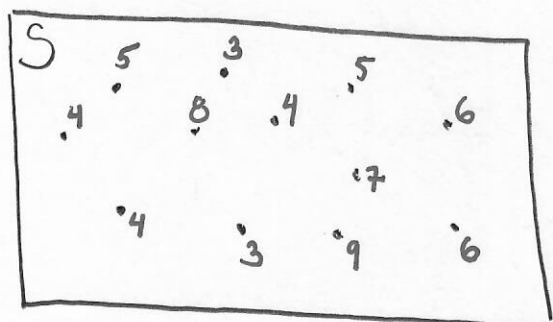


§4.8 DISCRETE RANDOM VARIABLES & THEIR PROBABILITY DISTRIBUTIONS

RANDOM VARIABLES :



SAMPLE SPACE S CONTAINS
FINITE NUMBER OF SIMPLE
EVENTS

e.g. EXP. PICK A STUDENT
AT RANDOM.

RV: NUMBER OF LETTERS IN
STUDENT'S NAME

ASSIGN TO EACH SIMPLE EVENT A NUMBER.

(FINITE # OF SIMPLE EVENTS
⇒ ONLY FINITE OF # OF NUMBERS
ARE USED)

Def: A RANDOM VARIABLE IS A RULE (FUNCTION)
THAT ASSIGN A REAL # TO EVERY SIMPLE EVENT.

e.g. EXP. PICK A TIGER AT RANDOM
RV: # STRIPES ON THAT TIGER.

EXP: PICK A RANDOM US CITIZEN

RV: # STORES THE PERSON OWNS . .

(RV: # FINGERS THE PERSON HAS) .

RANDOM VARIABLE \neq RANDOM #

RANDOM VARIABLE = # DETERMINED BY RANDOM EVENT.

DISCRETE RANDOM VARIABLES TAKE ONLY A FINITE # OF VALUES.

ex. exp: Roll 2 dice.

SAMPLE SPACE

EACH SQUARE REPRESENTS A SIMPLE EVENT.

1st DIE

	1	2	3	4	5	6
1	2	3	4	5	6	7
2	3	4	5	6	7	8
3	4	5	6	7	8	9
4	5	6	7	8	9	10
5	6	7	8	9	10	11
6	7	8	9	10	11	12

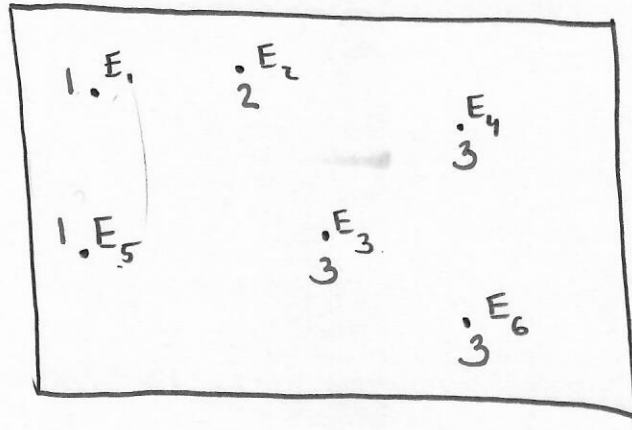
2nd DIE

RAND VAR X = ADD THE DICE

POSSIBLE VALUES FOR RANDOM VARIABLE X : 2, 3, 4, ..., 12.

Def: THE PROBABILITY DISTRIBUTION FOR A DISCRETE RANDOM VARIABLE IS A FORMULA, TABLE, GRAPH (RULE) THAT LISTS THE POSSIBLE VALUES FOR X, AND THE PROBABILITY $p(x)$ ASSOCIATED WITH EACH VALUE OF X.

S



E_i = SIMPLE EVENTS
 R.V. ASSOCIATED WITH
 EACH SIMPLE EVENT.

RANDOM VARIABLE X TAKES ON VALUES : 1, 2, 3

$$P(X=1) = P(\{E_1, E_5\}) = P(E_1) + P(E_5)$$

\uparrow
 EVENT

\uparrow
 EVENTS THAT CAUSE R.V.
 TO EQUAL 1.

$$P(X=2) = P(E_2)$$

$$P(X=3) = P(\{E_3, E_4, E_6\})$$

$$= P(E_3) + P(E_4) + P(E_6)$$

ex. PROBABILITY DISTRIBUTION FOR X = SUM OF #'S SHOWN ON 2 DICE

↳

X	2	3	4	5	6	7	8	9	10	11	12
$P(X)$	$\frac{1}{36}$	$\frac{2}{36}$	$\frac{3}{36}$	$\frac{4}{36}$	$\frac{5}{36}$	$\frac{6}{36}$	$\frac{5}{36}$	$\frac{4}{36}$	$\frac{3}{36}$	$\frac{2}{36}$	$\frac{1}{36}$

PROBABILITY THAT SUM = 5 : $P(X=5) = P(5) = \frac{4}{36}$

exp. Suppose you buy 1 raffle ticket.
5,000 raffle tickets sold.

$$5000 - 14 = 4986 \text{ LOSING TICKETS}$$

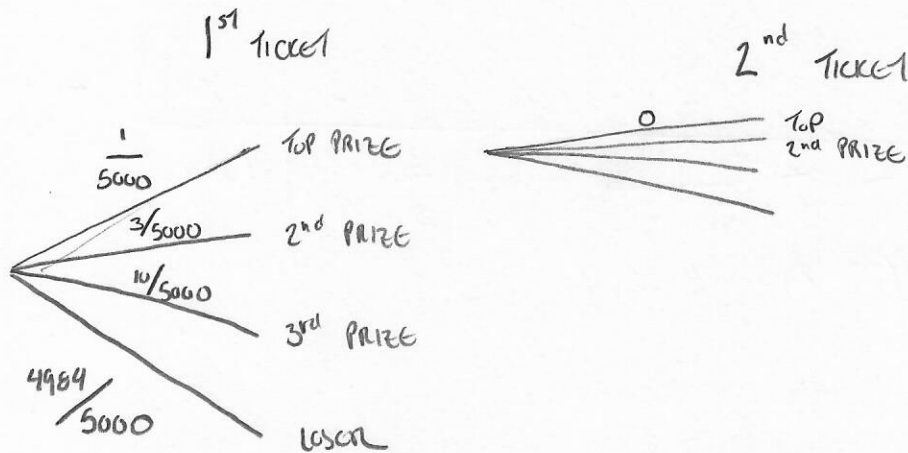
- 1 TOP PRIZE OF \$1,000.
 3 2nd PRIZES OF \$500.
 10 3rd PRIZES OF \$75.
 ALL THE REST WIN \$0.
- TICKET COST \$2 EACH.
- $x = 998$
 $x = 498$
 $x = 73$
 $x = -2$

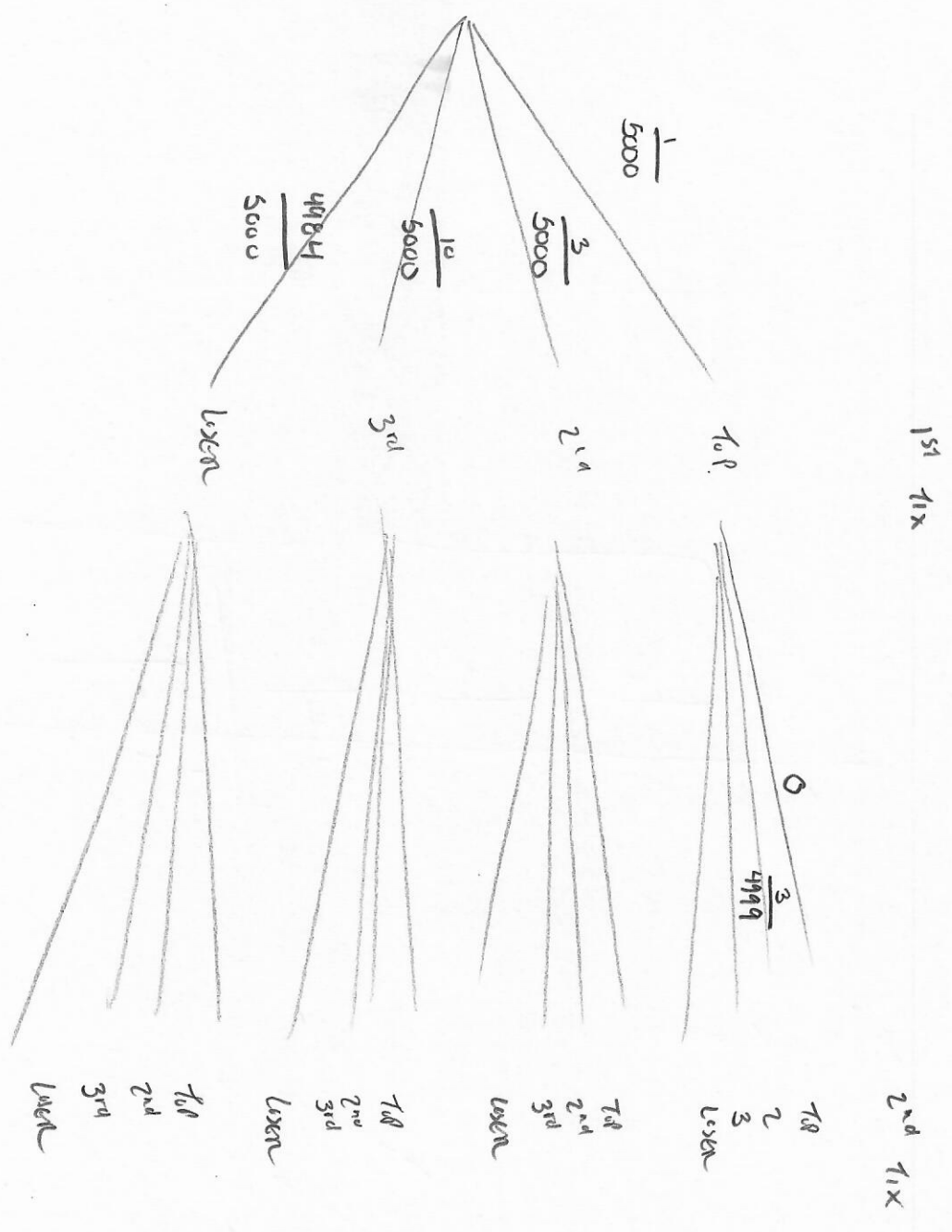
Let X = PROFIT ASSOCIATED WITH YOUR TICKET.

FIND PROBABILITY DISTRIBUTION FOR R.V. X .

x	998	498	73	-2
$P(x)$	$\frac{1}{5000}$	$\frac{3}{5000}$	$\frac{10}{5000}$	$\frac{4986}{5000}$

(PROBABILITIES MUST ADD UP TO 1)





REQUIREMENTS FOR Prob. FUNCTION $p(x)$

1) $0 \leq p(x) \leq 1$ (ALWAYS)

2) SUM OF $p(x) = 1$

$$\left(\sum p(x) = 1 \right)$$

MEAN & STANDARD DEVIATION FOR DISCRETE RANDOM VARIABLE

MEAN FOR A DISCRETE RANDOM VARIABLE IS ALSO

CALLED THE EXPECTED VALUE FOR A R.V.

IT'S THE VALUE YOU WOULD TO OBSERVE ON AVERAGE,
IF THE EXPERIMENT WERE PERFORMED OVER & OVER
AGAIN.

ex. RAFFLE

ex. RAFFLE TICK:

x	998	498	73	-2
p(x)	$\frac{1}{5000}$	$\frac{3}{5000}$	$\frac{10}{5000}$	$\frac{4986}{5000}$

IMAGINE YOU PLAY THE RAFFLE 5,000 TIMES.

You PROFIT 998 ~ 1 TIME

You PROFIT 498 ~ 3 TIMES

PROFIT 73 ~ 10 TIMES

PROFIT -2 ~ 4986 TIMES

HOW MUCH DO YOU PROFIT ON AVERAGE?

$$\frac{(1)(998) + (3)(498) + (10)(73) + (4986)(-2)}{5000}$$

$$= \left(\frac{1}{5000}\right)(998) + \left(\frac{3}{5000}\right)(498) + \left(\frac{10}{5000}\right)(73) + \left(\frac{4986}{5000}\right)(-2)$$

WEIGHTED AVERAGE OF ALL POSSIBLE VALUES

FOR x , WEIGHTED BY $p(x)$

$$= \sum x p(x) = -1.35$$

EXPECTED VALUE FOR X (AVERAGE OF VALUE OF X)

IS -1.35 .

IF WE PLAY OVER & OVER AGAIN,
ON AVERAGE, WE LOSE \$1.35
EACH TIME WE PLAY.

Notation:

MEAN FOR A RANDOM VARIABLE X

IS DENOTED BOTH

$$\mu = E[X]$$

$$= \sum x p(x)$$

EXPECTED VALUE

SAME
THING

ex. GAME: You roll 2 dice.

IF YOU GET DOUBLES: You WIN \$10.

IF YOU GET ONE ODD
ONE EVEN: You LOSE \$10.

OTHERWISE: You WIN \$1.

FIND THE EXPECTED VALUE FOR THE AMOUNT YOU WIN/LOSE
PLAYING THIS GAME. SHOULD YOU PLAY THIS GAME?

FIRST FIND PROBABILITY DISTRIBUTION.

$X = \text{AMOUNT WIN/LOSE} \quad (+ \text{WIN}, - \text{LOSE})$

X	10	-10	1
$P(X)$	$\frac{6}{36}$	$\frac{18}{36}$	$\frac{12}{36}$

1st DIE

X	1	2	3	4	5	6
1	10	-10	1	-10	1	-10
2	-10	10	-10	1	-10	1
3	1	-10	10	-10	1	-10
4	-10	1	-10	10	-10	1
5	1	-10	1	-10	10	-10
6	-10	1	-10	1	-10	10

2nd DIE

MEAN / EXPECTED VALUE FOR X

$$\mu = E[X] = \sum x p(x)$$

SUM OF PRODUCTS
 $x p(x)$

$$(10) \left(\frac{6}{36} \right) + (-10) \left(\frac{18}{36} \right) + (1) \left(\frac{12}{36} \right)$$

$$= -3$$

INTERPRETATION: $E[X] = -3$

IF YOU PLAY REPEATEDLY,

ON AVERAGE YOU EXPECT TO LOSE

\$3 PER GAME.

IF YOU PLAY 100 TIMES,

EXPECT TO LOSE \$300.

ex. GAME: Roll 2 dice:

IF YOU ROLL DOUBLES: YOU WIN A DOLLARS

IF YOU ROLL ONE ODD / ONE EVEN: YOU LOSE \$10
OTHERWISE YOU WIN \$1

Prob Distrib

x	A	-10	1
$p(x)$	$\frac{6}{36}$	$\frac{18}{36}$	$\frac{12}{36}$

FOR WHAT VALUE OF A WOULD YOU EXPECT
TO BREAK EVEN, IF YOU PLAY REPEATEDLY?

i.e. FOR WHAT VALUE OF A IS $E[x] = 0$?

"FAIR GAME"

$$\sum x p(x) = 0$$

$$\frac{6}{36} A + \frac{18}{36} (-10) + \frac{12}{36} (1) = 0$$

$$\frac{6}{36} A = \frac{180 - 12}{36} \rightarrow 6A = 180 - 12$$

$$A = \frac{180 - 12}{6} = 28$$

Def: Let X be a discrete random variable with probability distribution $p(x)$ and mean (Expected Value) μ ($E[X]$). The variance of X is

$$\begin{aligned}\sigma^2 &= E[(X - \mu)^2] \\ &= \sum (x - \mu)^2 p(x)\end{aligned}$$

where the sum is taken over all values of rand. var. X .

ex.

X	10	-10	1
$p(x)$	$\frac{1}{6}$	$\frac{1}{2}$	$\frac{1}{3}$
$(x - \mu)^2$	13^2	$(-7)^2$	4^2

$\mu = -3$

$$\begin{aligned}\sigma^2 &= \sum (x - \mu)^2 p(x) \\ &= 13^2 \left(\frac{1}{6}\right) + (-7)^2 \left(\frac{1}{2}\right) + 4^2 \left(\frac{1}{3}\right) \\ &= 58 \rightarrow \sigma = \sqrt{58} = 7.6158\end{aligned}$$

Def: STAND. DEV. σ FOR RAND. VAR. X IS $\sigma = \sqrt{\sigma^2}$

INTERPRETATION: You play the game over and over.
Every time you play, you get a value
for R.V. $X = (\text{win/lose})$

$$\begin{array}{lll} X_1 = 10 & X_4 = 1 & X_7 = -10 \\ X_2 = -10 & X_5 = 1 & X_8 = -10 \\ X_3 = 1 & X_6 = -10 & X_9 = 10 \end{array}$$

ETC.

WHEN THIS LIST HAS ENOUGH #'S IN IT,

$$\text{MEAN } \frac{\sum x_i}{N} = \sum x p(x) = \mu = E[X]$$

$$\sigma = \frac{\sum (x_i - \mu)^2}{N} = \sum (x - \mu)^2 p(x)$$