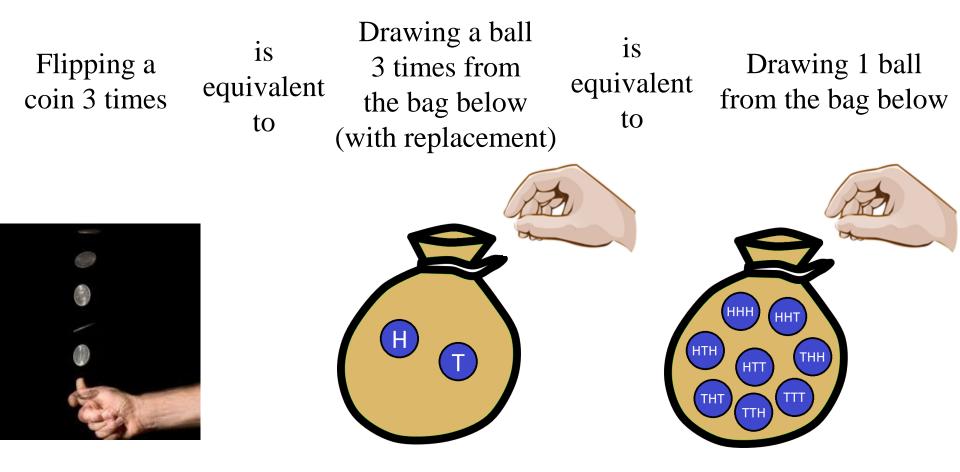
# Discrete Random Variables Day 1

Every probability problem is equivalent to drawing something from a bag (perhaps more than once)

Like...

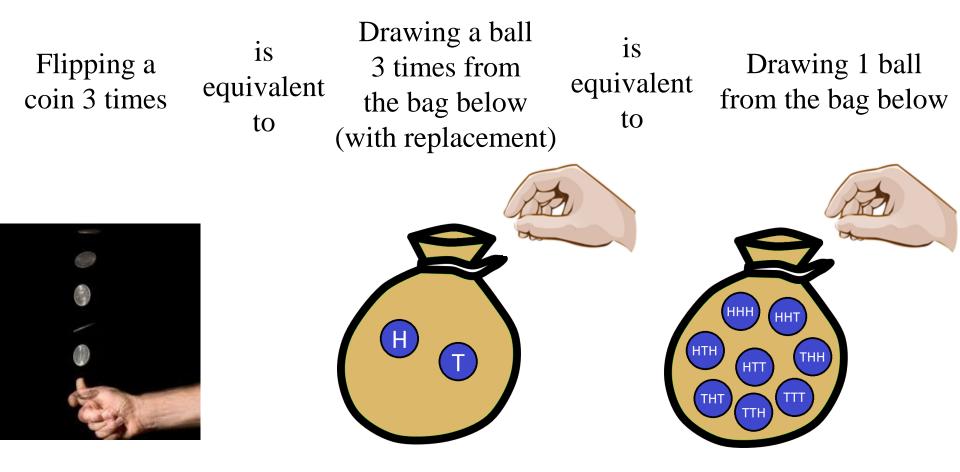


We want every probability problem to be equivalent to drawing a NUMBER from a bag (and only once).

<u>Definition</u>: A <u>random variable</u> is a way of relabeling all of the outcomes of an experiment with NUMBERS.

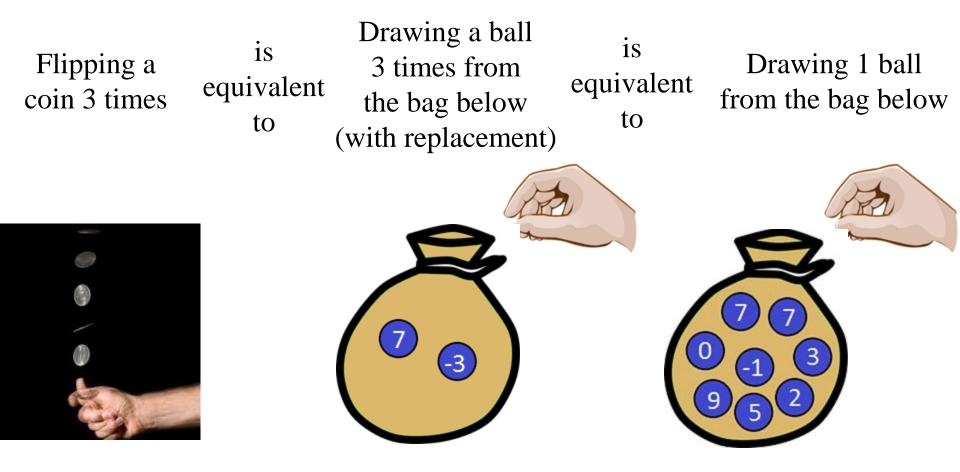
Every probability problem is equivalent to drawing something from a bag (perhaps more than once)

Like...



Every probability problem is equivalent to drawing something from a bag (perhaps more than once)

Like...



## Defining Random Variables

<u>Ex 1</u>: Define some random variables on the following experiments:

a) Experiment = Flip a single coin 4 times

b) Experiment = Draw a single card from a standard poker deck

c) Experiment = Draw 2 cards from a standard poker deck one by one <u>with</u> replacement

d) Experiment = Draw 2 cards from a standard poker deck one by one <u>without</u> replacement

# Probability Distributions of Random Variables

- Every random variable has a probability distribution
- The probability distribution tells you the probability for each value of the random variable
- For a discrete random variable, the probability distribution is a table (or a histogram)
- To calculate a probability distribution for a random variable, GO BACK TO THE SAMPLE SPACE

# 2 Requirements for a Probability Distribution for a Discrete Random Variable

1) For every value *x* of the random variable *X*,

$$0 \le P(X = x) \le 1$$

2) 
$$\sum P(X = x) = 1$$

#### <u>Ex 2</u>:

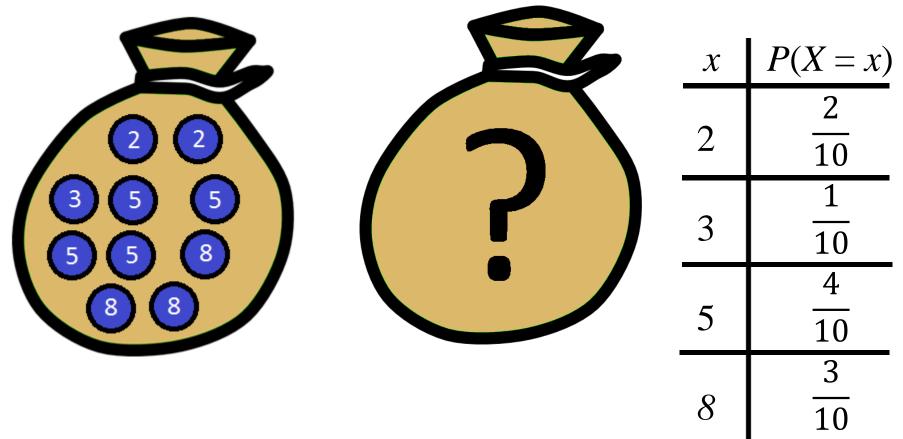
Experiment = Roll a pair of dice Random Variable X = Total of the numbers on the dice

- a) Find the probability distribution of *X* (as a table and as a histogram)
- b) Verify that your answer to part (a) satisfies the 2 requirements of a probability distribution

<u>Ex 3</u>:

- Experiment = Draw a single card from a standard poker deck
- Suppose you make a bet with your friend where you...
- Win \$10 if you draw the ace of spades
- Win \$5 if you draw any other ace
- Win \$2 of you draw any other spade
- Lose \$1 of you draw anything else
- Random Variable X = Amount of money you win when playing this game once
- a) Find the probability distribution of *X* (as a table and as a histogram)
- b) Verify that your answer to part (a) satisfies the 2 requirements of a probability distribution

# Expected Value, Standard Deviation, and Variance of a Discrete Random Variable



# Expected Value, Standard Deviation, and Variance of a Discrete Random Variable

**Expected Value** 

$$\mu = E(X) = EV(X) = \sum xP(X = x)$$

**Standard Deviation** 

$$\sigma = SD(X) = \sqrt{\left[\sum x^2 P(X = x)\right] - \mu^2}$$

Variance

$$\sigma^2 = VAR(X) = \left[\sum x^2 P(X = x)\right] - \mu^2$$

Expected Value, Standard Deviation, and Variance of a Discrete Random Variable Note:

1) The reason why we are using the symbols  $\mu, \sigma, \sigma^2$ 

Is because we are pretending that the bag of numbers is POPULATION data, not sample data.

2) The formula 
$$\sigma = SD(X) = \sqrt{\left[\sum x^2 P(X = x)\right] - \mu^2}$$

comes from our old formula for standard deviation of the POPULATION

$$\sigma = \sqrt{\frac{\sum (x-\mu)^2}{N}}$$
 not  $s = \sqrt{\frac{\sum (x-\bar{x})^2}{n-1}} = \sqrt{\frac{n\sum x^2 - (\sum x)^2}{n(n-1)}}$ 

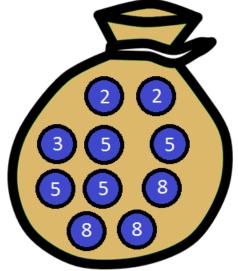
SD of population data

SD of sample data

<u>Ex 4</u>: You and a friend are betting on the roll of a die. Specifically you will lose \$1 if you roll a 1, 2, or 3, you will lose \$2 if you roll a 4 or 5, and you will win \$8 if you roll a 6. Let the random variable *X* denote the amount of money you win when playing this game once.

- a) Find the probability distribution of *X*
- b) Find the expected value, standard deviation and variance of *X*
- c) Explain the meaning of the expected value you obtained in part (b)
- d) Is this a good bet for you? Or for your friend?

Ex 5: You are going to draw a single ball from the bag below once. Let X denote the number on the ball that you drew.



- a) Find the probability distribution of *X*
- b) Find the expected value, standard deviation and variance of X
- c) Explain the meaning of the expected value you obtained in part (b)
- Hint: Some of this calculation was already done earlier today

- <u>Ex 6</u>: In this example we are going to analyze 2 different bets in roulette.
- Bet 1: You bet \$100 on red. Let *X* denote the amount of money you win when you make this bet once.
- Bet 2: You bet \$100 on the number 28. Let *Y* denote the amount of money you win when you make this bet once.
- a) Find the probability distributions of *X* and *Y*
- b) Find the expected values, standard deviations and variances of *X* and *Y*
- c) Explain the meaning of the expected values you obtained in part (b)
- d) Discuss which is a better bet.

#### Ex 6 (picture):

