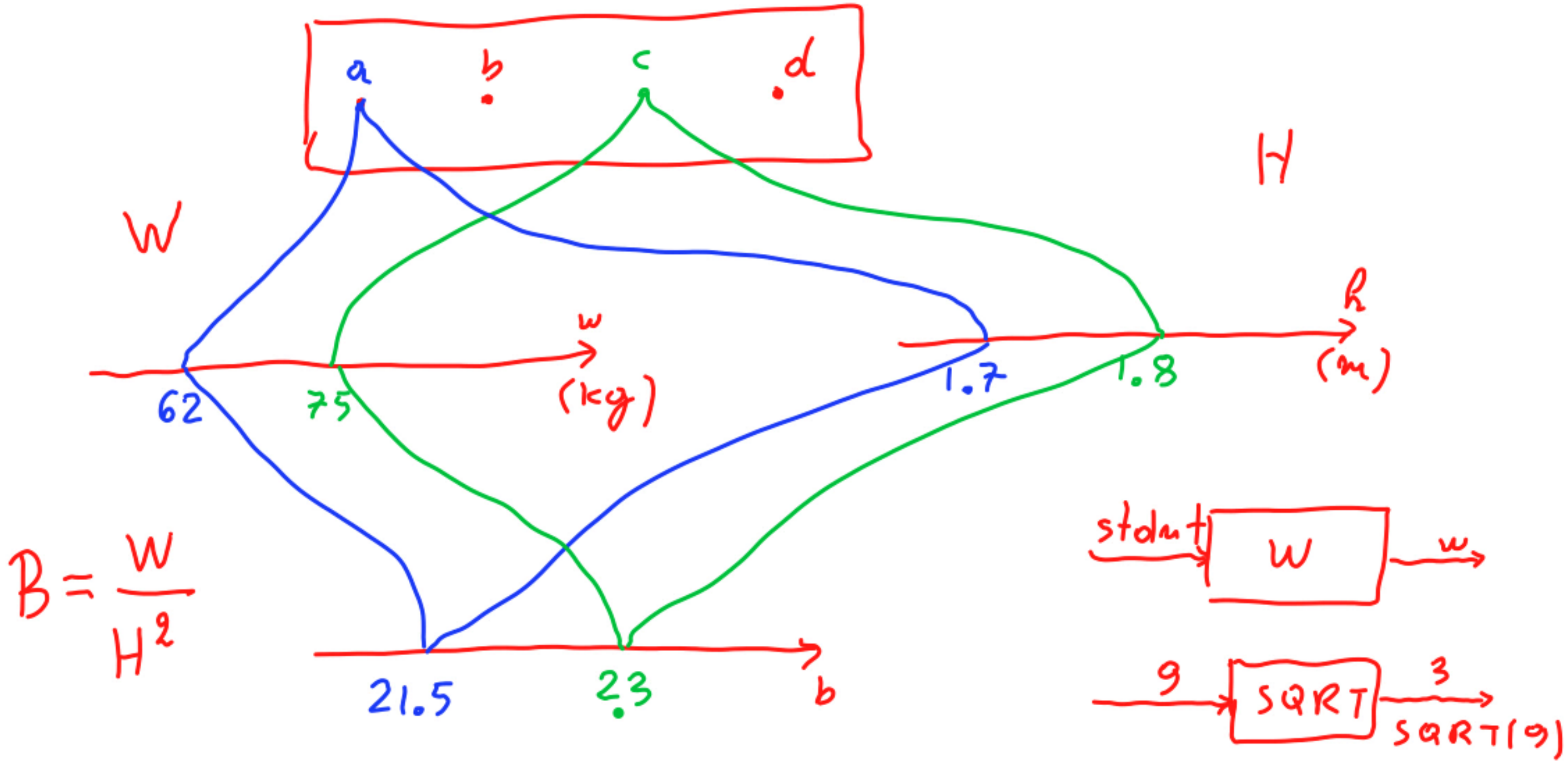


## LECTURE 5: Discrete random variables: probability mass functions and expectations

- Random variables: the idea and the definition
  - **Discrete:** take values in finite or countable set
- Probability mass function (PMF)
- Random variable examples
  - Bernoulli
  - Uniform
  - Binomial
  - Geometric
- Expectation (mean) and its properties
  - The expected value rule
  - Linearity

Random variables: the idea



## Random variables: the formalism

- A random variable (“r.v.”) associates a value (a number) to every possible outcome
- Mathematically: A function from the sample space  $\Omega$  to the real numbers
- It can take discrete or continuous values

**Notation:** random variable  $X$       numerical value  $x$

- We can have several random variables defined on the same sample space
- A function of one or several random variables is also a random variable
  - meaning of  $X + Y$ : *r.v. takes value  $x+y$ ,  
when  $X$  takes value  $x$ ,  $Y$  takes value  $y$*

## Probability mass function (PMF) of a discrete r.v. $X$

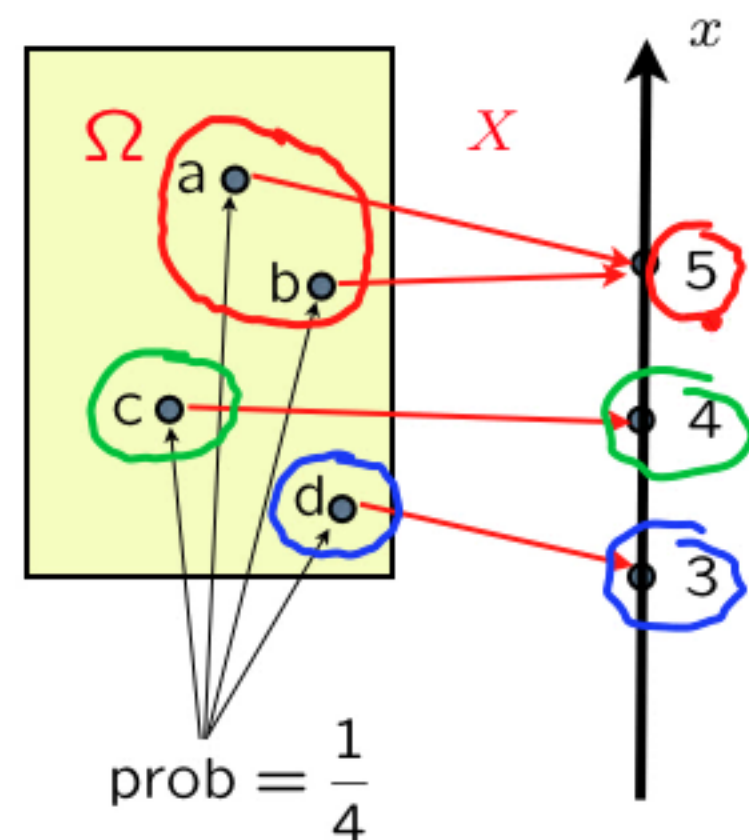
- It is the “probability law” or “probability distribution” of  $X$
- If we fix some  $x$ , then “ $X = x$ ” is an event

$$x=5 \quad X=5 \quad \{\omega : X(\omega) = 5\} = \{a, b\}$$

$$p_X(5) = 1/2$$

$$p_X(x) = \mathbf{P}(X = x) = \mathbf{P}(\{\omega \in \Omega \text{ s.t. } X(\omega) = x\})$$

• **Properties:**  $p_X(x) \geq 0$   $\sum_x p_X(x) = 1$



$$p_Y(\gamma)$$



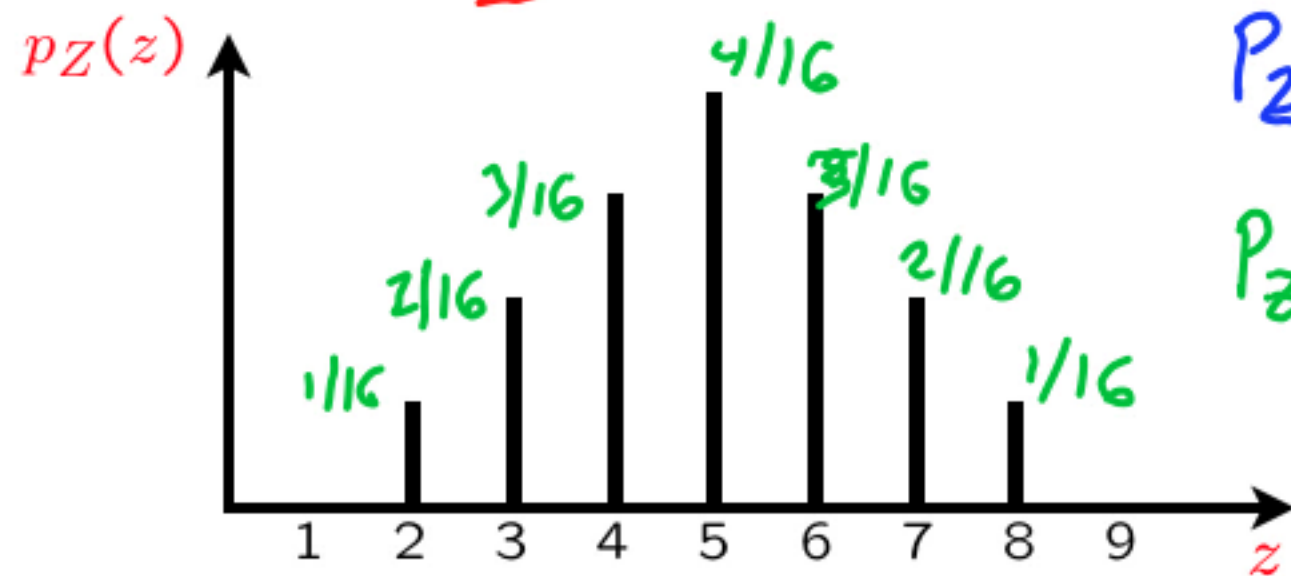
## PMF calculation

- Two rolls of a tetrahedral die
- Let every possible outcome have probability  $1/16$

Y = Second roll

4	5	6	7	8
3	4	5	6	7
2	3	4	5	6
1	2	3	4	5
	1	2	3	4

X = First roll



$$Z = X + Y$$

Find  $p_Z(z)$  for all  $z$

- repeat for all  $z$ :
  - collect all possible outcomes for which  $Z$  is equal to  $z$
  - add their probabilities

$$P_Z(2) = P(Z=2) = 1/16$$

$$P_Z(3) = P(Z=3) = 2/16$$

$$P_Z(4) = P(Z=4) = 3/16$$

⋮

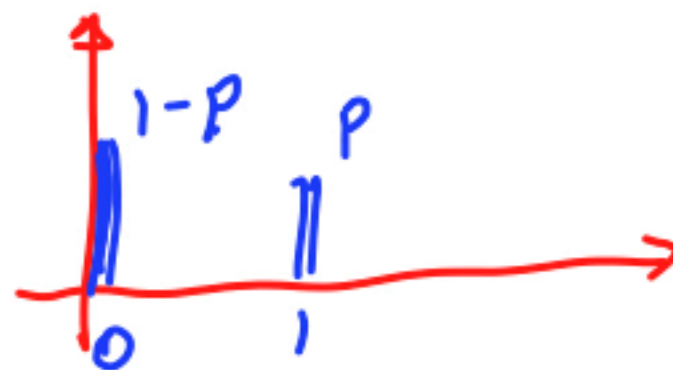


The simplest random variable: Bernoulli with parameter  $p \in [0, 1]$

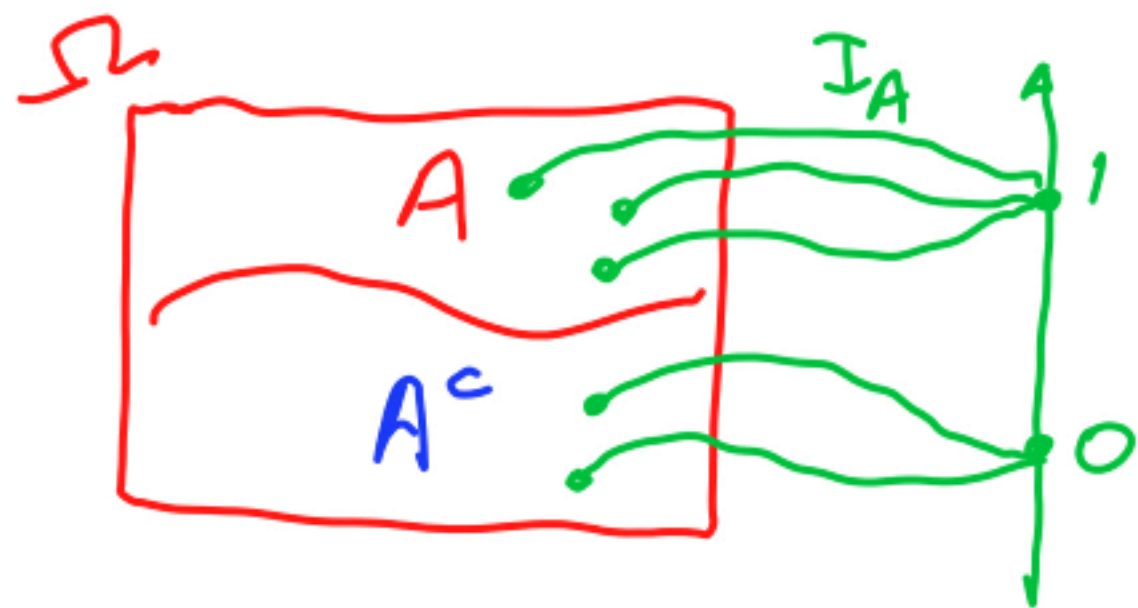
$$X = \begin{cases} 1, & \text{w.p. } p \\ 0, & \text{w.p. } 1 - p \end{cases}$$

$$p_X(0) = 1 - p$$

$$p_X(1) = p$$



- Models a trial that results in success/failure, Heads/Tails, etc.
- Indicator r.v. of an event  $A$ :  $I_A = 1$  iff  $A$  occurs



$$p_{I_A}(1) = P(I_A = 1) = \underline{\underline{P(A)}}$$

$\uparrow$   
 $p$

## Discrete uniform random variable; parameters $a, b$

- **Parameters:** integers  $a, b$ ;  $a \leq b$

- **Experiment:** Pick one of  $a, a+1, \dots, b$  at random; all equally likely

- **Sample space:**  $\{a, a+1, \dots, b\}$

$b - a + 1$  possible values

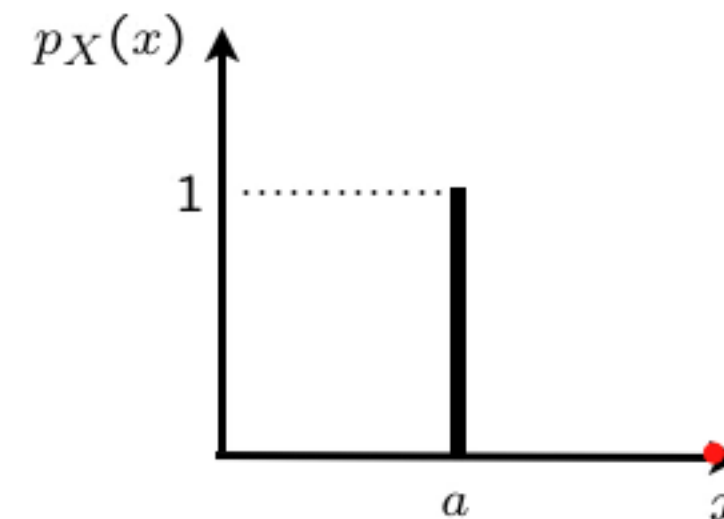
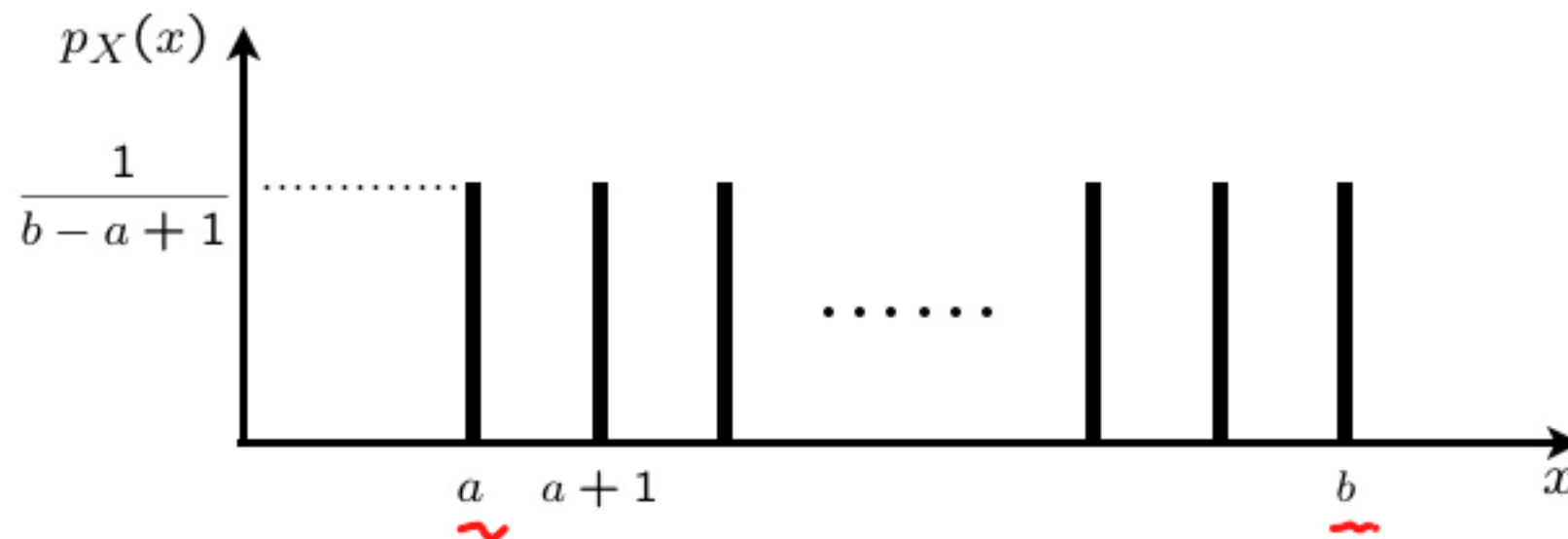
- **Random variable  $X$ :**  $X(\omega) = \omega$

11:52:26  $\{0, 1, \dots, 59\}$

- **Model of:** complete ignorance

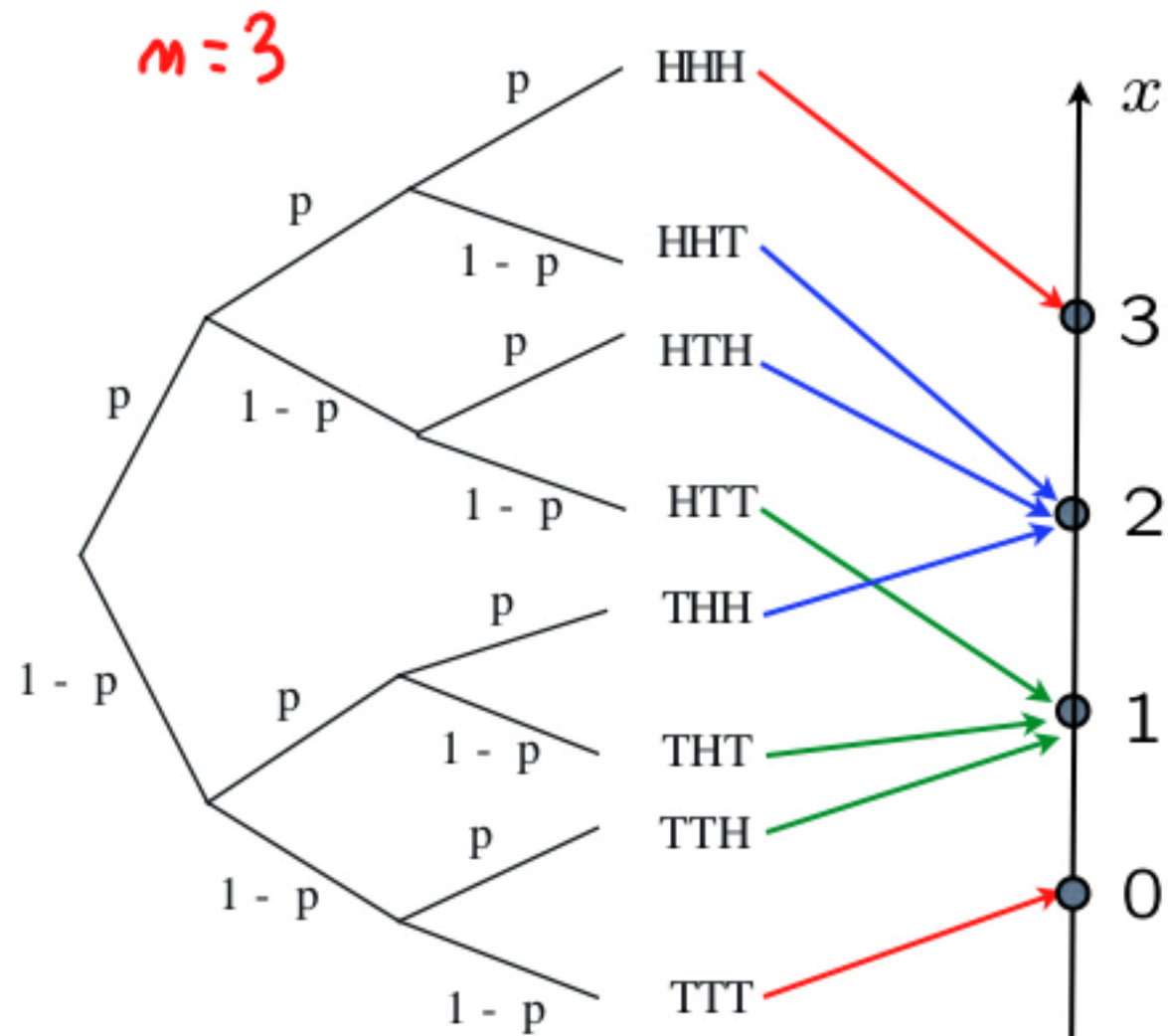
**Special case:**  $a = b$

constant/deterministic r.v.



**Binomial random variable;**    **parameters:** positive integer  $n$ ;  $p \in [0, 1]$

- **Experiment:**  $n$  independent tosses of a coin with  $P(\text{Heads}) = p$
- **Sample space:** Set of sequences of H and T, of length  $n$
- **Random variable  $X$ :** number of Heads observed
- **Model of:** number of successes in a given number of independent trials

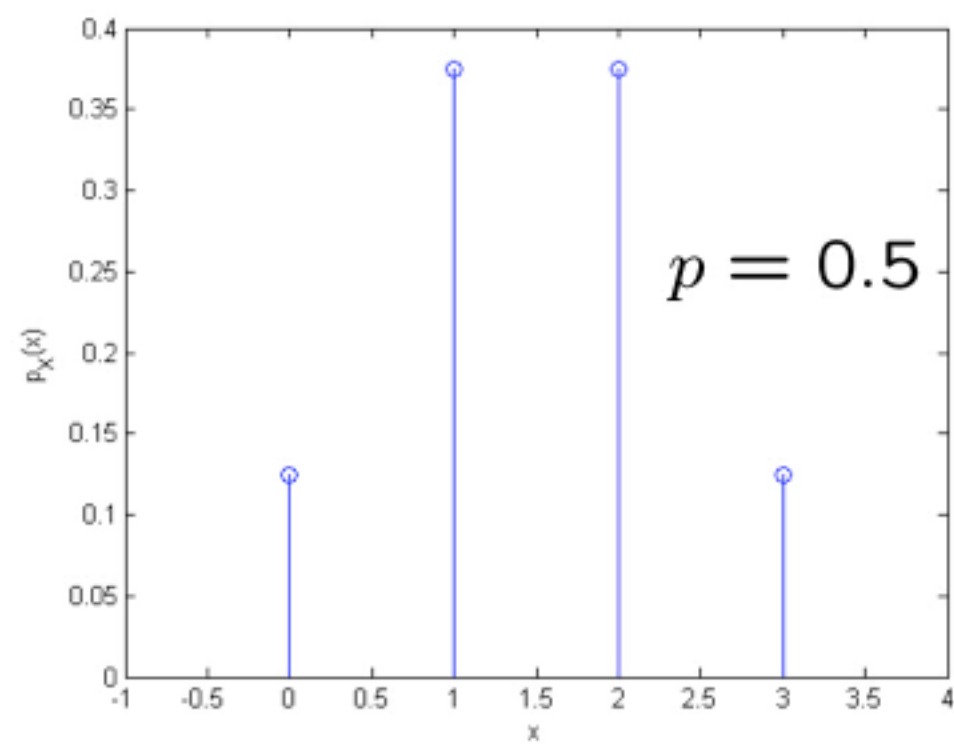


$$\begin{aligned} P_X(2) &= P(X=2) \\ &= P(HHT) + P(HTH) + P(THH) \\ &= 3p^2(1-p) = \binom{3}{2} p^2(1-p) \end{aligned}$$

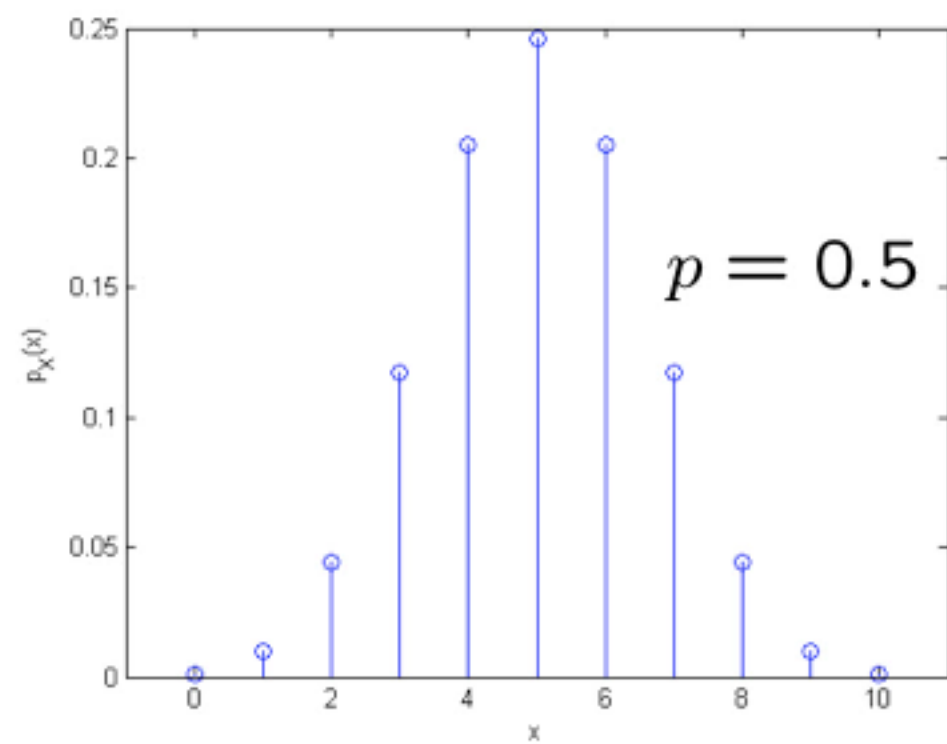
$$p_X(k) = \binom{n}{k} p^k (1-p)^{n-k}, \quad \text{for } k = 0, 1, \dots, n$$



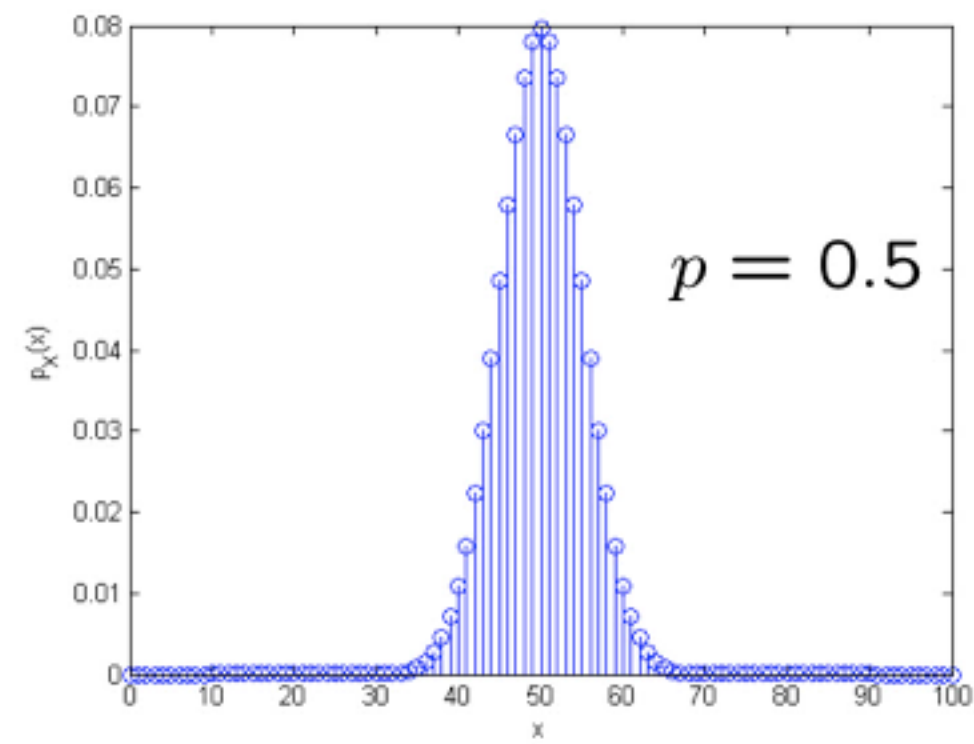
$n = 3$



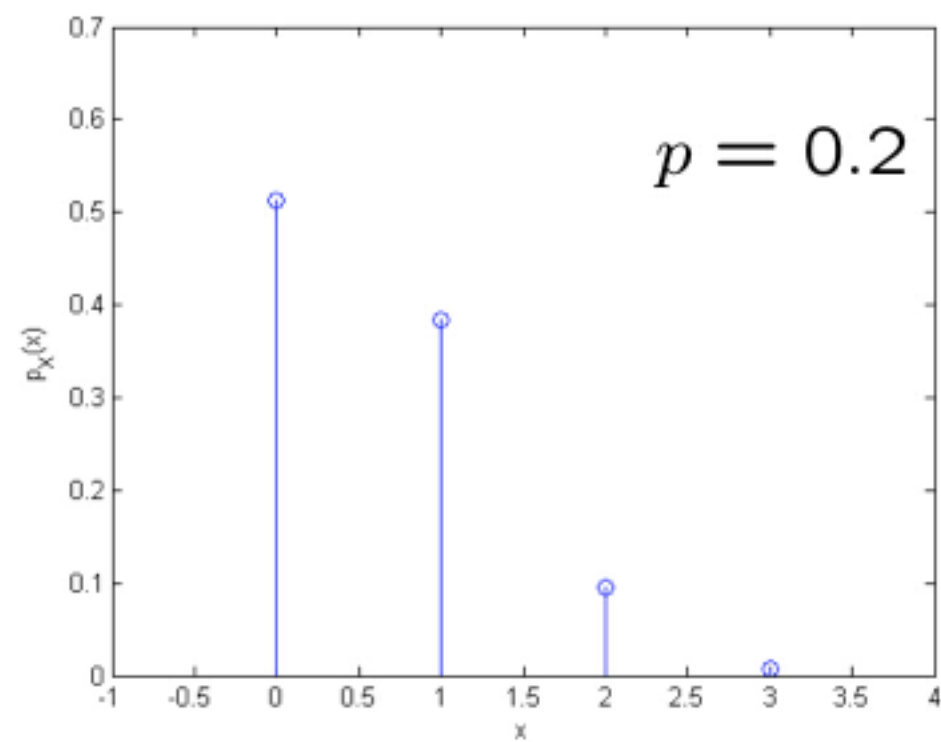
$n = 10$



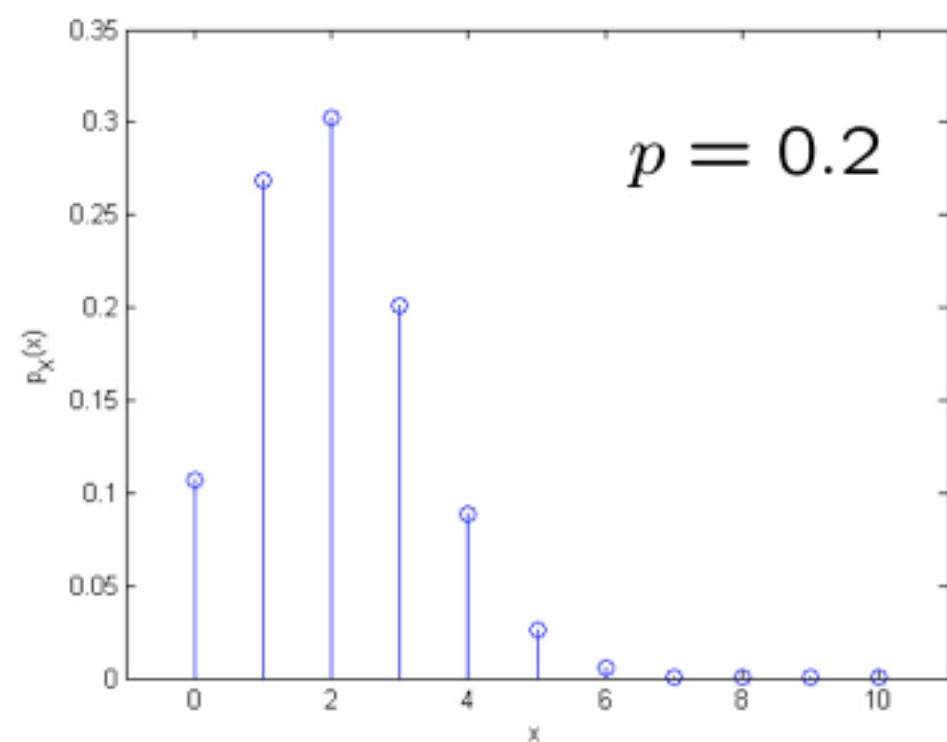
$n = 100$



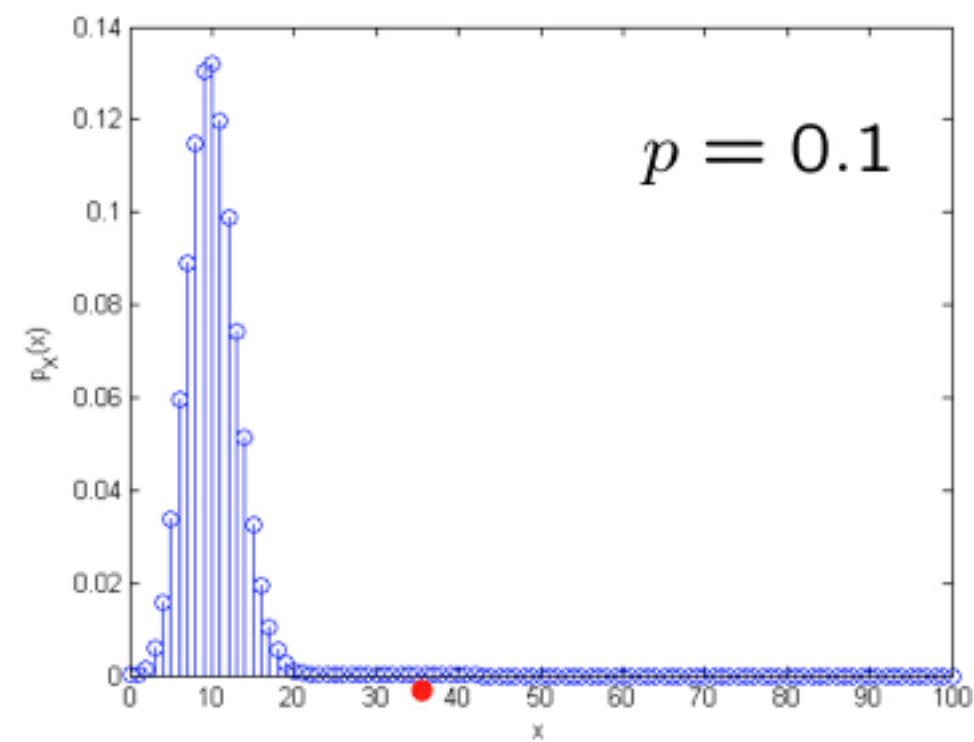
$p = 0.2$



$p = 0.2$



$p = 0.1$



**Geometric random variable;** parameter  $p$ :  $0 < p \leq 1$

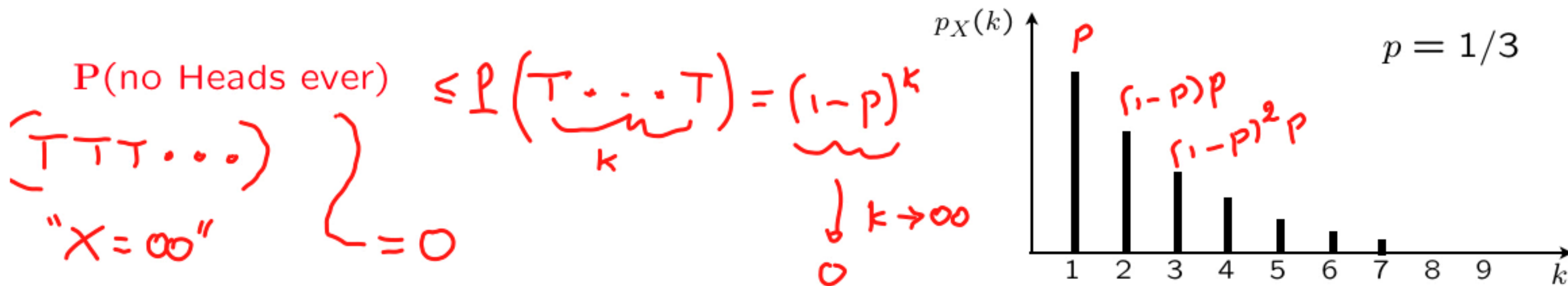
- **Experiment:** infinitely many independent tosses of a coin;  $P(\text{Heads}) = p$

- **Sample space:** Set of infinite sequences of H and T  $\underline{T T T T H H T \dots}$

- **Random variable  $X$ :** number of tosses until the first Heads  $X = 5$

- **Model of:** waiting times; number of trials until a success

$$p_X(k) = P(X=k) = P(\underbrace{T \dots T}_{k-1} H) = (1-p)^{k-1} p \quad k=1, 2, 3, \dots$$

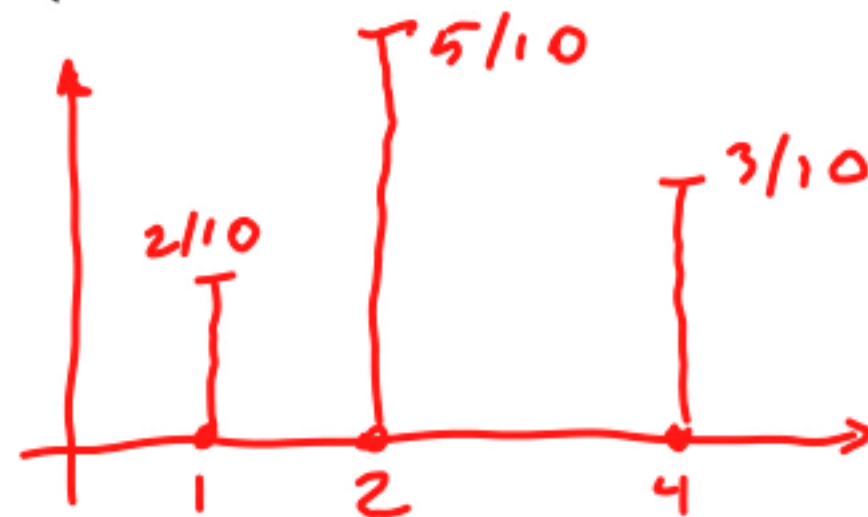


## Expectation/mean of a random variable

- **Motivation:** Play a game 1000 times.  
Random gain at each play described by:
- “Average” gain:

$$\frac{1 \cdot 200 + 2 \cdot 500 + 4 \cdot 300}{1000}$$
$$= 1 \cdot \frac{2}{10} + 2 \cdot \frac{5}{10} + 4 \cdot \frac{3}{10}$$

$$X = \begin{cases} 1, & \text{w.p. } 2/10 & \sim 200 \\ 2, & \text{w.p. } 5/10 & \sim 500 \\ 4, & \text{w.p. } 3/10 & \sim 300 \end{cases}$$



- **Definition:**  $E[X] = \sum_x x p_X(x)$

- **Interpretation:** Average in large number of independent repetitions of the experiment

- **Caution:** If we have an infinite sum, it needs to be well-defined.

We assume  $\sum_x |x| p_X(x) < \infty$

## Expectation of a Bernoulli r.v.

$$X = \begin{cases} 1, & \text{w.p. } p \\ 0, & \text{w.p. } 1 - p \end{cases}$$

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

If  $X$  is the indicator of an event  $A$ ,  $X = I_A$ :

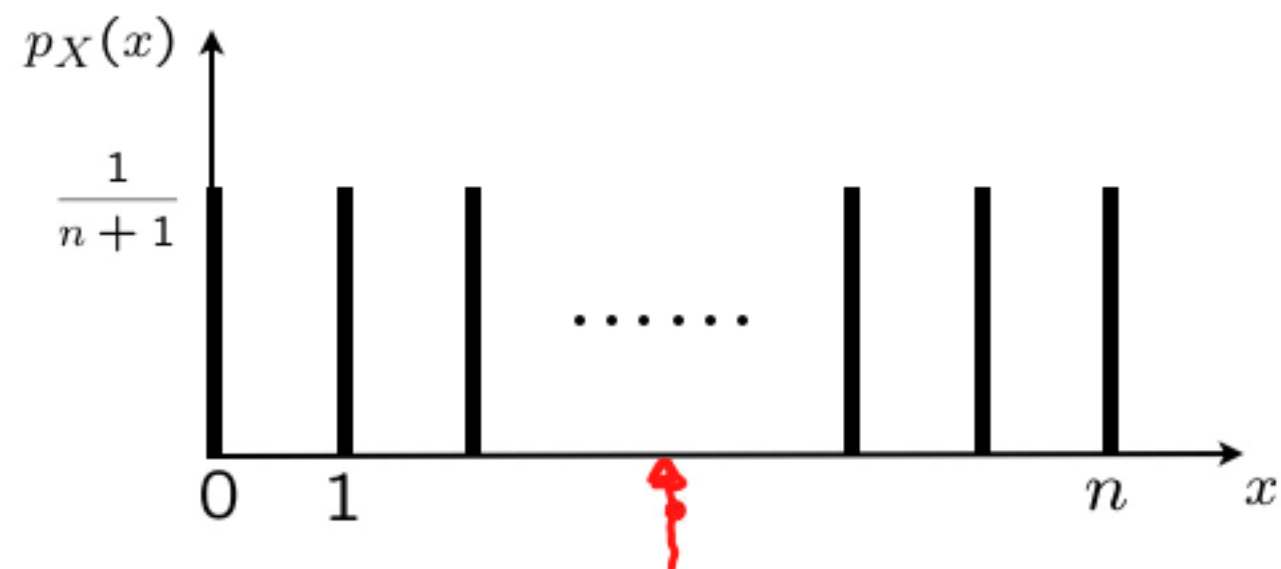
$$X = 1 \text{ iff } A \text{ occurs} \quad p = P(A)$$

$$E[I_A] = P(A)$$



## Expectation of a uniform r.v.

- Uniform on  $0, 1, \dots, n$



- Definition:**  $E[X] = \sum_x x p_X(x)$

$$E[X] = 0 \cdot \frac{1}{n+1} + 1 \cdot \frac{1}{n+1} + \dots + n \cdot \frac{1}{n+1}$$

$$= \frac{1}{n+1} (0 + 1 + \dots + n) = \frac{1}{n+1} \cdot \frac{n(n+1)}{2} = \frac{n}{2}$$

## Expectation as a population average

- $n$  students
- Weight of  $i$ th student:  $x_i$
- Experiment: pick a student at random, all equally likely
- Random variable  $X$ : weight of selected student
  - assume the  $x_i$  are distinct

$$p_X(x_i) = \frac{1}{n}$$

$$\mathbf{E}[X] = \sum_i x_i \cdot \frac{1}{n} = \frac{1}{n} \sum_i x_i$$

## Elementary properties of expectations

- If  $X \geq 0$ , then  $E[X] \geq 0$

for all  $\omega: X(\omega) \geq 0$

• Definition:  $E[X] = \sum_x \underbrace{x}_{\geq 0} \underbrace{p_X(x)}_{\geq 0}$

- If  $a \leq X \leq b$ , then  $a \leq E[X] \leq b$

for all  $\omega: a \leq X(\omega) \leq b$

$$\begin{aligned} E[X] &= \sum_x x p_X(x) \geq \sum_x a p_X(x) \\ &= a \sum_x p_X(x) = a \cdot 1 = a \end{aligned}$$

- If  $c$  is a constant,  $E[c] = c$



$$E[c] = c \cdot p(c) = c$$

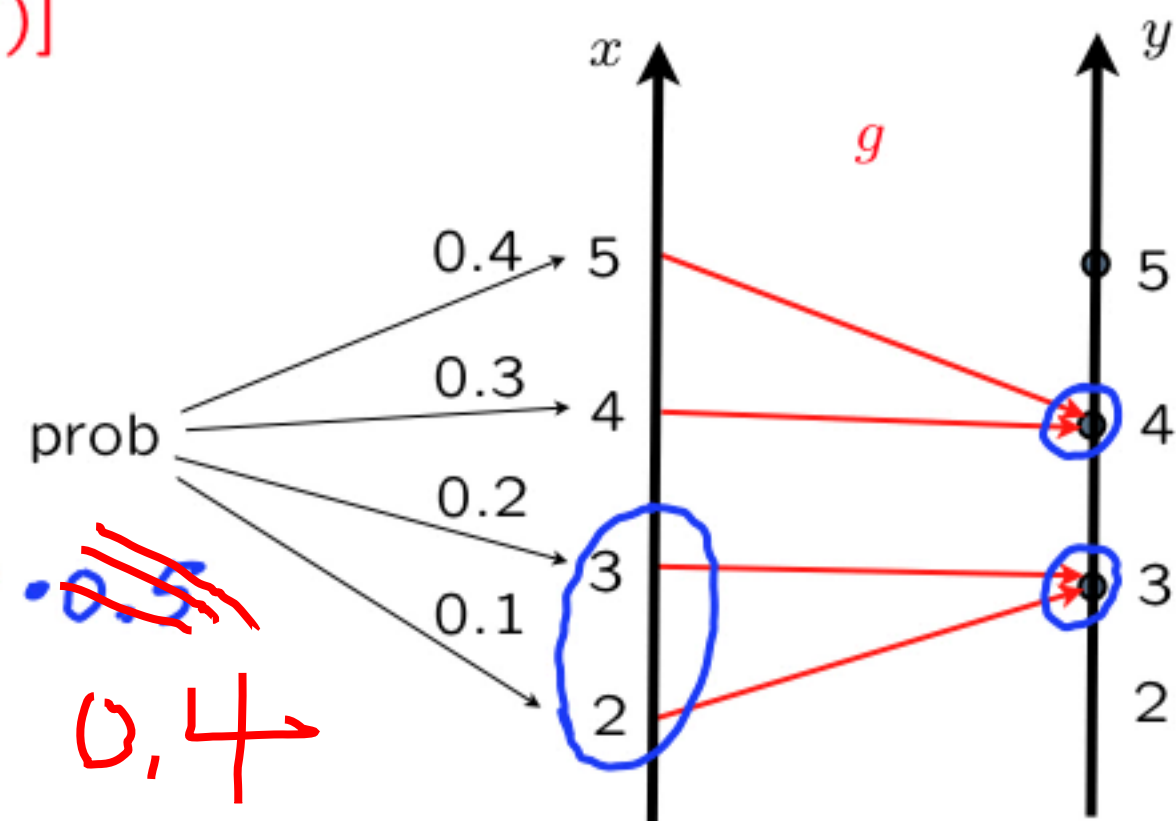
## The expected value rule, for calculating $E[g(X)]$

- Let  $X$  be a r.v. and let  $Y = g(X)$
- Averaging over  $y$ :  $E[Y] = \sum_y y p_Y(y)$

$$3 \cdot (0.1 + 0.2) + 4 \cdot (0.3 + 0.4)$$

- Averaging over  $x$ :  $3 \cdot 0.1 + 3 \cdot 0.2 + 4 \cdot 0.3 + 4 \cdot 0.4$

$$E[Y] = E[g(X)] = \sum_x g(x) p_X(x)$$



Proof:

$$\begin{aligned} & \sum_y \sum_{x: g(x)=y} g(x) p_X(x) \\ &= \sum_y \sum_{x: g(x)=y} y p_X(x) = \sum_y y \sum_{x: g(x)=y} p_X(x) \\ &= \sum_y y p_Y(y) = E[Y] \end{aligned}$$

- $E[X^2] = \sum_x x^2 p_X(x)$   
 $g(x) = x^2$

- Caution:** In general,  $E[g(X)] \neq g(E[X])$

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



**Linearity of expectation:**  $E[aX + b] = aE[X] + b$

$X = \text{salary}$      $E[X] = \text{average salary}$

$Y = \text{new salary} = 2X + 100$      $E[Y] = E[2X + 100] = 2E[X] + 100$

- Intuitive

- **Derivation**, based on the expected value rule:

$$E[Y] = \sum_x g(x) p_X(x)$$

$$g(x) = ax + b$$
$$Y = g(x)$$

$$= \sum_x (ax + b) p_X(x) = a \sum_x x p_X(x) + b \underbrace{\sum_x p_X(x)}_1$$

$$E[g(x)] = g(E[x]) \quad \text{exceptional } g$$