

Expected Value:

(1)

$$\text{Average} : \frac{\sum_{i=1}^n x_i}{n}$$

Population: 3, 3, 3, 4, 5

$$\text{Average} : \frac{3+3+3+4+5}{5} = 3.6$$

( $\bar{x}$ ).

$$\text{or } \frac{3(3) + 4(1) + 5(1)}{5}$$

$$\text{or, } \frac{3}{5} \times 3 + \frac{1}{5} \times 4 + \frac{1}{5} \times 5$$

$$\text{or } 0.6 \times 3 + 0.2 \times 4 + 0.2 \times 5$$

probabilities.

$$E[x] = \sum_{x \in X} x p(x).$$

Dice roll

$x$	1	2	3	4	5	6
$p(x)$	1/6	1/6	1/6	1/6	1/6	1/6

$$E[X] = \sum_{i=1}^6 x_i p(x_i)$$

$$= 1 \times \frac{1}{6} + 2 \times \frac{1}{6} + \dots + 6 \times \frac{1}{6}$$

$$= 3.5$$

Say, we roll a die 10 times

5, 2, 6, 2, 2, 1, 2, 3, 6, 1.

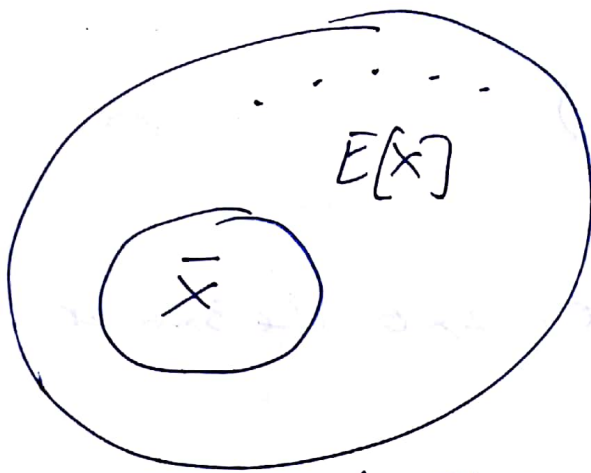
$$\bar{X} = 3$$

In this  $E[X] \neq \bar{X}$   
case,

why?

If the no. of rolls is large, then average will converge to the Expected value

(2)



Graphical Intuition.

E.g. 2  $X = \#$  of pushups in any workout session

$X$	$p(x)$
0	0.1
1	0.15
2	0.4
3	0.25
4	0.1

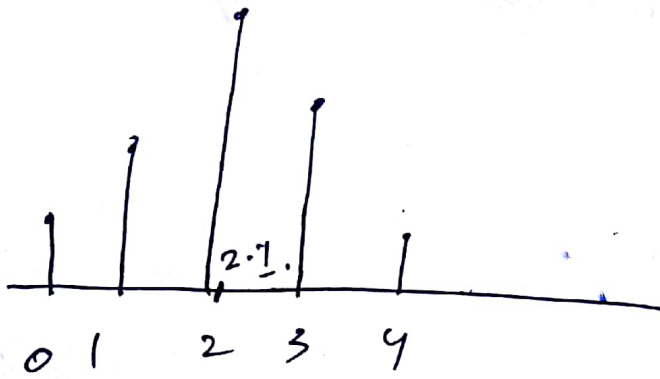
$E[X] = ?$

Note: Expected value is the weighted outcome.  
~~of each outcome.~~

$$E[X] = \sum_{x \in \mathcal{X}} x p(x)$$

$$= 0 \times 0.1 + 1 \times 0.15 + 2 \times 0.4 + 3 \times 0.25 + 4 \times 0.1$$

$$= 2.1$$

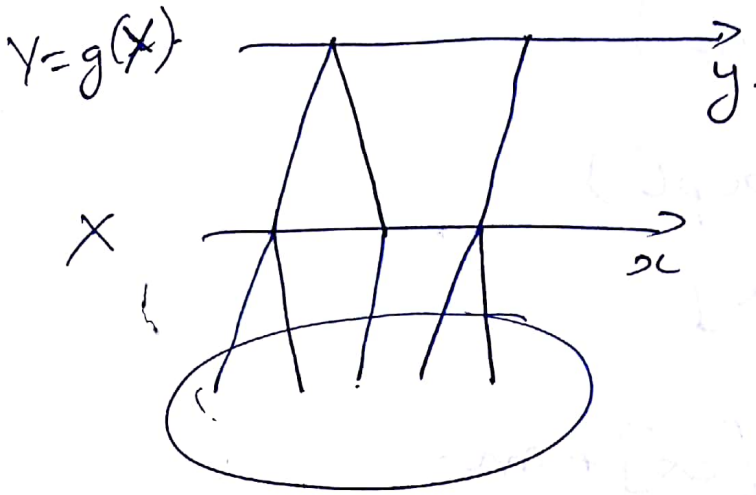


Properties

1) If  $Y = g(X)$

$$E[Y] = \sum_{x \in \mathcal{X}} g(x) p_X(x)$$

③



$$2) E[c] = c.$$

$$E[3].$$

It is a RV that <sup>always</sup> takes 3  
 $\Rightarrow p = 1.$

$$\Rightarrow E[3] = \sum_{x_c} x_c p(x_c)$$

$$= 3 \times 1 = 3.$$

$$3) E[cX] = c E[X].$$

M - Money in dollar

M' - " " INR

$$E[60 M] = 60 E[M].$$

$$\begin{aligned}
 \text{or, } E[cX] &= \sum_x g(x) p_X(x) \\
 &= \sum x c p(x) \\
 &= c \sum x p(x) \\
 &= c E[X].
 \end{aligned}$$

$$\begin{aligned}
 3) E[cX+m] &= E[cX] + m \\
 &= c E[X] + m.
 \end{aligned}$$

Proof on next sheet.

Question

$X$	PMF
0	0.2
1	0.5
2	0.3

Calculate  $E[X]$ ,  $E[X^2]$ ,  $E[X^3]$ .



Proof of 3

(4)

$$E[aX+b] = \sum_{x_c} (ax_c+b) p(x_c)$$

$$= \sum_{x_c} ax_c p(x_c) + \sum_{x_c} b p(x_c)$$

$$= a \sum_{x_c} x_c p(x_c) + b \sum_{x_c} p(x_c)$$

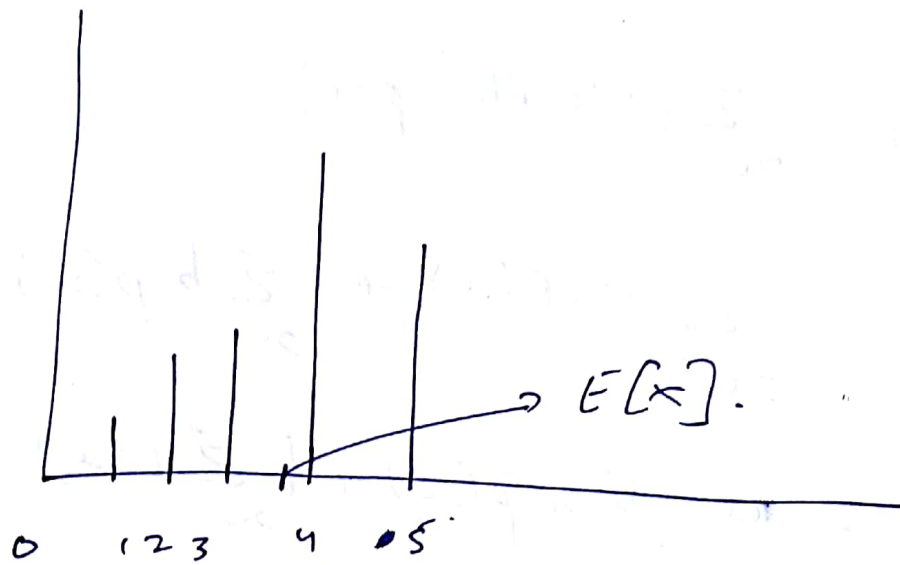
$$= a E[X] + b$$

E.g. 3 Feedback

1 - very bad

5 - very satisfied.

Rating	Freq.	$p$	$x_c p(x_c)$
1	5	0.046	0.046
2	10	0.093	0.186
3	11	0.102	0.306
4	44	0.407	1.628
5	38	0.351	1.755
	<u>108</u>	<u>1.</u>	<u>3.7</u>



Variance.

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

$\nearrow$  R.V.       $\nearrow$  number.

Variance gives an idea of how far away from the mean we expect to be on an average.

Variance: Emphasis on outliers.

Why

$$(0.1)^2 = 0.01$$

$$(1.1)^2 = 1.21$$

larger values are penalized.



Proof

(5)

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

let's assume.

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

$$E[(X - E[X])^2] = \sum [(x - E[X])^2 \times p(x)]$$

$$= \sum (x^2 + (E[X])^2 - 2x E[X]) p(x)$$

$$= \sum x^2 p(x) + \sum (E[X])^2 p(x)$$

$$- \sum (2x E[X]) p(x)$$

$$\text{or, } \sum x^2 p(x) + \sum (E[X])^2 p(x) - \sum 2x E[X] p(x)$$

$$\text{or } \sum x^2 p(x) + (E[X])^2 \sum p(x) - 2 E[X] \sum x p(x)$$

$$\text{or } E[X^2] + (E[X])^2 - 2(E[X])^2$$

$$\Rightarrow E[X^2] - (E[X])^2$$

Properties of variance.

i)  $\text{Var}(X) \geq 0$ .

ii)  $\text{Var}(X+b) = \text{Var}(X)$ .

iii)  $\text{Var}(aX+b) = a^2 \text{Var}(X)$ .

proof.

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

Question  $\text{Var}(b) = ?$

e.g.  $\text{Var}(9) = ?$

It is zero.