

# THE VARIANCE OF A RANDOM VARIABLE

## 1. MOTIVATION

Let  $X \sim f(x)$  where

$$f(x) = \begin{cases} 2x & 0 \leq x \leq 1 \\ 0 & \text{otherwise} \end{cases}$$

Then, we have  $E(X) = \int_0^1 2x^2 dx = \frac{2}{3}$ . Now, let  $Y \sim g(y) = \frac{2}{3} \forall y \in \mathbb{R}$ .  $E(X) = E(Y)$ , but clearly  $X$  and  $Y$  are very different, since  $X$  can vary whereas  $Y$  can only take on its expected value, and therefore does so with 100% probability. This demonstrates that the expected value **alone** is not a good way to describe a random variable.

## 2. DEFINING VARIANCE

We want to have a measure of how much a random variable  $X$  can deviate from its expected value. We can define this deviation as  $X - E(X)$ . However, it doesn't matter in which direction this difference is; that is, we want to treat positive and negative values of this the same. We can fix this by instead looking at  $[X - E(X)]^2$ . We want to measure what value this is expected to take, that is, its *expected value*. With this in mind, let us define

$$\begin{aligned} \text{Var}(X) &= E([X - E(X)]^2) \\ &= E(X^2 + E(X)^2 - 2XE(X)) \\ &= E(X^2) + E(X)^2 - E(2XE(X)) \\ &= E(X^2) + E(X)^2 - 2E(X)^2 \\ &= E(X^2) - E(X)^2 \end{aligned}$$

**2.1. Calculating variance.** To calculate this we can just apply the formula for the expected value of a variable. Let  $\mu = E(X)$ . Then, for a discrete random variable,

$$\sum_x x^2 f(x) - \mu^2$$

and for a continuous random variable,

$$\text{Var}(X) = \int_{-\infty}^{\infty} x^2 f(x) dx - \mu^2$$

**2.2. The standard deviation.** Since the variance is defined as the expected value of the *square* of the deviation, its units are the units of the random variable squared. For practical purposes, we may want a measure that comes in the same units as our random variable. For this we can define the **standard deviation**  $\sigma$  as  $\sqrt{\text{Var}(X)}$ . This is valid since the variance is always positive.

## 3. PROPERTIES OF THE VARIANCE

From its definition, we can derive properties of the variance function:

- $\text{Var}(X) \geq 0$  for all  $X$
- If  $X$  is constant, that is  $\mathbb{P}(X = c) = 1$  for some  $c$ , then  $\text{Var}(X) = 0$
- $\text{Var}(aX + b) = a^2 \text{Var}(X)$
- $\text{Var}(\sum_{i=1}^n a_i X_i) = \sum_{i=1}^n a_i^2 \text{Var}(X_i)$  iff all the variables  $X_i$  are independent

**3.1. Jensen's inequality.** From the properties of the variance we can derive the following property: if  $g$  is a given *convex* function, then  $\mathbb{E}(g(X)) \geq g(\mathbb{E}(X))$ . This comes from the fact that  $\text{Var}(X) = \mathbb{E}(X^2) - \mathbb{E}(X)^2 \geq 0$ , defining  $g(x) = x^2$ . This holds for all convex functions, not just  $g : x \mapsto x^2$ .