

W203 Statistics for Data Science

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Unit 2 Homework: Discrete Random Variables

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1. Best Game in the Casino

You flip a fair coin 3 times, and get a different amount of money depending on how many heads you get. For 0 heads, you get \$0. For 1 head, you get \$2. For 2 heads, you get \$4. Your expected winnings from the game are \$6.

- (a) How much do you get paid if the coin comes up heads 3 times? (3 points)
- (b) Write down a complete expression for the cumulative probability function for your win- nings from the game. (3 points)

Solution:-

1 (a).

Given a fair coin is flipped 3 times,
the total no. of permutations can be written as $2 \times 2 \times 2 = 8$
(Since a fair coin has an equal probability of getting an
head or tail)

According to Pascal's triangle, a probability of 3 heads can be
written as $P\{H, H, H\} = \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{8}$

Similarly we can derive for other possibilities as below:

$$P\{T, T, T\} = \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{8}$$

$$P\{1 \text{ head, 2 tails}\} = 3 \left[\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \right] = \frac{3}{8} ; \text{outcomes being } \{HTT, TTH, THT\}$$

$$P\{2 \text{ head, 1 tail}\} = 3 \left[\frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} \right] = \frac{3}{8} ; \text{outcomes being } \{HHT, HTH, T, HH\}$$

$$P\{H, H, H\} = \frac{1}{2} \times \frac{1}{2} \times \frac{1}{2} = \frac{1}{8}$$

_____ (a)

Given from problem, $\{T, T, T\}$ you get '0' \$

$\{1 \text{ head, 2 tails}\}$ you get 2 \$

$\{2 \text{ head, 1 tail}\}$ you get 4 \$

$\{3 \text{ heads}\}$ find?

we can denote a random variable X , for the amount of dollars won
~~number of outcomes of heads in an event, the possible~~
~~values of $x \in X$ can be $\{0, 1, 2, 3\}$~~ (2)

Given x , we have already found $P(x)$ earlier, from (a)

We can combine all of them into a table,

x	0	1	2	3
$P(x)$	$\frac{1}{8}$	$\frac{3}{8}$	$\frac{3}{8}$	$\frac{1}{8}$
Amount (x)	0\$	2\$	4\$	y

— (c)

We already know from problem statement,
 $E(X)$, where X is no. of winnings ~~for getting heads~~ is 6\$

$$E(X) = 6$$

from the formula of $E(X)$, we know that,

$$E(X) = \mu_x = \sum_{x \in D} x \cdot P(x) \quad \text{where } D \text{ is set of possible values and } x \in X \quad \text{— (b)}$$

Let y be the amount in \$, received for the event of
 flipping a fair coin and getting head 3 times

substituting (c) into (b) we get,

$$\frac{1}{8} \times 0 + \frac{3}{8} \times 2 + \frac{3}{8} \times 4 + \frac{1}{8} \times y = 6$$

$$\Rightarrow \frac{6+12}{8} + \frac{y}{8} = 6 \Rightarrow \frac{y}{8} = 6 - \frac{9}{4} = \frac{15}{4} \Rightarrow y = \frac{15}{4} \times 8 = 30\$$$

(thirty dollars)

Thus, if the expected winnings from a game is 6\$,
 then you will have to be paid 30\$, if coin comes up heads 3 times

(b). Expression for C.P.F. for winnings from the game:

The cumulative distribution function (cdf) $F(x)$ of a discrete random variable X with pmf $P(x)$ is defined for every number x by

$$F(x) = P(X \leq x) = \sum_{y: y \leq x} P(y)$$

for any number x , $F(x)$ is the probability that the observed value of X will be at most x

Let Y = amount of dollars won

y	0	2	4	30
$P(y)$	$1/8$	$3/8$	$3/8$	$1/8$

Let's determine $F(y)$ for all possible values of Y :

$$F(0) = P(Y \leq 0) = P(Y=0) = P(0) = 1/8$$

$$F(2) = P(Y \leq 2) = P(Y=0 \text{ or } 2) = P(0) + P(2) = \frac{1}{8} + \frac{3}{8} = \frac{1}{2}$$

$$F(4) = P(Y \leq 4) = P(Y=0 \text{ or } 2 \text{ or } 4) = P(0) + P(2) + P(4) = \frac{1}{8} + \frac{3}{8} + \frac{3}{8} = \frac{7}{8}$$

$$F(30) = P(Y \leq 30) = P(Y=0 \text{ or } 4 \text{ or } 30) = P(0) + P(4) + P(30) + P(2) = \frac{1}{8} + \frac{3}{8} + \frac{3}{8} + \frac{1}{8} = 1$$

☞

Thus the cumulative probability function for winnings from (2)

game,
is
defined
by $F(y)$

$$F(y) = \begin{cases} 0 & y < 0 \\ 1/8 & 0 \leq y < 2 \\ 1/2 & 2 \leq y < 4 \\ 7/8 & 4 \leq y < 30 \\ 1 & 30 \leq y < \infty \end{cases}$$

2. Reciprocal Dice

Let X be a random variable representing the outcome of rolling a 6-sided die. Before the die is rolled, you are given two options:

- (a) You get $1/E(X)$ in dollars right away. (3 points)
- (b) You wait until the die is rolled, then get $1/X$ in dollars. (3 points)
- (c) Which option is better for you, in expectation? (1 point)

2. (a). Let X be the random variable representing outcome of rolling an sided die:
Assuming the die has a fair probability:
It can be written as:

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

$$E(X) = 1 \times \frac{1}{6} + 2 \times \frac{1}{6} + 3 \times \frac{1}{6} + 4 \times \frac{1}{6} + 5 \times \frac{1}{6} + 6 \times \frac{1}{6}$$

$$= \frac{1+2+3+4+5+6}{6} = \frac{1}{6} \times \frac{6(7)}{2} = 3.5$$

from option (a), we get $\frac{1}{E(x)}$ in dollars right away

$$= \frac{1}{3.5} = \frac{2}{7} = 0.28\$$$

(6)

2. (b). wait until die is rolled, get $\frac{1}{X}$ in dollars.

Let Y be a random variable denoting

$$Y = h(X) = \frac{1}{X}$$

the pmf of X and derived pmf of Y are as follows:

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

\Rightarrow

y	1	$1/2$	$1/3$	$1/4$	$1/5$	$1/6$
$P(y)$	$1/6$	$1/6$	$1/6$	$1/6$	$1/6$	$1/6$

$$E(Y) = E[h(X)] = \sum_{D^+} y \cdot P(y)$$

$$= 1 \times \frac{1}{6} + \frac{1}{2} \times \frac{1}{6} + \frac{1}{3} \times \frac{1}{6} + \frac{1}{4} \times \frac{1}{6} + \frac{1}{5} \times \frac{1}{6} + \frac{1}{6} \times \frac{1}{6}$$

$$= \frac{1}{6} \left[1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \frac{1}{5} + \frac{1}{6} \right]$$

$$= \frac{1}{6} \left[\frac{60 + 30 + 20 + 15 + 12 + 10}{60} \right] = \frac{1}{6} \times \frac{147}{60} = 0.40 \text{ \$}$$

2. (c). In expectation terms, option (b) which shows

$E(Y) = 0.40 \text{ \$}$ is better compared to

option (a) where $E(X) = 0.28 \text{ \$}$

hence ~~it is~~ ~~to~~ waiting until the die is rolled and then get $E(\frac{1}{X}) = 0.40 \text{ \$}$ is better

3. The Baseline for Measuring Deviations

Given any random variable X and a real number t , we can define another random variable $Y = (X - t)^2$. In other words, for any random variable X , we can choose a real number, t , as a baseline and calculate the squared deviation of X away from t .

You might wonder why we often square deviations (instead of taking an absolute value, or cubing them, etc.). This exercise will shed some light on why this is a natural choice.

1. (a) Write down an expression for $E(Y)$ and simplify it as much as you can. Even though we haven't proved this yet, you can use the fact that for any two random variables, A and B , $E(A + B) = E(A) + E(B)$. (3 points)
2. (b) Taking a partial derivative with respect to t , compute the value of t that minimizes $E(Y)$. (Hint: Your answer should be a very familiar value) (3 points)
3. (c) What is the value of $E(Y)$ for this choice of t ? (3 points) (Hint: this should also be a very familiar value)

Given $Y = (X - t)^2$

3.(a). Find an expression for $E(Y)$

assume $Y = h(X) = (X - t)^2$

we know, $E(Y) = E[h(X)] = \sum_{D \in \mathcal{D}} h(x) \cdot p(x)$

$$= \sum_D (X - t)^2 \cdot p(x)$$

$$E(Y) = \sum_D (x^2 + t^2 - 2xt) \cdot p(x)$$

where \mathcal{D} has a set of all possible values in X and $p(x)$ is pmf

$$= \underbrace{\sum_D x^2 \cdot p(x)}_{E(X^2)} + \underbrace{t^2 \sum_D p(x)}_1 - 2t \underbrace{\sum_D x \cdot p(x)}_{E(X)}$$

(this can be written as expectation of X^2)

1 (Since sum of all probabilities = 1)

Thus the equation simplifies as;

(8)

$$E(Y) = E(X^2) + t^2 - 2t \cdot E(X)$$

3(b). By taking a partial derivative w.r.t, the above expression can be written as,

$$\frac{\partial E(Y)}{\partial t} = \underbrace{\frac{\partial}{\partial t} E(X^2)}_0 + \frac{\partial}{\partial t} t^2 - 2 \cdot \frac{\partial}{\partial t} t \cdot E(X)$$

we know that $\frac{\partial E(X^2)}{\partial t} = 0$, as we are doing partial derivative with respect to t , and $E(X^2)$ would be a constant in that case

~~similarly~~

$$= 2t - 2 \cdot E(X) \cdot \frac{\partial}{\partial t} t$$

$$E'(Y) = \frac{\partial E(Y)}{\partial t} = 2t - 2E(X)$$

~~Assuming this is a linear expression of the form $y = mx + c$~~

we can find minimum value of Y , at a point where derivative = 0

$$\Rightarrow 2t - 2E(X) = 0$$

$$\Rightarrow \boxed{t = E(X)}$$

(9)

3) c. Substituting $t = E(X)$ from solution (b) in to expression (a)

$$E(Y) = E(X^2) + t^2 - 2t \cdot E(X)$$

$$= E(X^2) + [E(X)]^2 - 2 \cdot E(X) \cdot E(X)$$

$$= E(X^2) + [E(X)]^2 - 2[E(X)]^2$$

$$E(Y) = E(X^2) - [E(X)]^2$$

this is ~~rather~~ also the variance of X represented as $V(X)$

thus
$$E(Y) = V(X) = E(X^2) - [E(X)]^2$$

\Rightarrow for a constant 't' and random variable X ,
 an expectation of random variable Y , which is
 represented as $Y = (X-t)^2$, is equal to
 $\sigma^2 = \text{variance of } X = E(X^2) - (E(X))^2$

4. Optional Advanced Exercise: Heavy Tails

One reason to study the mathematical foundation of statistics is to recognize situations where common intuition can break down. An unusual class of distributions are those we call heavy-tailed. The exact definition varies, but we'll say that a heavy-tailed distribution is one for which not all moments are finite. Consider a random variable M with the following pmf:

$$p_M(x) = \begin{cases} c/x^3, & x \in \{1, 2, 3, \dots\} \\ 0, & \text{otherwise.} \end{cases}$$

where c is a constant (you can calculate its value if you like, but it's not important). (a) Is $E(M)$ finite? (Bonus +3 points)

(b) Is $V(M)$ finite? (Bonus +3 points)

Heavy-tailed distributions may seem odd, but they're not as rare as you might suspect. Researchers argue that the distribution of wealth is heavy-tailed; so is the distribution of computer file sizes, insurance payouts, and area burned by forest fires. These random variables are problematic in that a lot of common statistical techniques don't work on them. For this class, we'll assume that all of our variables don't have heavy-tails.

Note: Maximum score on any homework is 100%

(a). Is $E(M)$ finite

$$p(M) = \begin{cases} c/x^3, & x \in \{1, 2, 3, \dots\} \\ 0, & \text{otherwise} \end{cases}$$

From the pmf we can choose c so that $\sum_{x=1}^{\infty} (c/x^3) = 1$

The expected value of M is

$$\mu = E(M) = \sum_{x=1}^{\infty} x \cdot p(M) = \sum_{x=1}^{\infty} x \cdot \left(\frac{c}{x^3} \right) = c \sum_{x=1}^{\infty} \frac{1}{x^2}$$

$$= c \left[1 + \frac{1}{2^2} + \frac{1}{3^2} + \frac{1}{4^2} + \dots \right]$$

$$E(M) = C \left[1 + \frac{1}{2^2} + \frac{1}{3^2} + \frac{1}{4^2} \dots \right]$$

~~E(M)~~ the sum of reciprocal of squares of integers

converges to a finite value

$$\sum_{n=1}^{\infty} \frac{1}{n^2} = \frac{\pi^2}{6} \quad \longrightarrow \quad (e)$$

Thus $E(M) = C \cdot \frac{\pi^2}{6}$ which is a finite value — (e)

(b) Is $V(M)$ finite?

$$\sigma^2 = V(M) = \sum_{x=1}^{\infty} (M-x)^2 \cdot P(M)$$

$$= E(M^2) - [E(M)]^2 \quad \text{--- (f)}$$

substituting (e) in (f)

$$\sigma^2 = V(M) = E(M^2) - \underbrace{\left[\frac{(\pi^2 \cdot C)}{6} \right]^2}_{\substack{\downarrow \\ \text{constant value}}} \quad \text{--- (g)}$$

Need to calculate

$$\begin{aligned} E(M^2) &= \sum_{x=1}^{\infty} x^2 \cdot P(M) = \sum_{x=1}^{\infty} x^2 \cdot \left(\frac{C}{x^3} \right) = C \sum_{x=1}^{\infty} x^2 \times \frac{1}{x^3} \\ &= C \sum_{x=1}^{\infty} \left[\frac{1}{x} \right] \\ &= C \left[1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} \dots \right] \end{aligned}$$

Thus harmonic ~~new~~ series is resulted^d above

$$E(M^2) = c \left[1 + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \dots \right] \quad \text{--- (h)}$$

The summation of reciprocal of integers is diverging ~~in~~ ~~in~~ in nature and leads to infinity

substituting (h) to (g)

$$E(M^2) = c \underbrace{\left[1 + \frac{1}{2} + \frac{1}{3} + \dots \right]}_{\text{Infinite}} - \underbrace{\left[(\pi^2 c) / 6 \right]}_{\text{constant}}^2$$

$$= \infty$$

Thus $E(M^2)$ is infinite in nature,
where as $E(M)$ is finite