Mathematics 3 (SM 211): Probability and Statistics

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Ch. 4: Mathematical Expectation - I





Syllabus: Outline

Probability:

- 1. The Concept of Probability
- 2. Compound or Joint Experiment
- 3. Probability Distributions-I
- 4. Mathematical Expectation-I
- 5. Probability Distributions-II
- 6. Mathematical Expectation-II
- 7. Some Important Continuous Univariate Distributions
- 8. Convergence of a Sequence of Random Variables and Limit Theorems

Statistics:

- 1. Random Samples
- 2. Sampling Distributions
- 3. Estimation of Parameters
- 4. Testing of Hypothesis
- 5. Regression



Reference Books

- 1. Mathematical Probability by A. Banerjee, S.K. De and S. Sen
- 2. Mathematical Statistics by S.K. De and S. Sen
- 3. Groundwork of Mathematical Probability and Statistics by Amritava Gupta
- 4. Introduction to Probability and Statistics for Engineers and Scientists by S.M. Ross
- 5. Introduction to Probability Models, by S.M. Ross
- 6. Probability and Statistics, (Schaum's Outlines) by Murray R Spiegel, John J Schiller and R Alu Srinivasan

Mathematical Expectation - I

Objective

- Expectation Properties
- Variance, SD, Moments, Skewness, Kurtosis
- Moment Generating Function, Characteristic Function

Motivation: An example of a Game of Chance

Rules:









- 1. A player needs to pay Rs. M=10 to participate (for each play)
- 2. The player draws a card from a well-shuffled pack of 52 cards. He receives the following amounts on occurrence of the following events:
 - If A_1 : 'King'. Then receives a1 = 14.

- If A_2 : 'Queen' of 'Spade'. Then receives $a^2 = 13$.
- If A_3 : Ace of 'Spade' or 'Club'. Then receives $a^3 = 12$.
- If A_4 : 'Queen' of 'Heart' or 'Diamond' or 'Club'. Then receives a4 = 11.
- If A_5 : Ace of 'Heart' or 'Diamond'. Then receives $a_5 = 10$.
- If A_6 : Card which is not 'King' or 'Queen' or 'Ace'. Then receives a6 = 9.

Q: Should the player participate in the game?

Motivation: An example of a Game of Chance

Note:

If the player participate only once, it is difficult to give a definite answer. But if the player participates large number of times, we can give an answer.

- The events $A_1, A_2, ..., A_6$ are mutually exclusive and exhaustive set of events.
- Let the player participate N times and $N(A_1), N(A_2), \ldots, N(A_6)$ be the number of occurrences of the corresponding events
- Then the total amount received by the player $= a_1 N(A_1) + a_2 N(A_2) + ... + a_6 N(A_6)$
- Then the average amount received per trial $= \frac{a_1N(A_1) + a_2N(A_2) + ... + a_6N(A_6)}{N}$

Motivation: An example of a Game of Chance

• When $N \to \infty$, LHS $\to a_1P(A_1) + a_2P(A_2) + \ldots + a_6P(A_6)$. This quantity is called the expectation of a random variable $X: S \to \mathbb{R}$ which is defined as:

$$X = i$$
 if event A_i occurs $(i = 1, 2, ..., 6)$.

• We write:

$$E(X) = a_1 P(\underbrace{X = 1}_{A_1}) + a_2 P(\underbrace{X = 2}_{A_2}) + \dots + a_6 P(\underbrace{X = 6}_{A_6}).$$
• $P(A_1) = P(X = 1) = \frac{4}{52}$,

- $P(A_1) = P(X = 1) = \frac{4}{52}$, $P(A_2) = P(X = 2) = \frac{1}{52}$, $P(A_3) = P(X = 3) = \frac{2}{52}$, $P(A_4) = P(X = 4) = \frac{3}{52}$, $P(A_5) = P(X = 5) = \frac{2}{52}$, $P(A_6) = P(X = 6) = \frac{40}{52}$.
- $E(X) \approx 9.73 \ (< 10)$



Expectation: Definition

Discrete Case

Let X be a discrete random variable with spectrum $\{x_0, x_{\pm 1}, x_{\pm 2}, \ldots\}$. Then

$$E(X) = \sum_{i=-\infty}^{i=\infty} x_i P(X = x_i) = \sum_{i=-\infty}^{i=\infty} x_i f_X(x_i)$$

provided the infinite series is absolutely convergent. Here f_X is the p.m.f. of X.

Expectation: Interpretation

Discrete Case

1. Expectation of a r.v. X, in the long run (when the experiment E is repeated large number of times), is the average of the outcomes of Χ.

 $\mathbf{Ex.}$ E: Throwing a die

2. Position of centre of mass of the probability mass distribution on a straight line.

$$E(X) = \frac{x_1 + x_2 + x_3 + \dots + x_N}{N} = \frac{1 \cdot N_1 + 2 \cdot N_2 + \dots + 6 \cdot N_6}{N}$$

$$= 1 \cdot P(X=1) + 2 \cdot P(X=2) + \dots + 6 \cdot P(X=6)$$

$$= F(X)$$

$$= \frac{1 \cdot N_1 + 2 \cdot N_2 + \cdots + 6 \cdot N_6}{N}$$

$$= 1 \cdot P(X=1) + 2 \cdot P(X=2) + \cdots + C$$

Expectation: Definition

Continuous Case

$$E(X) = \int_{-\infty}^{\infty} x f_X(x) dx$$

provided the improper integration is absolutely convergent. Here, f_X is p.d.f. of X.

• Note, E(X) is also called the 'mean of X' and is denoted by m_X

Expectation of Functions of Random Variable

Ex. Let X be a random variable with spectrum $\{-1,0,1\}$.

Discrete Case

$$P(X = -1) = 0.2, P(X = 0) = 0.5, P(X = +1) = 0.3.$$
Compute $E(X^{2})$.

$$g(x) = x^{2}$$

$$Sol. Y = X^{2}$$

$$Speedium of Y = \{0, 1\}$$

$$E(Y) = 0 P(Y = 0) + 1 P(Y = 1) = 0.5$$

$$P(Y = 0) = P(X = 0) = 0.5$$

$$P(Y = 1) = P(X = -1) + P(X = 1) = 0.5$$

$$P(Y = 1) = P(X = -1) + P(X = 1) = 0.5$$

$$P(X = 0) + 1 P(X = -1) + P(X = 1)$$

$$= g(0) P(X = 0) + g(1) P(X = -1) + g(1) P(X = 1)$$

$$= g(0) P(X = 0) + g(1) P(X = -1) + g(1) P(X = 1)$$

Expectation of Functions of Random Variable

Property

Let X be a discrete random variable with spectrum $\{x_i : i = 1, 2, ..., n\}$ and p.m.f. f_X . Then for any real-valued function g

$$E(g(X)) = \sum_{i} g(x_i) \underbrace{f_X(x_i)}_{}.$$