

Learning Goals

- 1. Use New Random Variables!
- 2. Calculate Expectation of a Random Variable
- 3. Calculate Variance of a Random Variable (time permitting)



Review



A random variable is a number which takes on values probabilistically.



A discrete random variable is fully described by a probability mass function.

Let Y be a random variable



Let Y be a random variable

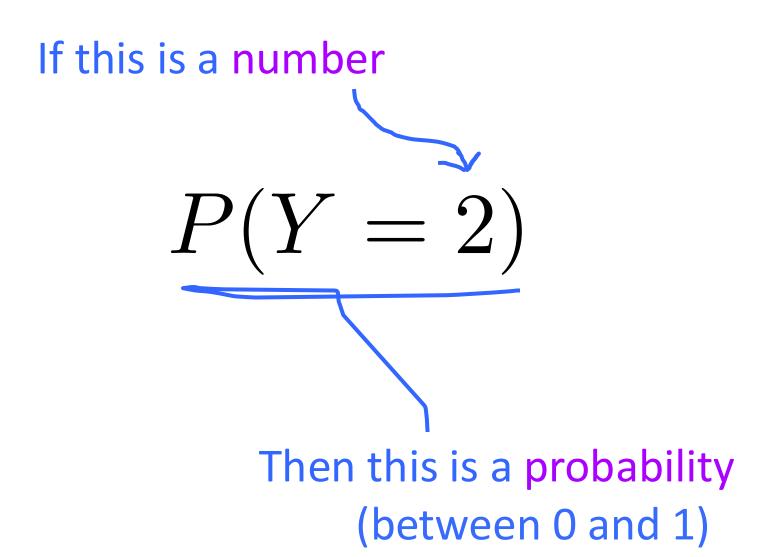
$$Y=2$$

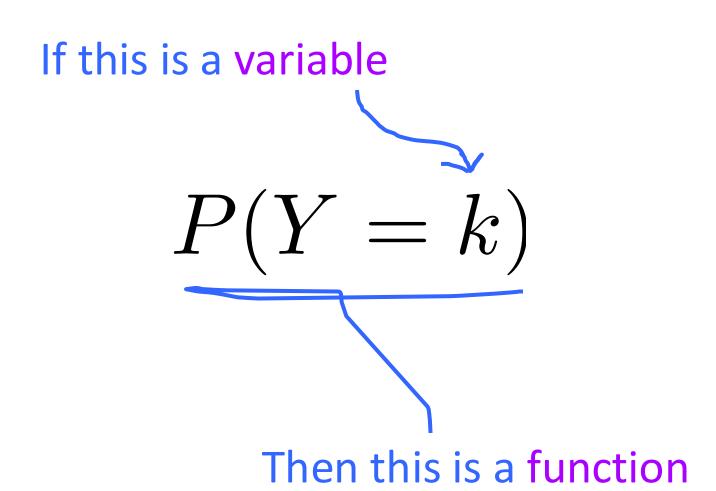
*note: here equals means == in coding

It is an event when Y takes on a value

Let Y be a random variable

It is an event when you ask any comparison question





This is a function

$$P(Y = k)$$

$$k = 5$$

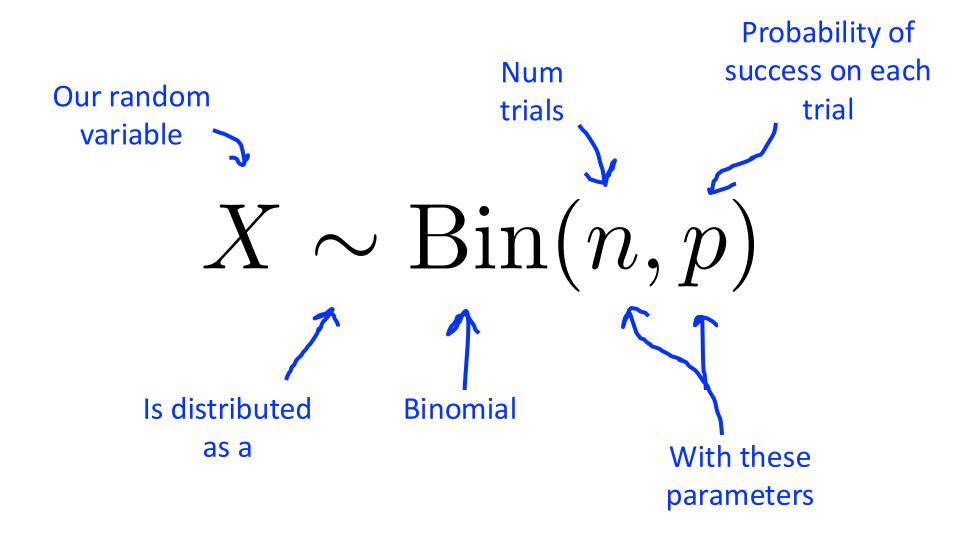
$$0.03125$$

Random Variables are a big deal, because they allow other people to give you a PMF (and other helpful equations)

Classics



Declare a Random Variable to be Binomial





Exactly *k* heads in *n* coin flips. Probability of exactly *k* heads:

```
(H, H, H, H, T, T, T, T, T, T)
(H, H, H, T, H, T, T, T, T)
(H, H, H, T, T, H, T, T, T, T)
(H, H, H, T, T, T, H, T, T, T)
(H, H, H, T, T, T, T, H, T, T)
(H, H, H, T, T, T, T, T, H, T)
(H, H, H, T, T, T, T, T, H)
(H, H, T, H, H, T, T, T, T, T)
(H, H, T, H, T, H, T, T, T, T)
(H, H, T, H, T, T, H, T, T, T)
(H, H, T, H, T, T, T, H, T, T)
(H, H, T, H, T, T, T, T, H, T)
(H, H, T, H, T, T, T, T, H)
(H, H, T, T, H, H, T, T, T, T)
(H, H, T, T, H, T, H, T, T, T)
(H, H, T, T, H, T, T, H, T, T)
(H, H, T, T, H, T, T, T, H, T)
(H, H, T, T, H, T, T, T, H)
```

$$\binom{n}{k} p^k (1-p)^{n-k}$$

Automatically Know the PMF



* This is also called the

binomial term

$$P(X=k) = \binom{n}{k} p^k (1-p)^{n-k}$$
 Probability that our variable takes on the value k



The PMF as a Graph: $X \sim Bin(n = 20, p = 0.6)$

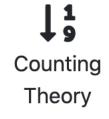
Parameter *p*: Parameter *n*: 20 0.60 0.18 0.160.140.12 -Probability 0.100.08 -0.06 16 0.04 -P(x): 0.03499 0.029 10 12 13 14 15 16 Values that X can take on

End Review

Where are We in CS109?

You are here

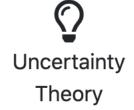














Classic Random Variables (with PMFs)

 $X \sim \text{Bern}(p)$

Successes in one trial

 $X \sim \text{Geo}(p)$

Trials until one success

 $Y \sim \text{Bin}(n, p)$

Successes in *n* trials

 $Y \sim \text{NegBin}(r, p)$

Trials until *r* success



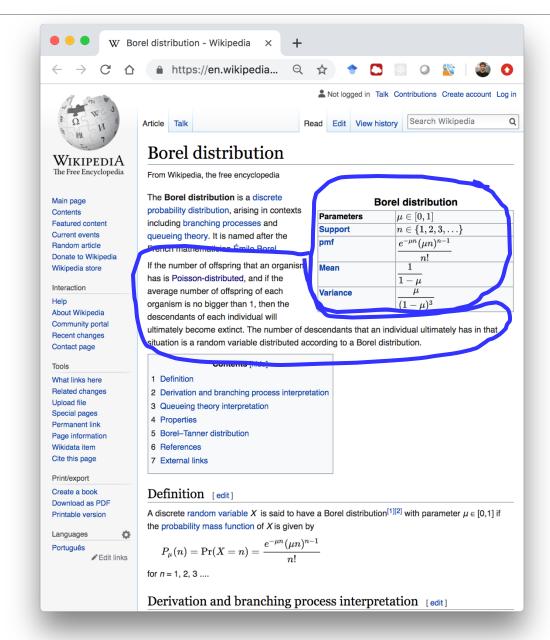
Goal: Be Able to Use a New Random Variable

You are learning about servers...



You read about the MD1 queue...

You find a paper that says the length of a server "busy period" is distributed as a Borel with parameter $\mu = 0.2$...





Geometric Random Variable

X is **Geometric** Random Variable: $X \sim \text{Geo}(p)$

- X is number of independent trials until first success
- p is probability of success on each trial
- Assumes p does not change
- X takes on values 1, 2, 3, ..., with probability:

$$P(X = n) = (1 - p)^{n-1}p$$



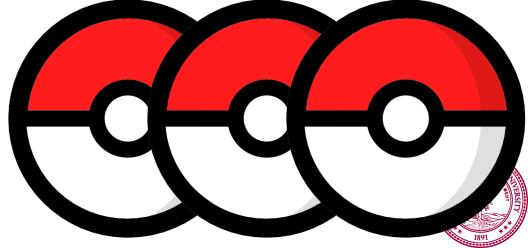


Negative Binomial Random Variable

X is **Negative Binomial** RV: $X \sim \text{NegBin}(r, p)$

- X is number of independent trials until r successes
- p is probability of success on each trial
- Assumes p does not change.
- X takes on value n with probability:

$$P(X = n) = {n-1 \choose r-1} p^r (1-p)^{n-r}$$
, where $n = r, r+1,...$



Classic Random Variables (with PMFs)

$$X \sim \text{Bern}(p)$$

$$X \sim \text{Geo}(p)$$

Trials until one success

$$P(X = x) = (1 - p)^{x - 1}p$$

$$Y \sim \text{Bin}(n, p)$$

Successes in *n* trials

$$P(X = x) = \binom{n}{x} p^x (1-p)^{n-x}$$

$$Y \sim \text{NegBin}(r, p)$$

Trials until r success

$$P(X = x) = {x - 1 \choose r - 1} p^{r} (1 - p)^{x - r}$$





Recipe For Solving Problems:

1. Recognize a classic random variable type



2. Define a random variable to be that type, $X \sim \text{Bin}(n, p)$ with parameters

3. Profit off the PMF



Dating at Stanford

Each person you date has a 0.2 probability of being someone you spend your life with. What is the probability you need to date more than 5 people? Your meta goal: what steps would you take to answer this question?





Equity in the Courts

Berghuis v. Smith

If a group is underrepresented in a jury pool, how do you tell?

Justice Breyer [Stanford Alum] opened the questioning by invoking the binomial theorem. He hypothesized a scenario involving "an urn with a thousand balls, and sixty are yellow, and nine hundred forty are navy-blue, and then you select them at random... twelve at a time." According to Justice Breyer and the binomial theorem, if the purple balls were under represented jurors then "you would expect... something like <u>a third to a half</u> of juries would have at least one yellow ball" on them.

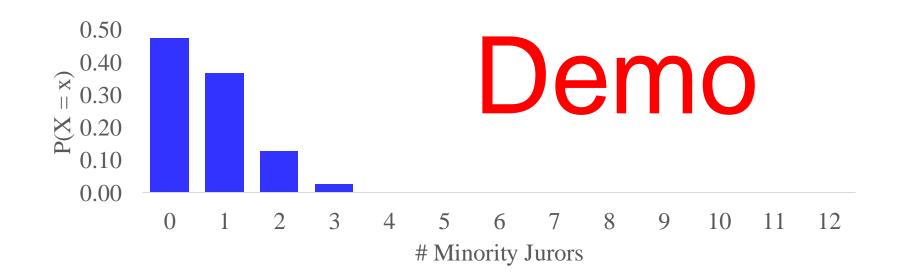


Equity in the Courts

Approximation using Binomial distribution

- Assume P(blue ball) constant for every draw = 60/1000
- X = # blue balls drawn. $X \sim Bin(12, 60/1000 = 0.06)$
- $P(X \ge 1) = 1 P(X = 0) \approx 1 0.4759 = 0.5240$

In Breyer's description, should actually expect just <u>over half</u> of juries to have at least one non-white person on them





Bitcoin Mining



You "mine a bitcoin" if, for given data D, you find a salt number N such that Hash(D, N) produces a string that starts with g zeroes.



You "mine a bitcoin" if, for given data D, you find a number N such that Hash(D, N) produces a string that starts with g zeroes.

(a) What is the probability that Hash outputs a bit string which starts with g zeroes (in other words you mine a bitcoin)?

Let X be the number of zeros in the first g bits. $X \sim \text{Bin}(n = g, p = 0.5)$

$$P(X=g) = {g \choose q} \frac{1}{2}^g = \frac{1}{2}^g$$
 Call this answer p_a

(b) What is the probability that you will need under 100 attempts to mine 2 bit coins?

Let Y be the number of tries until you mine 2 bitcoins. $Y \sim \text{NegBin}(r = 2, p = p_a)$

$$P(Y < 100) = \sum_{x=2}^{99} P(Y = y)$$

$$= \sum_{x=2}^{99} {x-1 \choose r-1} p^r (1-p)^{x-r}$$



Classic Random Variables (with PMFs)

$$X \sim \text{Bern}(p)$$

$$X \sim \text{Geo}(p)$$

Trials until one success

$$P(X = x) = (1 - p)^{x - 1}p$$

$$Y \sim \text{Bin}(n, p)$$

Successes in *n* trials

$$P(X = x) = \binom{n}{x} p^x (1-p)^{n-x}$$

$$Y \sim \text{NegBin}(r, p)$$

Trials until r success

$$P(X = x) = {x - 1 \choose r - 1} p^{r} (1 - p)^{x - r}$$



Can Jacob Bernoulli Have a Variable Named After Him?



Here yee. I want to have a random variable named after myself. Huzzah.

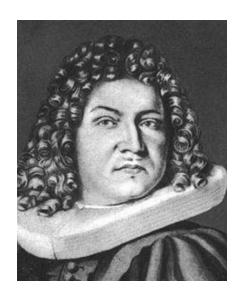
Can Jacob Bernoulli Have a Variable Named After Him?



Here yee. I want to have a random variable named after myself. Huzzah.

Yes - the Bernoulli random variable: $X \sim \text{Bern}(p)$

Can Jacob Bernoulli Have a Variable Named After Him?



Here yee. I want to have a random variable named after myself. Huzzah.

Yes - the Bernoulli random variable: $X \sim \text{Bern}(p)$

- The Bernoulli is an indicator random variable (value is either 0 or 1).
- P(X = 1) = p

(this is the whole PMF)

- P(X=0) = 1 p
- Examples: a single coin flip, one ad click, any binary event

Random Variable Sums

The Binomial



Random Variable Sums

The Binomial

...is a sum of Bernoulli random variables



The Binomial

...is a sum of Bernoulli random variables

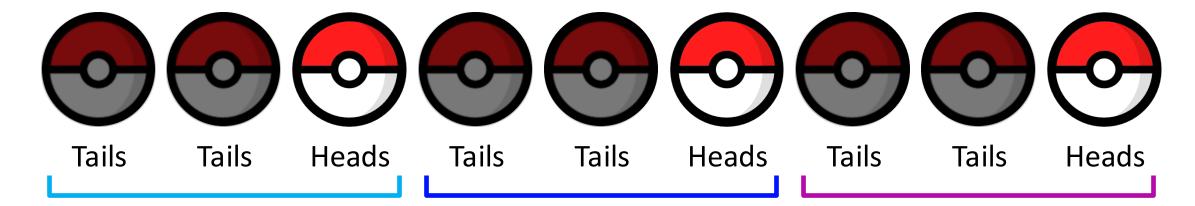


Let
$$X_1 \sim \text{Bern}(p = 1/2)$$
 and $X_2 \sim \text{Bern}(p = 1/2)$.

$$Y \sim \text{Bin}(n = 2, p = 1/2)$$

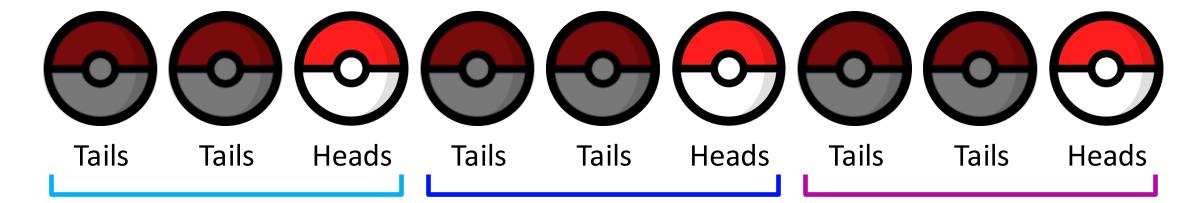
$$Y = X_1 + X_2$$

The Negative Binomial



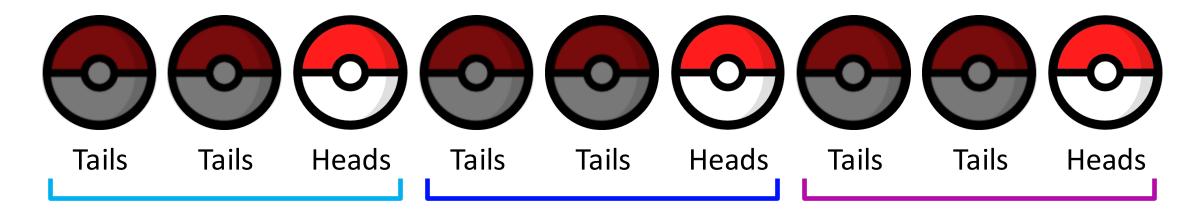
The Negative Binomial

...is a sum of Geometric random variables



The Negative Binomial

...is a sum of Geometric random variables



Let
$$X_1 \sim \text{Geo}(p = 1/3), X_2 \sim \text{Geo}(p = 1/3), \text{ and } X_3 \sim \text{Geo}(p = 1/3).$$

$$Y \sim \text{NegBin}(r = 3, p = 1/3)$$

$$Y = X_1 + X_2 + \underline{X_3}$$

Classic Random Variables (with PMFs)

$$X \sim \text{Bern}(p)$$

Successes in one trial

$$P(X = x) = \begin{cases} p & \text{if } x = 1\\ 1 - p & \text{if } x = 0 \end{cases}$$

$$X \sim \text{Geo}(p)$$

Trials until one success

$$P(X = x) = (1 - p)^{x - 1}p$$

$$Y \sim \text{Bin}(n, p)$$

Successes in *n* trials

$$P(X = x) = \binom{n}{x} p^x (1-p)^{n-x}$$

$$Y \sim \text{NegBin}(r, p)$$

Trials until r success

$$P(X = x) = {x - 1 \choose r - 1} p^{r} (1 - p)^{x - r}$$

[Short Pedagogical Pause]

Time for some tender moments*

*Moments: numbers that summarize different aspects of a random variable

Expectation

Expected Value

The value

The probability of that value

$$E[X] = \sum x \cdot P(X = x)$$



Loop over all values x that X can take on



Expected Value

Expected value answers the question:

What is the average value we could expect some random variable to be?

Also called: *Mean*, *Expectation*, *Weighted Average*, *Center of Mass*, 1st Moment

$$E[X] = \sum_{x} x \cdot P(X = x)$$

Let X be the result of rolling a 6-sided dice.

$$P(X = x) = \frac{1}{6} \text{ for } x \in \{1, 2, 3, 4, 5, 6\}$$

Let X be the result of rolling a 6-sided dice.

$$P(X = x) = \frac{1}{6}$$
 for $x \in \{1, 2, 3, 4, 5, 6\}$

$$E[X] = \sum_{x=1}^{6} x \cdot P(X=x)$$

Let X be the result of rolling a 6-sided dice.

$$P(X = x) = \frac{1}{6}$$
 for $x \in \{1, 2, 3, 4, 5, 6\}$

$$E[X] = \sum_{x=1}^{6} x \cdot P(X = x)$$

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

$$= 3.5$$

Let X be the result of rolling a 6-sided dice.

$$P(X = x) = \frac{1}{6}$$
 for $x \in \{1, 2, 3, 4, 5, 6\}$

$$E[X] = \sum_{x=1}^{6} x \cdot P(X=x)$$
 outcome for X
$$= 1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} + 4 \cdot \frac{1}{6} + 5 \cdot \frac{1}{6} + 6 \cdot \frac{1}{6}$$

$$= 3.5$$





Imagine a university has 3 classes, with 5, 10, and 150 students in each class. We randomly choose a class with equal probability.

Let X be the chosen class's size. What is $\mathrm{E}[X]$?





Imagine a university has 3 classes, with 5, 10, and 150 students in each class. We randomly choose a class with equal probability.

Let X be the chosen class's size. What is $\mathrm{E}[X]$?

$$P(X = 5) = 1/3$$

$$P(X = 10) = 1/3$$

$$E[X] = \sum_{x \in \{5,10,150\}} x \cdot P(X = x)$$

$$P(X = 150) = 1/3$$

$$= 5 \cdot \frac{1}{3} + 10 \cdot \frac{1}{3} + 150 \cdot \frac{1}{3}$$

$$= 55$$

Lying With Statistics



Imagine a university has 3 classes, with 5, 10, and 150 students in each class. We randomly choose a student with equal probability.

Let X be the chosen student's class size. What is $\mathrm{E}[X]$?





Imagine a university has 3 classes, with 5, 10, and 150 students in each class. We randomly choose a **student** with equal probability.

Let X be the chosen student's class size. What is $\mathrm{E}[X]$?

$$P(X = 5) = 5/165 \qquad E[X] = \sum_{x \in \{5,10,150\}} x \cdot P(X = x)$$

$$P(X = 10) = 10/165 \qquad = 5 \cdot \frac{5}{165} + 10 \cdot \frac{10}{165} + 150 \cdot \frac{150}{165}$$

$$= 137$$

Expectation from Data

List called data

| X |
|--------|
| 3 |
| 2 6 |
| 6 |
| 10 |
| 1 |
| 1 |
| 5 4 |
| 4 |
| |

$$E[X] = \sum_{x} x \cdot P(X = x)$$

$$\approx \sum_{x} x \cdot \frac{\text{count}(X = x)}{N}$$

$$\approx \frac{1}{N} \sum_{x} x \cdot \text{count}(X = x)$$

$$\approx \frac{1}{N} \sum_{x} v$$

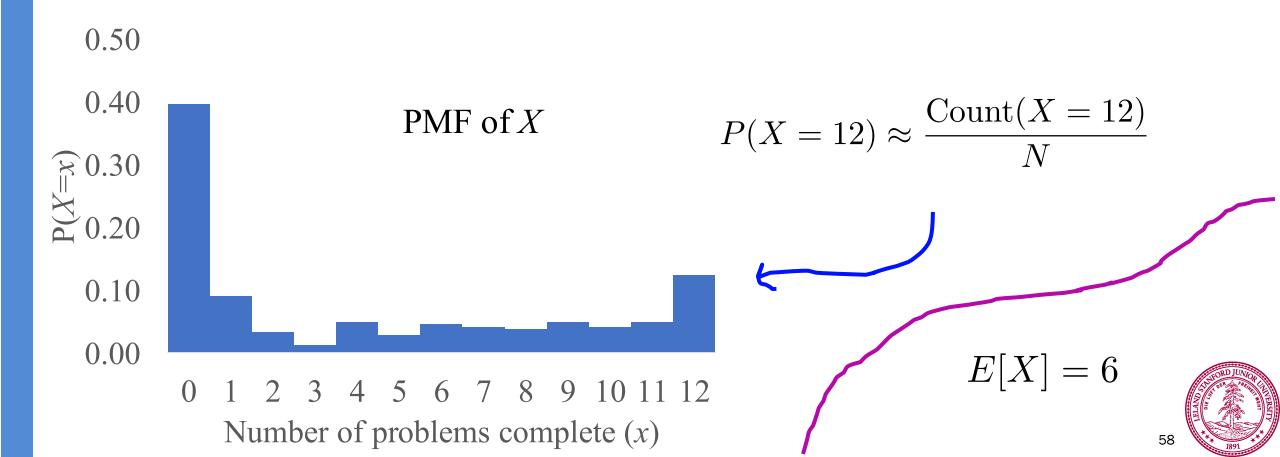
Expectation is a single number summary...

Expectation leaves much to be desired...

Expectation vs PMF

Let *X* be the number of problems that a randomly selected student has completed, as of 11a today.

X takes on values, with uncertainty. X is a random variable.



Why People Care?

Properties of Expectation (proof later)

Linearity:

$$E[aX + b] = aE[X] + b$$

- Consider X = 6-sided die roll, Winnings = 2X 1.
- E[X] = 3.5 E[2X-1] = 6

Expectation of a sum is the sum of expectations

$$E[X+Y] = E[X] + E[Y]$$

Unconscious statistician:

$$E[g(x)] = \sum_{x \in X} g(x)P(X = x)$$



Law of the Unconscious Statistician (LOTUS)

$$E[g(X)] = \sum_{x} g(x)P(X = x)$$

This lets you get the expectation of any function of a random variable.

Examples:

$$E[X^{2}] = \sum_{x} x^{2} \cdot P(X = x)$$

$$E[\sin(X)] = \sum_{x} \sin(x) \cdot P(X = x)$$

$$E[\sqrt{X}] = \sum_{x} \sqrt{x} \cdot P(X = x)$$

Expectation of Classic Random Variables

Expected Value of Free Throws

In basketball, players sometimes get a chance to shoot a free throw. If they make it, the team gets 1 point; otherwise they get no points.

Some players are not very good at free throws, such as Shaq. While in the NBA, Shaq made only 53% of his free throws.

Let X be the points gained from Shaq attempting a free throw. What is $\mathrm{E}[X]$?





Expected Value of Free Throws

In basketball, players sometimes get a chance to shoot a free throw. If they make it, the team gets 1 point; otherwise they get no points.

Some players are not very good at free throws, such as Shaq. While in the NBA, Shaq made only 53% of his free throws.

Let X be the points gained from Shaq attempting a free throw. What is $\mathrm{E}[X]$?

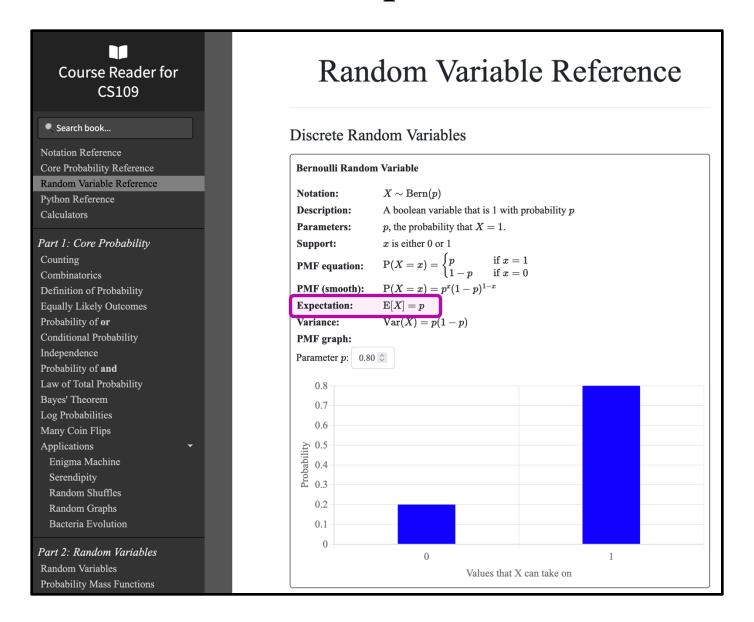


$$X \sim \text{Bern}(p = 0.53)$$
 $E[X] = 0 \cdot P(X = 0) + 1 \cdot P(X = 1)$
= $0 \cdot 0.47 + 1 \cdot 0.53 = 0.53$

For Bernoulli random variables, E[X] = p (always)



With Classic RVs, You Get Expectations For Free Too!





$$X \sim \text{Bin}(n, p)$$



$$X \sim \text{Bin}(n, p)$$

Let Y_i be 1 if trial i was a success, otherwise 0, with i from 1 to n. $Y_i \sim \text{Bern}(p)$.

The Binomial

...is a sum of Bernoulli random variables



$$X \sim \text{Bin}(n, p)$$

Let Y_i be 1 if trial i was a success, otherwise 0, with i from 1 to n. $Y_i \sim \text{Bern}(p)$.

$$\mathrm{E}[X] = \mathrm{E}\left[\sum_{i=1}^n Y_i
ight] \qquad \mathrm{Since}\ X = \sum_{i=1}^n Y_i$$



$$X \sim \text{Bin}(n, p)$$

Let Y_i be 1 if trial i was a success, otherwise 0, with i from 1 to n. $Y_i \sim \text{Bern}(p)$.

$$egin{aligned} \mathbf{E}[X] &= \mathbf{E}\left[\sum_{i=1}^n Y_i
ight] & ext{Since } X &= \sum_{i=1}^n Y_i \ &= \sum_{i=1}^n \mathbf{E}[Y_i] & ext{Expectation of sum} \end{aligned}$$

Expectation of a sum is the sum of expectations: E[X+Y]=E[X]+E[Y]

$$X \sim \text{Bin}(n, p)$$

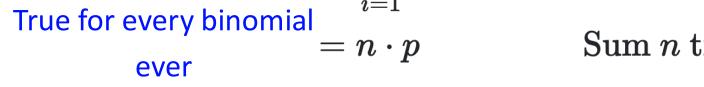
Let Y_i be 1 if trial i was a success, otherwise 0, with i from 1 to n. $Y_i \sim \text{Bern}(p)$.

$$\mathrm{E}[X] = \mathrm{E}\left[\sum_{i=1}^n Y_i
ight] \qquad \mathrm{Since}\ X = \sum_{i=1}^n Y_i$$

$$=\sum_{i=1}^n \mathrm{E}[Y_i]$$
 Expectation of sum

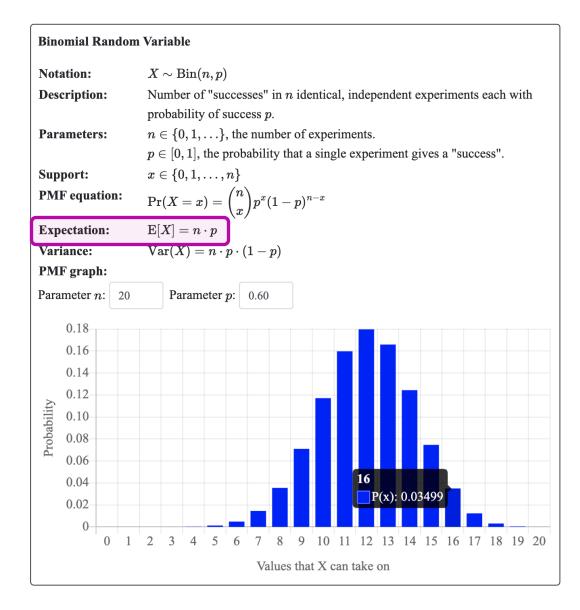
$$=\sum_{i=1}^{n} p$$
 Expectation of Bernoulli

Sum n times $= n \cdot p$





You Get So Much For Free!





Expected Value of Free Throws

In basketball, players sometimes get a chance to shoot a free throw. If they make it, the team gets 1 point; otherwise they get no points.

Some players are not very good at free throws, such as Shaq. While in the NBA, Shaq made only 53% of his free throws.

Let Y be the points gained from Shaq attempting 500 free throws. What is $\mathrm{E}[Y]$?



Expected Value of Free Throws

In basketball, players sometimes get a chance to shoot a free throw. If they make it, the team gets 1 point; otherwise they get no points.

Some players are not very good at free throws, such as Shaq. While in the NBA, Shaq made only 53% of his free throws.

Let Y be the points gained from Shaq attempting 500 free throws. What is $\mathrm{E}[Y]$?

$$Y \sim Bin(n = 500, p = 0.53)$$



Expected Value of Free Throws

In basketball, players sometimes get a chance to shoot a free throw. If they make it, the team gets 1 point; otherwise they get no points.

Some players are not very good at free throws, such as Shaq. While in the NBA, Shaq made only 53% of his free throws.

Let Y be the points gained from Shaq attempting 500 free throws. What is $\mathrm{E}[Y]$?

$$Y \sim Bin(n = 500, p = 0.53)$$

$$E[Y] = n \cdot p = 500 \cdot 0.53 = 265$$



Expected Value of Free Throws

In basketball, players sometimes get a chance to shoot a free throw. If they make it, the team gets 1 point; otherwise they get no points.

Some players are not very good at free throws, such as Shaq. While in the NBA, Shaq made only 53% of his free throws.

Let Y be the points gained from Shaq attempting 500 free throws. What is $\mathrm{E}[Y]$?



$$Y \sim Bin(n = 500, p = 0.53)$$

$$E[Y] = n \cdot p = 500 \cdot 0.53 = 265$$

Challenge: If Shaq was 10% better at shooting free throws, how many *more* free throws would you expect him to make, out of 500?

Expected Value of The Geometric

If
$$X{\sim}\operatorname{Geo}(p)$$
 , then $E[X]=rac{1}{p}$

This definition has intuition built in:

• If Shaq makes about half his free throws, then on average, it will take him two shots to make one free throw. $E[X] = (1/2)^{-1} = 2$.

Expected Value of The Geometric

If
$$X{\sim}\operatorname{Geo}(p)$$
 , then $E[X]=rac{1}{p}$

This definition has intuition built in:

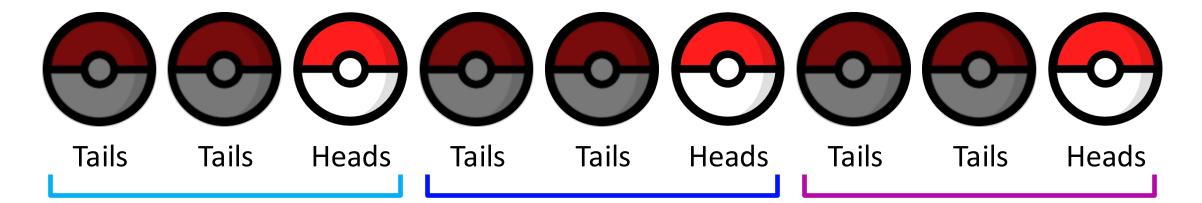
• If Shaq makes about half his free throws, then on average, it will take him two shots to make one free throw. $E[X] = (1/2)^{-1} = 2$.



We can derive using the sum of expectations property, similar to binomials.

The Negative Binomial

...is a sum of Geometric random variables



We can derive using the sum of expectations property, similar to binomials.

Let $X_i \sim \text{Geo}(p)$, for each *i* from 1 to *r*.

$$E[X_i] = \frac{1}{p}$$

We can derive using the sum of expectations property, similar to binomials.

Let
$$X_i \sim \mathrm{Geo}(p)$$
, for each i from 1 to r . $E[Y] = E\left[\sum_{i=1}^r X_i\right]$ $E[X_i] = \frac{1}{n}$

We can derive using the sum of expectations property, similar to binomials.

Let $X_i \sim \text{Geo}(p)$, for each i from 1 to r.

$$E[X_i] = \frac{1}{p}$$

$$E[Y] = E\left[\sum_{i=1}^{r} X_i\right]$$
$$= \sum_{i=1}^{r} E[X_i]$$

We can derive using the sum of expectations property, similar to binomials.

Let $X_i \sim \text{Geo}(p)$, for each i from 1 to r.

$$E[X_i] = \frac{1}{p}$$

$$E[Y] = E\left[\sum_{i=1}^{r} X_i\right]$$

$$= \sum_{i=1}^{r} E[X_i]$$

$$= \sum_{i=1}^{r} \frac{1}{p} = \frac{r}{p}$$

Expectations of Classic Random Variables

$$X \sim \text{Geo}(p)$$

$$E[X] = \frac{1}{p}$$

$$X \sim \text{Bern}(p)$$

$$E[X] = p$$

$$Y \sim \text{NegBin}(r, p)$$

$$E[Y] = \frac{r}{p}$$

$$Y \sim \text{Bin}(n, p)$$

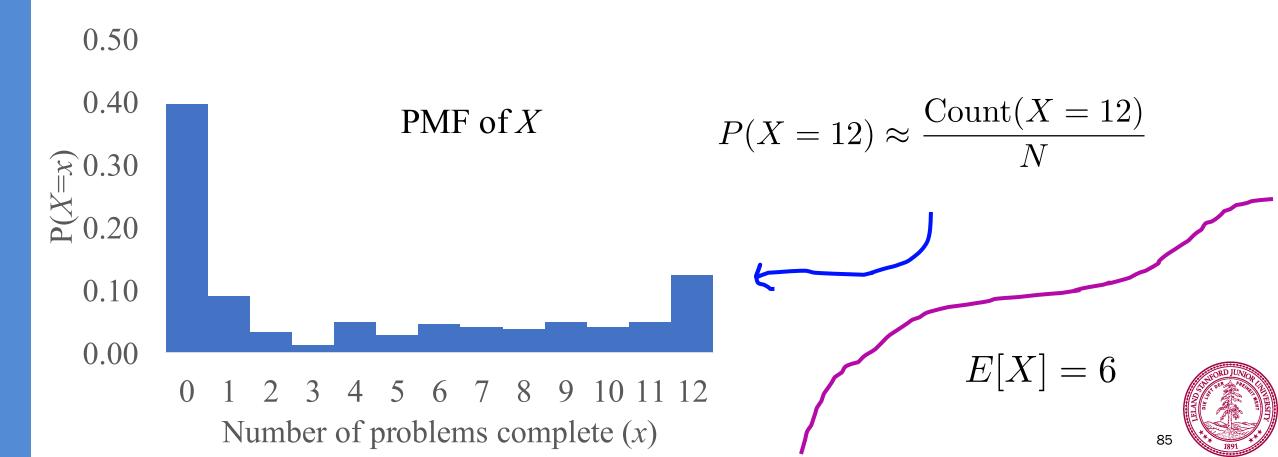
$$E[Y] = n \cdot p$$

Expectation is easy to work with, but still leaves much to be desired

Expectation vs PMF

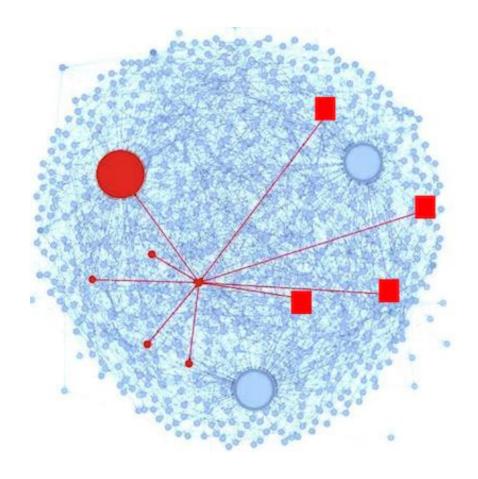
Let *X* be the number of problems that a randomly selected student has completed, as of 11a today.

X takes on values, with uncertainty. X is a random variable.



Can we invent *another* summary number?

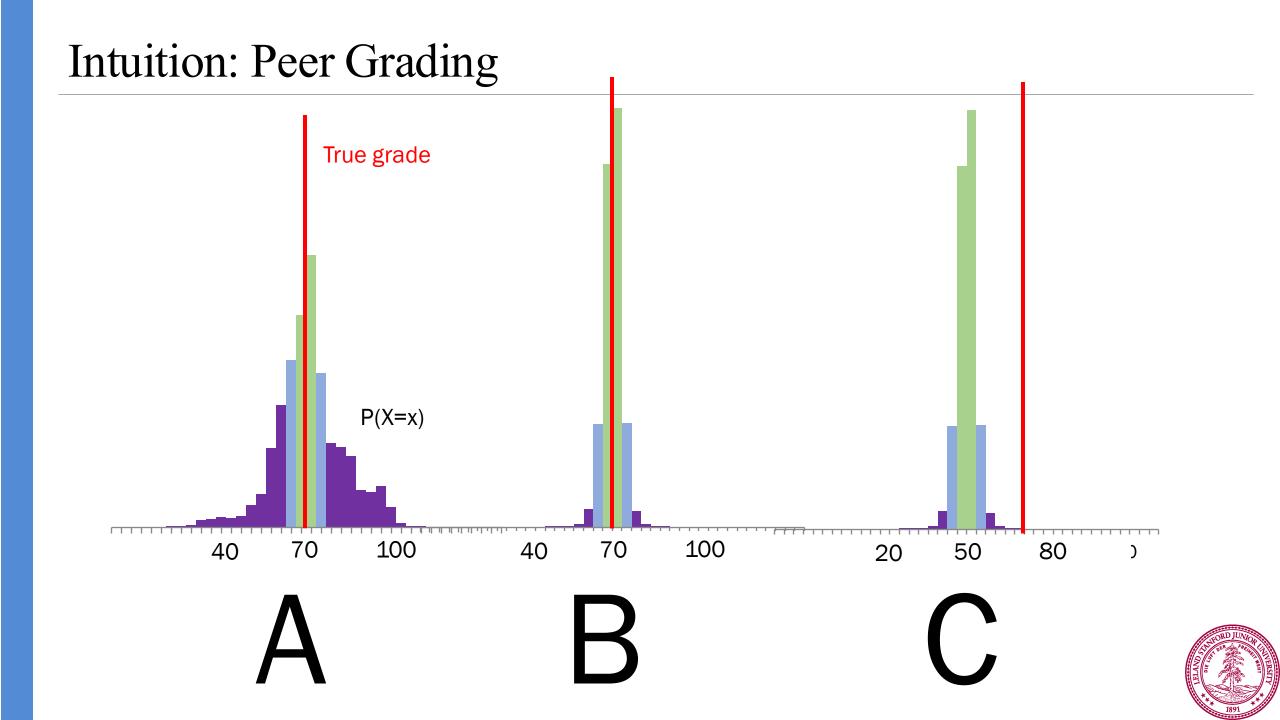
Intuition: Peer Grading



Peer Grading on Coursera HCI.

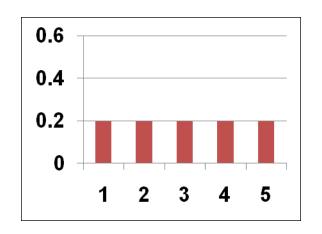
31,067 peer grades for 3,607 students.

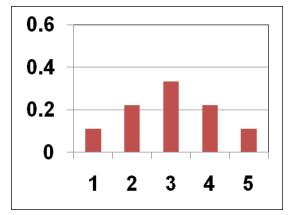


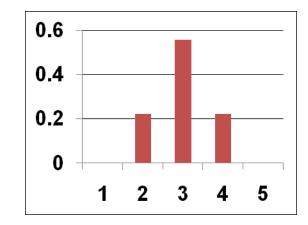


Intuition: Measure of Spread

Consider the following 3 distributions (PMFs)

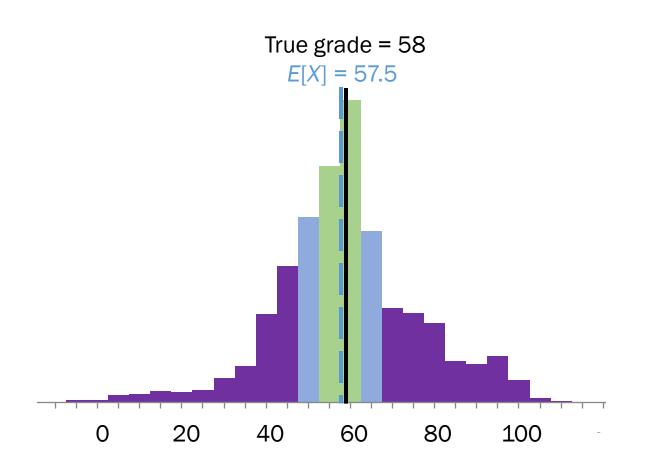






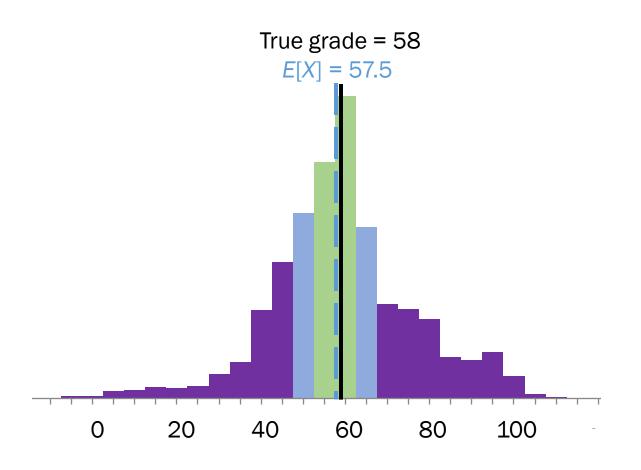
All have the same expected value, E[X] = 3 But "spread" in distributions is different Invent a formal quantification of "spread"?





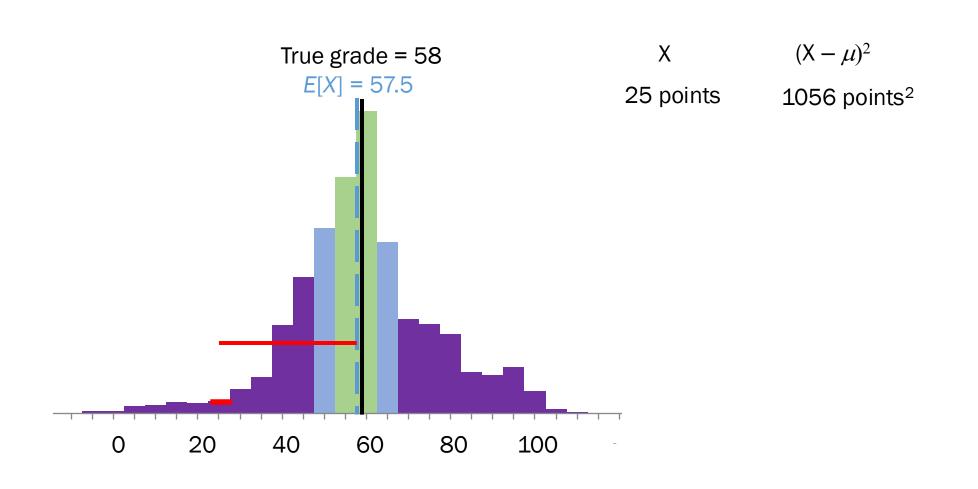


$$Var(X) = E[(X - \mu)^2]$$



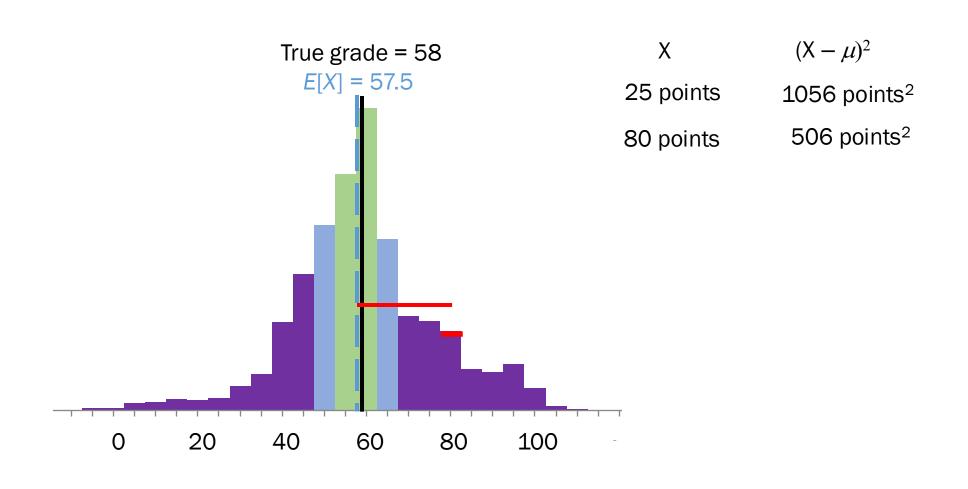


$$Var(X) = E[(X - \mu)^2]$$



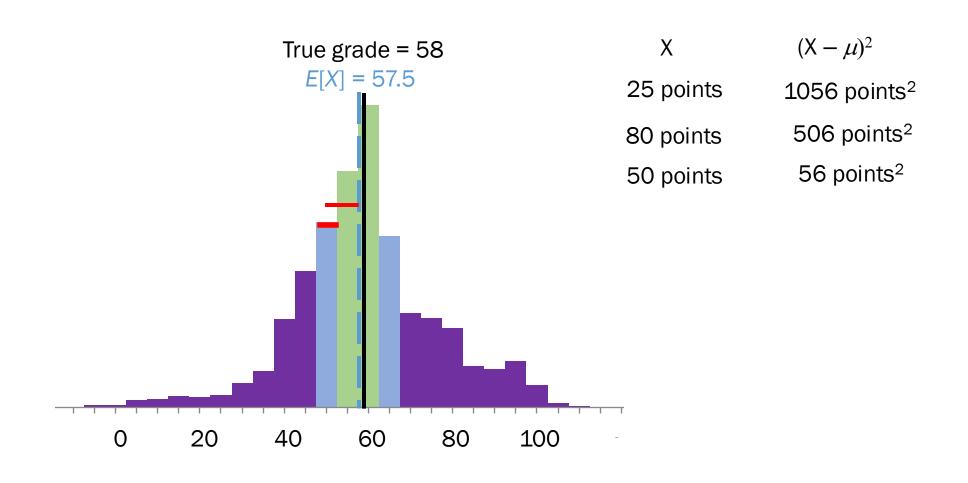


$$Var(X) = E[(X - \mu)^2]$$



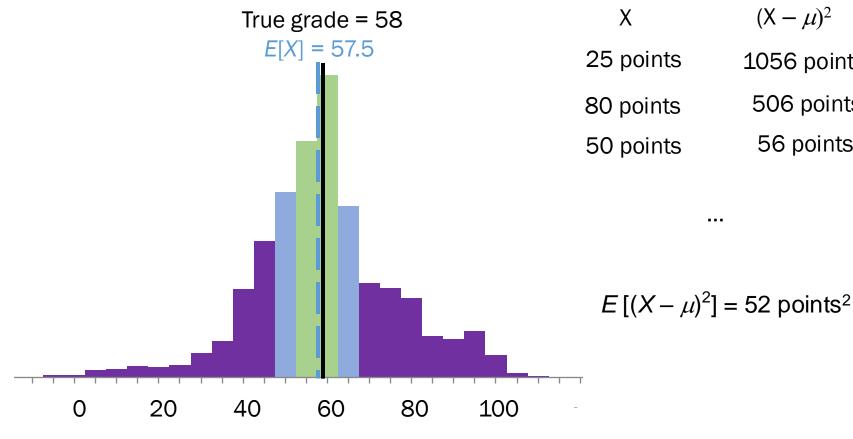


$$Var(X) = E[(X - \mu)^2]$$





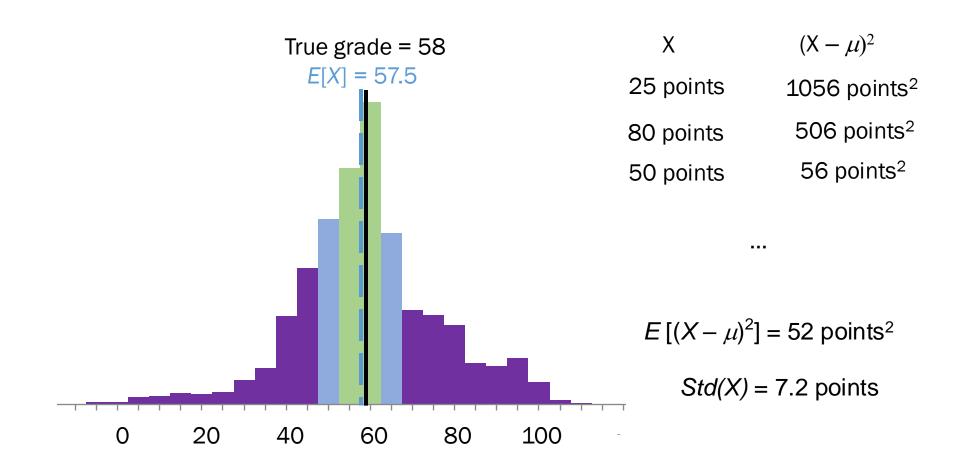
$$Var(X) = E[(X - \mu)^2]$$



$$X \qquad (X - \mu)^2$$



$$Var(X) = E[(X - \mu)^2]$$





Computing Variance

$$Var(X) = E[(X - \mu)^2]$$
$$= \sum_{x} (x - \mu)^2 P(X = x)$$

Law of unconscious statistician

$$\begin{aligned} & \text{Notation} \\ & \mu = E[X] \end{aligned}$$

$$= \sum_{x} (x^{2} - 2\mu x + \mu^{2}) P(X = x)$$

$$= \sum_{x} x^{2} P(X = x) - 2\mu \sum_{x} x P(X = x) + \mu^{2} \sum_{x} P(X = x)$$

$$= E[X^{2}] - 2\mu E[X] + \mu^{2}$$

$$= E[X^{2}] - 2\mu^{2} + \mu^{2}$$

$$= E[X^{2}] - \mu^{2}$$

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



If extra time...

How do you get $E[X^2]$?

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

Unconscious statistician:

$$E[g(X)] = \sum_{x} g(x)P(X = x)$$

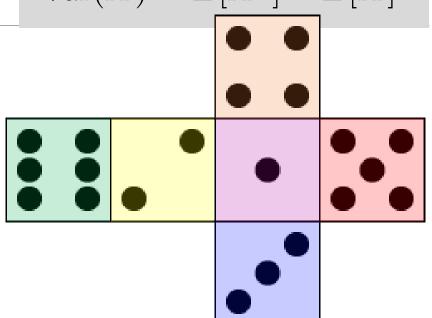
E[X²]:

$$E[X^2] = \sum_{x} x^2 \cdot P(X = x)$$



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

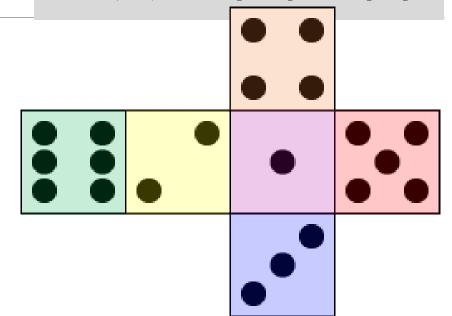
Let X be the result of rolling a 6 sided dice. What is Var(X)?



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

Let X be the result of rolling a 6 sided dice. What is Var(X)?

$$E[X] = 3.5$$



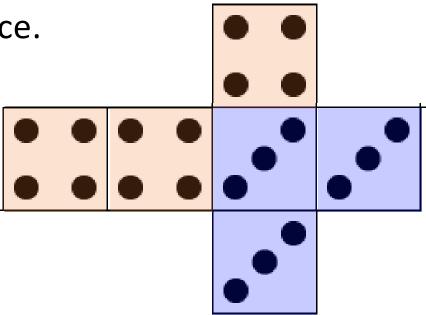
$$E[X^2] = 1^2 \cdot \frac{1}{6} + 2^2 \cdot \frac{1}{6} + 3^2 \cdot \frac{1}{6} + 4^2 \cdot \frac{1}{6} + 5^2 \cdot \frac{1}{6} + 6^2 \cdot \frac{1}{6} = \frac{91}{6}$$

$$Var(X) = E[X^{2}] - E[X]^{2}$$
$$= \frac{91}{6} - (3.5)^{2} = 2.91$$

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

Let *X* be the result of rolling this weird 6 sided dice.

What is Var(X)?



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

Let X be the result of rolling this weird 6 sided dice. What is Var(X)?

$$E[X] = 3.5$$

$$E[X^2] = 3^2 \cdot \frac{3}{6} + 4^2 \cdot \frac{3}{6} = 12.5$$

$$Var(X) = E[X^{2}] - E[X]^{2}$$
$$= 12.5 - (3.5)^{2} = 0.25$$

