Data Structures and Algorithms (L7 – Appendix A) (CS F 211 / IS F 211)

Random Variables

A *random variable* is a function or rule that assigns a number to each outcome of an experiment.

Basically it is just a symbol that represents the outcome of an experiment.

Examples

- \checkmark X = number of heads when the experiment is flipping a coin 20 times.
- \checkmark C = the daily change in a stock price.
- ✓ R = the number of kilometers per litter you get on your car during a family vacation.

Random Variables

Discrete Random Variable

- ➤ usually count data [Number of]
- > one that takes on a *countable* number of values
- > this means you can sit down and list all possible outcomes without missing any

Example:

 \checkmark X = values on the roll of two dice: X has to be either 2, 3, 4, ..., or 12.

✓ Y = number of accidents in Hyderabad during a week: Y has to be 0, 1, 2, 3, 4, 5, 6, 7, 8,"real big number"

Random Variables

Continuous Random Variable

- usually measurement data [time, weight, distance, etc]
- > one that takes on an uncountable number of values
- > this means you can never list all possible outcomes even if you had an infinite amount of time

Example:

✓ X = time it takes you to drive home from class: X > 0, might be 30.1 minutes measured to the nearest tenth but in reality the actual time is 30.10000001...... minutes?)

✓ Exercise: try to list all possible numbers between 0 and 1

Random Variables & Probability Distributions

A *probability distribution (density function)* is a table, formula, or graph that describes the values of a random variable and the probability associated with these values.

Discrete Probability Distribution

X = outcome of rolling one die

X	1	2	3	4	5	6
P(X)	1/6	1/6	1/6	1/6	1/6	1/6

Discrete Probability Notation...

- ✓ An upper-case letter will represent the *name* of the random variable, usually X.
- ✓ Its lower-case counterpart, x, will represent the value of the random variable.
- ✓ The probability that the random variable **X** will equal x is: P(X = x) or more simply P(x)
- ✓ X = number of heads in 10 flips of coin P(X = 5) = P(5) = probability of 5 heads (x) in 10 flips

Mean, Variance & Standard Deviation

- ✓ The mean of a discrete random variable is the weighted average of all of its values. The weights are the probabilities.
- ✓ This parameter is also called the expected value of X and is represented by E(X).

$$E(X) = \mu = \sum_{all \ x} x P(x)$$

√ The variance is

$$V(X) = \sigma^2 = \sum_{all \ x} (x - \mu)^2 P(x)$$

✓ The standard deviation is

$$\sigma = \sqrt{\sigma^2}$$

Computing Mean, Variance, and Std. Dev. for Discrete Random Variable

Example A mutual fund sales person knows that there is 20% chance of closing a sale on each call she makes. What is the **probability distribution** and mean of the number of sales if she plans to call three customers?

Solution:

Random Variable = X = # Sales Made in 3 Attempts

Let S denote the event of closing a sale **P(S)=.20**

Thus S^c is the event of not closing a sale, and $P(S^c)=.80$

Seems reasonable to assume that sales are independent.

Developing Discrete Probability Distributions

Sample Space: List of all possible outcomes

SSS :
$$P(X = 3) = (.2)*(.2)*(.2) = 0.008$$
 $P(3) = .008$

SSSC : $P(X = 2) = (.2)*(.2)*(.8) = 0.032$

SCSS : $P(X = 2) = (.2)*(.8)*(.2) = 0.032$
 $P(2) = .032 + .032 + .032$

(Additive Law)

SCSC : $P(X = 1) = (.2)*(.8)*(.8) = 0.128$

SCSSC : $P(X = 1) = (.8)*(.2)*(.8) = 0.128$

SCSCS : $P(X = 1) = (.8)*(.2)*(.8) = 0.128$
 $P(1) = .128 + .128 + .128$

(Additive Law)

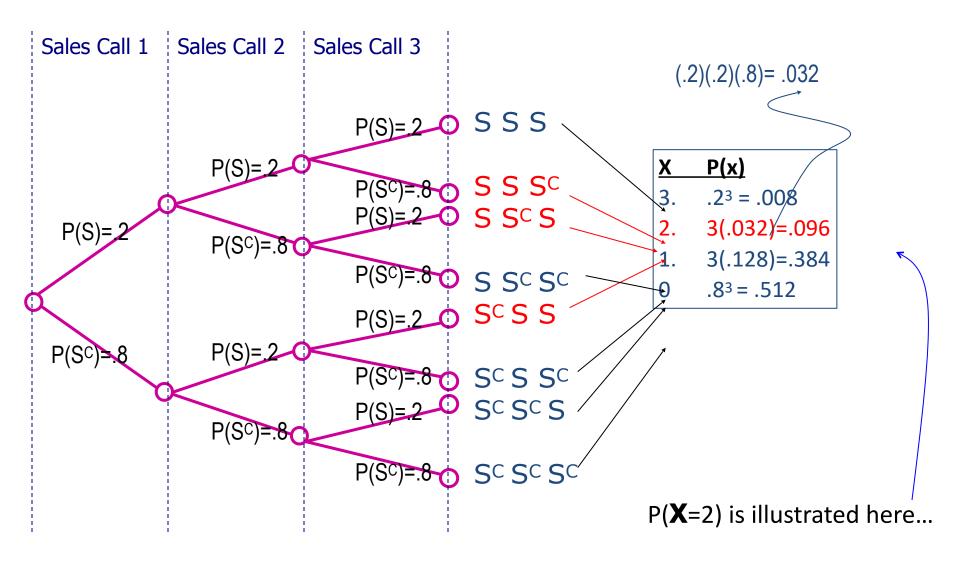
SCSCSC : $P(X = 0) = (.8)*(.8)*(.8) = 0.512$

X	0	1	2	3
P(x)	0.512	0.384	0.096	0.008

D(0) - E12

Another Approach: Tree Diagram

Developing a Probability Distribution...



Computing Mean, Variance, and Std. Dev. for Discrete Random Variable

X	0	1	2	3
P(x)	0.512	0.384	0.096	0.008

✓ Mean =
$$0*(.512) + 1*(.384) + 2*(.096) + 3*(.008)$$

= $0 + 0.384 + 0.192 + 0.024$
= 0.6

- ✓ Variance =
- ✓ Std. Dev. =