

# 3 Discrete Random Variables

We need good data and good statistical thinking in order to make good predictions.

## 3.1 Random variables

It is better to define a random variable as a *function* mapping the sample space to the real line.

### Definition of Random Variable:

Given an experiment with sample space  $\mathcal{S}$ , a *random variable* is a function from the sample space  $\mathcal{S}$  to the real numbers  $\mathbb{R}$ .

A random variable  $X$  assigns a numerical value  $X(s)$  to each possible outcome  $s$  of the experiment. The randomness comes from the fact that we have a **random experiment** the mapping itself is **deterministic**.

### Example: coin tosses

We toss a fair coin twice. The sample space  $\mathcal{S} = HH, HT, TH, TT$ .

Some random variables on this space:

- $X$  is the number of Heads. So  $X(HH) = 2, X(TH) = X(HT) = 1, X(TT) = 0$ ;
- $Y$  is the number of Tails.  $Y = 2 - X$  or  $Y(s) = 2 - X(s) \forall s$ ;
- $I$  is 1 if the first toss lands Heads and 0 otherwise. This is an example of *indicator random variable*.

We also can encode sample space as  $(1, 1), (1, 0), (0, 1), (0, 0)$ . Then we can give explicit formulas for  $X, Y, I$  :

$$X(s_1, s_2) = s_1 + s_2, Y(s_1, s_2) = 2 - s_1 - s_2, I(s_1, s_2) = s_1$$

After we perform the experiment and the outcome  $s$  has been realized, the random variable *crystallizes* into the numerical value  $X(s)$ .

## 3.2 Distributions and probability mass functions

$X$  is said to be **discrete** if there is a finite list of values  $a_1, a_2, \dots$  such that  $P(X = a_j \text{ for some } j) = 1$ . If  $X$  is a discrete, then set of values  $x$  such that  $P(X = x) > 0$  is called the **support** of  $X$ .

In contrast, a *continuous* RV can take on any real value in an interval (possibly even the entire real line);

It is also possible to have an RV that is a *hybrid* of discrete and continuous.

The *distribution* of a RV specifies (for example) the probabilities of all events associated with the random value, such as the probability of it equaling 3 and the probability of it being at least 110.

For a discrete RV, the most natural way to do so is with a **probability mass function (PMF)**:

PMF of discrete RV  $X$  is the function  $p_X$  given by  $p_X(x) = P(X = x)$ . If  $x$  not in support of  $X$ ,  $p_X(x) = 0$ .  $X = x$  denotes as an *event*, all outcomes  $s$  to which  $X$  assigns to the number  $x$ .

### PMF example:

Two fair coin tosses. RV:  $X$ , the number of Heads:

$$p_X(0) = P(X = 0) = 1/4$$

$$p_X(1) = P(X = 1) = 1/2$$

$$p_X(2) = P(X = 2) = 1/4$$

### Properties of a valid PMF:

$X$  is a discrete RV with support  $x_1, x_2, \dots$

The PMF  $p_X$  of  $X$  must satisfy following criteria:

- Nonnegative  $p_X(x) \geq 0$  if  $x = x_j$  for some  $j$  and  $p_X(x) = 0$  otherwise;
- Sums to 1:  $\sum_{j=1}^{\infty} p_X(x_j) = 1$

## Example: Poisson Distribution

An RV  $X$  has the Poisson distribution with parameter  $\lambda$  where  $\lambda > 0$  if PMF of  $X$ :

$$P(X = k) = \frac{e^{-\lambda} \lambda^k}{k!}, k = 0, 1, 2, \dots$$

The Poisson also arises through the Poisson process, a model that is used in a wide variety of problems in which events occur at random points in time.