#### Random Variables and Discrete Probability Distributions

### Random Variables and Discrete Probability Distributions

#### •What is a random variable?

•Are there different types of random variables?

•What is a discrete probability distribution?

- A random variable is a variable that takes on values associated with outcomes of a probability experiment.
  - The values of a random variable are numerical values/measures that are either discrete or continuous.

- A random variable is a variable that takes on values associated with outcomes of a probability experiment.
  - Random variables are denoted using letters such as X.

• A discrete random variable has either a finite number of values or a countable number of values.

- A discrete random variable has either a finite number of values or a countable number of values.
- Examples:
  - The number displayed on the top face of a fair die
  - The prizes associated with a raffle

- A discrete random variable has either a finite number of values or a countable number of values.
- Examples:
  - The number of times a fair coin lands tail side up when the coin is tossed five times

- A discrete random variable has either a finite number of values or a countable number of values.
- Examples:
  - The sum of the numbers displayed on the top faces of a pair of fair dice

- A discrete random variable has either a finite number of values or a countable number of values.
- Examples:
  - The number of customers waiting in line to be served at a Starbucks

- A discrete random variable has either a finite number of values or a countable number of values.
- Examples:
  - The amounts, in dollars, of the prizes associated with a winning Massachusetts Daily Number lottery ticket

- A discrete random variable has either a finite number of values or a countable number of values.
- Examples:
  - The number of French Fries in a small order of French Fries purchased at Burger King

• A continuous random variable has an infinite number of values.

- A continuous random variable has an infinite number of values.
- Examples:
  - The amount of time, in minutes, it takes a student to complete a one-hour examination

- A continuous random variable has an infinite number of values.
- Examples:
  - The amount of water, in ounces, in an 8-ounce bottle of Poland Springs bottled water

- A continuous random variable has an infinite number of values.
- Examples:
  - The amount of water, in gallons, that flows over Niagara Falls during one hour

- A continuous random variable has an infinite number of values.
- Examples:
  - The weight, in ounces, of a Big Mac sold at McDonald's

- A continuous random variable has an infinite number of values.
- Examples:
  - The weight, in pounds, for the amount of red seedless grapes that you buy while shopping at Stop & Shop

• A probability distribution for a discrete random variable X is a table, graph, or formula that specifies the probability associated with each possible value of the random variable.

 Since probabilities are between zero and one, inclusive, the values of the probabilities associated with a discrete random variable must be between zero and one, inclusive.

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  - Letting P(x) denote the probability that the value of the random variable X is equal to x, these probabilities must be such that 0 ≤ P(x) ≤ 1

- Since probabilities are between zero and one, inclusive, the values of the probabilities associated with a discrete random variable must be between zero and one, inclusive.
  - Alternate: Letting P(X = x) denote the probability that the value of the random variable X is equal to x, these probabilities must be such that 0 ≤ P(X = x) ≤ 1

- Since all the probabilities associated with the values of the random variable are specified by the probability distribution, the sum of these probabilities must be one.
  - Letting P(x) denote the probability that the value of the random variable X is equal to x, these probabilities must be such
    Σ P(x) = 1

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  - Alternate: Letting P(X = x) denote the probability that the value of the random variable X is equal to x, these probabilities must be such

$$\sum P(X = x) = 1$$

- Requirements for a probability distribution for a discrete random variable
  - For P(x) the probability that the value of the random variable X is equal to x, the following must be true:
    - $_{\circ}$  0  $\leq$  P(x)  $\leq$  1
    - $\odot \sum P(x) = 1$

- Alternate Notation Requirements for a probability distribution for a discrete random variable
  - For P(X = x) the probability that the value of the random variable X is equal to x, the following must be true:

$$0 \leq P(X = x) \leq 1$$
$$\sum P(X = x) = 1$$

 It would be best to use a table to represent the probability distribution for the toss of a fair coin.

 First, we must determine the possible outcomes for tossing a fair coin.

- First, we must determine the possible outcomes for tossing a fair coin.
- The possible outcomes are for the coin to land head side up or tail side up.

- Let Heads denote the coin landing head side up.
- Let Tails denote the coin landing tail side up.

 Second, we must determine the probability associated with each outcome.

- Second, we must determine the probability associated with each outcome.
- The probability that the coin lands head side up is  $\frac{1}{2}$ .
- The probability that the coin lands tail side up is  $\frac{1}{2}$ .

- P(Heads) =  $\frac{1}{2}$
- P(Tails) =  $\frac{1}{2}$
- Using the alternate notation

•  $P(X = Tails) = \frac{1}{2}$ 

- Finally, we set up the table. We create this table in a similar manner to the way in which we create frequency distributions and relative frequency distributions.
  - Put the values of the variable in the first column

- Finally, we set up the table. We create this table in a similar manner to the way in which we create frequency distributions and relative frequency distributions.
  - Put the corresponding probabilities in the second column

×	P(x)
Heads	12
Tails	<u>1</u>
xP(x)Heads $\frac{1}{2}$ Tails $\frac{1}{2}$ 

Don't forget the title! Otherwise, the reader will not understand what your table represents.

#### Probability Distribution for the Toss of a Fair Coin

×	P(x)
Heads	12
Tails	<u>1</u>

Using the alternate notation

#### Probability Distribution for the Toss of a Fair Coin

×	P(X = x)
Heads	12
Tails	12

- If we change the point of view from Heads and Tails to the number of Heads then the values of the random variable are numerical.
  - Heads becomes 1 since there is one Head.
  - Tails becomes 0 since there are zero Heads.

Using a different point of view -

Probability Distribution for the Number of Heads for the Toss of a Fair Coin

×	P(x)
1	12
0	<u>1</u> 2

Using a different point of view -

Probability Distribution for the Number of Heads for the Toss of a Fair Coin

×	P(X = x)
1	<u>1</u> 2
0	<u>1</u>

• First, we must determine the values of the random variable.

- First, we must determine the values of the random variable.
  - That is, what are the possible outcomes for the roll of a fair die?

- That is, what are the possible outcomes for the roll of a fair die?
  - Let the outcomes be represented by the number of dots displayed on the top face of the die when it lands.

- The possible outcomes for the roll of a fair die are
  - **1**
  - 2
  - 3 • 4
  - 5 - 6

 Next, we must determine the associated probability for each value of the random variable.

- Next, we must determine the associated probability for each value of the random variable.
  - That is, we must determine the associated probability for each outcome.

 For this experiment, the associated probability for each outcome is 1/6.

 Finally, we create the table. Again, this table is set up in a similar manner to the frequency distribution and the relative frequency distribution tables.

- Finally, we create the table. Again, this table is set up in a similar manner to the frequency distribution and the relative frequency distribution tables.
  - Values of variable in first column
  - Associated probabilities in second column

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

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

Don't forget the title! Otherwise, the reader will not understand what your table represents.

Probability Distribution for the Roll of a Fair Die

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

#### Using the alternate notation

Probability Distribution for the Roll of a Fair Die

×	P(X = x)
1	1/6
2	1/6
3	1/6
4	1/6
5	1/6
6	1/6

What are those???

- Requirements for a probability distribution for a discrete random variable
  - For P(x) the probability that the value of the random variable X is equal to x, the following must be true:
    - $\circ$  0  $\leq$  P(x)  $\leq$  1
    - $\odot \sum P(x) = 1$

If P(x) is not such that 0 ≤ P(x) ≤ 1 <u>and</u>
 ∑ P(x) = 1 then your table, graph, or formula does not represent a probability distribution for a discrete random variable.

 If P(x) is not such that 0 ≤ P(x) ≤ 1 <u>and</u>
 ∑ P(x) = 1 then your table, graph, or formula does not represent a probability distribution for a discrete random variable.

Carefully notice the "and"!! Both conditions must be met!!!

Alternate Notation –
 If P(X = x) is not such that
 0 ≤ P(X = x) ≤ 1 and ∑ P(X = x) = 1 then
 your table, graph, or formula does not
 represent a probability distribution for a
 discrete random variable.

 Alternate Notation – If P(X = x) is not such that 0 ≤ P(X = x) ≤ 1 and ∑ P(X = x) = 1 then your table, graph, or formula does not represent a probability distribution for a discrete random variable.

Carefully notice the "and"!! Both conditions must be met!!!



### Check each for yourself!

#### Check each for yourself!

For each example, the individual probabilities are between zero and one, inclusive, <u>and</u> the sum of the probabilities is one.

#### Notation

- For clarity, we will use the alternate notation in the rest of these slides.
  - Reminder: P(X = x) denotes the probability that the value of the random variable X is equal to x

#### Does the table below represent a probability distribution for a discrete random variable?

×	P(X = x)
Penny	0.13
Nickel	0.22
Dime	0.38
Quarter	-0.29
Dollar	0.56

# Does the table below represent a probability distribution for a discrete random variable?

×	P(X = x)	NO! Although the
Penny	0.13	sum of the values in the P(X = x) column
Nickel	0.22	is one, none of these
Dime	0.38	values can be negative if these
Quarter	-0.29	values are to be
Dollar	0.56	prodadiimes.

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Dime	0.38	values can be negative if these
Quarter	-0.29	values are to be
Dollar	0.56	prodadilities.

Note: No title is provided since this is a generic example.

# Does the table below represent a probability distribution for a discrete random variable?

×	P(X = x)	
-2	0.25	
1	0.3	
3	0.4	
5	0.05	
×	P(X = x)	YES! The values in the P(X = x) column are each between zero and one, inclusive and the sum of these values is
----	----------	---
-2	0.25	
1	0.3	
3	0.4	one.

5 0.05

×	P(X = x)	YES! The values in the P(X = x) column
-2	0.25	are each between zero and one,
1	0.3	<i>inclusive</i> and the sum of these values is
3	0.4	one. Note: There are no
5	0.05	limitations on the x values.

Note: No title is provided since this is a generic example.

×	P(X = x)
2	0.23
4	0.3
6	0.4
8	0.05
10	0.01

×	P(X = x)	NO! Although the
2	0.23	values in the P(X = x) column are each
4	0.3	between zero and one,
6	0.4	<i>inclusive</i> , the sum of these values is NOT
8	0.05	one.

#### 10 0.01

Note: No title is provided since this is a generic example.

### Probability Histogram

• We construct a probability histogram in the same way in which we construct a frequency histogram or a relative frequency histogram except with probability on the vertical axis rather than frequency or relative frequency, respectively.

### **Probability Histogram**

 As with a frequency histogram or a relative frequency histogram, the axes must be appropriately labeled and there must be an appropriate title.

- A raffle has four prizes, a first prize of \$500, a second prize of \$200, two third prizes of \$50, and three fourth prizes of \$10. Suppose 1000 tickets are sold for \$1 each.
- Create the discrete probability distribution for someone who purchases one ticket for this raffle.

- Although there are four prizes, there are five possible outcomes
  - Win First prize of \$500
  - Win Second prize of \$200
  - Win Third prize of \$50
  - Win Fourth prize of \$10
  - Not winning one of these prizes, "winning" \$0

 Since not winning one of the prizes cannot be named as a "prize", it would be best to represent the outcomes as using the value, in dollars, for each prize.

- Since not winning one of the prizes cannot be named as a "prize", it would be best to represent the outcomes as using the value, in dollars, for each prize.
  - The outcomes are \$500, \$200, \$50, \$10, and \$0.

 Next, we determine the probability that each outcome occurs.

- Next, we determine the probability that each outcome occurs.
  - P(X = \$500) = 1/1000 since there is one prize of \$500 and one thousand tickets were sold.

- Next, we determine the probability that each outcome occurs.
  - P(X = \$200) = 1/1000 since there is one prize of \$200 and one thousand tickets were sold.

- Next, we determine the probability that each outcome occurs.
  - P(X = \$50) = 2/1000 since there are two prizes of \$50 and one thousand tickets were sold.

- Next, we determine the probability that each outcome occurs.
  - That is, P(X = \$50) = 1/500 since there are two prizes of \$50 and one thousand tickets were sold.

- Next, we determine the probability that each outcome occurs.
  - P(X = \$10) = 3/1000 since there are three prizes of \$10 and one thousand tickets were sold.

- Next, we determine the probability that each outcome occurs.
  - P(X = \$0) = 993/1000 since there are 993 prizes of \$0, that is, there are 993 non-winning tickets, and one thousand tickets were sold.

 Finally, we compile the information into a table

 Finally, we compile the information into a table that includes a meaningful title.

Probability Distribution for the Prizes, in dollars, that a Person who Buys One \$1-Raffle Ticket could win in a Raffle for which One-Thousand Tickets are Sold

×	P(X = x)
500	1/1000
200	1/1000
50	1/500
10	3/1000
0	993/1000

 In our previous analysis, we focused on the prizes for the raffle.

Point of view used - Prize

• Thus, our probability distribution was for the *prizes* for the raffle.

• We do not need to focus on the prizes.

 We could focus on the amount of money that one wins.

- Winnings for a raffle are not the same as the prizes for the raffle.
  - Winnings are what you get in excess of what you had before you purchased the ticket.

- Winnings for a raffle are not the same as the prizes for the raffle.
  - Winnings are what you get in excess of what you had before you purchased the ticket.
- Let us consider the *winnings* ... .

Alternate point of view – Winnings

 Alternate point of view – Winnings
 If you win first prize and you paid \$1 for your ticket, you actually win \$499

## Amount of Winnings = Amount of Prize - Ticket Price First Prize Winnings = \$500 - \$1

- Alternate point of view Winnings
  - If you win second prize and you paid \$1 for your ticket, you actually win \$199

#### • Amount of Winnings

- = Amount of Prize Ticket Price
- Second Prize Winnings = \$200 \$1

- Alternate point of view Winnings
  - If you win third prize and you paid
     \$1 for your ticket, you actually win
     \$49

### • Amount of Winnings

- = Amount of Prize Ticket Price
- Third Prize Winnings = \$50 \$1

- Alternate point of view Winnings
  - If you win fourth prize and you paid
     \$1 for your ticket, you actually win
     \$9

#### • Amount of Winnings

- = Amount of Prize Ticket Price
- Fourth Prize Winnings = \$10 \$1

- Alternate point of view Winnings
  - If you do not win a prize and you paid \$1 for your ticket, you actually win -\$1

#### 

 Combining this information into a table with an appropriate and meaningful title, we obtain the probability distribution for this raffle from a point of view of the winnings for someone who purchases a ticket.

Probability Distribution for the Winnings, in dollars, for a Person who Buys One \$1-Raffle Ticket for a Raffle for which One-Thousand Tickets are Sold

×	P(X = x)
499	1/1000
199	1/1000
49	1/500
9	3/1000
-1	993/1000

- Note: The point of view does not affect the probabilities or the number of outcomes.
  - The point of view only affects how the values of the random variable are represented.

 Note: The random variables for this example (based on the point of view) are related but not the same since

#### Prize ≠ Winnings.

 Did you notice that our probability distributions for each point of view meet the requirements for discrete probability distributions?
#### Raffle Example

- Did you notice that our probability distributions for each point of view meet the requirements for discrete probability distributions?
- They do! Check them for yourself!

#### Raffle Example

- Did you notice that our probability distributions for each point of view meet the requirements for discrete probability distributions?
- For each, our values of P(X = x) are such that
  - $0 \leq P(X = x) \leq 1$  and  $\sum P(X = x) = 1$

 The mean of a discrete random variable X, denoted µ<sub>X</sub>, is determined using the formula

$$\mu_{X} = \sum [x \cdot P(X = x)].$$

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$$\mu_{X} = \sum [x \cdot P(X = x)].$$

 That is, to determine µ<sub>X</sub>, we take the sum of the product of the values of the random variable, x, and their corresponding probabilities, P(X = x).

 The mean of a discrete random variable X, denoted µ<sub>X</sub>, also referred to as the expected value.

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Why?

- The mean of a discrete random variable X, denoted µ<sub>X</sub>, also referred to as the expected value.
- The mean, or expected value, also denoted E(X), is that value that we would expect the random variable to attain in the long run.

- The mean of a discrete random variable X, denoted µ<sub>X</sub>, also referred to as the expected value.
- We can think of µ<sub>X</sub> = E(X) as the mean value of a very large (infinite, if we could) number of repetitions of the experiment in which the values of X occur in proportions equivalent to the probabilities of X.

- We can think of  $\mu_X = E(X)$  as the average value of the random variable that we would expect to obtain if we perform the experiment repeatedly.
  - Letting x<sub>k</sub> represent the outcome of the k<sup>th</sup> repetition of the experiment, [x<sub>1</sub> + x<sub>2</sub> + ... + x<sub>k</sub> + ... + x<sub>n</sub>]/n gets closer to µ<sub>X</sub> = E(X) as the number of repetitions of the experiment, n, increases in value.

- First, we must determine the sample space for the experiment.
  - HH
  - HT
  - TH
  - TT

- Next, we count the outcomes.
  - The outcome two Heads, HH, occurs once.
  - The outcome one Head, HT and TH, occurs twice.
  - The outcome zero Heads, TT, occurs once.

Next, we create the probability distribution.

#### Probability Distribution for the Toss of Two Fair Coins

×	P(X = x)
0	<u>1</u> 4
1	<u>1</u> 2
2	<u>1</u>

 Finally, having determined the probability distribution, we can calculate the expected number of Heads, that is, the expected value for the number of Heads.

$$\mu_X = E(X) = 0 \cdot (\frac{1}{4}) + 1 \cdot (\frac{1}{2}) + 2 \cdot (\frac{1}{4})$$
$$= \frac{1}{2} + \frac{1}{2}$$
$$= 1$$

• 
$$\mu_X = E(X) = 0 \cdot (\frac{1}{4}) + 1 \cdot (\frac{1}{2}) + 2 \cdot (\frac{1}{4})$$
  
=  $\frac{1}{2} + \frac{1}{2}$   
= 1

 We can expect one Head if we toss two fair coins.

 We have already created the probability distribution for the roll of a fair die.

Probability Distribution for the Roll of a Fair Die

×	P(X = x)	
1	1/6	
2	1/6	
3	1/6	
4	1/6	
5	1/6	
6	1/6	

 So, we calculate the expected value by taking the sum of the products of the values of the random variable and their corresponding probabilities.

• 
$$\mu_X = E(X) = 1(1/6) + 2(1/6) + 3(1/6)$$
  
+ 4(1/6) + 5(1/6) + 6(1/6)  
= (1 + 2 + 3 + 4 + 5 + 6)/6  
= 21/6  
= 3.5

- $\mu_X = E(X) = 1(1/6) + 2(1/6) + 3(1/6)$ + 4(1/6) + 5(1/6) + 6(1/6) = (1 + 2 + 3 + 4 + 5 + 6)/6 = 21/6 = 3.5
- Notice that the expected value is not one of the possible outcomes for the random variable.

• We have already created the probability distribution for our raffle.

Probability Distribution for the Prizes, in dollars, that a Person who Buys One \$1-Raffle Ticket could win in a Raffle for which One-Thousand Tickets are Sold

×	P(X = x)
500	1/1000
200	1/1000
50	1/500
10	3/1000
0	993/1000

 Using our probability distribution, we can calculate the expected prize for someone purchasing one ticket for our raffle.

- $\mu_X = E(X) = 500(1/1000) + 200(1/1000) + 50(2/1000) + 10(3/1000) + 0(993/1000) + 0(993/1000)$ 
  - = (500 + 200 + 100 + 30)/1000
  - = 830/1000

= 0.83

 The expected prize for someone buying a ticket for our raffle is \$0.83.

• We have already created the probability distribution for our raffle.

Probability Distribution for the Winnings, in dollars, for a Person who Buys One \$1-Raffle Ticket for a Raffle for which One-Thousand Tickets are Sold

×	P(X = ×)
499	1/1000
199	1/1000
49	1/500
9	3/1000
-1	993/1000

 Using our probability distribution, we can calculate the expected winnings for someone purchasing one ticket for our raffle.

- $\mu_X = E(X) = 499(1/1000) + 199(1/1000) + 49(2/1000) + 9(3/1000) + (-1)(993/1000) + (-1)(993/1000) = (499 + 199 + 98$ 
  - + 27 993)/1000

 The expected winnings for someone buying a ticket for our raffle is -\$0.17.

- $\mu_X = E(X) = 499(1/1000) + 199(1/1000) + 49(2/1000) + 9(3/1000) + (-1)(993/1000) + (-1)(993/1000) = (499 + 199 + 98$ 
  - + 27 993)/1000
  - = -170/1000 = -0.17
- The expected winnings for someone buying a ticket for our raffle is -\$0.17. WHAT?

- $\mu_X = E(X) = 499(1/1000) + 199(1/1000) + 49(2/1000) + 9(3/1000) + (-1)(993/1000) = (499 + 199 + 98 + 27 993)/1000$ 
  - = -170/1000 = -0.17
- Someone buying a ticket for our raffle can expect to lose \$0.17.

For our raffle example, can we use our expected prize calculation to determine the expected winnings?
• Yes, we can.

 Since we know that the expected prize for someone buying a ticket for our raffle is \$0.83, all we have to do is take into account her/his having paid \$1 for the ticket.

- Since we know that the expected prize for someone buying a ticket for our raffle is \$0.83, all we have to do is take into account her/his having paid \$1 for the ticket.
  - Recall:

Winnings = Value of Prize - Cost of Ticket

- Since we know that the expected prize for someone buying a ticket for our raffle is \$0.83, all we have to do is take into account her/his having paid \$1 for the ticket.
- Expected Winnings = Expected Prize \$1
   = 0.83 1
   = -0.17

- Expected Winnings = Expected Prize \$1= 0.83 - 1 = -0.17
- Again, we find that someone buying a ticket for our raffle can expect to lose \$0.17.

# Variance and Standard Deviation for a Discrete Random Variable

# Variance and Standard Deviation for a Discrete Random Variable

The variance of a discrete random variable X, denoted σ<sup>2</sup><sub>X</sub> = Var(X), is determined using the formula

$$\sigma_X^2 = Var(X) = \sum [(x - \mu_X)^2 \cdot P(X = x)] \\ = \sum [x^2 \cdot P(X = x)] - (\mu_X)^2$$

• The standard deviation of a discrete random variable X, denoted  $\sigma_X$ , is the square root of the variance.

 We have already created the probability distribution for the roll of a fair die.

Probability Distribution for the Roll of a Fair Die

×	P(X = x)
1	1/6
2	1/6
3	1/6
4	1/6
5	1/6
6	1/6

- We have already calculated the expected value.
- Recall:
  - $\mu_X = E(X) = 1(1/6) + 2(1/6) + 3(1/6)$ + 4(1/6) + 5(1/6) + 6(1/6) = (1 + 2 + 3 + 4 + 5 + 6)/6 = 21/6 = 3.5

- So, we can calculate the variance,
  - $\sigma^2_{\chi} = (1-3.5)^2(1/6) + (2-3.5)^2(1/6)$ +  $(3-3.5)^2(1/6) + (4-3.5)^2(1/6)$ +  $(5-3.5)^2(1/6) + (6-3.5)^2(1/6)$ =  $(-2.5)^2(1/6) + (-1.5)^2(1/6)$ +  $(-0.5)^2(1/6) + (0.5)^2(1/6)$ +  $(1.5)^2(1/6) + (2.5)^2(1/6)$ = 2(6.25 + 2.25 + 0.25)/6
    - = 35/12

 Then, taking the square root of the variance, we determine the standard deviation,

 Or, using the other variance formula, •  $\sigma^2_{x} = [1^2(1/6) + 2^2(1/6) + 3^2(1/6)]$  $+ 4^{2}(1/6) + 5^{2}(1/6)$  $+ 6^{2}(1/6)] - (3.5)^{2}$ = [(1 + 4 + 9 + 16)]+ 25 + 36)/6] - 49/4 = 91/6 - 49/4 = (182 - 147)/12 = 35/12

Again, the standard deviation is

 We have already created the probability distribution for the toss of two fair coins.

#### Probability Distribution for the Toss of Two Fair Coins

×	P(X = x)
0	<u>1</u> 4
1	<u>1</u> 2
2	<u>1</u>

- We have already determined the expected number of heads for the toss of two fair coins.
- Recall:

• 
$$\mu_X = E(X) = 0 \cdot (\frac{1}{4}) + 1 \cdot (\frac{1}{2}) + 2 \cdot (\frac{1}{4})$$
  
=  $\frac{1}{2} + \frac{1}{2}$   
= 1

So, we can calculate the standard deviation.

• 
$$\sigma_{\chi}^{2} = (0-1)^{2} \cdot (\frac{1}{4}) + (1-1)^{2} \cdot (\frac{1}{2}) + (2-1)^{2} \cdot (\frac{1}{4})$$
  
 $= \frac{1}{4} + \frac{1}{4}$   
 $= \frac{1}{2}$   
•  $\sigma_{\chi} = \int (\frac{1}{2}) \approx 0.707$  Heads

Or, using the other formula,

we can calculate the standard deviation, again.

• 
$$\sigma_{\chi}^{2} = [(0)^{2} \cdot (\frac{1}{4}) + (1)^{2} \cdot (\frac{1}{2}) + (2)^{2} \cdot (\frac{1}{4})] - (1)^{2}$$
  
 $= [\frac{1}{2} + 1] - 1$   
 $= \frac{1}{2}$   
•  $\sigma_{\chi} = \int (\frac{1}{2}) \approx 0.707$  Heads

# Variance and Standard Deviation for a Discrete Random Variable

- Note: The second formula,
  - $\sigma_X^2 = Var(X) = \sum [x^2 \cdot P(X = x)] (\mu_X)^2$ is easier/quicker to use than the first,
  - $\sigma_X^2 = Var(X) = \sum [(x \mu_X)^2 \cdot P(X = x)]$ However, it does not matter which one we use.

# Variance and Standard Deviation for a Discrete Random Variable

Note: The second formula,

 $\sigma_X^2 = Var(X) = \sum [x^2 \cdot P(X = x)] - (\mu_X)^2$ 

is easier/quicker to use than the first,

 $\sigma_X^2 = Var(X) = \sum [(x - \mu_X)^2 \cdot P(X = x)]$ However, it does not matter which one we use.

It is your choice.