

**Discrete Random Variable:** Is a variable whose value depends on the outcome of a *random* event but can only take *certain* numeric values (Discrete)

**Example 1:**

Three fair coins are tossed.

**a** Write down all the possible outcomes when the three coins are tossed.

A random variable,  $X$ , is defined as the number of heads that appear when the three coins are tossed.

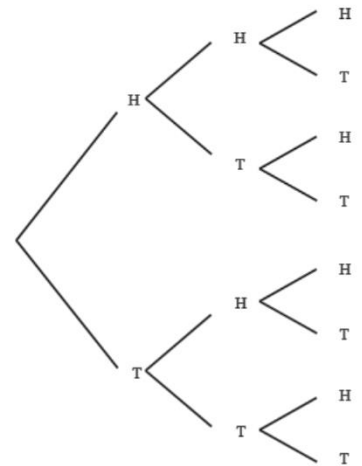
**b** Write the probability distribution of  $X$  as:

**i** a table      **ii** a probability function.

**a.** {HHH, HHT, HTH, HTT, THH, THT, TTH, TTT}

**b. i.**

No. of Heads ( $x$ )	0	1	2	3
$P(X = x)$	$\frac{1}{8}$	$\frac{3}{8}$	$\frac{3}{8}$	$\frac{1}{8}$



**ii.** 
$$P(X = x) = \begin{cases} \frac{1}{8} & x = 0, 3 \\ \frac{3}{8} & x = 1, 2 \end{cases}$$

**Example 2:**

A biased four-sided dice with faces numbered 1, 2, 3 and 4 is rolled. The number on the bottom-most face is modelled as a random variable  $X$ .

- a Given that  $P(X = x) = \frac{k}{x}$ , find the value of  $k$ .
- b Write the probability distribution of  $X$  in table form.
- c Find the probability that:
- i  $X > 2$       ii  $1 < X < 4$       iii  $X > 4$



a. Sum of all probabilities = 1 and since the model is  $\frac{k}{x}$  then

$$\frac{k}{1} + \frac{k}{2} + \frac{k}{3} + \frac{k}{4} = 1 \quad \therefore k \left( \frac{1}{1} + \frac{1}{2} + \frac{1}{3} + \frac{1}{4} \right) = 1$$

$$\therefore k \left( \frac{25}{12} \right) = 1 \quad \therefore k = \frac{12}{25}$$

b. Using  $\frac{k}{x}$  with  $k = \frac{12}{25}$  we get

$x$	1	2	3	4
$P(X = x)$	$\frac{12}{25}$	$\frac{6}{25}$	$\frac{4}{25}$	$\frac{3}{25}$

c. i.  $P(X > 2) = \frac{4}{25} + \frac{3}{25} = \frac{7}{25}$

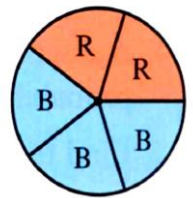
ii.  $1 < P(X) < 4 = \frac{6}{25} + \frac{4}{25} = \frac{2}{5}$

iii.  $P(X > 4) = 0$

**Example 3:**

A fair spinner is spun until it lands on red or has been spun four times in total.

Find the probability distribution of the random variable  $S$ , the number of times the spinner is spun.



Here we have 2 conditions. Either the spinner lands on Red or has been spun 4 times, and we should take into consideration the details of how this works. For example, if you need to spin 2 times, this means that it did not land on Red the first time (landed on blue) and so on

$$P(S=1) = \frac{2}{5}$$

$$P(S=2) = \frac{3}{5} \times \frac{2}{5} = \frac{6}{25}$$

$$P(S=3) = \frac{3}{5} \times \frac{3}{5} \times \frac{2}{5} = \frac{18}{125}$$

For  $S = 4$  there is something important to note: The experiment might yield 3 times landing on *Blue* then landing on *Red* OR Not landing on Red at all but we reached the 4 times barrier.

So If we go the traditional way it will look like this

$$P(S=4) = \frac{3}{5} \times \frac{3}{5} \times \frac{3}{5} \times \frac{2}{5} + \frac{3}{5} \times \frac{3}{5} \times \frac{3}{5} \times \frac{3}{5} = \frac{27}{125}$$

An *easier approach* is to remember that the sum of all probabilities is 1

So  $P(S=4) = 1 - \text{all past probabilities}$

$$= 1 - \left( \frac{2}{5} + \frac{6}{25} + \frac{18}{125} \right) = \frac{27}{125}$$

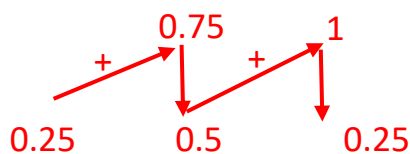
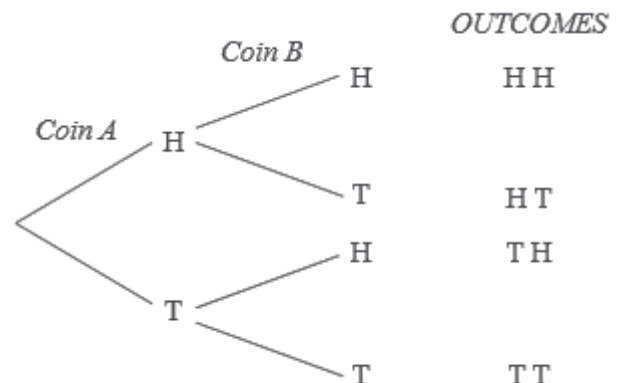
### Cumulative distribution function for a discrete random variable

This function is called  $F(x)$  where  $F(x) = P(X \leq x)$

#### Example 1:

Two fair coins are tossed.  $X$  is the number of heads showing on the two coins. Draw a table to show the cumulative distribution function for  $X$ .

$x$	0	1	2
$P(X = x)$	0.25	0.5	0.25
$F(x)$	0.25	0.75	1



**Example 2:**

The discrete random variable  $X$  has a cumulative distribution function  $F(x)$  defined by:

$$F(x) = \frac{(x+k)}{8}; \quad x = 1, 2, 3$$

- a Find the value of  $k$ .
- b Draw the distribution table for the cumulative distribution function.
- c Write down  $F(2.6)$
- d Find the probability distribution of  $X$ .
- a. The maximum of the cumulative function is 1 and happens at  $x = 3$

$$\text{so } \frac{3+k}{8} = 1 \quad k = 5$$

b.

$x$	1	2	3
$F(x)$	$\frac{3}{4}$	$\frac{7}{8}$	1

c. This is a discrete variable so there is no 2.6 Less than 2.6 is actually

$$\text{less than 2 so } F(2.6) = F(2) = \frac{7}{8}$$

d. From the cumulative we can work in reverse

$$P(1) = F(1) = \frac{3}{4} \quad P(2) = \frac{7}{8} - \frac{3}{4} = \frac{1}{8} \quad P(3) = 1 - \frac{7}{8} = \frac{1}{8}$$

$x$	1	2	3
$P(X = x)$	$\frac{3}{4}$	$\frac{1}{8}$	$\frac{1}{8}$

Expected value of a discrete random variable ( $E(x)$  or  $\mu$ )

Sometimes we call it the mean and it's a theoretical value that gives information about the probability distribution

$$E(X) = \sum xP(X = x)$$

Example 1:

A fair six-sided dice is rolled. The number that appears on the uppermost face is modelled by the random variable  $X$ .

- a Write down the probability distribution of  $X$ .  
 b Use the probability distribution of  $X$  to calculate  $E(X)$ .

a.

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

b.  $E(X) = 1 \times \frac{1}{6} + 2 \times \frac{1}{6} + 3 \times \frac{1}{6} + 4 \times \frac{1}{6} + 5 \times \frac{1}{6} + 6 \times \frac{1}{6} = 3.5$

Example 2:

The random variable  $X$  has a probability distribution as shown in the table.

$x$	1	2	3	4	5
$P(x)$	0.1	$p$	0.3	$q$	0.2

- a Given that  $E(X) = 3$ , write down two equations involving  $p$  and  $q$ .  
 b Find the value of  $p$  and the value of  $q$ .

a.  $0.1 + p + 0.3 + q + 0.2 = 1$

$$p + q = 0.4 \quad (1)$$

$$1 \times 0.1 + 2p + 3 \times 0.3 + 4q + 5 \times 0.2 = 3$$

$$2p + 4q = 1 \quad (2)$$

b. Solving equations (1) and (2) simultaneously

$$-2p - 2q = -0.8$$

$$2p + 4q = 1$$

$$2q = 0.2 \quad q = 0.1$$

$$\text{substituting in (2)} \quad 2p + 4(0.1) = 1 \quad p = 0.3$$

### Expected value of $X^2$

$$E(X^2) = \sum x^2 P(X = x)$$

### Example 3:

A discrete random variable  $X$  has the following probability distribution:

$x$	1	2	3	4
$P(X = x)$	$\frac{12}{25}$	$\frac{6}{25}$	$\frac{4}{25}$	$\frac{3}{25}$

a Write down the probability distribution for  $X^2$

b Find  $E(X^2)$

a.

$x$	1	2	3	4
$x^2$	1	4	9	16
$P(X = x^2)$	$\frac{12}{25}$	$\frac{6}{25}$	$\frac{4}{25}$	$\frac{3}{25}$

$$b. E(X^2) = \sum x^2 P(X = x) = 1 \times \frac{12}{25} + 4 \times \frac{6}{25} + 9 \times \frac{4}{25} + 16 \times \frac{3}{25} = 4.8$$

Variance of a discrete random variable

$$\text{Var}(X) = E\left(\left(X - E(X)\right)^2\right)$$

Or

$$\text{Var}(X) = E(X^2) - (E(X))^2$$

N.B:

From the definition you can see that  $\text{Var}(X) \geq 0$  for any random variable  $X$ . The variance of a discrete random variable is a measure of spread for a distribution of a random variable that determines the degree to which the values of a random variable differ from the expected value. In other words, the larger the value of  $\text{Var}(X)$ , the more likely it is to take values significantly different to its expected value.

Example:

A fair six-sided dice is rolled. The number on the uppermost face is modelled by the random variable  $X$ .

Find  $\text{Var}(X)$

$x$	1	2	3	4	5	6
$x^2$	1	4	9	16	25	36
$P(X = x)$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$

$$E(X^2) = \sum x^2 P(X = x) = 1 \times \frac{1}{6} + 4 \times \frac{1}{6} + 9 \times \frac{1}{6} + 16 \times \frac{1}{6} + 25 \times \frac{1}{6} + 36 \times \frac{1}{6} = \frac{91}{6}$$

$$E(X) = \sum x P(X = x) = 1 \times \frac{1}{6} + 2 \times \frac{1}{6} + 3 \times \frac{1}{6} + 4 \times \frac{1}{6} + 5 \times \frac{1}{6} + 6 \times \frac{1}{6} = 3.5$$

$$\text{Var}(X) = E(X^2) - (E(X))^2 = \frac{91}{6} - 3.5^2 = \frac{35}{12}$$

**N.B:** Just to show the other method (Although it takes more time). We could have calculated  $(X - E(X))^2$ .  $E(X) = 3.5$  as calculated above

$x$	1	2	3	4	5	6
$(X - E(X))^2$	6.25	2.25	0.25	0.25	2.25	6.25

$$\begin{aligned} \text{Var}(X) &= E\left((X - E(X))^2\right) = \sum (X - E(X))^2 P(X = x) = 6.25 \times \frac{2}{6} + 2.25 \times \frac{2}{6} + 0.25 \times \frac{2}{6} \\ &= \frac{35}{12} \end{aligned}$$

### Expected value and variance of a function of $X$

Sometimes we use a function  $g(X)$  to simplify the main discrete random variable  $X$

Some rules will come handy:

- $E(g(X)) = \sum g(x)P(X = x)$
- $E(aX + b) = aE(X) + b$       Where  $a$  and  $b$  are constants
- $E(X + Y) = E(X) + E(Y)$       Where  $X$  and  $Y$  are discrete variables
- $\text{Var}(aX + b) = a^2\text{Var}(X)$       Where  $a$  and  $b$  are constants

In the following examples we will understand how those rules work



**Example 1:**

A discrete random variable  $X$  has the probability distribution:

$x$	1	2	3	4
$P(X = x)$	$\frac{12}{25}$	$\frac{6}{25}$	$\frac{4}{25}$	$\frac{3}{25}$

- a Write down the probability distribution for  $Y$ , where  $Y = 2X + 1$   
 b Find  $E(Y)$   
 c Compute  $E(X)$  and verify that  $E(Y) = 2E(X) + 1$

a.

$x$	1	2	3	4
$y$	$2(1) + 1 = 3$	5	7	9
$P(Y=y)$	$\frac{12}{25}$	$\frac{6}{25}$	$\frac{4}{25}$	$\frac{3}{25}$

$$b. E(Y) = \sum yP(Y = y) = 3 \times \frac{12}{25} + 5 \times \frac{6}{25} + 7 \times \frac{4}{25} + 9 \times \frac{3}{25} = 4.84$$

$$c. E(X) = \sum xP(X = x) = 1 \times \frac{12}{25} + 2 \times \frac{6}{25} + 3 \times \frac{4}{25} + 4 \times \frac{3}{25} = 1.92$$

Computing  $2E(X) + 1 = 2(1.92) + 1 = 4.84$  which proves that

$$E(Y) = 2E(X) + 1$$



**Example 3:**

Two fair 10-cent coins are tossed. The random variable  $X$  cents represents the total value of the coins that land heads up.

**a** Find  $E(X)$  and  $\text{Var}(X)$ .

The random variables  $S$  and  $T$  are defined as follows:

$$S = X - 10 \text{ and } T = \frac{1}{2}X - 5$$

**b** Show that  $E(S) = E(T)$ .

**c** Find  $\text{Var}(S)$  and  $\text{Var}(T)$ .

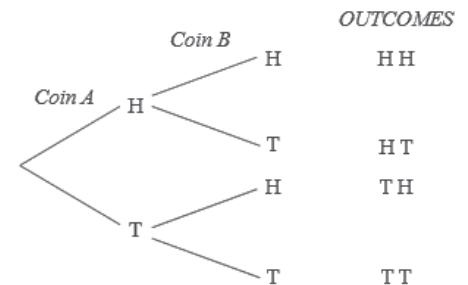
A large number of observations of  $S$  and  $T$  are taken.

**d** Comment on any likely differences or similarities.

Notice that the problem says value of the coins not number of heads, so when you get a head it means 10 cents. Two heads = 20 cents

**a.**

$x$	0	10	20
$P(X = x)$	$\frac{1}{4}$	$\frac{1}{2}$	$\frac{1}{4}$



$$E(X) = \sum xP(X = x) = 0 \times \frac{1}{4} + 10 \times \frac{1}{2} + 20 \times \frac{1}{4} = 10$$

$$E(X^2) = \sum x^2P(X = x) = 0 \times \frac{1}{4} + 100 \times \frac{1}{2} + 400 \times \frac{1}{4} = 150$$

$$\text{Var}(X) = E(X^2) - (E(X))^2 = 150 - 100 = 50$$

$$\text{b. } E(aX + b) = aE(X) + b \quad \therefore E(S) = E(X - 10) = E(X) - 10 = 10 - 10 = 0$$

$$\therefore E(T) = E\left(\frac{1}{2}X - 5\right) = \frac{1}{2}E(X) - 5 = 5 - 5 = 0$$

**c.** Adding and/or subtracting does not change the variance, so  $\text{Var}(S) = \text{Var}(X) = 50$

$$\text{Var}(aX + b) = a^2 \text{Var}(X)$$

$$\therefore \text{Var}(T) = \left(\frac{1}{2}\right)^2 \text{Var}(X) = \frac{1}{4} \times 50 = 12.5$$

d. As more observations are taken, we should be closer to the theoretical values of the expectation of each which is zero. The spread of S will still be more than that of T

#### Example 4:

The random variable  $X$  has the following probability distribution:

$x$	$0^\circ$	$30^\circ$	$60^\circ$	$90^\circ$
$P(X = x)$	0.4	0.2	0.1	0.3

Calculate  $E(\sin X)$ .

$$\sin(0) = 0, \sin(30) = 0.5, \sin(60) = \frac{\sqrt{3}}{2}, \sin(90) = 1$$

$$\begin{aligned} E(g(X)) &= \sum g(x)P(X = x) \therefore E(\sin X) = \sum \sin(x) P(X = x) = \\ &= 0 \times 0.4 + 0.5 \times 0.2 + \frac{\sqrt{3}}{2} \times 0.1 + 1 \times 0.3 = 0.487 \text{ (3 s.f.)} \end{aligned}$$

#### Example 5:

$X$  is a discrete random variable. The discrete random variable  $Y$  is defined as  $Y = \frac{X - 150}{50}$

Given that  $E(Y) = 5.1$  and  $\text{Var}(Y) = 2.5$ , find:

**a**  $E(X)$

**b**  $\text{Var}(X)$ .

$$\text{a. } Y = \frac{X - 150}{50} \quad \therefore X = 50Y + 150$$

$$E(X) = E(50Y + 150) = 50E(Y) + 150 = 50 \times 5.1 + 150 = 405$$

$$\text{b. } \text{Var}(X) = \text{Var}(50Y + 150) = 50^2 \text{Var}(Y) = 2500 \times 2.5 = 6250$$

Special Rules:

Discrete Uniform Distribution: Defined over  $\{1, 2, 3, \dots, n\}$

and all probabilities are the same  $P(X = x) = \frac{1}{n}$

Example: The probability distribution for the score  $S$  on a single roll of a dice is:

$s$	1	2	3	4	5	6
$P(S = s)$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$	$\frac{1}{6}$

$$E(X) = \frac{n+1}{2}$$

$$Var(X) = \frac{(n+1)(n-1)}{12}$$

## Example

Digits are selected at random from a table of random numbers.

- a Find the mean and standard deviation of a single digit.
  - b Find the probability that a particular digit lies within one standard deviation of the mean.
- a. Digits can be  $\{0, 1, 2, 3, 4, 5, 6, 7, 8, 9\}$  only so 10 digits

So let's call this random variable  $R$

But we know that the random variable  $X$  has to take values from 1 to  $n$  so  $R = X - 1$  and thus  $X$  takes values from 1 to 10 ( $n = 10$ )

$$E(R) = E(X - 1) = E(X) - 1 = \frac{n+1}{2} - 1 = \frac{10+1}{2} - 1 = 4.5$$

$$Var(R) = Var(X - 1) = Var(X) = \frac{(n+1)(n-1)}{12} = \frac{(10+1)(10-1)}{12} = 8.25$$

$$\sigma = \sqrt{8.25} = 2.87$$

- b.  $P(M - \sigma < R < M + \sigma) = P(4.5 - 2.87 < R < 4.5 + 2.87) = P(1.63 < R < 7.37)$

Rounding, because digits have no decimals  $P(2 < R < 7) = \frac{6}{10} = \frac{3}{5}$