Random variables (review)

- 1. Let X be a random variable describing the number of cups of coffee a randomly-chosen NYU undergraduate drinks in a week. Suppose that there is a 10% chance that the student has one cup of coffee, 30% chance that the student has two cups of coffee, 40% chance that the student has 3 cups of coffee, and a 20% chance stat the student has four cups of coffee.
 - (a) Let p(x) be the probability distribution function of X. Fill in the following table:

	x	1	2	3	4	
	p(x)					
Solution:						
	x	1	2	3	4	
	p(x)	.10	.30	.40	.20	

(b) Find E(X), the expectation of X.

Solution:	
	E(X) = (.10)(1) + (.30)(2) + (.40)(3) + (.20)(4)
	= 2.7.

(c) What is the interpretation of the expectation of X?

Solution: The long-run sample mean. If we performed the random experiment upon which X is measured many times, getting a different value of X each time, then the sample mean would be very close to the expectation of X.

Variance and Standard Deviation

2. This is a continuation of problem 1.

(a) Find var(X) and sd(X), the variance and standard deviation of X.

Solution: $var(X) = (.10)(1 - 2.7)^2 + (.30)(2 - 2.7)^2 + (.40)(3 - 2.7)^2 + (.20)(4 - 2.7)^2$ = .81.The standard deviation of X is given by $sd(X) = \sqrt{var(X)} = 0.9.$

(b) What is the interpretation of the standard deviation of X?

Solution: The long-run sample standard devation. If we performed the random experiment upon which X is measured many times, getting a different value of X each time, then the sample standard deviation would be very close to the standard deviation of X. If the PDF of X is symmetric and mound-shaped, we can use the empirical rule to make predictions about the value of X.

- 3. Consider the following game:
 - 1. You pay \$6 to pick a card from a standard 52-card deck.
 - 2. If the card is a diamond (◊), you get \$22; if the card is a heart (♡), you get \$6; otherwise, you get nothing.

Perform the following calculations to decide whether or not you would play this game.

(a) Let W be the random variable equal to the amount of money you win from playing the game. If you lose money, W will be negative. Find the PDF of W.

Solution: The sample points corresponding to the suit of the card are \blacklozenge , \heartsuit , \clubsuit , and \diamondsuit ; each of these has probability $\frac{1}{4}$. The values of the random variable W corresponding to the sample points are as follow:

Outcome	W
	-6
\heartsuit	0
"	-6
\diamond	16

Thus, the PDF of W is given by the table:

w	-6	0	16
p(w)	0.50	0.25	0.25

(b) What are your expected winnings? That is, what is μ , the expectation of W?

Solution:

Using the PDF computed in part (a), the expected value of W is

$$\mu = (.50)(-6) + (.25)(0) + (.25)(16)$$

= 1.

On average, we win \$1 every time we play the game.

(c) What is the standard deviation of W?

Solution:

Using the PDF computed in part (a), and the expected value computed in part (b), we compute the variance of W as

$$\sigma^2 = (.50)(-6-1)^2 + (.25)(0-1)^2 + (.25)(16-1)^2$$

= 81.

Thus, the standard deviation of W is

$$\sigma = \sqrt{81} = 9.$$

(d) What are the interpretations of the expectation and standard deviation of W?

Solution: If we played the game many many times, then the average of our winnings over all times we played would be close to the \$1, and the standard deviations of our winnings over all times we played would be close to \$9.

Properties of Expectation and Variance

- 4. Affine Transformations. Let X be a random variable with expectation $\mu_X = 2$ and standard deviation $\sigma_X = 3$.
 - (a) What is the expectation of 5X + 2?

Solution:	
	$5\mu_X + 2 = 12.$

 $|5|\sigma_X = 15.$

- (b) What is the standard deviation of 5X + 2?
- 5. Sums of Independent Random Variables. Let X and Y be independent random variables
 - with $\mu_X = 1$, $\sigma_X = 3$, $\mu_Y = -5$, $\sigma_Y = 4$.
 - (a) What is E(X + Y)?

Solution:

Solution:

$$E(X + Y) = \mu_X + \mu_Y = 1 + (-5) = -4.$$

(b) Find var(X + Y) and sd(X + Y).

Solution:

$$var(X + Y) = \sigma_X^2 + \sigma_Y^2 = (3)^2 + (4)^2 = 25,$$

$$sd(X + Y) = \sqrt{var(X + Y)} = 5.$$

- 6. Let X and Y be independent random variables with $\mu_X = -2$, $\sigma_X = 1$, $\mu_Y = 3$, $\sigma_Y = 4$.
 - (a) Find the expectation and standard deviation of -3X + 2.

Solution:

$$E(-3X+2) = -3\mu_X + 2 = -3(-2) + 2 = 8,$$

sd(-3X+2) = |-3|\sigma_X = 3(1) = 3.

(b) Find the expectation and standard deviation of X + Y.

Solution:

$$E(X + Y) = \mu_X + \mu_Y = 1,$$

$$var(X + Y) = \sigma_X^2 + \sigma_Y^2 = (1)^2 + (4)^2 = 17,$$

$$sd(X + Y) = \sqrt{var(X + Y)} = \sqrt{17}.$$

(c) Find the expectation and standard deviation of -3X + Y + 2.

Solution:	
	$E(-3X + Y + 2) = -3\mu_X + \mu_Y + 2 = 11,$
	$\operatorname{var}(-3X + Y + 2) = (-3)^2 \sigma_X^2 + \sigma_Y^2 = (-3)^2 (1)^2 + (4)^2 = 25,$
	$sd(-3X + Y + 2) = \sqrt{var(-3X + Y + 2)} = 5.$

Advanced Problems

7. Bernoulli random variable. Suppose you flip a biased coin that lands Heads with probability p and lands tails with probability 1 - p. Define the random variable

$$X = \begin{cases} 1 & \text{if the coin lands Heads;} \\ 0 & \text{if the coin lands Tails.} \end{cases}$$

This random variable is called a "Bernoulli random variable with success probability p."

(a) What is the PDF of X?

Solution:			
	x	0	1
	p(x)	1-p	p

(b) Find μ , the expectation of X

Solution:	
	$\mu = (1 - p)(0) + (p)(1) = p.$

(c) Find σ^2 , the variance of X.

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Solution:
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$$\sigma^2 = (1-p)(0-p)^2 + (p)(1-p)^2 = p(1-p).$$

- 8. Suppose you have a biased coin that lands Heads with probability p and lands Tails with probability 1 p. You flip the coin 2 times. Let Y be the number of times the coin lands Heads.
 - (a) What is E(Y)?

Solution:	
	$\mathcal{E}(Y) = p + p = 2p.$

(b) What is var(Y)?

Hint: $Y = X_1 + X_2$, where X_1 and X_2 are independent Bernoulli random variables corresponding to the 2 coin flips. Use the answer to problem $\gamma(c)$.

Solution:

var(Y) = p(1-p) + p(1-p).

(c) Suppose instead that you flip the coin n times, and let Y count the number of Heads. What are the expectation and variance of Y? *Hint:* $Y = X_1 + X_2 + \dots + X_n$.

