

Expected Value & Variance

<i>Distribution</i>	<i>Description</i>	<i>Prob. Mass function</i>	$E[X]$	$\text{Var}[X]$
Uniform	X takes each value in the range R with equal probability. R contains n numbers. <i>Example:</i> Value shown on a fair die.	$f_X(k) = \begin{cases} \frac{1}{n} & k \in R \\ 0 & \text{else.} \end{cases}$	$\frac{1}{n} \sum_{k \in R} k$ (average)	$\frac{1}{n} \sum_{k \in R} (k - E[X])^2$
Bernoulli	A Bernoulli trial results in “success” with probability p and “failure” with probability $1 - p$. X takes the value 1 in the event of success, and 0 for failure.	$f_X(k) = \begin{cases} p & k = 1 \\ 1 - p & k = 0 \\ 0 & \text{else.} \end{cases}$	p	$p(1 - p)$
Binomial	A Bernoulli trial with probability p of success is performed n times. X is the number of successes.	$f_X(k) = \begin{cases} \binom{n}{k} p^k (1 - p)^{n-k} & 0 \leq k \leq n \\ & \text{integer} \\ 0 & \text{else.} \end{cases}$	np	$np(1 - p)$
Geometric	A Bernoulli trial with probability p of success is performed until the first success is achieved. X is the number of failures before the first success.	$f_X(k) = \begin{cases} p(1 - p)^k & k \geq 0 \\ & \text{integer} \\ 0 & \text{else.} \end{cases}$	$\frac{1 - p}{p}$	$\frac{1 - p}{p^2}$
Hypergeometric	A jar contains N marbles, of which m are white and $N - m$ are black. A sample of n marbles is drawn, and X is the number of white marbles in the sample.	$f_X(k) = \begin{cases} \frac{\binom{m}{k} \binom{N-m}{n-k}}{\binom{N}{n}} & 0 \leq k \leq m \\ & \text{integer} \\ 0 & \text{else.} \end{cases}$	$\frac{mn}{N}$	$\frac{nm(N - m)(N - n)}{N^2(N - 1)}$ (not in slides)
Poisson	X is the number of times an event occurs, which is known to occur at an “average rate” λ , independently of the amount of time since the last event.	$f_X(k) = \begin{cases} \frac{e^{-\lambda} \lambda^k}{k!} & k \geq 0 \\ & \text{integer} \\ 0 & \text{else.} \end{cases}$	λ	λ

1. PRACTICE PROBLEMS

- (1) Derive the formula for $E[X]$ for the Bernoulli random variable.
- (2) Show that $E[X]$ for the Binomial and Hypergeometric random variables can be derived from the previous answer using the properties of Expected Value.
- (3) Why is $\text{Var}[X]$ for the hypergeometric random variable not given by $\frac{mn(N-m)}{N^2}$?
- (4) What is a fair price for the following games:
 - (a) A fair coin is flipped until heads comes up, and the player wins a dollar for each tails she flipped before the heads.
 - (b) The game runner and the player each roll a six-sided die. If the player has a strictly higher roll, then he wins a dollar.
 - (c) The player watches a road which has red cars pass at a rate of 10 per hour. She wins a dollar for each red car she sees in the hour.
- (5) Suppose I flip a penny, a nickel, a dime, and a quarter. Let X be the value in cents of the coins showing heads. What is $E[X]$ and $\text{Var}[X]$?