Section 3.1 Random Variables

A **random variable** is a variable whose value is a numerical outcome of a random experiment. It assigns one and only one numerical value to each point in the sample space for an experiment.

A **discrete random variable** is one that can assume a **countable** number of possible values. *For example, the number of people in an experiment.*

A **continuous random variable** can assume any value in an interval on the number line. *For example, the life-time of a light bulb.*

A **probability distribution table of** *X* consists of all possible values of a discrete random variable with their corresponding probabilities.

Notation: Capital letters of the alphabet are used to denote random variables. P(X = x) is read as, "The probability the random variable X assumes the value x."

Recall that the **mean**,or **expected value**, is a measure of the center of the distribution. The mean of a random variable X is found with the following formula:

 $\mu_X = E(X) = x_1 p_1 + x_2 p_2 + \dots + x_n p_n$

Example 1: A furniture store is having a sale on sofas and you're going to buy one. The advertisers know that buyers get to the store and that 1 out of 4 buyers change to a more expensive sofa than the one in the sale advertisement. Let X be the cost of the sofa. What is the average cost of a sofa if the advertised sofa is \$200 and the more expensive sofa is \$375?

 $) = 200(\frac{2}{4}) + 375(\frac{1}{4})$

F(X) = 950

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Example 2: Suppose you want to play a carnival game that costs 5 dollars each time you play. If you win, you get \$100. The probability of winning is 3 out of 100. What is the expected value of the amount that you, the player, stand to gain?

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Also recall that the **variance** and **standard deviation** are measures of the spread of a distribution. The formula for the variance of a random variable X can be found using the following:

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$$\sigma_x^2 = Var(X) = (x_1 - \mu)^2 p_1 + (x_2 - \mu)^2 p_2 + ... + (x_n - \mu)^2 p_n$$

$$= \sum_{i=1}^n (x_i - \mu)^2 p_i$$

An alternate formula is $\sigma_X^2 = Var(X) = E(X^2) - (E(X))^2$.

The formula for standard deviaiton is

$$\sigma_{X} = \sqrt{Var(X)}$$



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Example 4: You have a group of students and each must do a presentation. You have 7 girls and 9 boys. You choose two sudents at random to do their presentation.

a. Create a probability distribution for the number of girls you chose.



b. Find the mean for your distribution.

0(.3) + 1(.525) + 2(.175) = .875

Rules for Means and Variances

Suppose X is a random variable and we define W as a new random variable such that V = aX + b, where a and b are real numbers. We can find the mean and variance of W with the following formula:

E(Y) = E(aX + b) = aE(X) + b $\sigma_Y^2 = Var(Y) = Var(aX + b) = a^2 Var(X)$

Likewise, we have a formula for random variables that are combinations of two or more other independent random variables. Let X and Y be independent random variables,

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

$$\sigma_{X+Y}^{2} = Var(X + Y) = Var(X) + Var(Y)$$

and

$$E(X - Y) = E(X) - E(Y)$$

$$\sigma_{X-Y}^2 = Var(X - Y) = Var(X) + Var(Y) \quad \Leftarrow \text{YES, IT'S PLU}$$

Example 5: Suppose you have a distribution, X, with $\mu = 22$ and $\sigma = 3$. Define a new random variable Y = 4X + 1.

$$E(Y) = E(aX + b) = aE(X) + b$$

b. Find the standard deviation of *Y*.

$$\sigma_{x} = \sqrt{a^{2} Var(X)}$$

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