

Chapter 5 :

Random variable

Random Variable :- is a numerical description of the outcomes of an experiment, usually denoted by X



Discrete random variable : assume finite number of values or infinite sequence of values (usually no decimal)

<u>Experiment</u>	<u>Random variable</u> X	<u>value of X</u>
Tossing three coins	number of H	0, 1, 2, 3
20 questions exam	number of questions answered correctly	0, 1, 2, ... 20
Inspect 20 radios	number of defective radios	0, 1, 2, ... 20

Continuous random variable : assumes numerical values in an interval

Example : Age, time, weight, distance, temperature
 $20 \leq X \leq 30$ $1 \leq X$ $50 \leq X \leq 60$ $X \geq 0$
Area, volume.

Exp. In the experiment of tossing two coins

Random variable X - number of Heads

Total outcome = $2 \cdot 2 = 4$ "Multiplication Rule"

$$S = \{HH, HT, TH, TT\}$$

Define X = number of Heads observed

$$HH \rightarrow 2$$

$$TH \rightarrow 1$$

$$HT \rightarrow 1$$

$$TT \rightarrow 0$$

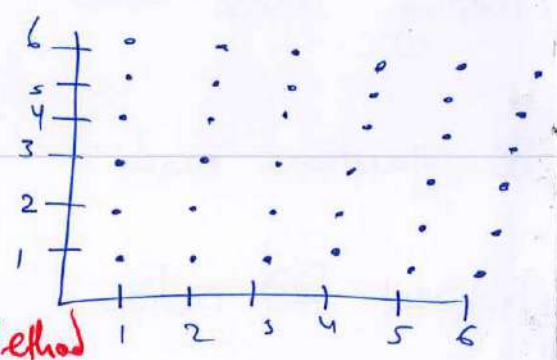
$X = \{0, 1, 2\}$ Discrete Random variable

Exp. Rolling 2 dice :-

Total outcomes : 36

Sample space = $\{(1,1), \dots, (6,6)\}$

$$P(1,6) = \frac{1}{36} \quad P(6,3) = \frac{1}{36} \quad \text{classical Method (equally likely)}$$



Define : Random variable X = Sum of the two faces

$$(1,1) \rightarrow 2$$

$$(2,3) \rightarrow 5$$

$$(6,6) \rightarrow 12$$

$$X = \{2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12\}$$

5.2, 5.3

Discrete Probability Distribution

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Each random variable X has a probability distribution

* Probability distribution :- describes how prob. are distributed over the value of X .

* Probability function $f(x) \equiv P(X=x)$ defines the probability distribution of X

→ $f(x)$ can be formula, table, graph.

Two condition for a probability function $f(x)$

$$* 0 \leq f(x) \leq 1, \forall x$$

$$* \sum_{i=1}^n f(x_i) = 1 \quad \underline{X} = \{x_1, x_2, x_3, \dots, x_n\}$$

Exp:- Tossing two coins:- $\# S = 4$
 $S = \{HH, HT, TH, TT\}$

let X = number of tails $\rightarrow X = \{0, 1, 2\}$ Discrete

$X=0$: When outcomes is $(H, H) \rightarrow P(0) = \frac{1}{4} = f(0) = P(X=0)$

$X=1$: When outcomes is $(H, T) (T, H) \rightarrow P(1) = P(X=1) = P(1) = \frac{2}{4}$

$X=2$: When outcomes is $(T, T) \rightarrow P(2) = P(X=2) = P(2) = \frac{1}{4}$

$$f(0) = P(X=0) = 0.25$$

$$f(1) = P(X=1) = 0.50$$

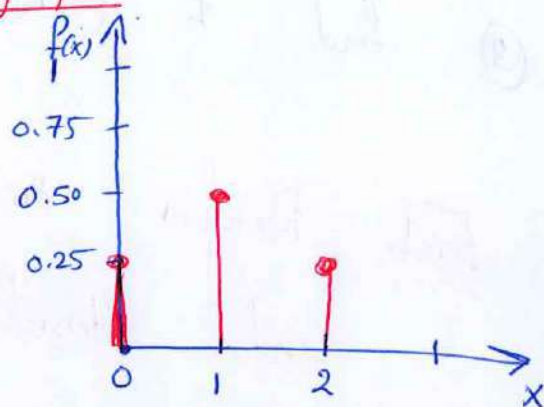
$$f(2) = P(X=2) = 0.25$$

Notice:

$$(1) \quad 0 \leq f(x) \leq 1 \quad \text{for } x=0,1,2$$

$$(2) \quad \sum f(x) = f(0) + f(1) + f(2) \\ = 1$$

* We can represent $f(x)$ as a graph:-



Exp: The following freq table represent # of test conducted on sample of 50 people.

# of Test	Freq.
1	10
2	15
3	5
4	20
Total	50

(1) Construct the probability dist.

(2) Find $f(X \leq 4)$

(3) Sketch $f(x)$.

Exp: Consider the following prob. dist. for the random variable X

X	-4	-2	-1	0	3
$f(x)$	0.05	0.15	0.2	0.25	0.35

- ① Find $f(0)$
- ② find $f(X < 0)$
- ③ find $f(-4 < X \leq 0)$

Each Random variable X has a mean, variance and standard deviation

① Expected value of $X = E(X) = \mu = \sum x f(x)$
(Mean)

② Variance of $X = \text{Var}(X) = \sigma^2 = \sum (x - \mu)^2 f(x)$

③ Standard deviation of $X = \sigma$

** We will use the SD Mode to find them

"We deal with it as weighted mean".

Exp. The probability distribution below summarizes the # of cars sold in a week.

x	4	8	10	12	15
$P(x) = f(x)$	0.21	0.18	0.12		0.19

- ① Find $P(12) \rightarrow P(12) = 1 - 0.70 = 0.30$
- ② Find $P(X < 10) \rightarrow P(X < 10) = P(4) + P(8) = 0.39$
- ③ Find $P(8 \leq X < 15) \rightarrow P(8 \leq X < 15) = P(8) + P(10) + P(12) = 0.6$
- ④ Find the expected value of $x \rightarrow E(x) = \mu = 9.93$
- ⑤ Find the standard deviation of $x \rightarrow \sigma = 3.77$
- ⑥ Find Variance of $x \rightarrow \sigma^2 = 14.23$

$E(x) = \mu = 9.93$ cars : We expect to sell 9.93 cars in a week ≈ 10 cars.

