

Expectation I — the centre of mass

Lesson 29 · Module 2 — Discrete Random Variables · Probability & Statistics · dailymaths.uk/probstat

Practice problems

1. A random variable X has the following probability mass function: $P(X = 10) = 0.2$, $P(X = 20) = 0.5$, and $P(X = 30) = 0.3$. Calculate $E[X]$.
2. In a game, you flip a fair coin. If it is heads, you win 5. If it is tails, you lose 2. What is the expected value of your winnings per game?
3. A discrete random variable X takes values 1, 2, 3, 4 with probabilities 0.1, 0.3, 0.4, 0.2 respectively. If we define a new random variable $Y = 2X + 3$, find $E[Y]$ using the values of X .

Solutions

1. A random variable X has the following probability mass function: $P(X = 10) = 0.2$, $P(X = 20) = 0.5$, and $P(X = 30) = 0.3$. Calculate $E[X]$.

- Identify the values x_i and their probabilities p_i : $(10, 0.2)$, $(20, 0.5)$, $(30, 0.3)$.
- Apply the expectation formula: $E[X] = 10(0.2) + 20(0.5) + 30(0.3)$.
- Compute each term: $2 + 10 + 9$.
- Sum the terms: 21.

Answer: 21

2. In a game, you flip a fair coin. If it is heads, you win 5. If it is tails, you lose 2. What is the expected value of your winnings per game?

- The possible outcomes are $x_1 = 5$ and $x_2 = -2$.
- Since the coin is fair, $P(X = 5) = 0.5$ and $P(X = -2) = 0.5$.
- Calculate the expectation: $E[X] = 5(0.5) + (-2)(0.5)$.
- Simplify: $2.5 - 1.0 = 1.5$.

Answer: 1.5

3. A discrete random variable X takes values 1, 2, 3, 4 with probabilities 0.1, 0.3, 0.4, 0.2 respectively. If we define a new random variable $Y = 2X + 3$, find $E[Y]$ using the values of X .

- First, find $E[X]$: $E[X] = 1(0.1) + 2(0.3) + 3(0.4) + 4(0.2)$.
- Compute $E[X]$: $0.1 + 0.6 + 1.2 + 0.8 = 2.7$.
- Determine the values of Y for each X : Y takes values $2(1) + 3 = 5$, $2(2) + 3 = 7$, $2(3) + 3 = 9$, $2(4) + 3 = 11$.
- Calculate $E[Y]$ using the same probabilities: $E[Y] = 5(0.1) + 7(0.3) + 9(0.4) + 11(0.2)$.
- Compute $E[Y]$: $0.5 + 2.1 + 3.6 + 2.2 = 8.4$.

Answer: 8.4