

# 37161 Probability and Random Variables

## Lecture 6

# Conditional Expectation

- Consider rolling two regular fair six-sided dice and multiplying the two numbers shown.
- Let  $X$  be the number shown on the first die and let  $Y$  be the product of the number shown on the two dice.
- We have already seen that the expected value shown when rolling one regular die is 3.5 so, as the numbers shown on the two dice are independent  $E(Y) = 3.5 \times 3.5 = 12.25$
- If we have an observation of the value of  $X$ , how does this impact our expectation of the value of  $Y$ ?



# Conditional Expectation

- Clearly, if we have observed that  $X = 1$ , then the product  $Y$  is simply equal to 1 multiplied by the number on the second die, so  $E(Y | X = 1) = 3.5$ .
- Similarly, if we have observed that  $X = 2$ , then the product  $Y$  is simply equal to 2 multiplied by the number on the second die, so  $E(Y | X = 2) = 7$ .



# Conditional Expectation

- We can obtain the expectation of  $Y$  from conditional expectations by “averaging out” the conditional expectations over the uncertainties in  $X$ .



- $E(Y) = E(Y | X = 1)P(X = 1) + E(Y | X = 2)P(X = 2) + \dots + E(Y | X = 6)P(X = 6)$
- $E(Y) = (3.5)\frac{1}{6} + (7)\frac{1}{6} + (10.5)\frac{1}{6} + (14)\frac{1}{6} + (17.5)\frac{1}{6} + (21)\frac{1}{6} = \frac{73.5}{6} = 12.25$
- This generalises to the law of total expectation.

# Law of Total Expectation

- The **law of total expectation** gives that  $E(Y) = E(E(Y | X))$  where  $X$  and  $Y$  are events defined on the same sample space.
- Although the justification on the previous slides only shows that this is the case for summing a finite number of discrete probability masses, it also holds more generally, including for continuous distributions.

# Conditional Variance

- We can take a similar approach with expected variances.
- Consider  $Var(X) = E(X^2) - E(X)^2$ .
- We know that this can be considered in terms of expectations of conditional expectations  
i.e.  $Var(X) = E(E(X^2) | Y) - [E(E(X | Y))]^2$
- We can now write this as  $Var(X) = E(E(X^2) | Y) - [E(E(X | Y))]^2 + E(E(X | Y)^2) - E(E(X | Y))^2$

# Law of Total Variance

- Gathering the terms  $Var(X) = E(E(X^2) | Y) - [E(E(X | Y))]^2 + E(E(X | Y)^2) - E(E(X | Y))^2$  ,  
we obtain that  $Var(X) = [E(E(X^2) | Y) - E(E(X | Y)^2)] + [E(E(X | Y)^2) - [E(E(X | Y))]^2]$
- This simplifies to  $Var(X) = [E(Var(X | Y))] + [Var(E(X | Y))]$ .
- This is the **law of total variance**.
- As variances are always non-negative, this also gives that  $Var(X) \geq Var(E(X | Y))$  .  
Having some conditional information can never increase our uncertainty about the value of  $X$ .

# Example

- Consider a game whereby a player rolls 20 regular fair six-sided dice and observes how many times the dice show a 6. He/she then selects that number of fair coins and flips them. For example, if the 20 dice show four 6s, the player flips four coins.
- The player then flips this (uncertain) number of coins and scores one point for each coin which lands Heads.
- What are the expectation and the variance of the player's score?



# Example

- Let  $N$  be the number of 6s shown by the twenty dice. We know that this value would be binomially distributed  $N \sim \text{Bin}\left(20, \frac{1}{6}\right)$ .
- Let  $X$  be the number of coins which land Heads. If we knew  $N$  (which we don't), then  $X$  would also be binomially distributed  $X | N \sim \text{Bin}\left(N, \frac{1}{2}\right)$
- We know that, for  $Y \sim \text{Bin}(n, p)$ ,  $E(Y) = np$  and  $\text{Var}(Y) = np(1 - p)$ .

# Example

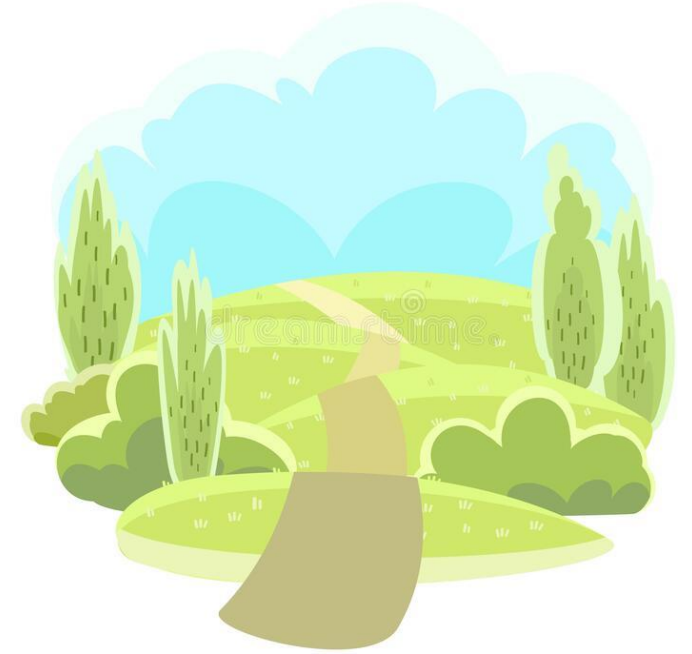
- Applying the law of total expectation to  $X | N \sim \text{Bin}\left(N, \frac{1}{2}\right)$  therefore gives us that  $E(X) = E(E(X | N)) = E\left(\frac{1}{2}N\right)$
- As  $N \sim \text{Bin}\left(20, \frac{1}{6}\right)$  and hence  $E(N) = \frac{20}{6}$ , we have that  $E(X) = \frac{5}{3}$ .
- Similarly,  $\text{Var}(X | N) = N\left(\frac{1}{2}\right)\left(1 - \frac{1}{2}\right) = \frac{N}{4}$
- $\text{Var}(X) = [E(\text{Var}(X | N))] + [\text{Var}(E(X | N))] = E\left(\frac{N}{4}\right) + \text{Var}\left(\frac{N}{2}\right)$

# Example

- $$\begin{aligned} \text{Var}(X) &= [E(\text{Var}(X | N))] + [\text{Var}(E(X | N))] = E\left(\frac{N}{4}\right) + \text{Var}\left(\frac{N}{2}\right) \\ &= E\left(\frac{N}{4}\right) + \frac{1}{4} \text{Var}(N) \\ &= \left(\frac{20}{6}\right)\left(\frac{1}{4}\right) + \left(\frac{1}{4}\right)\left(20 \times \frac{1}{6} \times \frac{5}{6}\right) = \frac{5}{6} + \frac{25}{36} = \frac{55}{36} \end{aligned}$$
- Later in this subject, we will see a method for working out the distribution of the sum of a random number of random numbers which could be used to show that, in fact,  $X \sim \text{Bin}\left(20, \frac{1}{12}\right)$ . Note that the result above is consistent with this.

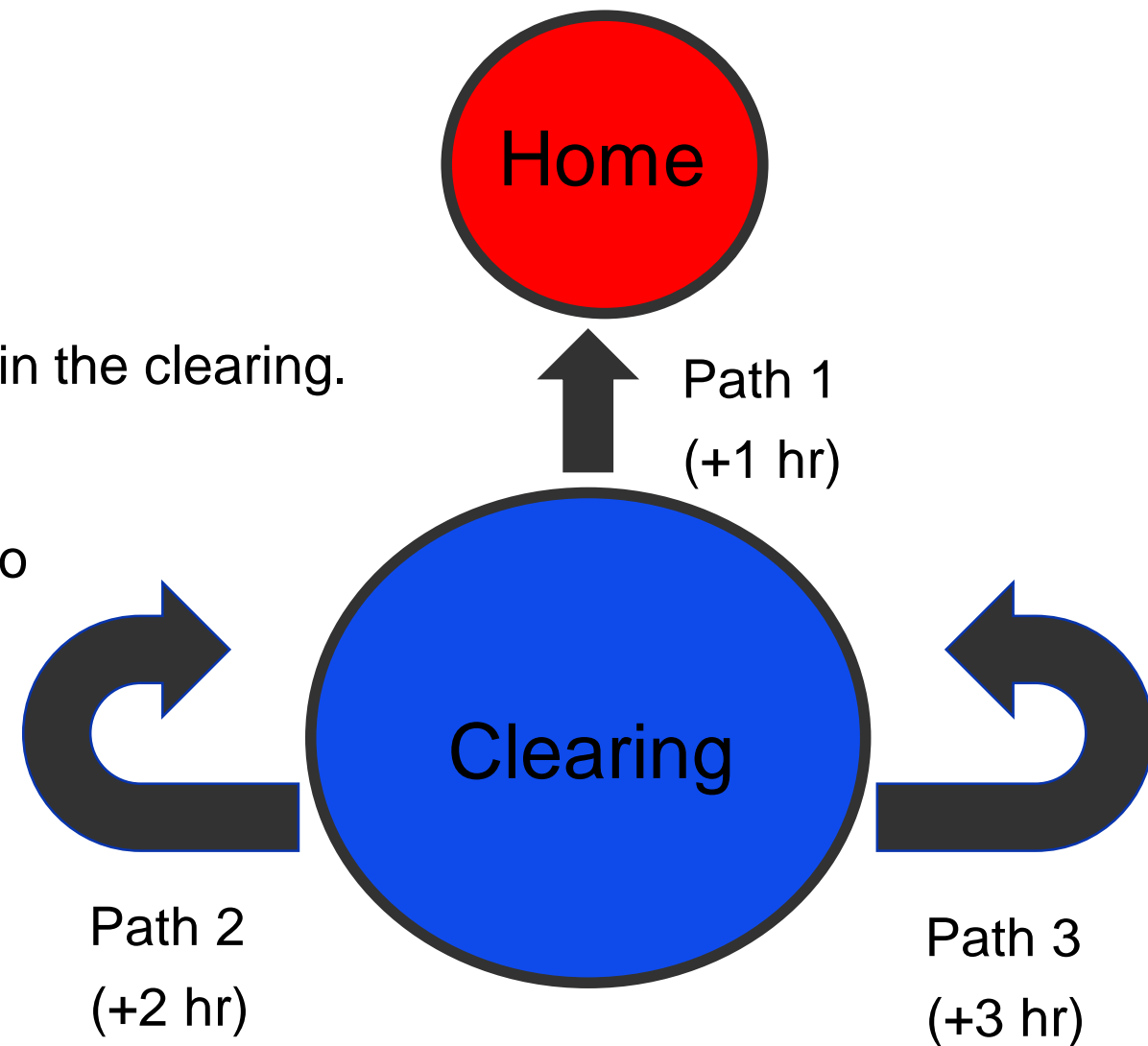
# Example

- Consider the case of a walker lost in the woods.
- He/she comes to a clearing in the woods.
- There are three paths:
  - If he/she chooses Path 1 he/she will be home in 1 hr.
  - If he/she chooses Path 2, he/she will have to turn back and will be back in the clearing in 2 hr.
  - If he/she chooses Path 3, he/she will have to turn back and will be back in the clearing in 3hr.
- If each path is chosen with equal probability, what are  $E(T)$  and  $Var(T)$  if  $T$  is the time taken for the walker to get home from the clearing? (Assume that the walker does not remember which paths have previously been taken.)



# Example

- Let  $Y$  be the number of the path chosen when in the clearing.
- Path 1 takes the walker straight home in 1hr, so  $E(T | Y = 1) = 1$ .
- Path 2 takes 2hr and the walker is again in the clearing, so  $E(T | Y = 2) = 2 + E(T)$ .
- Path 3 takes 3hr and the walker is again in the clearing, so  $E(T | Y = 3) = 3 + E(T)$ .

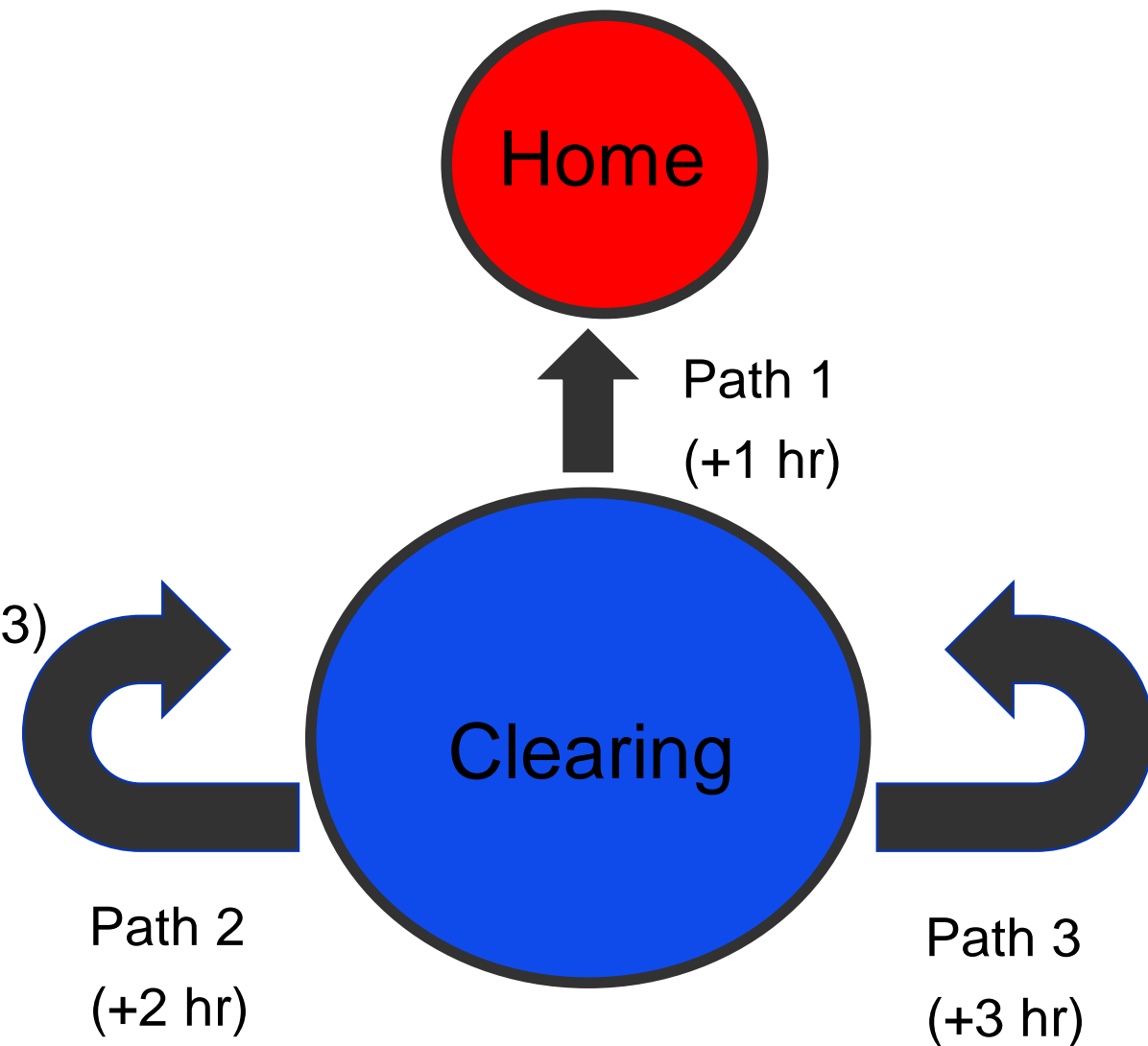


# Example

- The law of total expectation tells us that

$$\begin{aligned} E(T) &= E(E(T | Y)) = \sum_{k=1}^3 E(T | Y = k)P(Y = k) \\ &= \left(\frac{1}{3}\right)E(T | Y = 1) + \left(\frac{1}{3}\right)E(T | Y = 2) + \left(\frac{1}{3}\right)E(T | Y = 3) \\ &= \left(\frac{1}{3}\right)(1) + \left(\frac{1}{3}\right)(2 + E(T)) + \left(\frac{1}{3}\right)(3 + E(T)) \end{aligned}$$

- This gives  $E(T) = 2 + \frac{2}{3}E(T)$  hence  $E(T) = 6$ .



# Example

- To calculate the variance of  $T$ , we need the law of total variance

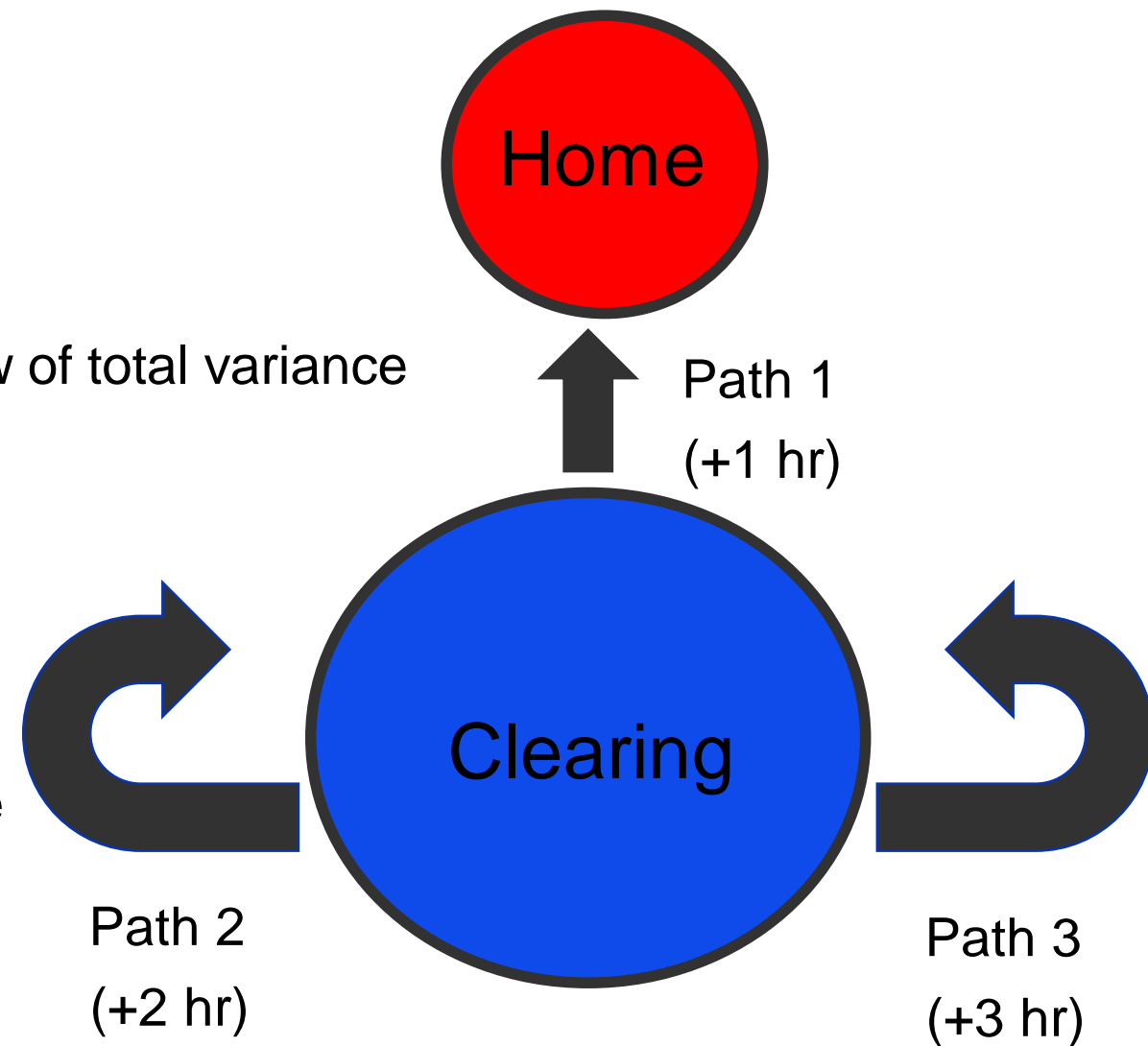
$$\text{Var}(T) = [E(\text{Var}(T | Y))] + [\text{Var}(E(T | Y))]$$

- Taking Path 1 gives no uncertainty about  $T$  ( $T$  is certainly 1) hence  $\text{Var}(T | Y = 1) = 0$ .
- Taking Path 2 only adds 2hr to the time but the walker is again in the clearing hence

$$\text{Var}(T | Y = 2) = \text{Var}(T + 2) = \text{Var}(T).$$

- Taking Path 3 only adds 3hr to the time but the walker is again in the clearing hence

$$\text{Var}(T | Y = 3) = \text{Var}(T + 3) = \text{Var}(T).$$



# Example

- Taking the expectation of these conditional variances, we

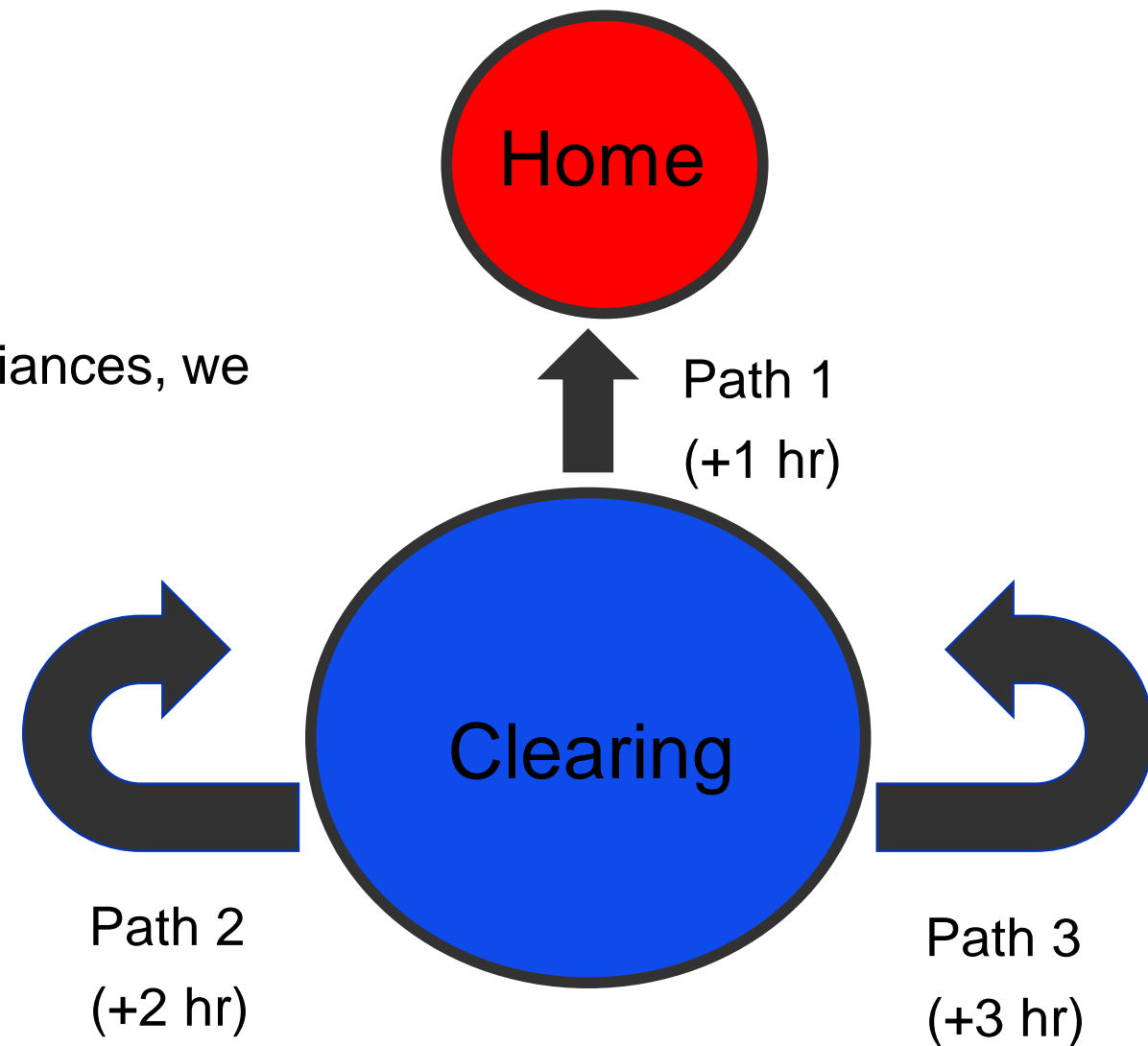
$$\text{obtain } E(\text{Var}(T | Y)) = \sum_{k=1}^3 \text{Var}(T | Y = k)P(Y = k)$$

$$= \left(\frac{1}{3}\right)\text{Var}(T | Y = 1) + \left(\frac{1}{3}\right)\text{Var}(T | Y = 2)$$

$$+ \left(\frac{1}{3}\right)\text{Var}(T | Y = 3)$$

$$= \left(\frac{1}{3}\right)(0) + \left(\frac{1}{3}\right)\text{Var}(T) + \left(\frac{1}{3}\right)\text{Var}(T)$$

$$= \frac{2}{3}\text{Var}(T)$$



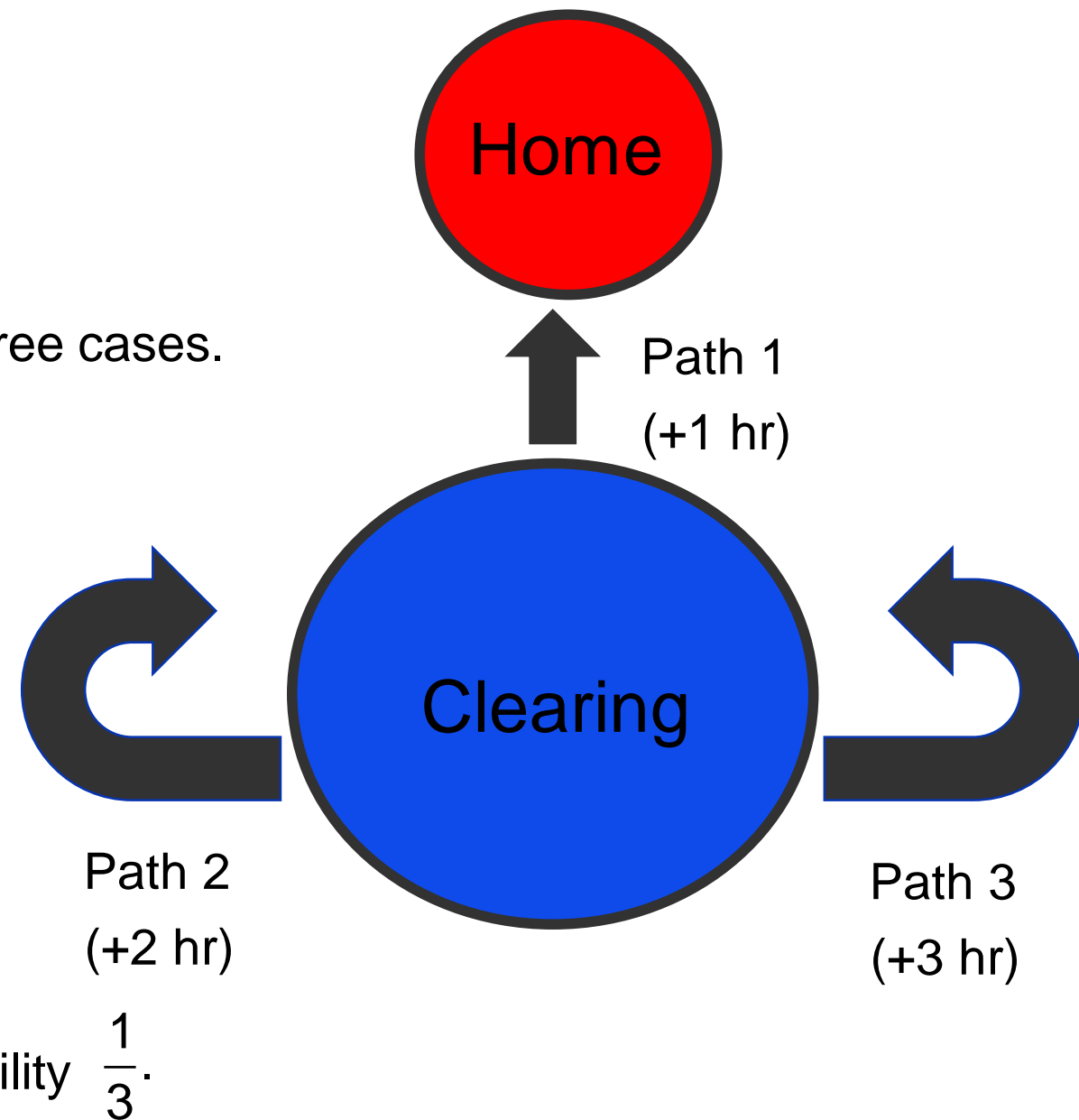


# Example

- To calculate  $\text{Var}(E(T | Y))$ , we consider the three cases.

- We know that  $E(T | Y = 1) = 1$   
 $E(T | Y = 2) = 2 + E(T)$   
 $E(T | Y = 3) = 3 + E(T)$

- Since  $E(T) = 6$  and each path is chosen with equal probability, we have a random variable which takes the value 1, 8 or 9, all with probability  $\frac{1}{3}$ .



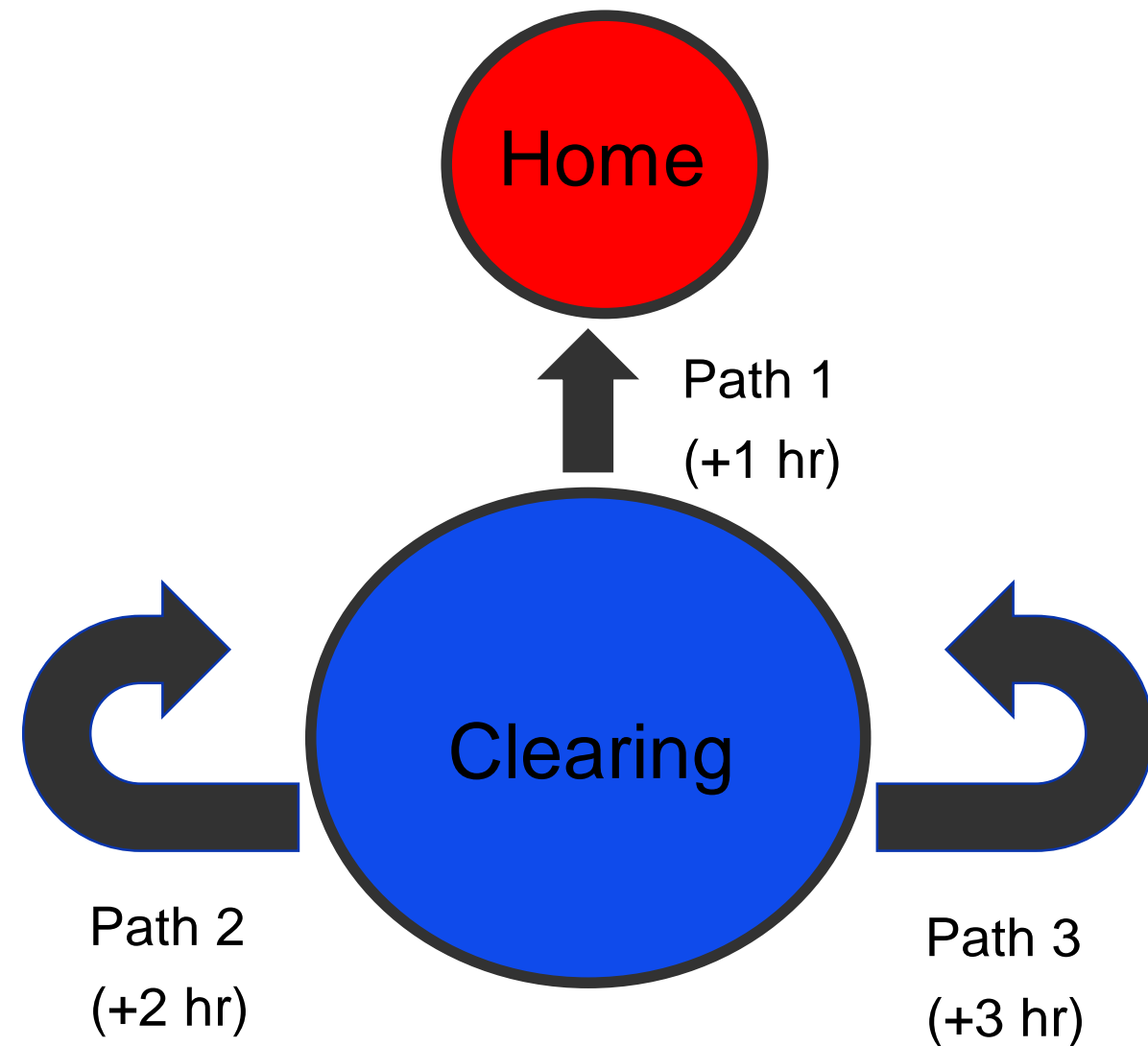
# Example

- $$\begin{aligned} \text{Var}(E(T | Y)) &= \left( \frac{1^2 + 8^2 + 9^2}{3} \right) - \left( \frac{1 + 8 + 9}{3} \right)^2 \\ &= \frac{146}{3} - 36 = \frac{38}{3}. \end{aligned}$$

- The law of total variance therefore gives

$$\begin{aligned} \text{Var}(T) &= [E(\text{Var}(T | Y))] + [\text{Var}(E(T | Y))] \\ &= \frac{2}{3} \text{Var}(T) + \frac{38}{3}. \end{aligned}$$

- This gives  $\text{Var}(T) = 38$ .



# Distribution of a Function of a Random Variable

- We have already seen that, for the discrete case, obtaining the probability mass function for a function of a discrete random variable is quite straightforward.
- For example, consider  $X$  with mass function  $P(X = k) = \begin{cases} 0.3 & k = 1 \\ 0.7 & k = 3 \\ 0 & \text{otherwise} \end{cases}$  and the distribution of  $X^2 + 1$ .
- As  $X$  is discrete,  $X^2 + 1$  is also discrete.
- $X$  can only take the values 1 and 3 hence  $X^2 + 1$  can only take the values 2 and 10.

# Distribution of a Function of a Random Variable

- $$P(X = k) = \begin{cases} 0.3 & k = 1 \\ 0.7 & k = 3 \\ 0 & \text{otherwise} \end{cases} \quad \text{implies that} \quad P(X^2 + 1 = k) = \begin{cases} 0.3 & k = 2 \\ 0.7 & k = 10 \\ 0 & \text{otherwise} \end{cases}$$

- Note that, when the function transforming the variable is not 1-to-1, we sometimes have to combine masses.

- $$\text{For example } P(Y = k) = \begin{cases} 0.3 & k = 1 \\ 0.3 & k = -1 \\ 0.4 & k = 3 \\ 0 & \text{otherwise} \end{cases} \quad \text{implies that} \quad P(Y^2 + 1 = k) = \begin{cases} 0.6 & k = 2 \\ 0.4 & k = 10 \\ 0 & \text{otherwise} \end{cases}$$

# Distribution of a Function of a Random Variable

- Consider now the continuous case. Let  $X$  be a continuous random variable with probability density function  $f(x) = \begin{cases} \frac{x}{50} & x \in [0,10] \\ 0 & \text{otherwise} \end{cases}$ .
- It is easy to verify that this is a valid density function since  $\int_0^{10} f(x) dx = \int_0^{10} \frac{x}{50} dx = \left[ \frac{x^2}{100} \right]_0^{10} = 1$
- Note, though, that if we want the distribution of a function of  $X$ , say,  $X^2 + 1$ , we cannot simply obtain the density function of this by substituting into the density function of  $X$ .

# Distribution of a Function of a Random Variable

- For  $f(x) = \begin{cases} \frac{x}{50} & x \in [0, 10] \\ 0 & \text{otherwise} \end{cases}$ , it is clear that  $(X^2 + 1) \in [1, 101]$
- If we let  $Y = X^2 + 1$ , we cannot simply write  $\sqrt{Y-1} = X$  and hence

$$f(y) = \begin{cases} \frac{\sqrt{y-1}}{50} & y \in [1, 101] \\ 0 & \text{otherwise} \end{cases}$$

- This is not even a valid density function since  $\int_1^{101} \frac{\sqrt{y-1}}{50} dy = \left[ \frac{2}{150} (y-1)^{\frac{3}{2}} \right]_1^{101} = \frac{400}{3} \neq 1.$

# Distribution of a Function of a Random Variable

- If we consider integration by substitution, we have that, given a definite integral

$$I = \int_a^b f(x) \, dx \text{ and a continuous differentiable function } y(x) \text{ then } I = \int_a^b f(x) \, dx = \int_{y(a)}^{y(b)} f(y) \frac{dx}{dy} \, dy$$

- This gives that the density function of  $Y(X)$  is given by  $g(y) = f(x(y))x'(y)$  .

# Distribution of a Function of a Random Variable

- Returning to our earlier example with  $f(x) = \begin{cases} \frac{x}{50} & x \in [0,10] \\ 0 & \text{otherwise} \end{cases}$  and  $Y = X^2 + 1$ , we have that

$$\sqrt{Y-1} = X \text{ and hence } \frac{1}{2\sqrt{Y-1}} = \frac{dX}{dY}$$

- This gives the density function of  $Y$  as  $g(y) = \begin{cases} \left(\frac{\sqrt{y-1}}{50}\right)\left(\frac{1}{2\sqrt{y-1}}\right) & y \in [1, 101] \\ 0 & \text{otherwise} \end{cases}$

- Note that  $g(y) = \begin{cases} \left(\frac{1}{100}\right) & y \in [1, 101] \\ 0 & \text{otherwise} \end{cases}$  integrates to 1 and hence is a valid density function.



# Distribution of a Function of a Random Variable

- Consider now the (harder) case of working out the distribution of  $Y = X^2 + 1$  where  $X$  has density function  $f(x) = \begin{cases} \frac{3x^2}{2} & x \in [-1, 1] \\ 0 & \text{otherwise} \end{cases}$ .
- Unlike before,  $Y$  is no longer a 1-to-1 function, since  $X$  can take positive and negative values and, for example,  $Y(0.1) = Y(-0.1) = 1.01$ .
- Here, we need to consider the piecewise inverse  $X = \begin{cases} -\sqrt{Y-1} & \text{if } X < 0 \\ \sqrt{Y-1} & \text{if } X \geq 0 \end{cases}$

# Distribution of a Function of a Random Variable

- We now consider the cumulative density  $G(Y) = P(Y \leq y) = P(X^2 + 1 \leq y)$ 
$$= P(-\sqrt{y-1} \leq X \leq \sqrt{y-1})$$
$$= P(X \leq \sqrt{y-1}) - P(X \leq -\sqrt{y-1})$$
- Differentiating gives  $G' = g(y) = f(\sqrt{y-1}) \frac{d}{dy}(\sqrt{y-1}) - f(-\sqrt{y-1}) \frac{d}{dy}(-\sqrt{y-1})$
- $g(y) = 2f(\sqrt{y-1}) \frac{1}{2\sqrt{y-1}}$  or, in full,  $g(y) = \begin{cases} 3(y-1) \frac{1}{2\sqrt{y-1}} & y \in [1, 2] \\ 0 & \text{otherwise} \end{cases}$

# Distribution of a Function of a Random Variable

- $g(y) = \begin{cases} 3(y-1)\frac{1}{2\sqrt{y-1}} & y \in [1,2] \\ 0 & \text{otherwise} \end{cases}$  so  $g(y) = \begin{cases} \frac{3\sqrt{y-1}}{2} & y \in [1,2] \\ 0 & \text{otherwise} \end{cases}$

- Note also that this is a valid density function, since  $\int_1^2 \frac{3\sqrt{y-1}}{2} dy = 1$