

3.5: Variance of Discrete Random Variables

We now look at our second numerical characteristic associated to random variables.

Definition 3.5.1

The **variance** of a random variable X is given by

$$\sigma^2 = \text{Var}(X) = E[(X - \mu)^2],$$

where μ denotes the expected value of X . The **standard deviation** of X is given by

$$\sigma = \text{SD}(X) = \sqrt{\text{Var}(X)}.$$

In words, the variance of a random variable is the average of the squared deviations of the random variable from its mean (expected value). Notice that the variance of a random variable will result in a number with units squared, but the standard deviation will have the same units as the random variable. Thus, the standard deviation is easier to interpret, which is why we make a point to define it.

The variance and standard deviation give us a **measure of spread** for random variables. The standard deviation is interpreted as a measure of how "spread out" the possible values of X are with respect to the mean of X , $\mu = E[X]$.

Example 3.5.1

Consider the two random variables X_1 and X_2 , whose probability mass functions are given by the histograms in Figure 1 below. Note that X_1 and X_2 have the same mean. However, in looking at the histograms, we see that the possible values of X_2 are more "spread out" from the mean, indicating that the variance (and standard deviation) of X_2 is larger.

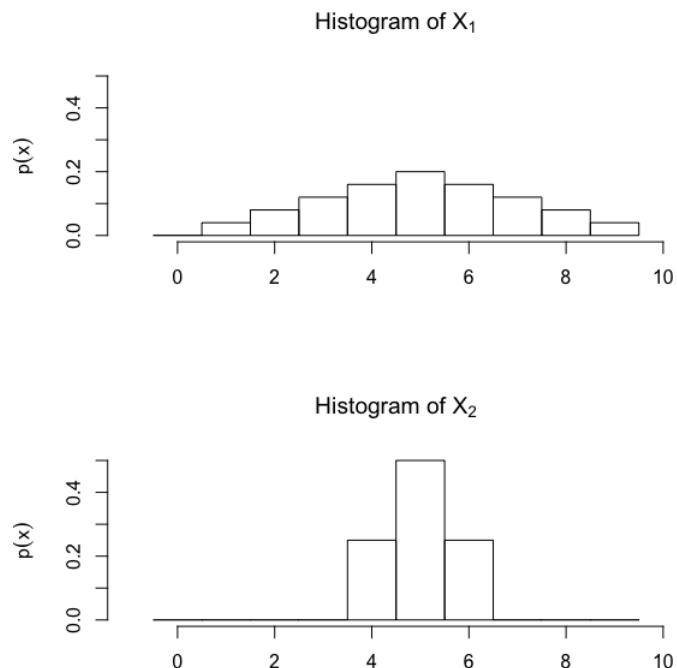


Figure 1: Histograms for random variables X_1 and X_2 , both with same expected value different variance.

Theorem 3.4.1 actually tells us how to compute variance, since it is given by finding the expected value of a *function* applied to the random variable. First, if X is a discrete random variable with possible values $x_1, x_2, \dots, x_i, \dots$, and probability mass function $p(x)$, then the variance of X is given by

$$\text{Var}(X) = \sum_i (x_i - \mu)^2 \cdot p(x_i).$$

The above formula follows directly from [Definition 3.5.1](#). However, there is an alternate formula for calculating variance, given by the following theorem, that is often easier to use.

Theorem 3.5.1

Let X be any random variable, with mean μ . Then the variance of X is

$$\text{Var}(X) = E[X^2] - \mu^2. \quad (3.5.1)$$

Proof

By the definition of *variance* ([Definition 3.5.1](#)) and the *linearity of expectation*, we have the following:

$$\begin{aligned} \text{Var}(X) &= E[(X - \mu)^2] \\ &= E[X^2 + \mu^2 - 2X\mu] \\ &= E[X^2] + E[\mu^2] - E[2X\mu] \\ &= E[X^2] + \mu^2 - 2\mu E[X] \quad (\text{Note: since } \mu \text{ is constant, we can take it out from the expected value}) \\ &= E[X^2] + \mu^2 - 2\mu^2 \\ &= E[X^2] - \mu^2 \end{aligned}$$

Example 3.5.2

Continuing in the context of [Example 3.4.1](#), we calculate the variance and standard deviation of the random variable X denoting the number of heads obtained in two tosses of a fair coin. Using the alternate formula for variance, we need to first calculate $E[X^2]$, for which we use [Theorem 3.4.1](#):

$$E[X^2] = 0^2 \cdot p(0) + 1^2 \cdot p(1) + 2^2 \cdot p(2) = 0 + 0.5 + 1 = 1.5.$$

In [Example 3.4.1](#), we found that $\mu = E[X] = 1$. Thus, we find

$$\begin{aligned} \text{Var}(X) &= E[X^2] - \mu^2 = 1.5 - 1 = 0.5 \\ \Rightarrow \text{SD}(X) &= \sqrt{\text{Var}(X)} = \sqrt{0.5} \approx 0.707 \end{aligned}$$

Exercise 3.5.1

Consider the context of [Example 3.4.2](#), where we defined the random variable X to be our winnings on a single play of game involving flipping a fair coin three times. We found that $E[X] = 1.25$. Now find the variance and standard deviation of X .

Answer

First, find $E[X^2]$:

$$\begin{aligned} E[X^2] &= \sum_i x_i^2 \cdot p(x_i) \\ &= (-1)^2 \cdot \frac{1}{8} + 1^2 \cdot \frac{1}{2} + 2^2 \cdot \frac{1}{4} + 3^2 \cdot \frac{1}{8} = \frac{11}{4} = 2.75 \end{aligned}$$

Now, we use the alternate formula for calculating variance:

$$\begin{aligned} \text{Var}(X) &= E[X^2] - E[X]^2 = 2.75 - 1.25^2 = 1.1875 \\ \Rightarrow \text{SD}(X) &= \sqrt{1.1875} \approx 1.0897 \end{aligned}$$

Given that the variance of a random variable is defined to be the expected value of *squared* deviations from the mean, variance is not linear as expected value is. We do have the following useful property of variance though.

Theorem 3.5.2

Let X be a random variable, and a, b be constants. Then the following holds:

$$\text{Var}(aX + b) = a^2 \text{Var}(X).$$

Exercise 3.5.2

Prove Theorem 3.5.2.

Answer

First, let $\mu = E[X]$ and note that by the linearity of expectation we have

$$E[aX + b] = aE[X] + b = a\mu + b.$$

Now, we use the alternate formula for variance given in [Theorem 3.5.1](#) to prove the result:

$$\begin{aligned} \text{Var}(aX + b) &= E[(aX + b)^2] - (E[aX + b])^2 \\ &= E[a^2 X^2 + 2abX + b^2] - (a\mu + b)^2 \\ &= a^2 E[X^2] + 2abE[X] + b^2 - a^2 \mu^2 - 2ab\mu - b^2 \\ &= a^2 E[X^2] - a^2 \mu^2 = a^2 (E[X^2] - \mu^2) = a^2 \text{Var}(X) \end{aligned}$$

Theorem 3.5.2 easily follows from a little algebraic modification. Note that the "+ b " disappears in the formula. There is an intuitive reason for this. Namely, the "+ b " corresponds to a *horizontal shift* of the probability mass function for the random variable. Such a transformation to this function is not going to affect the *spread*, i.e., the variance will not change.

As with expected values, for many of the common probability distributions, the variance is given by a parameter or a function of the parameters for the distribution.

Variance for Discrete Distributions

Distribution	Expected Value
Bernoulli(p)	$p(1 - p)$
binomial(n, p)	$np(1 - p)$
hypergeometric(N, n, m)	$\frac{n(m/N)(1-m/N)(N-n)}{N-1}$
geometric(p)	$\frac{1-p}{p^2}$
negative binomial(r, p)	$\frac{r(1-p)}{p^2}$
Poisson(λ)	λ

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