Example of geometric random variables. My daughter Audrey is left-handed. She says that 10% of people are left-handed. Suppose that we talk to people until we find the first person who is left-handed.

So we define X as the number of people required until (and including) the first left-handed person appears. We assume that the people's attributes are independent. For instance, if we meet R, R, R, R, R, R, L, then X = 7.

Let's find E(X), assuming the p = 1/10 throughout.

To do this, we define  $X_j = 1$  if j or more people are needed, to get the first left-handed person; otherwise  $X_j = 0$ . So  $X_j$  is an indicator. In our example,  $X_1 = X_2 = \ldots = X_7 = 1$ , and  $X_8 = X_9 = X_{10} = \ldots = 0$ . We saw this idea one other time in an earlier lesson.

Notice that  $E(X_j) = P(X_j = 1)$  since  $X_j$  is an indicator. Also  $X_j = 1$  if and only if the first j - 1 trials are all failures. So  $E(X_j) = P(X_j = 1) = q^{j-1}$ , or in this case, p = 1/10 so q = 9/10, so  $E(X_j) = (9/10)^{j-1}$ .

 $\operatorname{So}$ 

$$E(X) = E(X_1 + X_2 + X_3 + \dots) = E(X_1) + E(X_2) + \dots = 1 + 9/10 + (9/10)^2 + \dots = \frac{1}{1 - 9/10} = 10$$

So we expect to need to meet 10 people in order to find the first person who is left-handed.

The same idea works in general for Geometric(p) random variables. If X is Geometric(p) random variable, and we define  $X_j = 1$  if  $X \ge j$ , and  $X_j = 0$  otherwise, then

$$E(X) = E(X_1 + X_2 + \ldots) = E(X_1) + E(X_2) + \ldots = 1 + q + q^2 + q^3 + \ldots = \frac{1}{1 - q} = 1/p.$$

We will need a different method to get the variance of Geometric random variables, but this is a nice way to think about the expected values of Geometric random variables.