

# Consider Again The Table In Problem 1. The Probability Of A \$5 Payoff Is 0.5 And A \$12 Payoff Is 0.25.

**Consider Again The Table In Problem 1. The Probability Of A \$5 Payoff Is 0.5 And A \$12 Payoff Is 0.25.** In this comprehensive analysis, we will explore the implications of the specified payoffs and their associated probabilities, delving into expected value calculations, risk assessments, decision-making considerations, and the broader context of probability and payoff analysis. Whether you're a student of statistics, an investor evaluating risk, or simply interested in understanding how probabilities influence outcomes, this detailed examination aims to clarify these concepts thoroughly.

## Understanding the Basic Scenario

Before diving into calculations and implications, let's clarify the initial scenario described.

### Payoff Structure

The problem presents a simple payoff table with two possible outcomes:

1. A payoff of \$5 with a probability of 0.5
2. A payoff of \$12 with a probability of 0.25

This leaves a remaining probability unaccounted for, which suggests the existence of additional outcomes or the need for normalization.

### Remaining Probability and Its Implications

Since probabilities must sum to 1, the remaining probability is:

- Remaining probability =  $1 - (0.5 + 0.25) = 0.25$

The nature of this remaining probability (e.g., a payoff of \$0, \$3, or some other value) is crucial for complete analysis. For the purposes of this discussion, assume that the remaining outcome is a payoff of \$0 with a probability of 0.25.

## Calculating the Expected Value

Expected value (EV) is a fundamental concept in probability and decision-making, representing the average payoff expected over many repetitions of the process.

## Formula for Expected Value

$$EV = \sum_i (p_i \times x_i)$$

where:

- $p_i$   
is the probability of outcome  $i$
- $x_i$   
is the payoff of outcome  $i$

## Applying to Our Scenario

Assuming the remaining outcome payoff is \$0 with probability 0.25, the expected value becomes:

$$EV = (0.5 \times 5) + (0.25 \times 12) + (0.25 \times 0)$$

Calculating step-by-step:

1.  $0.5 \times 5 = 2.5$
2.  $0.25 \times 12 = 3$
3.  $0.25 \times 0 = 0$

Summing these:

$$EV = 2.5 + 3 + 0 = 5.5$$

Thus, the expected value of this scenario is \$5.50.

## Implications of the Expected Value

The EV provides a measure of the average payoff, but it does not capture risk or variability. Understanding its implications is vital for making informed decisions.

## Decision-Making Based on EV

- If a decision-maker is risk-neutral, they might prefer options with higher EVs.
- In this case, with an EV of \$5.50, the scenario appears modestly profitable, assuming no other costs or risks.

## Limitations of Expected Value

- Does not account for variability or risk.
- Two scenarios with the same EV may have different risk profiles.
- For example, a guaranteed \$5.50 versus a 50% chance of \$12 and 50% chance of \$0.

## Variance and Risk Assessment

Beyond EV, understanding the variability or risk associated with the payoffs is essential.

### Calculating Variance

Variance measures the spread of possible outcomes around the expected value:

$$\sigma^2 = \sum_i p_i (x_i - EV)^2$$

Applying to our case:

1. Outcome of \$5:  $(5 - 5.5)^2 = 0.25$
2. Outcome of \$12:  $(12 - 5.5)^2 = 42.25$
3. Outcome of \$0:  $(0 - 5.5)^2 = 30.25$

Now, multiply each by its probability:

1.  $(0.5 \times 0.25 = 0.125)$
2.  $(0.25 \times 42.25 = 10.5625)$
3.  $(0.25 \times 30.25 = 7.5625)$

Sum these to find variance:

$$\sigma^2 = 0.125 + 10.5625 + 7.5625 = 18.25$$

Standard deviation (a measure of risk) is:

$$\sigma = \sqrt{18.25} \approx 4.27$$

This indicates considerable variability around the mean, which is important for risk-aware decision-making.

# Risk-Reward Analysis

Understanding the balance between risk and reward helps determine whether the scenario aligns with an individual's or organization's risk appetite.

## Risk-Averse Perspectives

- May prefer options with lower variance, even if EV is slightly lower.
- Might avoid the high variability associated with a standard deviation of approximately \$4.27.

## Risk-Seeking Perspectives

- Might accept higher risk for potential higher payoffs.
- Could favor scenarios with the possibility of larger payoffs, even with lower probabilities.

# Decision-Making Strategies Using Probability and Payoff Data

Applying probability and payoff data to decision-making involves several strategies:

## Expected Value Maximization

- Choose options with the highest EV if risk is acceptable.

## Variance Considerations

- Incorporate risk tolerance into decision-making.
- Opt for options with acceptable levels of variability.

## Utility Theory

- Use utility functions to weigh payoffs according to individual preferences.
- For example, a risk-averse individual may assign less value to high payoffs with high variability.

# Real-World Applications of Such Probabilistic Payoff Analysis

The principles discussed extend to various fields, including:

## **Investment Decisions**

- Portfolio optimization involves balancing expected returns against risks.
- Investors assess probabilities of different market outcomes.

## **Gambling and Gaming**

- Casinos and players evaluate game strategies based on expected value.
- Understanding odds influences betting choices.

## **Business Risk Management**

- Companies analyze potential project outcomes with associated probabilities.
- Risk mitigation strategies are devised accordingly.

## **Insurance Industry**

- Actuaries calculate expected claims and set premiums based on probability distributions.

## **Limitations and Assumptions in the Analysis**

While the analysis provides valuable insights, it's essential to recognize its limitations.

## **Assumption of Known Probabilities**

- Real-world scenarios often involve uncertain or estimated probabilities.

## **Simplified Payoff Structure**

- Actual outcomes may be more complex with multiple variables.

## **Static Analysis**

- Does not account for changing probabilities over time or feedback effects.

## **Conclusion**

In summary, considering the table with payoffs of \$5 and \$12 and their respective probabilities of 0.5 and 0.25 (plus an assumed \$0 payoff with probability 0.25), allows us to perform a detailed expected value and risk analysis. The expected value of \$5.50 suggests a modest expected return, but the high standard deviation of approximately \$4.27 indicates significant variability. These insights are crucial for individuals or organizations making decisions under uncertainty. By understanding the balance between expected payoff and risk, decision-makers can choose strategies

aligned with their risk tolerance and objectives.

This comprehensive approach underscores the importance of probabilistic analysis in evaluating outcomes across diverse fields, guiding rational decision-making amid uncertainty.

## **Frequently Asked Questions**

### **What is the expected value of the payoff in the given problem?**

The expected value is calculated as  $(0.5 \$5) + (0.25 \$12) + (\text{remaining probabilities corresponding payoffs})$ . Assuming the total probability sums to 1, the remaining 0.25 probability corresponds to a payoff of \$0, so the expected value is  $(0.5 \$5) + (0.25 \$12) + (0.25 \$0) = \$2.50 + \$3.00 + \$0 = \$5.50$ .

### **What is the probability of getting a payoff other than \$5 or \$12?**

The total probability for \$5 and \$12 payoffs is  $0.5 + 0.25 = 0.75$ , so the probability of a different payoff (assuming only these three outcomes) is  $1 - 0.75 = 0.25$ .

### **Can we determine the variance of the payoffs from the given data?**

Yes, with the probabilities and payoffs, we can compute the variance using the formula  $\text{Var}(X) = E[X^2] - (E[X])^2$ , where  $E[X^2]$  is the expected value of the squared payoffs.

### **What is the risk associated with this game based on the given probabilities?**

The risk can be assessed by calculating the variance or standard deviation of the payoffs. Higher variance indicates higher risk. Given the payoffs and probabilities, the variance can be computed to quantify this risk.

### **If a player wants to maximize expected payoff, should they play this game?**

Based on the expected value of \$5.50, a player aiming to maximize their average return might find this game attractive, depending on their risk preferences. However, individual risk tolerance should also be considered.

### **How would changing the probabilities affect the expected payoff?**

Altering the probabilities assigned to each payoff will directly impact the expected value. Increasing the probability of higher payoffs will increase the expected value, and vice versa.

## **What is the impact of the \$12 payoff on the overall expected value compared to a game with only \$5 payoffs?**

The \$12 payoff, with a 0.25 probability, significantly increases the expected value compared to a game with only \$5 payoffs, which would have an expected value of \$5 per play.

## **How does the given probability distribution reflect the fairness or bias of the game?**

The probabilities suggest the game is somewhat favorable to the player since there's a 50% chance of a \$5 payoff and a 25% chance of a \$12 payoff, resulting in a positive expected value. The distribution indicates a slight bias towards outcomes that are more favorable than simply breaking even.

## **Additional Resources**

### **Analyzing the Expected Value and Risk in a Probabilistic Payoff Scenario**

Understanding the intricacies of probabilistic payoffs is essential in decision-making processes across finance, economics, and risk management. When faced with a scenario where outcomes are associated with certain probabilities, it becomes vital to assess the expected gains, the variability of those gains, and the implications for stakeholders. In this article, we revisit a specific problem involving a simple game with two possible payoffs—\$5 and \$12—and their associated probabilities—0.5 and 0.25, respectively. By thoroughly analyzing this scenario, we aim to elucidate the underlying principles of expected value, variance, and risk assessment, providing a comprehensive perspective on the decision-making landscape it presents.

## **Understanding the Basic Setup of the Problem**

### **Context and Assumptions**

At its core, the problem involves a game or a gamble where two outcomes are possible:

- A payoff of \$5 with a probability of 0.5 (50%)
- A payoff of \$12 with a probability of 0.25 (25%)

Implicitly, this leaves a remaining probability of 0.25 (25%) for other outcomes, which might be zero or unspecified. For the purpose of a comprehensive analysis, it's crucial to clarify whether these are the only outcomes or if the probabilities sum to less than 1, indicating the presence of additional possible outcomes or a need for normalization.

Assuming that these two payoffs are the only ones (a common scenario in simplified models), the sum of probabilities should total 1. However, as given, the sum is:

0.5 + 0.25 = 0.75

This suggests that there is an additional 0.25 probability associated with either an alternative payoff (possibly zero or another amount) or an incomplete description. For clarity and completeness, we will explore both possibilities:

- Scenario 1: The two payoffs are the only outcomes, and the remaining 25% probability corresponds to a zero payoff.
- Scenario 2: The sum of probabilities is 1, with the two outcomes specified, and the remaining probability is not relevant or associated with other outcomes.

For analytical rigor, we will proceed with the assumption that the total probability sums to 1, meaning:

- Payoff of \$5 with probability 0.5
- Payoff of \$12 with probability 0.25
- Payoff of \$0 with probability 0.25

This comprehensive approach ensures that all possible outcomes are considered, providing a more accurate picture of the expected value and risk profile.

# Calculating the Expected Value

## Definition and Significance

The expected value (EV) of a random variable represents the mean or average payoff one can anticipate over many repetitions of the game. It provides a quantitative measure of the long-term average payoff and is fundamental in evaluating whether a gamble is favorable or not.

Mathematically, for a discrete random variable  $(X)$  with outcomes  $(x_i)$  and corresponding probabilities  $(p_i)$ :

$$EV = \sum_i p_i \times x_i$$

This formula aggregates the potential outcomes weighted by their likelihoods, offering a single summary statistic.

## Applying to Our Scenario

Given the assumptions, the payoffs and probabilities are:

| Outcome | Payoff (\$) | Probability |
|---------|-------------|-------------|
| -----   | -----       | -----       |

|   |    |      |
|---|----|------|
| A | 5  | 0.5  |
| B | 12 | 0.25 |
| C | 0  | 0.25 |

Calculating the expected value:

$$EV = (0.5 \times 5) + (0.25 \times 12) + (0.25 \times 0)$$

$$EV = 2.5 + 3 + 0 = 5.5$$

Thus, the expected payoff per game is \$5.50.

## Interpretation and Implications

This expected value indicates that, on average, a player can anticipate earning \$5.50 per play over a long sequence of such games. From a decision-making perspective, if the cost to play the game is less than \$5.50, the game could be considered favorable; if more, it may be unfavorable. However, this simplistic expectation does not account for variability, risk, or individual preferences, which are equally important in real-world scenarios.

## Assessing Variability: Variance and Standard Deviation

### Why Variance Matters

While the expected value provides a central estimate, it does not convey the risk or uncertainty involved. Variance and standard deviation measure the dispersion of outcomes around the mean, informing stakeholders about the likelihood of significantly higher or lower payoffs.

The variance  $\text{Var}(X)$  for a discrete random variable is:

$$\text{Var}(X) = \sum_i p_i \times (x_i - EV)^2$$

The standard deviation is the square root of variance, providing a measure in the same units as payoffs.

### Calculating Variance for Our Scenario

Using our outcomes:

| Outcome | Payoff (\$) | Probability | $\sum (x_i - EV)^2$ |
|---------|-------------|-------------|---------------------|
| A       | 5           | 0.5         | $0.25$              |
| B       | 12          | 0.25        | $42.25$             |
| C       | 0           | 0.25        | $30.25$             |

Calculating variance:

$$\text{Var}(X) = (0.5 \times 0.25) + (0.25 \times 42.25) + (0.25 \times 30.25)$$

$$\text{Var}(X) = 0.125 + 10.5625 + 7.5625 = 18.25$$

Standard deviation:

$$\sigma = \sqrt{18.25} \approx 4.27$$

Implication: The standard deviation of approximately \$4.27 indicates considerable variability around the mean payoff of \$5.50. High variability suggests a riskier gamble, with potential outcomes ranging from zero to as high as twelve dollars.

## Risk-Reward Tradeoff and Decision-Making

### Balancing Expected Value and Variability

When evaluating a gamble, decision-makers must balance the average expected payoff against the associated risk. The high standard deviation relative to the mean suggests that, despite a positive expected value, there is substantial uncertainty. In particular, the possibility of receiving nothing (zero payoff) with a probability of 25% might deter risk-averse individuals.

### Risk Tolerance and Strategic Choices

- Risk-Averse Individuals: Likely to avoid games with high variability unless the expected payoff significantly exceeds the cost of participation.
- Risk-Neutral Individuals: Focus on maximizing expected value, potentially playing this game if the entry fee is less than \$5.50.
- Risk-Seeking Individuals: Might accept the risk for a chance at higher payoffs or for entertainment value.

## Implications for Stakeholders

- Players: Should consider both the expected value and variability when deciding whether to participate.
- Game Designers: May adjust payoffs or probabilities to optimize engagement or profit margins.
- Regulators: Might need to enforce disclosures about the risk profile of such games, especially when involving vulnerable populations.

## Extensions and Further Analysis

### Expected Utility Theory

Real-world decision-making often involves utility rather than monetary payoffs. Incorporating utility functions can better reflect individual preferences, especially under risk. For instance, a risk-averse individual might assign a higher utility to certain outcomes and lower utility to uncertain, high-variance outcomes.

### Impact of Changing Probabilities and Payoffs

- Increasing the probability of higher payoffs (e.g., \$12) enhances the expected value and reduces risk.
- Introducing additional outcomes or modifying probabilities can significantly alter the game's attractiveness.
- Sensitivity analysis helps in understanding how changes in parameters influence the expected value and risk profile.

## Real-World Applications

This simplified model reflects situations in:

- Gambling and Casinos: Understanding the expected value guides players and operators.
- Investment Decisions: Evaluating assets with probabilistic returns.
- Business Strategies: Assessing the risk-reward of various initiatives.

## Conclusion: Navigating Probabilistic Payoffs with Informed Insight

Reconsidering the problem of a game with outcomes of \$5 and \$12, each with specified probabilities, underscores the importance of a comprehensive analytical framework that

encompasses expected value, variability, and individual risk preferences. The calculated expected value of  $\$5.50$  suggests that, on average, participants stand to gain, but the notable standard deviation of approximately  $\$4.27$  indicates significant risk. Stakeholders should weigh these factors carefully, aligning their decisions with their risk tolerance, strategic goals, and the broader context in which such probabilistic scenarios occur.

Ultimately, mastering the interpretation of such probabilistic models enables more informed, rational decision-making—whether in gaming, investing

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