



# **Mathematical Foundations**

Introduction to Data Science Algorithms
Jordan Boyd-Graber and Michael Paul

SLIDES ADAPTED FROM DAVE BLEI AND LAUREN HANNAH

#### Random variable

- Probability is about random variables.
- A random variable is any "probabilistic" outcome.
- Examples of variables:
  - Yesterday's high temperature
  - The height of someone
- Examples of random variables:
  - Tomorrow's high temperature
  - The height of someone chosen randomly from a population

#### Random variable

- Probability is about random variables.
- A random variable is any "probabilistic" outcome.
- Examples of variables:
  - Yesterday's high temperature
  - The height of someone
- Examples of random variables:
  - Tomorrow's high temperature
  - The height of someone chosen randomly from a population
- We'll see that it's sometimes useful to think of quantities that are not strictly probabilistic as random variables.
  - The high temperature on 03/04/1905
  - The number of times "streetlight" appears in a document

#### Random variable

- Random variables take on values in a sample space.
- They can be discrete or continuous:
  - Coin flip: {*H*, *T*}
  - Height: positive real values  $(0, \infty)$
  - Temperature: real values  $(-\infty, \infty)$
  - Number of words in a document: Positive integers {1,2,...}
- We call the outcomes events.
- Denote the random variable with a capital letter; denote a realization of the random variable with a lower case letter.
  - E.g., X is a coin flip, x is the value (H or T) of that coin flip.

- A discrete distribution assigns a probability to every event in the sample space
- For example, if *X* is a coin, then

$$P(X = H) = 0.5$$
  
 $P(X = T) = 0.5$ 

- And probabilities have to be greater than or equal to 0
- Probabilities of disjunctions are sums over part of the space. E.g., the probability that a die is bigger than 3:

$$P(D>3) = P(D=4) + P(D=5) + P(D=6)$$

The probabilities over the entire space must sum to one

- A discrete distribution assigns a probability to every event in the sample space
- For example, if *X* is a coin, then

$$P(X = H) = 0.5$$
  
 $P(X = T) = 0.5$ 

- And probabilities have to be greater than or equal to 0
- Probabilities of disjunctions are sums over part of the space. E.g., the probability that a die is bigger than 3:

$$P(D>3) = P(D=4) + P(D=5) + P(D=6)$$

The probabilities over the entire space must sum to one

- A discrete distribution assigns a probability to every event in the sample space
- For example, if X is a coin, then

$$P(X = H) = 0.5$$
  
 $P(X = T) = 0.5$ 

- And probabilities have to be greater than or equal to 0
- Probabilities of disjunctions are sums over part of the space. E.g., the probability that a die is bigger than 3:

$$P(D>3) = P(D=4) + P(D=5) + P(D=6)$$

The probabilities over the entire space must sum to one

$$\sum P(X=x)=1$$

- A discrete distribution assigns a probability to every event in the sample space
- For example, if X is a coin, then

$$P(X = H) = 0.5$$
  
 $P(X = T) = 0.5$ 

P(X=I) = 0.5

And probabilities have to be greater than or equal to 0

 Probabilities of disjunctions are sums over part of the space. E.g., the probability that a die is bigger than 3:

$$P(D>3) = P(D=4) + P(D=5) + P(D=6)$$

• The probabilities over the entire space must sum to one

$$\sum_{X} P(X=X) = 1$$

An *event* is a set of outcomes to which a probability is assigned

- · drawing a black card from a deck of cards
- drawing a King of Hearts

Intersections and unions:

Intersection: drawing a red and a King

$$P(A \cap B) \tag{1}$$

Union: drawing a spade or a King

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$
 (2)

#### **Events**

An *event* is a set of outcomes to which a probability is assigned

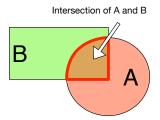
- drawing a black card from a deck of cards
- drawing a King of Hearts
- Intersections and unions:

Intersection: drawing a red and a King

$$P(A \cap B) \tag{1}$$

Union: drawing a spade or a King

$$P(A \cup B) = P(A) + P(B) - P(A \cap B) \quad (2)$$



#### **Events**

An *event* is a set of outcomes to which a probability is assigned

- drawing a black card from a deck of cards
- drawing a King of Hearts

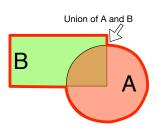
Intersections and unions:

Intersection: drawing a red and a King

$$P(A \cap B) \tag{1}$$

Union: drawing a spade or a King

$$P(A \cup B) = P(A) + P(B) - P(A \cap B) \quad (2)$$



## Joint distribution

- Typically, we consider collections of random variables.
- The joint distribution is a distribution over the configuration of all the random variables in the ensemble.
- For example, imagine flipping 4 coins. The joint distribution is over the space of all possible outcomes of the four coins.

$$P(HHHH) = 0.0625$$
  
 $P(HHHT) = 0.0625$   
 $P(HHTH) = 0.0625$ 

You can think of it as a single random variable with 16 values.

## Visualizing a joint distribution

