Page 1 of 3

Continuous Probability Refresher

Review

Recall from discrete probability:

- A probability space (Ω, \mathbb{P}) is a countable set Ω with a function $\mathbb{P}: \Omega \to \mathbb{R}_+$.
- An *event* is a set of outcomes $A \subseteq \Omega$. It has probability $\mathbb{P}[A] = \sum_{\alpha \in A} \mathbb{P}[\alpha]$.
- A (real-valued) *random variable* $X : \Omega \to \mathbb{R}$ assigns a real number to each outcome. X = a is an event for each $a \in \mathbb{R}$.
- Random variables *X* and *Y* are independent if

$$\mathbb{P}[X = x \land Y = y] = \mathbb{P}[X = x] \mathbb{P}[Y = y].$$

- The *distribution* of a random variable X is the function mapping a to $\mathbb{P}[X=a]$. Its nonzero domain is called the *support* and denoted $\operatorname{supp}(X)$.
- The expected value of a r.v. *X* is

$$\mathbb{E}[X] = \sum_{x \in \text{supp}(X)} x \, \mathbb{P}[X = x] \, .$$

It is a *linear* operator: $\mathbb{E}[aX + bY] = a \mathbb{E}[X] + b \mathbb{E}[Y]$.

• The variance of a r.v. X is $Var[X] = \mathbb{E}[(X - \mathbb{E}[X])^2]$.

As a reminder the Gaussian integral (you are encouraged to find a proof online) is:

$$\int_{-\infty}^{\infty} e^{-x^2} dx = \sqrt{\pi} .$$

Continuous Probability Spaces

We understand continuous probability intuitively: e.g. if we throw a dart randomly on a dartboard, the probability that it lands in the upper right quadrant is 1/4. But the probability that it lands anywhere in particular (like the exact center), or even a "set of negligible area" (like the boundary) is zero.

It is clear that we should reconcile this using a calculus of infinitesimal outcomes and events. But to pin down a completely rigorous formulation is a subtle matter. As a note in passing, in real analysis you can learn in depth about and refresh your knowledge of the Lebesgue measure, σ -algebras, and Borel sets.

Throughout this refresher, let us keep in mind as a reference the uniform probability space on the unit interval: we want to construct a probability space on $\Omega = [0, 1]$.

We cannot start by assigning a probability to each outcome. Instead let us try to build our probability space from events (subsets of Ω):

1. As before, $\mathbb{P}[\Omega]$ should be 1.

יורם זינגר

2. If A and B are disjoint intervals, $\mathbb{P}[A \cup B]$ should be $\mathbb{P}[A] + \mathbb{P}[B]$.

3. The probability of an interval $[a, b] \subseteq \Omega$ should be b - a.

This is almost the entire story. As long as $\mathbb{P}[\cdot]$ satisfies (1) and (2), it is a valid probability function on Ω . In (3) we defined a *concrete* probability space (Ω, \mathbb{P}) .

The last part is notoriously hard to define in full generality. It is not quite as easy as assigning a weighted area to each set. For instance, the Banach-Tarski paradox gives a way to dissect a sphere into two spheres of the same volume. To avert this, we need to give up trying to assign probabilities to some *non-measurable* sets, which (very informally) tend to look like fractals, or countable number of holes. Thankfully, we almost never run into these in machine learning.

Continuous Random Variables

The definition of a random variable carries over straightforwardly: it is a function that assigns a real number to each outcome. However in applied settings, the distribution of a random variable is often the primary workhorse. Most continuous random variables we care about have a *probability density function*, which assigns an infinitesimal weight to each outcome. Rather than defining it immediately, let us first informally state that it is the "histogram" associated with a random variable and the area under the histogram should be 1. Here are some examples:

- The *uniform* distribution Unif([0,1]): $\rho(x) = 1$ if $x \in [0,1]$ and 0 otherwise.
- In general, for Unif([a, b]), we have $\rho(x) = \frac{1}{b-a}$ on its support.
- The "dartboard distribution" Unif(D^2): $\rho(x,y) = \frac{1}{\pi}$ on its support. Notice that we sneakily introduced a vector-valued random variable.
- The triangle distribution is a non-uniform distribution on [0,1]: $\rho(x) = 2x$. It is more likely to be close to 1 than 0.

This brings us to the definition we need: the pdf of X is the function ρ so that

$$\int_{x\in A} \rho(x)dx = \mathbb{P}[X\in A].$$

It is the continuous analogue of the probability mass function (though it is less common to call the pdf the distribution). If we have the pdf of a random variable, we can compute the probability of any event using an integral. In the last example,

$$\mathbb{P}[X > 1/2] = \int_{1/2}^{1} \rho(x) \, dx = 3/4 \, .$$

Or, for the dartboard,

$$\mathbb{P}[X > 0, Y > 0] = \int_0^1 \int_0^{\pi/2} \rho(x) \, dr \, d\theta = 1/4 \, .$$

Let us add one more example, an important distribution whose support is all of R:

• The *normal* (or *Gaussian*) distribution,

$$\mathcal{N}(\mu,\sigma^2):\rho(x)=\frac{1}{\sqrt{2\pi}\sigma}e^{-(x-\mu)^2/2\sigma^2}.$$

(Sketch a plot to remind yourself.) For example, $\mathcal{N}(100, 15^2)$ is the pdf of X, where X is a randomly selected person's IQ.

יורם זינגר Page 2 of 3

If $X \sim \mathcal{N}(100, 15^2)$, then

$$\mathbb{P}[X \le 100] = 1/2,$$

$$\mathbb{P}[X \le 115] = \int_{-\infty}^{115} \rho(x) \, dx \approx 0.84 \quad \text{and} \quad \mathbb{P}[X \le 160] = \int_{-\infty}^{160} \rho(x) \, dx \approx 0.99997.$$

Sometimes it is convenient to work with $\mathbb{P}[X \leq a]$, which called the *cumulative distribution function* of X. Notice that it is increasing, and its derivative is the pdf.

Expectations and Variance

The expectation of a continuous random variable X with pdf ρ is just

$$\mathbb{E}[X] = \int_{\text{supp}(X)} x \, \rho(x) \, dx \, .$$

For example, if $X \sim \mathcal{N}(\mu, \sigma^2)$,

$$\mathbb{E}[X] = \mu$$

which can be proved by brute force or symmetry. Now, let us compute the variance,

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

This is equal to

$$\int_{\mathbb{R}} (x - \mu)^2 \rho(x) = \int_{\mathbb{R}} x^2 \frac{1}{\sqrt{2\pi}\sigma} e^{-u^2/2\sigma^2} du = \sigma^2.$$

(This can be proved by using Feynman's favorite technique "differentiating the integral sign.") In summary: $\mathcal{N}(\mu, \sigma^2)$ is the "bell curve-shaped" distribution that has mean μ and variance σ^2 . They're all "equivalent" up to translation and scaling, which is true of many families of distributions.

Finally, we note the following fundamental property of Gaussians.

Theorem 0.1 Let $X \sim \mathcal{N}(\mu_1, \sigma_1^2)$, $Y \sim \mathcal{N}(\mu_2, \sigma_2^2)$ be independent. Then,

$$X + Y \sim \mathcal{N}(\mu_1 + \mu_2, \sigma_1^2 + \sigma_2^2)$$
.

This is deceptively tricky and you should try to prove it yourself. Letting Z = X + Y, write

$$\mathbb{E}[Z] = \int_{\mathbb{R}} z \, \rho_Z(z) \, dz = \iint_{\mathbb{R}^2} (x+y) \, \rho_X(x) \rho_Y(y) \, dx \, dy.$$

The last inequality uses independence. It may be helpful to work out the details and convince yourself that it is true. From there, it is an integration exercise.

A couple of final remarks as a preview of where Gaussian distribution are used in machine learning:

- In real life, Gaussians are a good model for many noisy quantities, like "the IQ of a human is around 100, with variation on the scale of 15".
- The fact that a sum of Gaussians is a Gaussian is very convenient and fundamental. It tells us how sources of error accumulate in experiments. It's also related to the *central limit theorem*, which (informally!) says that if you flip 1000 coins, the number of heads is close to $\mathcal{N}(500, 250)$.
- We can choose to view X and Y as a 2-dimensional random vector. Then, we say that (X,Y) has the *multivariate normal distribution*. You'll become well-acquainted with multivariate Gaussians in machine learning.

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