CSCI 370: Stochastic Computing



Lecture#7

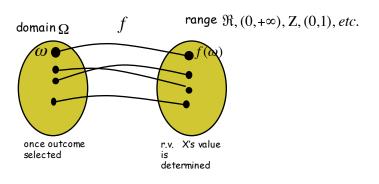
Dr. Gary Holness

Associate Professor
Graduate Program Director
aboratory for Intelligent Perceptual Systems
Fall 2016

Define:

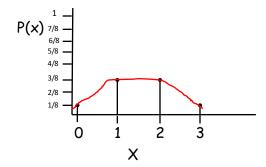
A random variable is function of outcome

$$X = f(\omega)$$



Ex:

Let X be r.v. describing the number of heads when you flip 3 fair coins

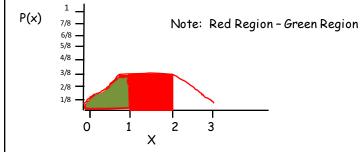


Note the shape

Issue: what about intervals?

We use the difference between cumulative distributions

$$P\{a < X \le b\} = F(b) - F(a)$$



For example the probability that number of heads $1 < X \le 2$

We compute the marginal distribution by summing along the margins of the joint distribution or **marginalizing**. This works in arbitrary dimension.

Example: I roll a fair die and flip a fair coin

Say I want P(C) or P(D)

 $P_X(x) = P\{X = x\} = \sum_{y} P_{(X,Y)}(x,y)$

(D,C)

	h	†	
1	1/12	1/12	1/6
2	1/12	1/12	1/6
3	1/12	1/12	1/6
4	1/12	1/12	1/6
5	1/12	1/12	1/6
6	1/12	1/12	1/6

$$P_Y(y) = P\{Y = y\} = \sum_{x} P_{(X,Y)}(x,y)$$

1/2 1/2

Topics

- Introduction
- Warm up
- Expectation and Variance

Topics

- Introduction
- Warm up
- Expectation and Variance

Suppose we played a game...

- You wager \$1 and I wager \$2
- I flip a coin
- You guess heads/tails
- If you are correct, you get \$2,
 If you lose I keep your \$1

How much will you win if you keep playing this game?

Suppose we played a game...

- You wager \$1 and I wager \$2
- I flip a coin
- You guess heads/tails
- If you are correct, you get \$2,
 If you lose I keep your \$1

How much will you win if you keep playing this game?

- Half the time P(heads) = 0.5 and you get \$2
- Half the time P(tails)= 0.5 and you get -\$1 (lose \$1)

So that's....

$$0.5(\$2) + 0.5(-\$1) = 1 - 0.5 = .50 cents$$

Suppose we played a game...

- You wager \$1 and I wager \$2
- I flip a coin
- You guess heads/tails
- If you are correct, you get \$2,
 If you lose I keep your \$1

How much will you win if you keep playing this game?

- Half the time P(heads) = 0.5 and you get \$2
- Half the time P(tails)= 0.5 and you get -\$1 (lose \$1)

So that's....

$$0.5(\$2) + 0.5(-\$1) = 1 - 0.5 = .50$$
cents

Lets try it in MATLAB.

So that's....

0.5(\$2) + 0.5(-\$1) = 1 - 0.5 = .50 cents

Lets try it in MATLAB.

Both the average value and how much the value varies above and below this average describes how stochasticity "behaves" for this particular system.

Topics

- Introduction
- Warm up
- Expectation and Variance

Topics

- Introduction
- Warm up
- Expectation and Variance

Distribution: complete accounting of r.v.

EX: you flip 3 "fair" coins



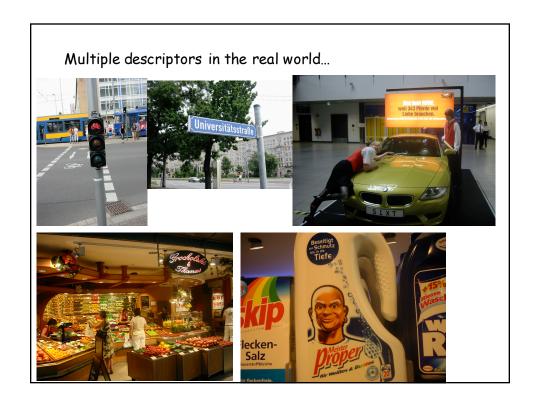


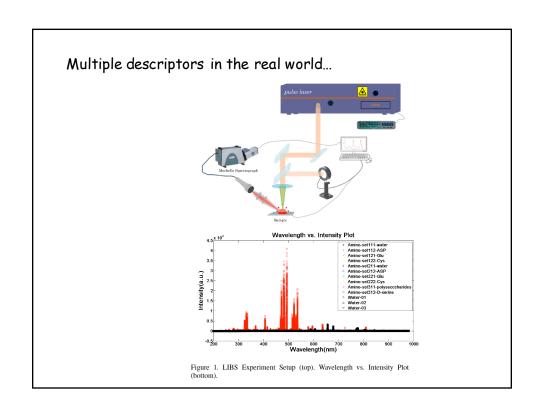


Let X be r.v. measuring the number of heads...

X	$P\{X=x\}$
0	1/8
1	3/8
2	3/8
3	1/8
total	1

This catalogue of the possible r.v. values and their probabilities is called the r.v.'s ${\it distribution}$.





We compute the marginal distribution by summing along the margins of the joint distribution or **marginalizing**. This works in arbitrary dimension.

> 1/6 1/6 1/6 1/6 1/6 1/6

Example: I roll a fair die and flip a fair coin Say I want P(C) or P(D)

(C, D)

 $P_X(x) = P\{X = x\} = \sum_{y} P_{(X,Y)}(x,y)$

 $P_Y(y) = P\{Y = y\} = \sum_{x} P_{(X,Y)}(x,y)$

	h	†
1	1/12	1/12
2	1/12	1/12
3	1/12	1/12
4	1/12	1/12
5	1/12	1/12
6	1/12	1/12

1/2 1/2

• Often in practice, there are too many pieces of information to practically write out a complete accounting

Solution?

 Often in practice, there are too many pieces of information to practically write out a complete accounting

Solution?

 Write down a summary that describes the stochastic "behavior" so that readers can understand it

• Often in practice, there are too many pieces of information to practically write out a complete accounting

Solution?

 Write down a summary that describes the stochastic "behavior" so that readers can understand it

So called, summary statistics

- Mean
- Variance

Expectation:

As in what do you expect or what will happen on "average"

Expectation:

As in what do you expect or what will happen on "average"

Defined as the probabilistic average.

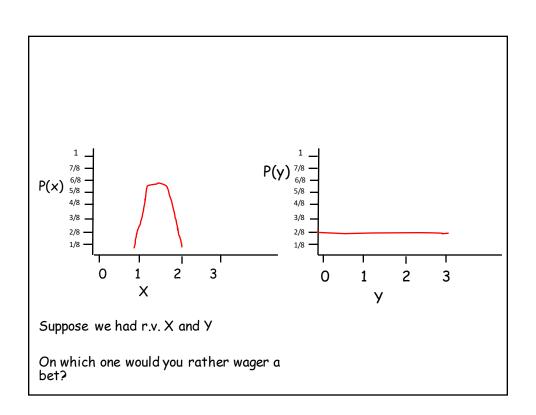
If distribution is uniform (i.e. random), the probabilistic average is the mean $\ \mu$

$$\mu = E(X) = \sum_{x} x P(X)$$

$$\mu = E(X) = \sum_{i=1}^{N} x_i P(x_i) = \sum_{i=1}^{N} x_i \frac{1}{N} = \frac{x_1 + \dots + x_N}{N}$$

How much the random variable's values are spread out or the dispersion

Easier to get something wrong if it varies widely



How much the random variable's values are spread out or the dispersion

- Low variance: easier to predict outcome (probability mass less disperse or spread out)
- High variance: harder to predict outcome (probability mass more disperse or spread out)

Variance:

How much the random variable's values are spread out or the dispersion

How would you define "spread out"

Spread out with respect to what?

How much the random variable's values are spread out or the dispersion

How would you define "spread out"

Spread out with respect to what? The "center"

Variance:

How much the random variable's values are spread out or the dispersion

Def:

The variance is the average distance or spread between each of the r.v.'s outcomes and its mean. $\sigma^{\rm 2}$

Not just any average, the probabilistic average

$$\sigma^{2} = Var(X) = E(X - E[X])^{2}$$
$$= \sum_{x} (x - \mu)^{2} P(X)$$

How much the random variable's values are spread out or the dispersion

Def:

The variance is the average distance or spread between each of the r.v.'s outcomes and its mean. $\sigma^{\rm 2}$

Not just any average, the probabilistic average

$$\sigma^2 = Var(X) = E(X - E[X])^2$$

$$= \sum_{x} (x - \mu)^2 P(X)$$
we care about the difference but not about "direction"

Standard Deviation:

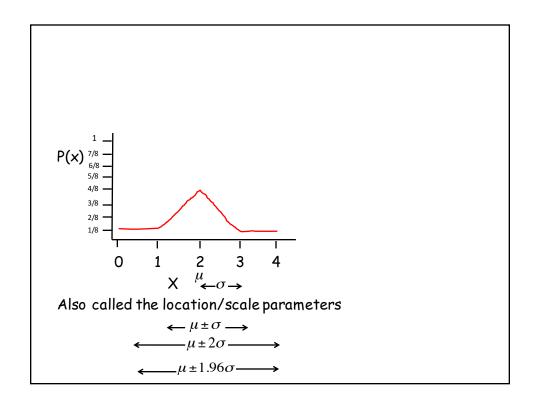
Because variance is measured as the square of some unit, it cannot be compared against $\ensuremath{\mathcal{X}}$ or $\ensuremath{\mu}$

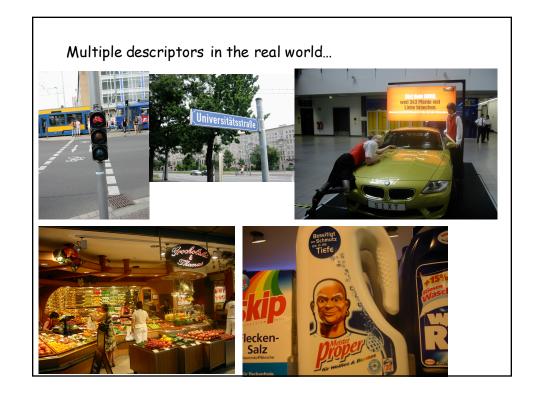
Remember we talked about the spread above and below the "center"

Def:

Standard deviation is that spread we can use to compare

$$\sigma = Std(X) = \sqrt{Var(X)}$$





Measurements often coupled

- I change one measurement
- The other measurement also changes some amount

They vary together

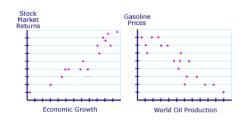
Covariance

Def:

The average way two r.v.'s spread around their center

$$Cov(X,Y) = E\{ (X - E[X]) (Y - E[Y]) \}$$

$$= \sum_{x} \sum_{y} (x - \mu_{x}) (y - \mu_{y}) P(x,y)$$



When we compare variables that have different distributions we want a common or normalized way to compare them.

Instead of saying covariance of, say, 123.45 versus 34.7 it is helpful to express on a percentage scale.

When we compare variables that have different distributions we want a common or normalized way to compare them.

Instead of saying covariance of, say, 123.45 versus 34.7 it is helpful to express on a percentage scale.

Correlation ρ

Def:

The normalized (percentage scale) expression of linkage

$$\rho = \frac{Cov(X,Y)}{Std(X) Std(Y)}$$

That is Covariance rescaled

"perfect correlation" is +1 or -1

- Introduction
- Warm up
- Expectation and Variance

- Introduction
- Warm up
- Expectation and Variance

END

Graded material

More on summary statistics, start distributions and their properties.