Homework #06: Multivariate distribution

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Problem 1. Plot the Probability Density Function of a Multivariate Normal Distribution. Consider x and y as the random variables, $\mu_x = 0$, $\sigma_x^2 = 1$ and $\mu_y = 1$, $\sigma_y^2 = 2$.

From [1], the Bivariate Normal Distribution ¹ is defined as

$$P(x_1, x_2) = \frac{1}{2\pi\sigma_1\sigma_2\sqrt{1-\rho^2}} \exp\left[-\frac{z}{2(1-\rho^2)}\right]$$
(1)

where

$$z \equiv \frac{(x_1 - \mu_1)^2}{\sigma_1^2} - \frac{2\rho(x_1 - \mu_1)(x_2 - \mu_2)}{\sigma_1 \sigma_2} + \frac{(x_2 - \mu_2)^2}{\sigma_2^2}$$
 (2)

$$\rho \equiv cor(x_1, x_2) = \frac{V_{12}}{\sigma_1 \sigma_2} = \frac{\sigma_{11} \sigma_{21} + \sigma_{12} \sigma_{22}}{\sigma_1 \sigma_2}$$
(3)

Given that $\sigma_{ij} = 0, i \neq j$, then $\rho = 0$ and (1) can be rewritten as

$$P(x_1, x_2) = \frac{1}{2\pi\sigma_1\sigma_2} \exp\left[-\frac{z}{2}\right] \tag{4}$$

In a similar fashion, 2 can be rewritten as

$$z = \frac{(x_1 - \mu_1)^2}{\sigma_1^2} + \frac{(x_2 - \mu_2)^2}{\sigma_2^2}$$
 (5)

Figure 1 presents the PDF for the given values, employing the built-in function mvnpdf and an implementation of the equations developed previously.

¹a multivariate distribution of two variables is known as a bivariate distribution

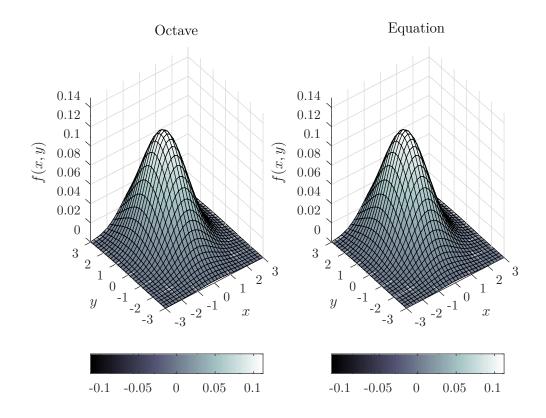


Figure 1: Multivariate Normal Distribution.

Problem 2 Plot the distributions F_X and F_Y of the function in problem 1.

Given that x and y are independent random variables with a normal distribution, both F_X and F_Y are obtained evaluating the normal pdf with their respective values. Figure 2 shows the plots for both of them.

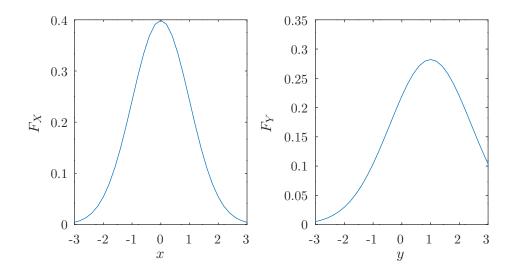


Figure 2: Distributions F_X and F_Y .

Problem 3 What would the plot of Multivariate Normal Distribution of 3 variables look like?

A 3D plot would be insufficient to visualize the distribution, given that it would be in 4D. An approximation in 3D would be slices of the volume with a colormap on its surface to express the values of P(x, y, z) at every coordinate, as shown in figure 3.

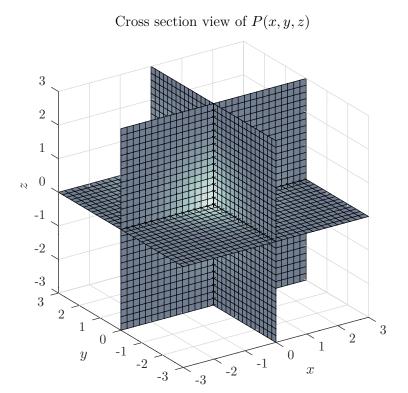


Figure 3: Slice visualization of P(x, y, z) at x, y, z = 0.

References

[1] Wolfram MathWorld. *Bivariate Normal Distribution*. 2020. URL: http://mathworld.wolfram.com/BivariateNormalDistribution.html (visited on 02/10/2020).

A Octave Code

```
1 close all
2 clc
3 clear all
4 pkg load statistics
6 \text{ mu} = [0 \ 1]; \% \text{ mu parameter for } x \text{ and } y
7 covariance Matrix = \begin{bmatrix} 1 & 0; & 0 & 2 \end{bmatrix}; % covariance matrix for
        x and y
8 \text{ muX} = 0;
9 \text{ muY} = 1;
10 \text{ sigmaX} = 1;
11 \operatorname{sigmaY} = \mathbf{sqrt}(2);
12
13 x = -3:0.2:3;
14 y = -3:0.2:3;
15 zz = zeros(31, 31);
16
17 [X,Y] = \mathbf{meshgrid}(x,y);
18 Z = [X(:) Y(:)];
19 z = mvnpdf(Z,mu,covarianceMatrix);
20 z = \mathbf{reshape}(z, \mathbf{length}(y), \mathbf{length}(x));
21 p = mvncdf(Z, mu, covarianceMatrix);
22 p = reshape(z, length(y), length(x));
23
24 for j = 1:31
25
      for i = 1:31
         zz(i,j) = ((x(i) - muX)^{(2)})/(sigmaX^{2}) + ((y(j))
26
            - \text{ muY})^(2) / (\text{sigmaY}^2);
27
      endfor
28 endfor
29 Pz = 1/(2*\mathbf{pi}*\operatorname{sigmaX}*\operatorname{sigmaY}) * \exp(-zz/2);
31 figure (1)
32 subplot (1,2,1)
33 \mathbf{surf}(x, y, z)
34 colormap (bone)
35 \operatorname{\mathbf{caxis}}([\min(z(:)) - \operatorname{range}(z(:)), \max(z(:))])
36 axis([-3 \ 3 \ -3 \ 3 \ 0 \ 0.15])
```

```
37 xlabel('$x$', 'Interpreter', 'latex')
38 ylabel ('$y$', 'Interpreter', 'latex')
39 zlabel(`$f(x,y)$', 'Interpreter', 'latex')
40 title ('Octave', 'Interpreter', 'latex')
41 colorbar ('southoutside')
42 set (gcf, 'Color', [1 1 1])
44 subplot (1,2,2)
45 surf(x,y,Pz')
46 colormap (bone)
47 \operatorname{\mathbf{caxis}}([\min(z(:)) - \operatorname{range}(z(:)), \max(z(:))])
48 axis([-3 \ 3 \ -3 \ 3 \ 0 \ 0.15])
49 xlabel('$x$','Interpreter','latex')
50 ylabel ('$y$', 'Interpreter', 'latex')
51 zlabel('$f(x,y)$','Interpreter','latex')
52 title ('Equation', 'Interpreter', 'latex')
53 colorbar ('southoutside')
54
55 print ('-dpdflatex', './img/hw06_multi.tex', '-S400,300
      ');
56
57 \text{ FX} = \text{normpdf}(x, \text{muX}, \text{sigmaX});
58 \text{ FY} = \text{normpdf}(y, \text{muY}, \text{sigmaY});
59
60 figure (2)
61 subplot (1,2,1)
62 plot (x, FX);
63 xlabel('$x$','Interpreter','latex')
64 ylabel('$F_X$', 'Interpreter', 'latex')
65
66 subplot (1,2,2)
67 plot (y, FY);
68 xlabel('$y$', 'Interpreter', 'latex')
69 ylabel('$F_Y$', 'Interpreter', 'latex')
70
71 print ('-dpdflatex', './img/hw06_normal.tex', '-S400
      ,200');
72
73 clear all
74
75 x = -3:0.2:3;
```

```
76 \text{ y} = -3:0.2:3;
77 z = -3:0.2:3;
78
79 \text{ mu} = [0 \ 1 \ 0];
80 \text{ sigma} = \begin{bmatrix} 1 & 0 & 0; & 0 & 2 & 0; & 0 & 0 & 1 \end{bmatrix};
81 [X,Y,Z] = \mathbf{meshgrid}(x,y,z);
82 P = [X(:) Y(:) Z(:)];
83 p = mvnpdf(P, mu, sigma);
84 p = \mathbf{reshape}(p, \mathbf{length}(y), \mathbf{length}(x), \mathbf{length}(z));
85
86 figure (3)
87 xslice = 0; \% define the cross sections to view
88 yslice = 0;
89 zslice = 0;
90 slice(x, y, z, p, xslice, yslice, zslice) % display
          the slices
91 ylim ([-3 \ 3])
92 view (-34,24)
93 colormap (bone)
94 \operatorname{\mathbf{caxis}}([\min(p(:)) - \operatorname{range}(p(:)), \max(p(:))])
95 xlabel('$x$','Interpreter','latex')
96 ylabel('$y$','Interpreter','latex')
97 zlabel('$z$','Interpreter','latex')
98 title ('Cross section view of P(x, y, z)','
        Interpreter ', 'latex ')
99 print ('-dpdflatex', './img/hw06_slice.tex', '-S300,300
        ');
100
101 close all
```