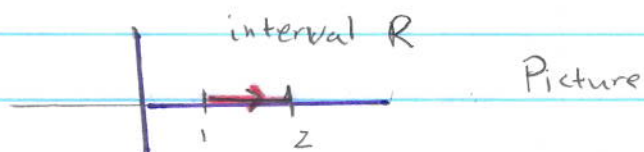


Change of Variables and Probability

- Consider the basic (oriented) integral

$$I = \int_1^2 x^2 dx$$



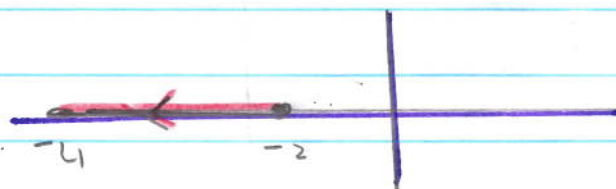
- Change vars $u = -2x$ or $x = -u/2$, $dx = -\frac{1}{2} du$

$$I = \int_{-2}^{-4} \left(\frac{u}{2}\right)^2 \left(-\frac{1}{2}\right) du$$

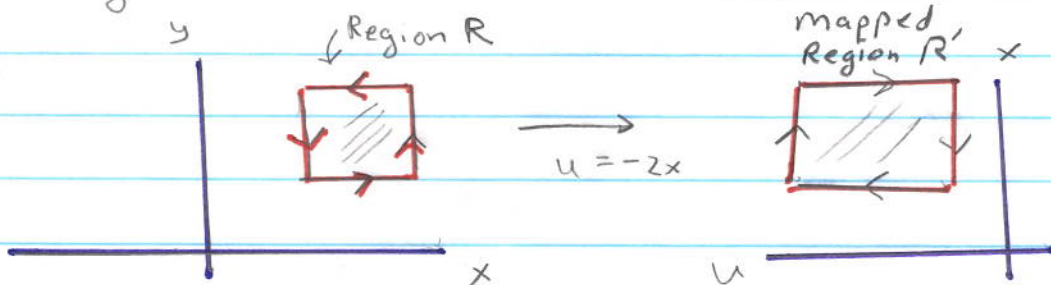
flip
limits
of integration

$$= \int_{-4}^{-2} \left(\frac{u}{2}\right)^2 \left(\frac{1}{2}\right) du$$

$$\left|\frac{dx}{du}\right|$$



- The sign is a lot to bother with especially in higher dimension where it reflects the orientations



of the regions of integration

- Usually it is easier (and no worse) to use unoriented integrals, especially @ probability

$$I = \int_{[1,2]} dx x^2 = \int_{[-4,-2]} du \left|\frac{dx}{du}\right| \left(\frac{u}{2}\right)^2$$

absolute value

So the change of variables formula can be written

$$I = \int_R dx f(x) = \int_{R'} du \left| \frac{dx}{du} \right| f(x(u)) \quad \text{always works}$$

↑ region of integration ↑ mapped region of integration

- Similarly if I have a probability $d\mathcal{P}$ to be between x and $x+dx$ and change of vars $u(x)$ or $x(u)$ then

$$d\mathcal{P} = P_x(x) dx = P_x(x(u)) \left| \frac{dx}{du} \right| du$$

- Thus, the probability density $P_u(u)$ is

$$P_u(u) = P_x(x(u)) \left| \frac{dx}{du} \right|$$

Ex:

← normalizing const

$$P(x) = C x^2 \quad x \in [1, 2]$$

Under change of vars $u = -2x$ we have:

$$P(u) = C \left(\frac{u}{2} \right)^2 \frac{1}{2} \quad u \in [-4, -2]$$

3 Dimensions - Spherical Coordinates

- Suppose we have a probability distribution

$$d\mathcal{P} = P(x, y, z) \underbrace{dx dy dz}_{\equiv dV}$$

- for a particle to have position in (x, y, z) to $(x+dx, y+dy, z+dz)$. Then what is the probability for it to have probability in $[r, r+dr], [\theta, \theta+d\theta], [\phi, \phi+d\phi]$
From the picture (next slide)

$$\begin{aligned} dV &= dA dr = (r d\theta)(r \sin\theta d\phi)(dr) \\ &= r^2 \sin\theta d\theta d\phi dr \end{aligned}$$

- There is a mathematical way to do this. There is a map $(r, \theta, \phi) \rightarrow (x, y, z)$ $x = r \sin\theta \cos\phi$,
 $y = r \sin\theta \sin\phi$, $z = r \cos\theta$

The jacobian of the map is

$$\left| \frac{\partial(x, y, z)}{\partial(r, \theta, \phi)} \right| = \begin{vmatrix} \frac{\partial x}{\partial r} & \frac{\partial x}{\partial \theta} & \frac{\partial x}{\partial \phi} \\ \frac{\partial y}{\partial r} & \frac{\partial y}{\partial \theta} & \frac{\partial y}{\partial \phi} \\ \frac{\partial z}{\partial r} & \frac{\partial z}{\partial \theta} & \frac{\partial z}{\partial \phi} \end{vmatrix}$$

this is symbol means the matrix shown here

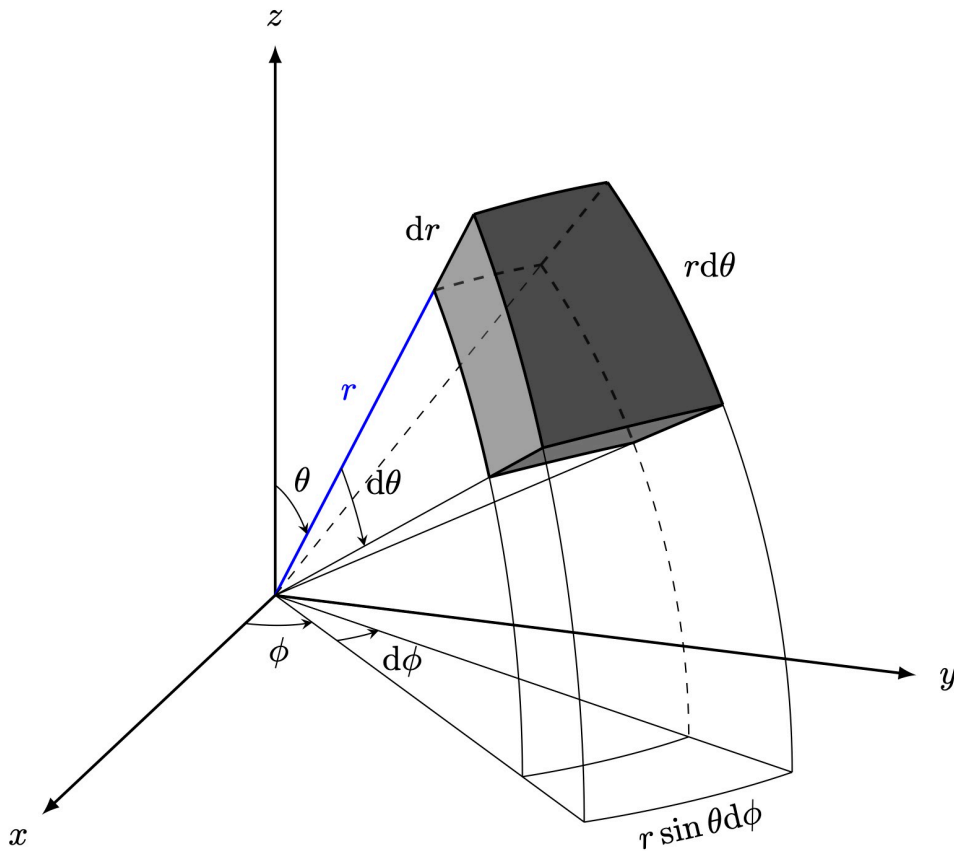
determinant of matrix

Spherical Coordinates

Volume and area elements

$$\begin{aligned}dV &= dA \, dr = (r \, d\theta) (r \sin \theta \, d\phi) (dr) \\ &= r^2 \sin \theta \, dr \, d\theta \, d\phi\end{aligned}$$

$$\begin{aligned}dA &= (r \, d\theta) (r \sin \theta \, d\phi) \\ &= r^2 \sin(\theta) \, d\theta \, d\phi\end{aligned}$$



Then

↙ absolute value of jacobian determinant

$$dx dy dz = \left\| \frac{\partial(x, y, z)}{\partial(r, \theta, \phi)} \right\| dr d\theta d\phi$$

$$= r^2 \sin \theta dr d\theta d\phi \quad (\text{see slide for algebra})$$

So either way with $x(r, \theta, \phi)$

$$d\mathcal{P} = P(x, y, z) \cdot r^2 \sin \theta dr d\theta d\phi$$

Example

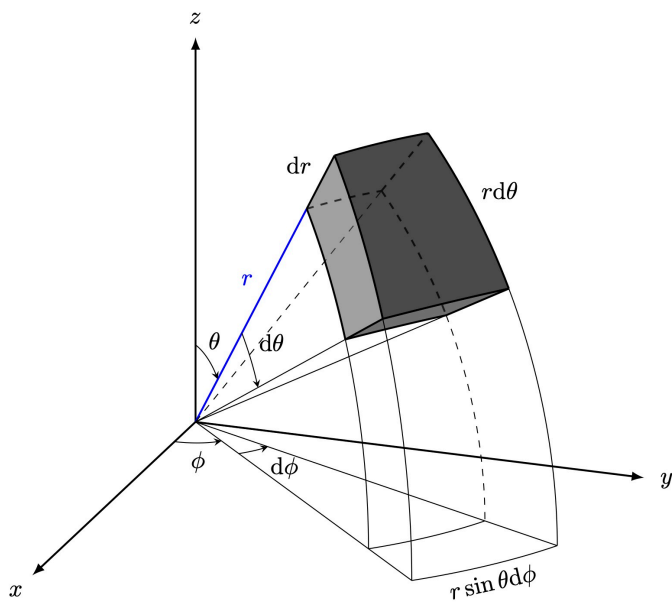
if $P(x, y, z) = C e^{-(x^2 + y^2 + z^2)/2\sigma^2}$ then

$$d\mathcal{P} = C e^{-(x^2 + y^2 + z^2)/2\sigma^2} dx dy dz$$

$$= C e^{-r^2/2\sigma^2} r^2 dr \sin \theta d\theta d\phi$$

So $P(r, \theta, \phi) = C e^{-r^2/2\sigma^2} r^2 \sin \theta$ is the probability density for r, θ, ϕ .

Jacobian Determinant



$$x = r \sin \theta \cos \phi$$

$$y = r \sin \theta \sin \phi$$

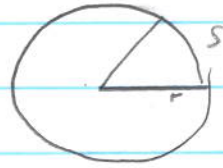
$$z = r \cos \theta$$

$$\begin{vmatrix} \frac{\partial x}{\partial r} & \frac{\partial x}{\partial \theta} & \frac{\partial x}{\partial \phi} \\ \frac{\partial y}{\partial r} & \frac{\partial y}{\partial \theta} & \frac{\partial y}{\partial \phi} \\ \frac{\partial z}{\partial r} & \frac{\partial z}{\partial \theta} & \frac{\partial z}{\partial \phi} \end{vmatrix} = \begin{vmatrix} \sin \theta \cos \phi & r \cos \theta \cos \phi & -r \sin \theta \sin \phi \\ \sin \theta \sin \phi & r \cos \theta \sin \phi & r \sin \theta \cos \phi \\ \cos \theta & -r \sin \theta & 0 \end{vmatrix} = r^2 \sin \theta$$

Solid Angle

- In 1 dimension specify an arc on a circle

$$\Theta = \frac{s}{r}$$



- In 2d we need to specify an area on sphere

$$\Omega = \frac{A}{r^2} \quad \text{so } \Omega = 4\pi \text{ for a full sphere}$$

↑ solid

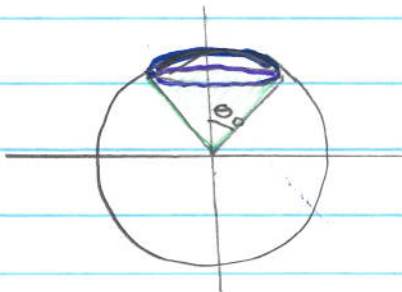
"angle" ← bad name we have to specify a spherical area, not really an "angle", but region on sphere. It is in range $[0, 4\pi]$

- From the picture discussed earlier

$$d\Omega \equiv \frac{dA}{r^2} \equiv \frac{r^2 \sin\theta d\theta d\phi}{r^2} \equiv \sin\theta d\theta d\phi$$

↑ differential solid angle

- Example find the solid angle of a cone:



$$\Omega = \int_{\text{cone}} \overbrace{\sin\theta d\theta d\phi}^{d\Omega}$$

$$= \int_0^{\Theta_0} \sin\theta d\theta \int_0^{2\pi} d\phi$$

$$\Omega = 2\pi (1 - \cos\Theta_0)$$

and for $\theta_0 = \pi$, $\cos \theta_0 = -1$ and $\Omega = 4\pi$

- Consider a particle which is confined to the surface of a sphere of radius R . Suppose that it is uniformly distributed over the area of the sphere. What is its probability distribution in θ, ϕ

$$d\mathcal{P} \propto dA \propto R^2 d\Omega \propto \sin\theta d\theta d\phi$$

The normalization constant is 4π

$$d\mathcal{P} = \frac{d\Omega}{4\pi} = \frac{\sin\theta d\theta d\phi}{4\pi}$$

↑ probability density for a particle uniformly distributed over the sphere