

Module Learning Objectives

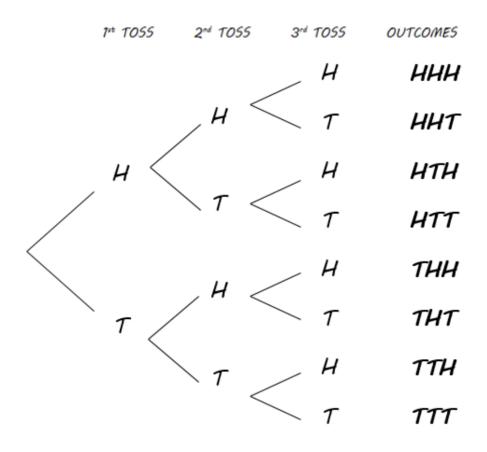
- Recognize the probability types, axioms, and laws such as joint probability, marginal probability, conditional probability, non-negativity axiom, normalization axiom, and additivity axiom, CLT, LLN, including their uses and examples.
- Describe multiple probability distributions such as hypergeometric, geometric, negative binomial, binomial, Bernoulli, Poisson, uniform, normal, exponential, gamma, and beta.
- Compute the moments of distributions like mean, standard deviation, variance, degrees of freedom, skewness, and kurtosis
- Assess the appropriateness of randomization in algorithm design.
- Utilize randomization in the design of an algorithm.
- Apply the Markov principle to analyze a randomized algorithm.
- Assess the empirical performance of an algorithm with and without randomization incorporated.





Sample Space

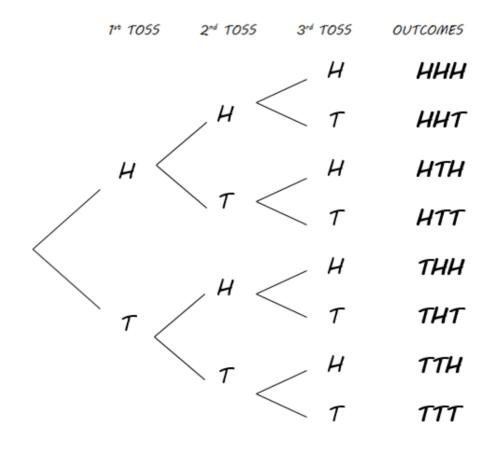
- A sample space is a set S whose elements are called elementary events. The sample space S is the set of all possible outcomes of a random experiment.
- Sometimes a tree diagram is helpful in determining the sample space.
- Three fair coins are tossed. The sample space is shown here.





Outcome

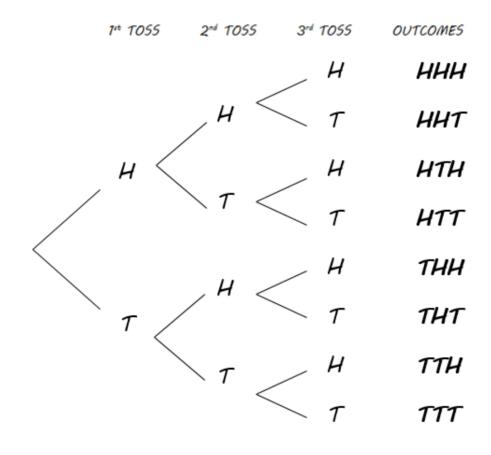
- An outcome is a single result from the sample space of a random experiment.
- In this case HHH is an outcome.





Event

- An event is a subset of the sample space.
- It is a set of outcomes to which a probability is assigned.
- An event could be that the first toss is a **H**. The event **A** of having a **H** on the first toss could be expressed as **A** = {HHH, HHT, HTH, HTT}
- Two events A and B, are mutually exclusive if and only if A intersect
 B is an empty set.





Three Probability Axioms

 The probability of any event A is a non-negative number

$$P(A) \geq 0$$

Non-Negativity

 The probability of the sample space S is equal to 1.

$$P(S) = 1$$

Normalization

 For any two mutually exclusive events A and B, the probability of their union is the sum of their individual probabilities

$$P(A \cup B) = P(A) + P(B)$$

if $A \cap B = \emptyset$

Additivity



Expected Value

 Expected Value, often referred to as the mean, is a fundamental concept in probability and statistics that provides a measure of the central tendency of a random variable.

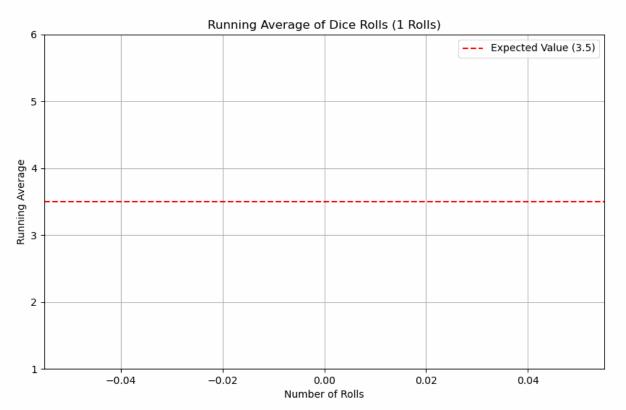
- Random Variable, mapping outcomes of a random process to numbers.
- Discrete Random Variable, the possible outcomes are countable or finite.
- Continuous Random Variable, an uncountable number of outcomes represented by an interval on a number line.

$$E(X) = \sum_{i=1}^{n} x_i P(X = x_i)$$

$$E(X) = \int_{-\infty}^{\infty} x f(x) \, dx$$

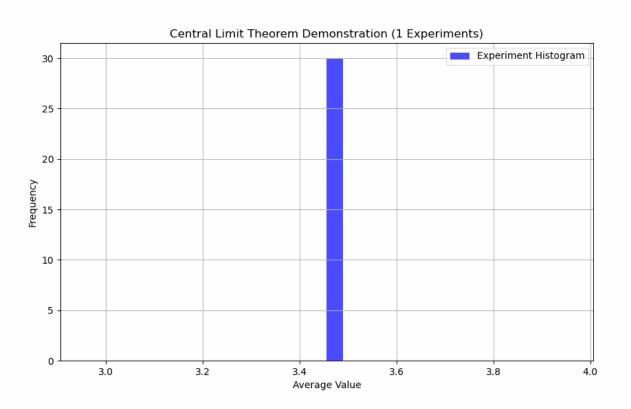


Law of Large Numbers





Central Limit Theorem





Variance

- Variance, measures the dispersion or spread of a random variable around its mean (expected value).
- Just like with Expected Value there are different formulations for discrete vs continuous calculations for variance

Discrete Random Variable Variance

$$Var(X) = E[(X - \mu)^2] = \sum_{i=1}^{n} (x_i - \mu)^2 P(X = x_i)$$

Continuous Random Variable Variance

$$Var(X) = E[(X - \mu)^2] = \int_{-\infty}^{\infty} (x - \mu)^2 f(x) dx$$



Standard Deviation

- Standard Deviation, quantifies the amount of variation or dispersion in a set of data values.
- Just like with Variance there are different formulations for discrete vs continuous calculations for standard deviation

Discrete Random Variable Standard Deviation

$$Var(X) = E[(X - \mu)^2] = \sum_{i=1}^{n} (x_i - \mu)^2 P(X = x_i)$$

Continuous Random Variable Standard Deviation

$$Var(X) = E[(X - \mu)^2] = \int_{-\infty}^{\infty} (x - \mu)^2 f(x) dx$$



Skewness

- Skewness, describes the asymmetry of the probability distribution
- The distribution of X is said to be positively skewed, negatively skewed or unskewed depending on whether skew(X) is positive, negative, or 0.

$$\frac{\frac{1}{N}\sum_{n=1}^{N}\left(\mathbf{x}_{n}-\boldsymbol{\mu}\right)^{3}}{\boldsymbol{\sigma}^{3}}$$

This is the 3rd Moment.

$$\mathrm{skew}(X) = \frac{\mathbb{E}\left(X^3\right) - 3\mu\mathbb{E}\left(X^2\right) + 2\mu^3}{\sigma^3} = \frac{\mathbb{E}\left(X^3\right) - 3\mu\sigma^2 - \mu^3}{\sigma^3}$$



Kurtosis

 Kurtosis, a measure of the "tailedness" of a distribution, which shows how often outliers occur.

$$= \frac{\frac{1}{N}\sum_{n=1}^{N}\left(\mathbf{x}_{n}-\boldsymbol{\mu}\right)^{4}}{\boldsymbol{\sigma}^{4}}$$

This is the 4th moment.

$$\operatorname{kurt}(X) = \frac{\mathbb{E}\left(X^4\right) - 4\mu\mathbb{E}\left(X^3\right) + 6\mu^2\mathbb{E}\left(X^2\right) - 3\mu^4}{\sigma^4} = \frac{\mathbb{E}\left(X^4\right) - 4\mu\mathbb{E}\left(X^3\right) + 6\mu^2\sigma^2 + 3\mu^4}{\sigma^4}$$



