

Random variables

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Intended learning outcomes

- ▶ Recognize and define events and random variables
- ▶ Implement code to sample values for a random variable

Event

Definition

Given a sample space $\mathcal{S} = \{s_1, \dots, s_J\}$, an event \mathcal{E} is a subset of the sample space \mathcal{S} : $\mathcal{E} \subseteq \mathcal{S}$.

\mathcal{E} occurs if any $e_j \in \mathcal{E}$ is observed.

Given a probability function P ,

$$\begin{aligned} P(\mathcal{E}) &= P\left(\bigcup_j^{\infty} e_j\right) \quad (\text{expansion}) \\ &= \sum_j^{\infty} P(e_j) \quad (\sigma\text{-additivity}) \end{aligned}$$

Event

Further, if $P(s_i) = P(s_j)$ for all $s_i, s_j \in \mathcal{S}$, then

$$P(\mathcal{E}) = \frac{|\mathcal{E}|}{|\mathcal{S}|},$$

where $|\mathcal{A}|$ is the number of elements in a set \mathcal{A} .

Example

Sequence: Toss a coin 2 times.

Define event \mathcal{E} as the occurrence of one head:

$$\mathcal{E} = \{HT, TH\}$$

Derive $P(\mathcal{E})$.

Randomness

Apparent or actual lack of definite pattern in information.

Compatible with a deterministic or stochastic process.

Examples

- ▶ flipping a coin
- ▶ drawing cards from a shuffled deck
- ▶ atmospheric noise (random.org)
- ▶ somatic mutations

Random variable

Definition

Given a sample space $\mathcal{S} = \{s_1, \dots, s_J\}$ and a probability function P , a **random variable** X is a function that maps from \mathcal{S} onto real numbers with domain $\mathcal{X} = \{x_1, \dots, x_N\}$.

Illustration

Random variable

Each realization $x_i \in \mathcal{X}$ corresponds to an event $\mathcal{E}_i \subseteq \mathcal{S}$ such that

$$P_X(X = x_i) = P(\mathcal{E}_i),$$

where $\mathcal{E}_i = \{s_j \in S : X(s_j) = x_i\}$ and P_X is the *induced* probability function on \mathcal{X} .

Remark: We often abbreviate $P_X(X = x_i)$ as $P_X(x_i)$ or $P(x_i)$.

Example 1

Sequence: Toss a coin 1 time.

Define random variable X as the number of heads.

What event does each possible value of X correspond to?

$$x_i$$

$$\mathcal{E}_i = \{s_j \in S : X(s_j) = x_i\}$$

Example 2

Sequence: Toss a coin 2 times.

Define random variable X as the number of heads.

What event does each possible value of X correspond to?

x_i	$\mathcal{E}_i = \{s_j \in S : X(s_j) = x_i\}$
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Random variable

Previously, we assumed that sample space $\mathcal{S} = \{s_1, \dots, s_J\}$, i.e. \mathcal{S} is (countable and) finite.

We also assumed that $\mathcal{X} = \{x_1, \dots, x_N\}$ is finite.

If \mathcal{X} is uncountable, we can define the induced probability function for some set $\mathcal{A} \subset \mathcal{X}$ as

$$P_X(X \in \mathcal{A}) = P(\{s \in \mathcal{S} : X(s) \in \mathcal{A}\}).$$

Cumulative distribution function

Definition

The cumulative distribution function (cdf) of a random variable X is defined by

$$F_X(x) \triangleq P_X(X \leq x), \quad \text{for all } x.$$

Theorem

A function $F(x)$ is a cdf if and only if

- a. $\lim_{x \rightarrow -\infty} F(x) = 0$ and $\lim_{x \rightarrow \infty} F(x) = 1$.
- b. $F(x_1) \leq F(x_2)$ for all $x_1 \leq x_2$ (non-decreasing).
- c. $\lim_{x \rightarrow x_0^+} F(x) = F(x_0)$ (right-continuous).

Examples of cdf

continuous function

step function

Probability mass function

Definition

The probability mass function (pmf) of a discrete random variable X is given by

$$f_X(x) \triangleq P_X(X = x) \quad \text{for all } x.$$

Example

Sequence: Toss a fair coin 3 independent times.

Define random variable X as the number of heads.

Calculate $f_X(x_i) = P_X(X = x_i)$ for all $x_i \in X$.

x_i	\mathcal{E}_i	$f_X(x_i)$

$f_X(x)$ for continuous random variable?

For a continuous random variable X , we might try to define

$$f_X(x) = P_X(X = x).$$

However, $P_X(X = x) = 0$ for all $x \in \mathcal{X}$ here.

So, we need to define $f_X(x)$ differently for continuous random variables.

$P_X(X = x)$ for continuous random variable

For a continuous random variable X , $P_X(X = x) = 0, \forall x \in \mathcal{X}$.

Illustration

$P_X(X = x)$ for continuous random variable

For a continuous random variable X , $P_X(X = x) = 0, \forall x \in \mathcal{X}$.

Proof

Recall from set theory that

$$(1) \quad A \subseteq B \Rightarrow P(A) \leq P(B)$$

$$(2) \quad P(A \cap B) = P(B) - P(B \cap A^c)$$

For any $\epsilon > 0$, we have

$$\{r \in \mathcal{X} : r = x\} \subseteq \{r \in \mathcal{X} : x - \epsilon < r \leq x\}.$$

As short-hand, we will write

$$\{X = x\} \subseteq \{x - \epsilon < X \leq x\}.$$

By (1),

$$P(X = x) \leq P(x - \epsilon < X \leq x).$$

By definition,

$$\begin{aligned} P(x - \epsilon < X \leq x) &= P(\{r \in \mathcal{X} : x - \epsilon < r\} \cap \{r \in \mathcal{X} : r \leq x\}) \\ &= P(\{x - \epsilon < X\} \cap \{X \leq x\}) \end{aligned}$$

By (2),

$$\begin{aligned} &P(\{x - \epsilon < X\} \cap \{X \leq x\}) \\ &= P(\{X \leq x\}) - P(\{X \leq x\} \cap \{X \leq x - \epsilon\}) \\ &= P(\{X \leq x\}) - P(\{X \leq x - \epsilon\}) \\ &= P(X \leq x) - P(X \leq x - \epsilon) \\ &= F_X(x) - F_X(x - \epsilon) \end{aligned}$$

Therefore,

$$0 \leq P(X = x) \leq \lim_{\epsilon \rightarrow 0+} F_X(x) - F_X(x - \epsilon) = 0. \quad \blacksquare$$

Probability density function

Definition

The probability density function (pdf) of a continuous random variable is a function $f_X(x)$ that satisfies

$$F_X(x) = \int_{-\infty}^x f_X(t) dt \quad \text{for all } x.$$

Further, if $f_X(x)$ is continuous, by the Fundamental Theorem of Calculus,

$$\frac{d}{dx} F_X(x) = f_X(x).$$

Notation for sampling

If a random variable X has a cdf $F_X(x)$, we write

$$X \sim F_X(x),$$

where the \sim (tilde) symbol means “is distributed according to”.

The right-hand-side of the \sim operator can be anything that help defines a probability distribution.

For instance, if X has a pmf or pdf $f_X(x)$, we can also write

$$X \sim f_X(x).$$

If random variables X and Y have the same distribution, we write

$$X \sim Y.$$

Summary

“Math is not magic.” - High school math teacher

Casella & Berger 2002, sections 1.4, 1.5, 1.6.

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