

PROBABILITY & STATISTICS

Lecture 4: Random variables

LAST TIME

- Independent events
- Conditional probability
- Bayes' rule
- Law of total probability

TODAY

- Random variables and their properties
- Probability distributions

Random variables

https://youtu.be/S_obHZjZ5EM

MOTIVATION

- We usually focus on some numerical aspects of the experiment
 - number of heads in 100 coin tosses;
 - number of boys among 4 kids;
 - sum on the two dice;
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 - number of heads in 100 coin tosses;
 - number of boys among 4 kids;
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- These are *random variables*
 - A real-valued variable whose value is determined by an underlying random experiment.

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- Let X be the number of heads in this experiment.
- X is a **random variable**.
 - The value of X depends on the outcome of the random experiment
 - Possible values: 0, 1, 2, 3, 4, 5

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- A random variable is a *function* from the sample space to the real numbers:

$$X: S \rightarrow \mathbb{R}$$

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- A set of all possible values a random variable can take is called **range**.

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(UN)COUNTABLE SETS

- You know that sets can be finite and infinite.

$$A = \{1, 2, 3\}, \quad B = \{2, 4, 6, \dots\}, \quad C = [1; 2], \quad D = \mathbb{R}$$

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- **Probability distribution** of X :

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$P(x)$	0.25	0.5	0.25

PROBABILITY MASS FUNCTION

- For a discrete random variable X with range $R_X = \{x_1, x_2, \dots\}$ **probability mass function (PMF)** is defined as

$$P_X(x) = \begin{cases} P(X = x), & x \in R_X \\ 0, & x \notin R_X \end{cases}$$

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PROPERTIES OF PMF

- Let X be a random variable with range R_X and a PMF $P_X(x)$.
 X – number of heads after 2 tosses of a coin, $R_X = \{0, 1, 2\}$

x	0	1	2
$P(x)$	0.25	0.5	0.25

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 - For all x , $0 \leq P_X(x) \leq 1$

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 $P_X(0) + P_X(1) + P_X(2) = 0.25 + 0.5 + 0.25 = 1$
 - For any set $A \subseteq R_X$, $P(X \in A) = \sum_{x_k \in A} P_X(x_k)$

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 - For any set $A \subseteq R_X$, $P(X \in A) = \sum_{x_k \in A} P_X(x_k)$
 $A = \{0, 1\}$, $P(X = 0 \text{ or } X = 1) = 0.25 + 0.5 = 0.75$

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- You are tossing an unfair coin with the probability of heads 0.6 twice. Let random variable X denote the total number of heads.

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$$P_X(x) = \begin{cases} 0.4^2, & x = 0 \\ 2 \cdot 0.6 \cdot 0.4, & x = 1 \\ 0.6^2, & x = 2 \\ \textit{otherwise} & \end{cases}$$

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$$P(X = 10) = P_X(10)$$

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$$P(X \leq 1) =$$

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$$P(X = 10) = P_X(10) = 0,$$
$$P(X \leq 1) = P_X(1) + P_X(0) =$$

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CUMULATIVE DISTRIBUTION FUNCTION

- Another way to represent distribution.
- **Cumulative distribution function (CDF)** of a random variable X is defined as follows:

$$F_X(x) = P(X \leq x) \quad \forall x \in \mathbb{R}$$

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- Example: X – total number of heads after two tosses of a coin.

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- Example: X – total number of heads after two tosses of a coin.

$$P_X(x) = P(X = x) = \begin{cases} 0.25, & x = 0 \\ 0.5, & x = 1 \\ 0.25, & x = 2 \\ 0, & \text{otherwise} \end{cases} \quad F_X(x) = P(X \leq x) = \begin{cases} 0, & x < 0 \\ 0.25, & 0 \leq x < 1 \\ 0.75, & 1 \leq x < 2 \\ 1, & x \geq 2 \end{cases}$$

PMF AND CDF: EXAMPLE

- You are rolling a fair die. Y – the outcome.
- Define PMF $P_Y(y)$ and CDF $F_Y(y)$ of Y .

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Expected value

EXPECTED VALUE

- Consider the following random variable:

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$P(x)$	1/3	1/3	1/3

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- Which value would you expect to get *on average*?
- And now?

x	-1	0	1
$P(x)$	0.1	0.1	0.8

EXPECTED VALUE

- Let X be a discrete random variable with a finite range $R_X = \{x_1, \dots, x_n\}$. The expected value of X is defined as:

$$EX = \sum_{x_k \in R_X} x_k \cdot P(X = x_k)$$

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- Different notations: $EX, E[X], \mu_X, \dots$

EXPECTED VALUE

- $EX = -1$.

x	-1	0	1
$P(x)$	1/3	1/3	1/3

- $EY =$

x	-1	0	1
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EXPECTED VALUE

- $EX = -1 \cdot \frac{1}{3} + 0 \cdot \frac{1}{3} + 1 \cdot \frac{1}{3} = 0$

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- $EY = -1 \cdot 0.1 + 0 \cdot 0.1 + 1 \cdot 0.8 = 0.7$

x	-1	0	1
$P(x)$	0.1	0.1	0.8

Variance

VARIANCE

- Consider the following two random variables X and Y :

x	-100	0	100
$P(X = x)$	1/3	1/3	1/3

y	-1	1
$P(Y = y)$	1/2	1/2

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$$EX = \quad , \quad EY =$$

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But X and Y are very different....

VARIANCE

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- “How often does X take values far from its mean?”

VARIANCE

$$\textit{Var}(X) \geq 0$$

VARIANCE

$$\text{Var}(X) \geq 0$$

because by definition it's the expected value of
 $(X - \mu_X)^2 \geq 0$

VARIANCE

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$$\text{Var}(X) = E(X - EX)^2 = EX^2 = \frac{2}{3} \cdot 10^4$$

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$$\text{Var}(X) = E(X - EX)^2 = EX^2 = \frac{2}{3} \cdot 10^4$$

$$\text{Var}(Y) = E(Y - EY)^2 = E(Y^2) = 1$$

STANDARD DEVIATION

- What are the measurement units of EX ?
- What are the measurement units of $\text{Var}(X)$?

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 - Difficult to interpret.
- Standard deviation:

$$\text{std}(X) = \sqrt{\text{Var}(X)}$$

Practice problems

BALLS IN A BOWL

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$$F_X(x) = \left\{ \begin{array}{l} 0 \\ \frac{1}{36} \\ \frac{7}{36} \\ \frac{15}{36} \\ \frac{22}{36} \\ \frac{27}{36} \\ 1 \end{array} \right.$$

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WAITING FOR HEADS

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$$E(X) = \sum_{k=1}^{+\infty} k \cdot P(X = k) = \sum_{k=1}^{+\infty} k \cdot 0.5^k = \dots ?$$

EXPECTATION OF X^2

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x	-1	1
$P(x)$	1/3	2/3

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PROPERTIES OF EXPECTED VALUE 2

- Let X be a random variable with range $R_X = \{x_1, \dots, x_n\}$ and $Y = g(X)$. Then

$$EY = E(g(X)) = \sum_{x_k \in R_X} g(x_k) \cdot P(X = x_k)$$

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- You roll a fair dice once, random variable X – the outcome.

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$$EX^2 = \frac{1}{6}(1 + 4 + 9 + 16 + 25 + 36) = \frac{91}{6}$$