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1 Basics of probability

We start with the probability triplet: $(\Omega, \mathcal{H}, \mathbb{P})$ Here Ω is the set of sample space, \mathcal{H} is the σ -algebra built upon Ω and \mathbb{P} is the probability measure. Since \mathbb{P} is a measure, it will take values in \mathbb{R} .

We are interested in probability measure, which means:

- \mathbb{P} is a **finite measure** and $\mathbb{P}(\Omega) = 1$;
- $\omega \in \Omega$ will be called **outcomes**.

So consider the example of the roll of the die. If we roll it,

$$\Omega = \underbrace{\{1, 2, 3, 4, 5, 6\}}_{\text{outcomes}}$$

And if we consider the elements $A \in \mathcal{H}$ (which will be subsets of Ω) will be called **events**.

We want to quantify the possibility that the event A occurs: we want to measure, through \mathbb{P} , the set A : from a measure theory point of view, it's only sets in the σ -algebra.

The probability measure has the following properties:

- $\mathbb{P}(\Omega) = 1, \quad \mathbb{P}(\emptyset) = 0$
- **monotonicity of \mathbb{P}** : take 2 events $H, K \in \mathcal{H}$ such that $H \subset K$. Then $\mathbb{P}(H) \leq \mathbb{P}(K)$ ¹.
- **finite additivity**: take $H, K \in \mathcal{H}$ such that $H \cap K = \emptyset$. Then $\mathbb{P}(H \cup K) = \mathbb{P}(H) + \mathbb{P}(K)$;
- **countable additivity**: this requires that we consider collection of events. We denote them in this way:

$$(H_n)_{n \in \mathbb{N}} \subset \mathcal{H}$$

with $\mathbb{N} = \{0, 1, 2, 3, \dots\}$ and $\mathbb{N}^* = \{1, 2, 3, 4, \dots\}$ such that they are disjoint pairwise (except identical pairs). Then

$$\mathbb{P}\left(\bigcup_n H_n\right) = \sum_n \mathbb{P}(H_n)$$

- **Boole inequality (sub-additivity)**: if we have a collection $(H_n)_{n \in \mathbb{N}} \subset \mathcal{H}$ (not necessarily disjoint) then

$$\mathbb{P}\left(\bigcup_n H_n\right) \leq \sum_n \mathbb{P}(H_n)$$

- **sequential continuity**: consider the sequence $(H_n)_{n \in \mathbb{N}} \subset \mathcal{H}$ such that $H_n \nearrow H \in \mathcal{H}$ (H_n is an increasing sequence of numbers that has H as limit) then $\mathbb{P}(H_n) \nearrow \mathbb{P}(H)$. Moreover, if $(F_n)_{n \in \mathbb{N}} \subset \mathcal{H}$ such that $F_n \searrow F \in \mathcal{H}$ then $\mathbb{P}(F_n) \searrow \mathbb{P}(F)$. The second property is actually true because \mathbb{P} is finite (it is not true for infinite measures).

In measure theory we encounter the concept of **negligible sets**: these are sets of measure zero or non measurable sets included in measure zero sets. In probability theory, sets are **events**: so we have negligible events (events with probability 0 or non measurable events included in events with probability 0). Analogously, in measure theory a property which holds **almost everywhere** is allowed not to hold on negligible sets. In probability theory a property which holds **almost surely** is allowed not to hold on negligible events. We also have, in measure theory, *measurable functions* that in probability theory are **random variables**.

1.1 Random variables

Consider a measurable space (E, \mathcal{E}) .

¹note that the notation is loose since we have proper subset on one side and leq on the other side. But this is not much of a problem, since i will kill myself very soon.

Definition 1.1

A mapping $X : \Omega \rightarrow E$ is called **random variable taking values in E** if X is measurable relative to \mathcal{H} and \mathcal{E} .

What does it mean²? The inverse image of the set A through X ($X^{-1}A$) with $A \in \mathcal{E}$ is actually the set of the ω s such that $X(\omega)$ arrives to A . So

$$X^{-1}A = \{\omega \in \Omega : X(\omega) \in A\} = \{\omega \in \Omega : X(\omega) \in A\}$$

so that $X^{-1}A$ is an event for all A in \mathcal{E} .

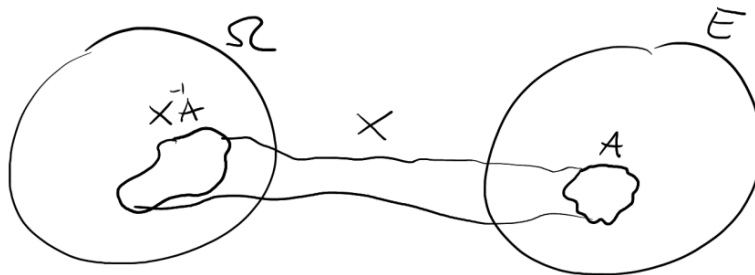


Figure 1: this is an early reminder of the fact that I will take my own life very soon.

So if $X^{-1}A$ is measurable by \mathbb{P} then it is in \mathcal{H} : otherwise it is not in \mathcal{H} . So

$$\mathbb{P}(X^{-1}A) = \mathbb{P}(\{\omega \in \Omega : X(\omega) \in A\}).$$

The message is that I am interested/able to evaluate \mathbb{P} over the set only if what I am evaluating is indeed an event (which means: it belongs to \mathcal{H} ³). If something is not in \mathcal{H} get it off my fucking face man and kill yourself NOW⁴. This is the only restriction for a random variable. E can be whatever we need it to be: a graph, a tree, your mom being absolutely [REDACTED] by me. But most of the times, we have $E = \mathbb{R}$ or $E = \mathbb{R}^d$ with respectively $\mathcal{E} = \mathcal{B}^5(\mathbb{R}) = \mathcal{B}_{\mathbb{R}}$ and $\mathcal{B}_{\mathbb{R}^d}$.

Remark

The simplest random variables are indicator functions of events. Example: take $H \in \mathcal{H}$. Define the function

$$\mathbb{1}_H : \Omega \rightarrow \mathbb{R}$$

$$\mathbb{1}_H(\omega) = \begin{cases} 0 & \omega \notin H \\ 1 & \omega \in H \end{cases}$$

Remark

A random variable is said to be **simple** if it takes only finitely many values in \mathbb{R}^d .

Remark

A random variable is said to be **discrete** if it takes only countably many values.

²who asked

³il lettore più arguto avrà notato che, a questo punto, il dio è ormai irrimediabilmente cane.



⁴

⁵Borel σ -algebra

Definition 1.2

Distribution of a random variable. Let X be a random variable taking values in (E, \mathcal{E}) and let μ be the image of \mathbb{P} under X , that is,

$$\mu(A) = \mathbb{P}(X^{-1}A) = \mathbb{P}(X \in A) = \mathbb{P} \circ X^{-1}(A)^a, \quad A \in \mathcal{E}.$$

Then μ is a probability measure on (E, \mathcal{E}) and it is called **distribution of X** .

^ayou would know this if you knew fucking measure theory I guess

So we map, by means of X , sets belonging to \mathcal{E} into \mathcal{H} and then evaluate these sets by means of the measure \mathbb{P} . This is what we mean when we say that distributions are ultimately built with the probability measure and the random variable. Distribution is itself a measure!

Remark

You should remember (LOL) that when we want to specify a measure on a σ -algebra, it's enough to do it on a *p-system*^a generating that σ algebra: by means of the monotone class theorem we are then able to extend the measure to the σ -algebra.

This means that to specify μ it is enough to specify it on a *p-system* which generates \mathcal{E} . For example, consider $E = \mathbb{R}, \mathcal{E} = \mathcal{B}_{\mathbb{R}}$. Consider the collection of sets $[-\infty, x], x \in \mathbb{R}$ which is of course a p-system because it is closed under intersection. Moreover, this shit generates the Borel sigma algebra on \mathbb{R} .

If we want to define a distribution, that is a measure, it is enough to define it on this p-system. Imagine that we apply our distribution measure to one set of this p-system

$$c(x)^b = \mu([-\infty, x]) = \mathbb{P}(X \leq x), \quad x \in \mathbb{R}$$

by the monotone class theorem. So we have now specified the measure on the p-system. The part $\mathbb{P}(X \leq x)$ reminds us of the undergraduate times^c: it is a distribution function! This is what our professor did implicitly to avoid using measure theory^d

^aa p-system is a simpler object than a σ -algebra: it is simply a collection of sets closed under intersection

^bbecause it is a function of x

^cI already wanted to kill myself at that time.

^dI have noticed that my life has not benefited in ANY form since I was introduced to measure theory.

1.2 Functions of random variables

Consider X , a random variable taking values in (E, \mathcal{E}) and consider further a measurable space (F, \mathcal{F}) . Let $f : E \rightarrow F$ be a measurable function relative to \mathcal{E} and \mathcal{F} ⁶. This function should be measurable by means of \mathbb{P} , otherwise we couldn't do anything useful with it. Consider the composition

$$Y = f \circ X \quad \text{such that } Y(\omega) = f \circ X(\omega) = f(X(\omega)), \quad \omega \in \Omega.$$

This composition is a random variable taking values in (F, \mathcal{F})

⁶This basically means that this bitch won't do anything evil. The whole point of measure theory, σ algebras and all other shit is to ensure everything behaves.