

# Machine Learning Foundations

## **Chapter 6: Probability**

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# Outline for Chapter 6 : Probability

**6.1 : Discrete Random Variables**

6.2 : Continuous Random Variables

6.3 : Maximum Likelihood and other advanced topics

# Outline for Chapter 6 : Probability

## 6.1 : Discrete Random Variables

1. Probability space
2. Conditioning
3. Random variables

### **4. Expectation and Variance**

5. Multiple Random Variables
6. Bernoulli, Binomial, Poisson and Geometric RVs

## 6.2 : Continuous Random Variables

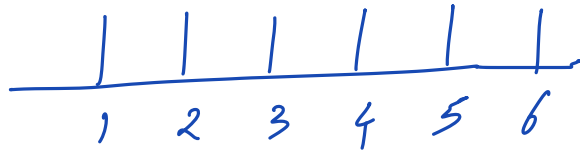
## 6.3 : Maximum Likelihood and other advanced topics

# Expectation: Definition and Properties

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

$$E[X] = \sum_{x \in \text{Range}(X)} x f_X(x)$$

e.g) : SDTE

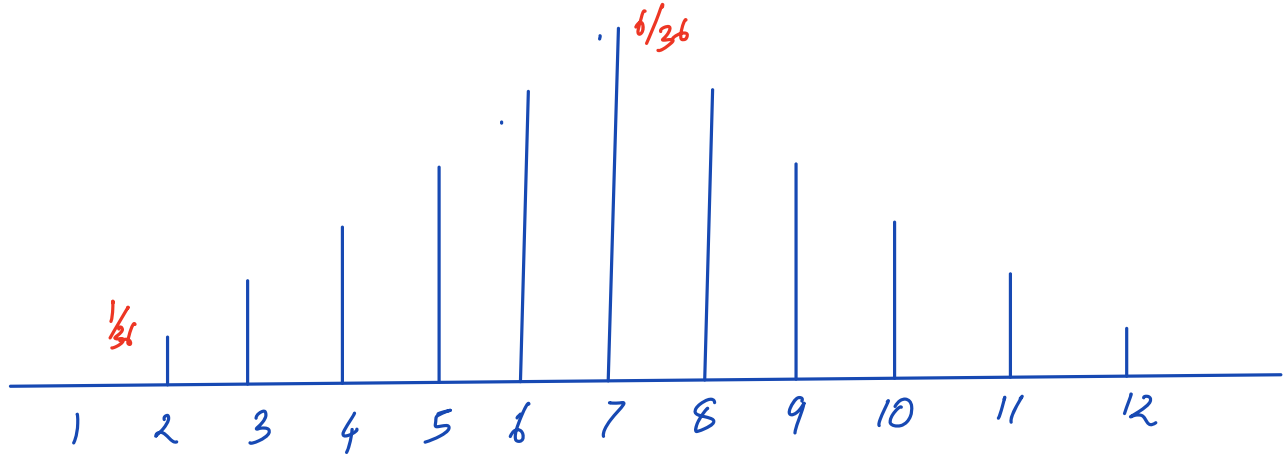


$$\begin{aligned} EX &= \frac{1}{6} \cdot 1 + \frac{1}{6} \cdot 2 + \dots + \frac{1}{6} \cdot 6 \\ &= 3.5 \end{aligned}$$

# Examples

example 2: DDTT.

$X =$  Sum of the faces



$$EX = \frac{1}{36} \cdot 1 + \frac{2}{36} \cdot 2 + \frac{3}{36} \cdot 3 + \frac{4}{36} \cdot 4 + \frac{5}{36} \cdot 5 + \frac{6}{36} \cdot 6 + \frac{6}{36} \cdot 7 + \frac{5}{36} \cdot 8 + \frac{4}{36} \cdot 9 + \frac{3}{36} \cdot 10 + \frac{2}{36} \cdot 11 + \frac{1}{36} \cdot 12$$

$$= 7$$

# Examples

Ex: 3 DDTF

$Y = \text{Abs of diff of dice throw}$

$$f_Y(0) = 6/36$$

$$f_Y(1) = 10/36$$

$$f_Y(2) = 8/36$$

$$f_Y(3) = 6/36$$

$$f_Y(4) = 4/36$$

$$f_Y(5) = 2/36$$

$$EY = \frac{10 + 16 + 18 + 16 + 10}{36}$$

$$= \frac{70}{36}$$

# Conditional Expectation

$$(\Omega, \mathcal{F}, P)$$

$$A \subseteq \Omega$$

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

$$f_{X/A}(x) = P(X=x | A)$$

$$= P(\{\omega : X(\omega)=x\} | A)$$

$$E[X|A] = \sum_{x \in \text{Range}(X)} x f_{X/A}(x)$$

# Examples

Example: DDTE

$X$  = Sum of faces

$A$  : First face = 2

$$E[X|A] = ?$$

$$f_{X|A}(1) = 0$$

$$f_{X|A}(2) = 0$$

$$f_{X|A}(3) = \frac{1}{6}$$

$$f_{X|A}(4) = \frac{1}{6}$$

$$f_{X|A}(5) = \frac{1}{6}$$

$$f_{X|A}(6) = \frac{1}{6}$$

$$f_{X|A}(7) = \frac{1}{6}$$

$$f_{X|A}(8) = \frac{1}{6}$$

$$E[X|A] = 5.5$$



# Examples

example 2:

DDTE

$X$  = Sum of faces

$A$  : Difference  $\div 0$

$$f_{X/A}(1) = 0$$

$$f_{X/A}(2) = \frac{1}{6}$$

$$f_{X/A}(3) = 0$$

$$f_{X/A}(4) = \frac{1}{6}$$

$$f_{X/A}(5) = \frac{1}{6}$$

$$\begin{aligned} E[X/A] &= \frac{2}{6} + \frac{4}{6} + \frac{6}{6} + \frac{8}{6} + \frac{10}{6} + \frac{12}{6} \\ &= 7 \end{aligned}$$

# Linearity of Expectation

$X, Y$

$$(i) \quad E[X+Y] = EX + EY$$

$$(ii) \quad E[aX] = a EX$$

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Example:  $X = \#$  of heads in 10 coin tosses exp.

$$X_i = 1 \text{ (Toss } i \text{ is heads)}$$

$$X = \sum_{i=1}^{10} X_i \quad \Bigg| \quad EX = \sum_{i=1}^{10} EX_i = 10 \cdot \frac{1}{2} = 5$$

# Variance: Definition and Properties

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

$$\text{Var}[X] = E[(X - EX)^2]$$

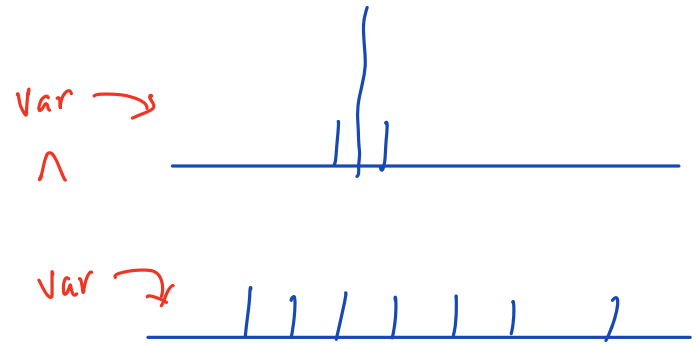
$$= E[X^2 + (EX)^2 - 2X \cdot EX]$$

$$= E[X^2] + (EX)^2 - E[2X \cdot EX]$$

$$= E[X^2] + (EX)^2 - 2 \cdot EX \cdot EX$$

$$= E[X^2] - (EX)^2$$

# Variance: Definition and Properties



$\text{Var}[X]$  - How far is  $X$  from its  
mean on average



Measure of deviation or spread.

# Examples

$$\text{Var}[X] = E[(X - EX)^2]$$

Example: DDTT  $X = \text{first dice face result.}$

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$$EX = 3.5$$

$$Y = (X - EX)^2$$

$X$	$Y$
1	6.25
2	2.25
3	0.25
4	0.25
5	2.25
6	6.25

$$EY = \text{Var}[X] = \left( \frac{1}{6} (6.25) + \frac{1}{6} \cdot (2.25) + \frac{1}{6} (0.25) \right) \times 2$$