

# Refresher on Statistics and Probability Distributions

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# Today's Agenda

- ① Probability
- ② Probability Distributions
- ③ Common Probability Distributions

# Outline

- ① Probability
- ② Probability Distributions
- ③ Common Probability Distributions

# Definition

A probability is defined for an event as the ratio of possible ways it can happen to the total number of outcomes.

$$P(E) = \frac{\# \text{ of ways } E \text{ can happen}}{\# \text{ of total outcomes}} \quad (1)$$

Probabilities are real numbers in the  $[0, 1]$  range, and are interpreted as likelihood or chance that the event will happen.

A simple example can be made with a six-sided die,  $P(D \text{ is odd}) = P(\text{even}) = 1/2$ ,  $P(D = 1) = 1/6$ ,  $P(D > 2) = 4/6$ , etc.

# Event Properties

## Mutual Exclusivity

Events A and B are mutually exclusive if one happens, the other cannot happen. This is equivalent to:

$$\mathbb{P}(A \text{ or } B) = \mathbb{P}(A) + \mathbb{P}(B) \quad (2)$$

## Independence

Events A and B are independent if one happening does not affect the other. This is equivalent to:

$$\mathbb{P}(A \text{ and } B) = \mathbb{P}(A)\mathbb{P}(B) \quad (3)$$

## Conditional Probability

It is the probability of an event  $A$  given that another event  $B$  has already occurred, which takes the assumption that both events have some sort of relationship.

This is denoted by  $\mathbb{P}(A|B)$  and computed by definition as:

$$\mathbb{P}(A|B) = \frac{\mathbb{P}(A \cap B)}{\mathbb{P}(B)} \quad (4)$$

Note that in general  $\mathbb{P}(A) \neq \mathbb{P}(A|B) \neq \mathbb{P}(B|A) \neq \mathbb{P}(B)$ .

Only if  $\mathbb{P}(A|B) = \mathbb{P}(A)$  and/or  $\mathbb{P}(B|A) = \mathbb{P}(B)$ , this indicates that  $A$  and  $B$  are independent.

# Basic Properties

Event	Probability
E	$\mathbb{P}(E) \in [0, 1]$
not E	$\mathbb{P}(\text{not } E) = 1 - \mathbb{P}(E)$
A or B	$\mathbb{P}(A \cup B) = \mathbb{P}(A) + \mathbb{P}(B) - \mathbb{P}(A \cap B)$ $\mathbb{P}(A \cup B) = \mathbb{P}(A) + \mathbb{P}(B)$ if A and B are mut. exclusive.
A and B	$\mathbb{P}(A \cap B) = \mathbb{P}(A   B)\mathbb{P}(B) = \mathbb{P}(B   A)\mathbb{P}(A)$ $\mathbb{P}(A \cap B) = \mathbb{P}(A)\mathbb{P}(B)$ if A and B are independent.
A given B	$\mathbb{P}(A   B) = \frac{\mathbb{P}(A \cap B)}{\mathbb{P}(B)} = \frac{\mathbb{P}(B   A)\mathbb{P}(A)}{\mathbb{P}(B)}$ (Bayes Rule)

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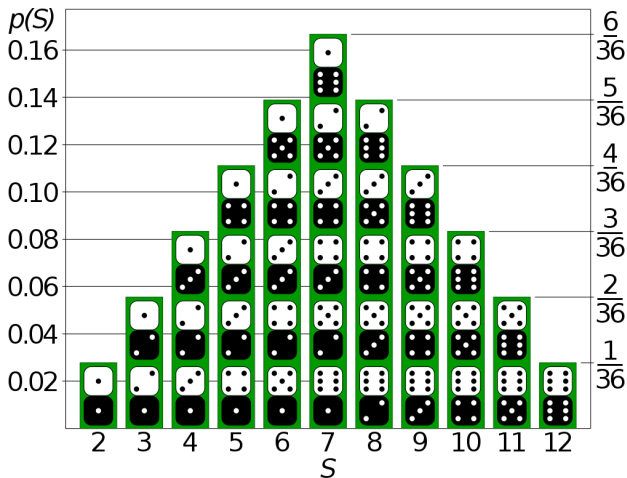


# Concept

A probability distribution is a function that maps from some input variable to probability (discrete) or probability density (continuous) values, as a way to characterize how probability is distributed on the variable.

The input variable is called a *Random Variable*, because its value depends on a random outcome or randomness. The possible values of the variable are events, which are subset of a *sample space*, which is any predefined set (of any kind, real numbers, matrices, vectors, etc).

## Concept - Distribution of Sum of 2 Six-sided Dies



Source:

[https://en.wikipedia.org/wiki/Probability\\_distribution](https://en.wikipedia.org/wiki/Probability_distribution)

# Random Variables

A random variable is a mathematical concept used to model randomness, where it is a object which depend on a random event.

**Sample Space** A random value has a set of allowable values, usually called sample space and denoted by  $\mathcal{A}$ .

**Mapping** A random variable is a mapping  $X : \mathcal{A} \rightarrow \mathbb{R}$ , where  $\mathcal{A}$  are possible outcomes in the sample space, mapped to real numbers (their probability).

Random variables can be discrete or continuous, which defines their sample space.

## Probability Function (PFs)

The PF is a function that usually defines a probability distribution, and is defined as:

$$f_X(x) = \mathbb{P}(X = x) \quad (5)$$

This is very similar to the mapping  $X$  we defined previously in a random variable. This definition works well for discrete random variables, but it is problematic for continuous ones, because  $\mathbb{P}(X = x) = 0$  for all  $x$ .

For discrete distributions, this is usually called the probability mass function.

# Kolmogorov Axioms

All probability distributions need to follow these axioms:

Probability values are between 0 and 1

$$0 \leq \mathbb{P}(X \in E) \leq 1 \quad \forall E \in \mathcal{A}$$

Sum of all events is 1

$$\sum_{X \in \mathcal{A}} \mathbb{P}(X) = 1 \quad \int_{\mathcal{A}} P(X) dX = 1$$

Disjoint Family of Sets

$$\mathbb{P}(X \in \cup_i E_i) = \sum_i \mathbb{P}(X \in E_i)$$

For any disjoint family of sets  $E_i \in \mathcal{A}$

## Probability Density Function (PDFs)

For continuous probability distributions, the PDF is a function that usually defines a probability distribution, and is defined as  $f_X(x)$  that follows:

$$\mathbb{P}(a \leq X \leq b) = \int_a^b f_X(x) dx \quad (6)$$

For any  $a \leq b$ . PDFs model probability density instead of plain probability, so they can (and will be) bigger than one. This does not violate Kolmogorov's Axioms.

Note that if  $a = b$ , then:

$$\mathbb{P}(a \leq X \leq a) = \int_a^a f_X(x) dx = 0 \quad (7)$$

# Cumulative Distribution Function (CDFs)

The CDF is a function defined by:

$$F_X(x) = \mathbb{P}(X \leq x) \quad (8)$$

This function gives the probability that a random variable  $X$  is less than a value  $x$ . A special property is:

$$\mathbb{P}(a < X \leq b) = F(b) - F(a) \quad (9)$$

## Continuous CDFs

For continuous random variables, there are some additional dualities:

$$F_X(x) = \int_{-\infty}^x f_X(u) du \quad (10)$$

$$f_X(x) = \frac{d}{dx} F_X(x) \quad (11)$$

The CDF and PDF are related through the integral/derivative of each other.



## Inverse Cumulative Function or Quantile Function

$$F^{-1}(q) = \inf\{x : F(x) \geq q\} \quad (12)$$

Where  $q \in [0, 1]$  is a specific quantile. The  $\inf$  method can be conceptually thought as taking the minimum.

If  $F(x)$  is a strictly increasing function, then  $F^{-1}(q)$  is the unique value  $x$  so  $F(x) = q$  holds.

Quantiles are equal divisions of the probability space, some have special names, for example percentiles divide in 100 divisions, or quartiles over 4 divisions. The percentile 50 is always the median ( $F^{-1}(0.5)$ ).

## Expectation

Expectation or expected value is a linear operation defined for continuous distributions with PDF  $X \sim f_X$  as:

$$\mathbb{E}[X] = \int_{-\infty}^{\infty} x f_X(x) dx \quad (13)$$

And for discrete distributions as:

$$\mathbb{E}[X] = \sum_{i=0}^{\infty} x_i f_X(x_i) \quad (14)$$

The expected value  $\mathbb{E}[X]$  is associated with the mean, while the variance can be computed as  $\text{Var}[X] = \mathbb{E}[X^2] - (\mathbb{E}[X])^2$ .

# Covariance

Covariance is a measure of the joint variation between two related variables  $X$  and  $Y$ , and is defined as:

$$\text{Cov}[X, Y] = \mathbb{E}[(X - \mathbb{E}[X])(Y - \mathbb{E}[Y])] \quad (15)$$

Not to be confused with the covariance matrix. If covariance is normalized with the standard deviation of each variable ( $\sigma_X$ ,  $\sigma_Y$ ), you obtain the correlation:

$$\text{CORR}(X, Y) = \frac{\mathbb{E}[(X - \mathbb{E}[X])(Y - \mathbb{E}[Y])]}{\sigma_X \sigma_Y} \quad (16)$$

# Transformations on Random Variables

Some important identities and transformations on random variables  $X$  and  $Y$ :

$$\text{Var}[X + Y] = \text{Var}[X] + 2\text{Cov}[X, Y] + \text{Var}[Y]$$

$$\text{Var}[X - Y] = \text{Var}[X] - 2\text{Cov}[X, Y] + \text{Var}[Y]$$

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

For a constant  $k$ :

$$\text{Var}[X + k] = \text{Var}[X]$$

$$\text{Var}[kX] = k^2\text{Var}[X]$$

# Some Special Transformations and Laws

Law of Total Variance

$$\text{Var}[Y] = \mathbb{E}[\text{Var}[Y | X]] + \text{Var}[\mathbb{E}[X | Y]] \quad (17)$$

Law of Total Expectation

$$\mathbb{E}[X] = \mathbb{E}[\mathbb{E}[X | Y]] \quad (18)$$

## Addition of Probability Distributions

One important result in statistics is the addition/sum of two random variables, which is the convolution of their PDFs. If we have  $X \sim f_X$ ,  $Y \sim f_Y$ , then  $Z = X + Y$  has PDF:

$$f_Z(z) = \int_{-\infty}^{\infty} f_X(x)f_Y(z-x)dx \quad (19)$$

## Transformations on Random Variables

Passing random variables through a function is in general difficult to do, for example, if we have  $X$  a distribution with PDF  $f_X$ , and a function  $g$  that is increasing in the domain of  $X$ , then the PDF of  $Y = g(X)$  is given by:

$$f_Y(y) = f_X(g_{-1}(y)) \left| \frac{d}{dy} g_{-1}(y) \right| \quad (20)$$

This is of course only valid for continuous distributions. For a discrete distribution  $X$  with probability mass function  $f_X$ , then the transformation is:

$$f_Y(y) = \sum_{x \in g_{-1}(y)} f_X(x) \quad (21)$$

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# Normal or Gaussian Distribution

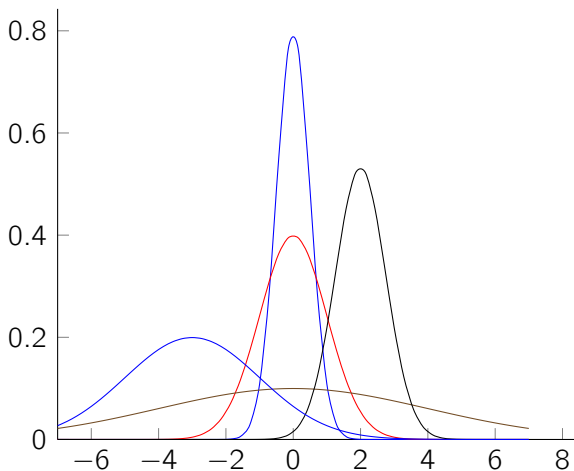
Is a continuous distribution defined for  $x \in \mathbb{R}$  with two parameters, mean  $\mu$  and variance  $\sigma^2$ , and with PDF given by:

$$f_X(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-0.5(\frac{x-\mu}{\sigma})^2} \quad (22)$$

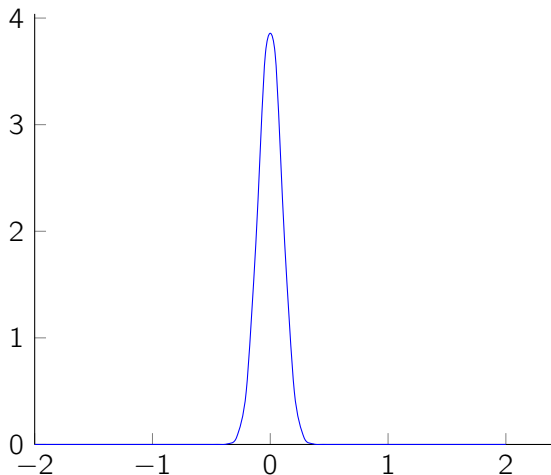
The expectation and variance of the Gaussian distribution  $X \sim \mathcal{N}(\mu, \sigma^2)$  is:

$$\begin{aligned}\mathbb{E}[X] &= \mu \\ \text{Var}[X] &= \sigma^2\end{aligned}$$

## Gaussian Distribution PDF Examples



## Gaussian - Something Wrong?



# Uniform Distribution

Continuous or Discrete distribution where all values in a range  $[a, b]$  are equally likely. It is parameterized by  $a$  and  $b$  and has PDF/mass fn as:

$$f_X(x) = \begin{cases} \frac{1}{b-a} & \text{if } a \leq x \leq b \\ 0 & \text{otherwise} \end{cases} \quad (23)$$

It is usually denoted as  $X \sim U(a, b)$ .

The mean is  $\mathbb{E}[X] = 0.5(a + b)$  and variance is  $\text{Var}[X] = \frac{1}{12}(b - a)^2$ .

## Question...

Why is the Gaussian Distribution so important and fundamental?

# Central Limit Theorem

Given a sequence of random variables  $X_1, X_2, \dots, X_n$  that are independent and identically distributed with population mean  $\mu$  and variance  $\sigma^2$ . First let's define the sample mean or average:

$$\bar{X}_n = \frac{X_1 + X_2 + \dots + X_n}{n} \quad (24)$$

The central limit theorem states that as  $n \rightarrow \infty$ , then the distribution of  $\bar{X}_n$  is a Gaussian distribution:

$$\bar{X}_n \sim \mathcal{N}\left(\mu, \frac{\sigma^2}{n}\right) \quad (25)$$

That is the variance of the sample mean decreases with  $\frac{1}{n}$ , while the standard deviation decreases with  $\frac{1}{\sqrt{n}}$ .

# Random Numbers given a Probability Distribution

Sometimes it is needed to generate numbers not from a uniform distribution, but following another distribution with a given CDF or PDF.

## Inversion Method

If we generate  $U \sim \text{Uniform}(0, 1)$ , then with the following computation using the target CDF  $F_X$ :

$$X = F_X^{-1}(U) \tag{26}$$

$X$  will follow the distribution  $P$  defined by CDF  $F_X$ . This only works if  $F_X$  is invertible.

# Random Numbers given a Probability Distribution

## Rejection Sampling

This method works using a proposal distribution  $Y$  that has PDF  $g$ , to generate samples of distribution  $X$  with PDF  $f$ . It works like this:

1. Generate sample  $y$  from  $Y$  and a sample  $u$  from  $\text{Uniform}(0, 1)$ .
2. If  $u < \frac{f(y)}{Mg(y)}$ 
  - Accept  $y$  as a sample drawn from  $X$ .
3. If not, reject  $y$  and return to step 2.

$M$  is a constant that fulfills  $f(x) < Mg(x)$ , and  $1 < M < \infty$ . It is selected as a scale to make sure  $f$  and  $g$  are compatible, and also decides the accept rate  $\frac{1}{M}$ , so on average a sample is generated every  $M$  iterations of this algorithm.



# A Note on Probability Distributions

In general probability distributions are a difficult concept to grasp, this is because:

- They are abstract mathematical objects that model (ideal) behavior in the world.
- The only way to get a number from a probability distribution is to generate a sample from it. The key concept is *sampling*.
- Their behavior can only be seen through obtaining multiple samples and making a histogram (to visualize the distribution).

# Importance for the Course

- The concepts presented here are the base for the rest of the course.
- In particular Probability Distributions are key for Uncertainty Quantification in Machine Learning...
- Sampling is also a key concept as a lot of UQ methods rely on sampling to produce a distribution.

Questions?

# Bibliography I