

CSC380: Principles of Data Science

Probability 3
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Review: "probability cheatsheet"

Additivity:

For any finite or countably infinite sequence of disjoint events $E_1, E_2, E_3, ..., P(\bigcup_{i>1} E_i) = \sum_{i>1} P(E_i)$

Inclusion-exclusion rule:
$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$

 $P(A) = \sum_{i} P(A \cap B_i)$

Law of total probability: For events
$$B_1, B_2, ...$$
 that partitions Ω ,

 $P(A|B) \coloneqq \frac{P(A \cap B)}{P(B)}$ **Conditional probability:**

 $(P(A|B) \neq P(B|A)$ in general)

Probability chain rule: $P(A \cap B \cap C) = P(A|B \cap C)P(B|C)P(C)$

<u>Law of total probability + Conditional probability:</u> $P(A) = \sum P(A \cap B_i) = \sum P(B_i)P(A|B_i) = \sum P(A)P(B_i|A)$ $P(A|B) = \frac{P(A \cap B)}{P(B)} = \frac{P(B|A)P(A)}{P(B)}$ Bayes' rule:

$$\frac{|A)P(A)}{P(B)}$$

Independence: (definition) A and B are independent if P(A,B) = P(A)P(B)(property) A and B are independent if and only if P(A|B) = P(A) (or P(B|A) = P(B))

Outline

- Random variables
- Distribution functions
 - probability mass functions (PMF)
 - cumulative distribution function (CDF)
- Summarizing distributions: mean and variance
- Example discrete random variables
- Continuous random variables
 - Probability density functions (PDF)
 - Examples

Random Variables

Random variables (RVs)

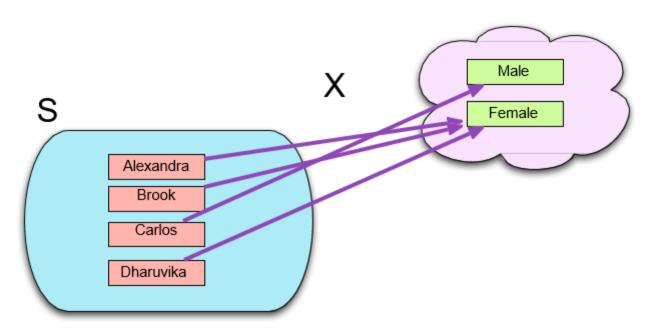
- A single random sample may have more than one characteristic that we can observe (i.e., it may be bi-/multivariate data).
- We can represent each characteristic (e.g., gender, weight, cancer status, etc.) using a separate random variable.

Random Variable

A **random variable** connects each possible outcome in the sample space to some property of interest.

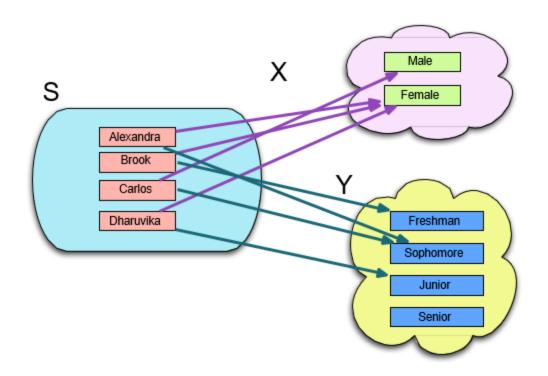
Each value of the random variable (e.g., male or female) has an associated probability.

Random Variable: Example



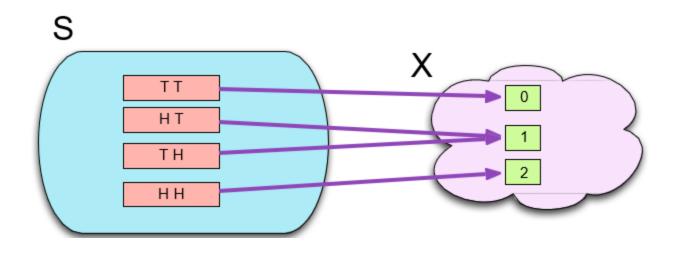
X: people -> their genders

Random Variable: Example



Y: people -> their class year

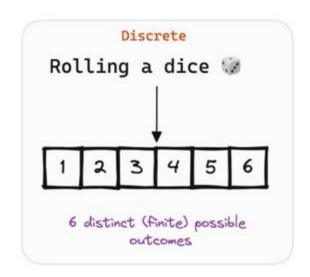
Random Variable: Example

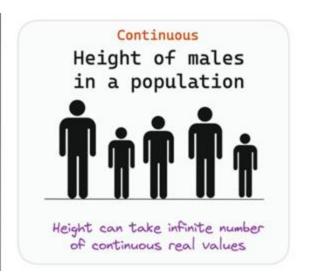


X: sequence of coin flips -> Number of heads

Types of Random Variables

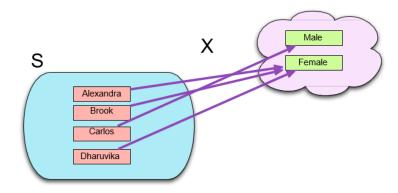
- Discrete random variable: takes a finite or countable number of distinct values.
- Continuous random variable: takes an infinite number of values within a specified range or interval.



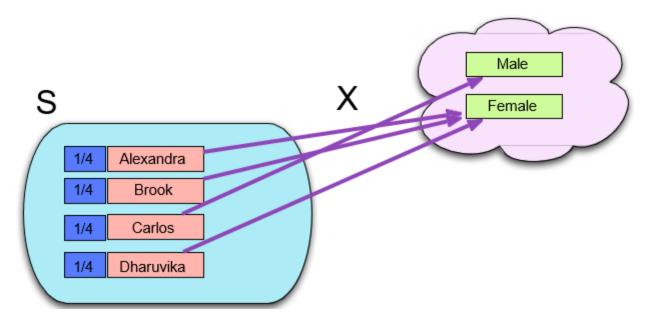


Distribution functions

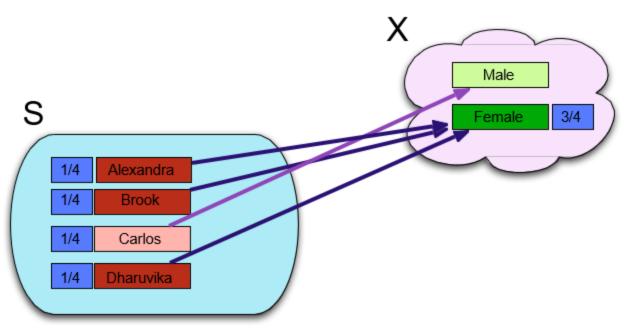
- When a random variable is discrete, its distribution is characterized by the probabilities assigned to each distinct value.
- The probability that the random variable takes a particular value comes from the probability associated with the set of individual outcomes that have that value.
 - This set is an event
- E.g. P(X = Female)



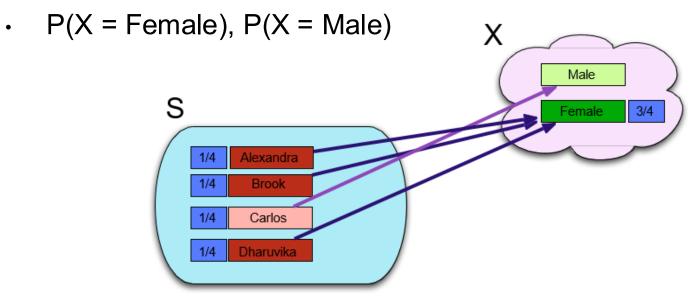
• How to find P(X = Female)?



• How to find P(X = Female)?

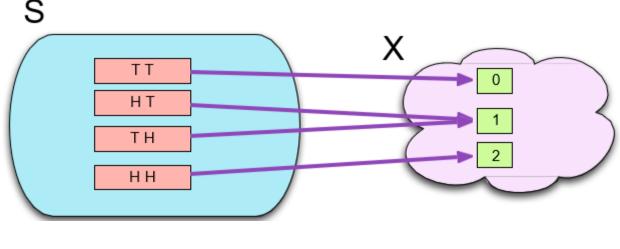


What is the distribution of random variable X?



\boldsymbol{x}	Male	Female
P(X = x)	1/4	3/4

What is the distribution of random variable X?



$$\begin{array}{c|c|c} x & 0 & 1 & 2 \\ \hline P(X=x) & \frac{1}{4} & \frac{1}{2} & \frac{1}{4} \end{array}$$

Properties of Discrete Distributions

• We can write P(X = x) to mean "The probability that the random variable X takes the value x".

What must be true of these probabilities?

Properties of Discrete Distributions

- 1. Each P(X = x) is a probability, so must be between 0 and 1.
- 2. The P(X = x) must sum to 1 over all possible x values.

Probability Mass function (PMF)

The Probability Mass Function

A discrete random variable, X, can be characterized by its **probability mass function**, f (might sometimes write f_X if it's not clear from context which random variable we're talking about).

The PMF takes in values of the variable, and returns probabilities:

$$f(x)$$
 is defined to be $P(X = x)$

PMF is a table

Think of the PMF as a lookup table.

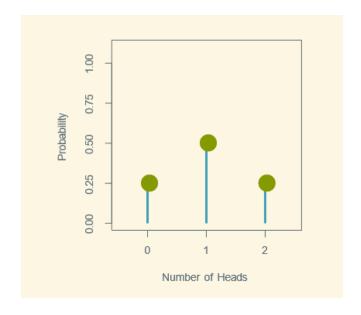
x	Male	Female
P(X=x)	1/4	3/4

 Best way to think of discrete random variables: they take various values, and each value has a certain probability of happening.

Visualizing discrete distributions: spike plot

Flip two coins at the same time, probability distribution of number of heads:

- Often use the spike plot
- Like a bar plot, but with probabilities, instead of frequencies or proportions, on the y-axis.



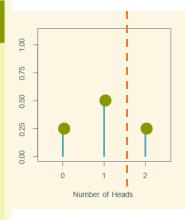
The cumulative distribution function (CDF)

- Often we are interested in the probability of falling in some range of values.
- We can use the cumulative distribution function (CDF), which gives the "accumulated probability" up to a particular value.

The Cumulative Distribution Function

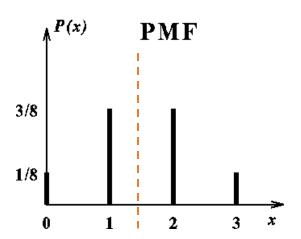
A random variable, X, can be characterized by its **cumulative distribution function**, F (or sometimes F_X if we need to be explicit), which takes values and returns *cumulative* probabilities:

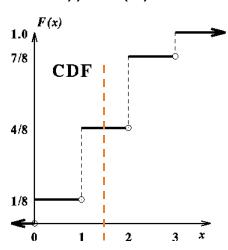
F(x) is defined to be $P(X \le x)$



Relating PMF to CDF

- How can we calculate F(x) from the PMF table f?
 - Add up all the probabilities up to and including f(x).
 - What is the value of F(-0.1) (i.e., $P(X \le -0.1)$)? F(1)?





 For discrete random variables, F(x) jumps at locations with nonzero probability mass

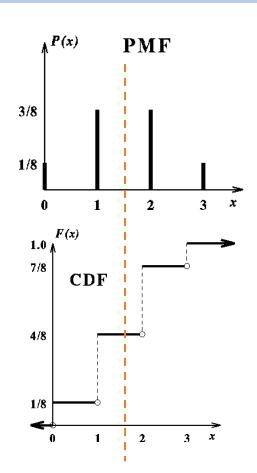
Relating PMF to CDF

• So the PMF of *X* is:

$$f(x) = \begin{cases} 1/8, & x = 0 \\ 3/8, & x = 1 \\ 3/8, & x = 2 \\ 1/8, & x = 3 \end{cases}$$

We can write the CDF of X:

$$F(x) = \begin{cases} 0, & x < 0 \\ \frac{1}{8}, & 0 \le x < 1 \\ \frac{1}{2}, & 1 \le x < 2 \\ \frac{7}{8}, & 2 \le x < 3 \\ 1, & x \ge 3 \end{cases}$$



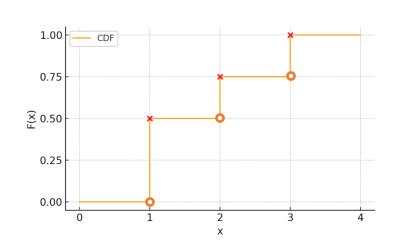
In-class activity

• Given by the PMF of X, find the CDF of X.

$$f(x) = \begin{cases} 1/2, & x = 1 \\ 1/4, & x = 2 \\ 1/4, & x = 3 \end{cases}$$

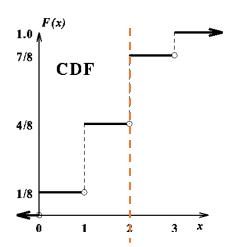
Answer:

$$F(x) = \begin{cases} 0, & x < 1 \\ \frac{1}{2}, & 1 \le x < 2 \\ \frac{3}{4}, & 2 \le x < 3 \\ 1, & x \ge 3 \end{cases}$$
 0.25



Relating CDF to PMF

How could we find f(x) from a cumulative distribution function F? e.g., f(2)?

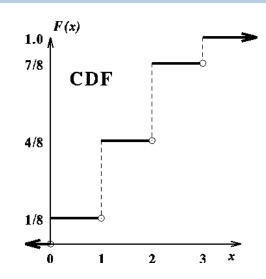


- Focus on "jumps": f(x) = F(x) F(jump just below x)
 - $f(2) = F(2) F(1) = \frac{7}{8} \frac{4}{8} = \frac{3}{8}$ $f(2.1) = F(2.1) F(2) = \frac{7}{8} \frac{7}{8} = 0$ $f(1.5) = F(1.5) F(1) = \frac{4}{8} \frac{4}{8} = 0$

Exercise: using CDF and PMF

Given the CDF F:

- How to calculate P(X > x)?
 - $P(X > x) = 1 P(X \le x) = 1 F(x)$
- How about P(X ≥ x)?
 - $P(X \ge x) = 1 P(X < x) = 1 (P(X \le x) P(X = x))$
 - 1 F(x) + f(x)
 - f(x) can be 0 or nonzero, depending on whether x is a jump



Exercise: using CDF and PMF

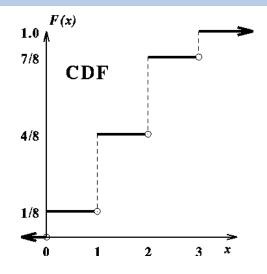
- What is $P(X \ge 2)$?
 - $P(X \ge x) = 1 F(x) + f(x)$
 - f(x) can be 0 or nonzero, depending on whether x is a jump

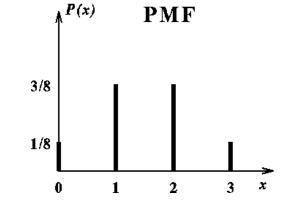
Using the formula:

•
$$P(X \ge 2) = 1 - F(2) + f(2) = 1 - \frac{7}{8} + \frac{3}{8} = \frac{1}{2}$$

Another way:

•
$$P(X \ge 2) = P(X = 2) + P(X = 3) = \frac{3}{8} + \frac{1}{8} = \frac{1}{2}$$





Exercise: using CDF and PMF

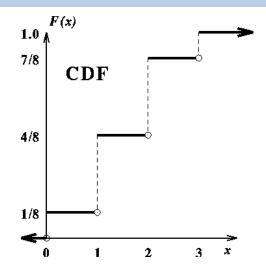
Given the CDF F:

How to calculate P(a < X ≤ b)?

$$= P(X \le b) - P(X \le a)$$

$$= F(b) - F(a)$$

- How to calculate P(a < X < b)?
 - (I'll leave this to you as an exercise..)



Transformations of random variables

• If X is a random variable, then $X + 5, 3X, X^2, ...,$ are all random variables

• Given any transformation function f, f(X) is a random variable

- How to find the PMF of f(X) based on that of X?
 - First, find all values f(X) can take
 - For each value c, try to find P(f(X) = c)

Examples

Suppose X has PMF

x	1	-1
P(X=x)	0.5	0.5

- What is the PMF of Y = X + 5?
 - Y can take values 6 and 4
 - P(Y = 6) = P(X = 1) = 0.5
 - P(Y = 4) = P(X = -1) = 0.5

y	6	4
P(Y=y)	0.5	0.5

Examples (cont'd)

Suppose X has PMF

x	1	-1
P(X=x)	0.5	0.5

• What is the PMF of Z = 3X?

Z	3	-3
P(Z=z)	0.5	0.5

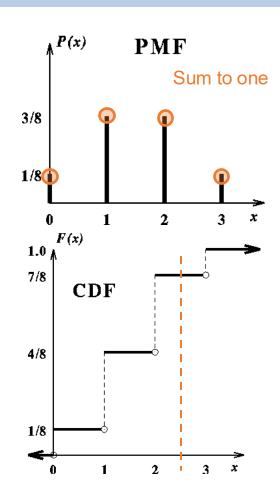
• What is the PMF of $W = X^2$?

W	1
P(W=w)	1

Note:
$$\{W = 1\} = \{X = +1 \text{ or } X = -1\}$$

Recap: RV, PMF and CDF

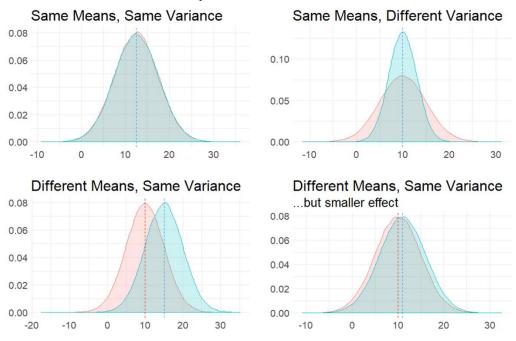
- RV: connects all outcomes to a property of interest
- A RV has a distribution, which assign a probability to each distinct value X can take
- For discrete RV X:
 - PMF: f(x) defined as P(X = x)
 - CDF: F(x) defined as $P(X \le x)$
- Derive CDF from PMF, and vice versa
 - f(x) = F(x) F(jump just below x)
 - F(x): the total of all jumps (PMF values) at points less than or equal to x
- PMF of f(X)
 - First, find all values f(X) can take
 - For each value c, try to find P(f(X) = c)



Mean and Variance

Summarizing random variables

- It is useful to characterize the center and spread of a probability distribution
 - "what value do we expect to occur?", and
 - "how confident are we in our prediction?"



Mean (aka expectation, expected value)

- The mean of a random variable X is also called its *expected value*. Usually written as μ or E[X].
- As with a sample mean, it represents an average over the possible values; and the average is weighted by the probabilities.
 - (2+2+1+5)/4=2.5
 - $2*\frac{1}{2}+1*\frac{1}{4}+5*\frac{1}{4}=2.5$

• Makes sense if you were to repeat the random process many times, the average of the observed values of X would approach E[X]. It doesn't mean this value will be observed directly—it's a weighted average.

Example: expected winnings at Roulette

38 outcomes (18 red, 18 black, 2 green: 0, 00) equally likely

 Suppose we bet on black. Define X which takes the value 1(\$) for outcomes where we win, and -1(\$) for outcomes where we lose.

Its probability mass function is given by

X	-1	1
P(X=x)	20/38	18/38

Example: expected winnings at Roulette

· X's PMF is

X	-1	1
P(X=x)	20/38	18/38

Its expected value is

$$\mu = -1 \times P(X = -1) + 1 \times P(X = 1)$$
$$= -\frac{2}{38}$$

 expected value per spin is like saying, if I play this game thousands of times, what is my average profit/loss per spin?

Example: expected winnings at Roulette

In general we have:

Expected Value of a Discrete Random Variable

$$\mu$$
 (aka $E(X)$) := $\sum_{x} xP(X = x)$

Summation is over all values X can take

Ex: find the mean of the random variable with PMF

x	0	1	2
P(X=x)	0.7	0.2	0.1

• Answer: 0 x 0.7 + 1 x 0.2 + 2 x 0.1 = 0.4

Expectation formula

- Given RV X and its PMF, how to find E[X + 5], E[3X], etc?
- Idea 1: find the PMF of the transformed RV and use the definition of expectation
- Idea 2: use the following fact:

Expectation formula

$$E[f(X)] = \sum_{x} f(x) \cdot P(X = x)$$

Expectation formula: example

- Suppose X has PMF
- Find: E[X + 5], $E[X^2]$

x	1	-1
P(X=x)	0.5	0.5

Expectation formula

$$E[f(X)] = \sum_{x} f(x) \cdot P(X = x)$$

•
$$E[X + 5] = (1 + 5) \times 0.5 + (-1 + 5) \times 0.5 = 5$$

•
$$E[X^2] = 1^2 \times 0.5 + (-1)^2 \times 0.5 = 1$$

Variance

- The variance, written σ^2 or Var(X) or $E[(X \mu)^2]$ is the "expected squared deviation" from the mean.
- It is a weighted average of the squared deviations corresponding to the individual values.

Variance of a Discrete Random Variable

$$\sigma^2$$
 (aka $Var(X)$, aka $E((X - \mu)^2)$) = $\sum_{x} (x - \mu)^2 P(X = x)$

• $E[(X - \mu)^2]$ – expectation of $(X - \mu)^2$, another RV

Example: Roulette

· X's PMF is

X	-1	1
P(X=x)	20/38	18/38

- Its expected value is $\mu = -\frac{2}{38}$
- Its variance is

$$\sigma^{2} = (-1 - \mu)^{2} \cdot P(X = -1) + (1 - \mu)^{2} \cdot P(X = 1)$$

$$= \left(-1 - \left(-\frac{2}{38}\right)\right)^{2} \times \frac{20}{38} + \left(1 - \left(-\frac{2}{38}\right)\right)^{2} \times \frac{18}{38}$$

$$= \dots \approx 0.997$$

Standard deviation

Just as with a sample, the standard deviation, σ , is the square root of the variance.

- E.g. in the roulette example, $\sigma = \sqrt{0.997} \approx 0.998$
 - In one spin, the "typical" variation of our balance is 0.998

Exercise

 Find the mean and variance for the random variable with PMF given by

\boldsymbol{x}	0	1	2
P(X=x)	0.7	0.2	0.1

Ans:

$$\mu = 0 \times 0.7 + 1 \times 0.2 + 2 \times 0.1 = 0.4$$

$$\sigma^2 = 0.4^2 \times 0.7 + 0.6^2 \times 0.2 + 1.6^2 \times 0.1$$
$$= 0.44$$

• For a random variable X, when is its σ^2 zero?

Properties of expectation

- What will happen to the roulette game if we bet \$2 instead of \$1?
- The new PMF becomes
- The new expected winnings are then

x	-2	2
P(X=x)	20/38	18/38

$$\mu = -2 \times P(X = -2) + 2 \times P(X = 2)$$
$$= -\frac{4}{38}$$

- What's the relationship between this value and the old expected value?
 - Doubling the individual values (w/o changing probs) doubles the expected value

Properties of expectation

 This works in general: if we change the values of a random variable by multiplying by a constant, the expectation gets multiplied by a constant.

To see this, recall the expectation formula:

$$E[f(X)] = \sum_{x} f(x) \cdot P(X = x)$$

$$E[aX] = \sum_{x} ax P(X = x) = a \sum_{x} x P(X = x) = aE[X]$$

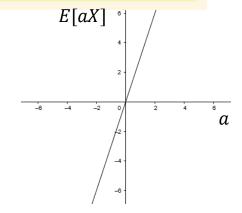
Properties of expectation

Property of Expectation

Multiplying a random variable by a constant scales the expected value by the same constant:

$$E(aX) = aE(X)$$

· Sometimes called "linearity of expectation"



 What will happen to the variance if we multiply every value of a random variable by a constant a?

This is as if we increase our bet in the roulette game

x	-2	2
P(X=x)	20/38	18/38

- Variance = expected squared deviation
- All squared deviations are scaled by a^2 , making variance also scaled by a^2

Its old variance is

$$\sigma^{2} = (-1 - \mu)^{2} \cdot P(X = -1) + (1 - \mu)^{2} \cdot P(X = 1)$$

$$= \left(-1 - \left(-\frac{2}{38}\right)\right)^{2} \times \frac{20}{38} + \left(1 - \left(-\frac{2}{38}\right)\right)^{2} \times \frac{18}{38}$$

$$= \dots \approx 0.997$$

Its new variance is

$$\sigma^{2} = (-2 - 2\mu)^{2} \cdot P(X = -1) + (2 - 2\mu)^{2} \cdot P(X = 1)$$

$$= 4 \times \left(-1 - \left(-\frac{2}{38}\right)\right)^{2} \times \frac{20}{38} + 4 \times \left(1 - \left(-\frac{2}{38}\right)\right)^{2} \times \frac{18}{38}$$

$$= \dots \approx 4 \times 0.997$$

Property of Variance

If the values of a random variable are multiplied by a constant, a, then the variance gets multiplied by a^2 .

- In other words, $Var(aX) = a^2Var(X)$
- How would standard deviation change accordingly?
 - scaled by |a| (!)

Alternative formula for finding variance

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

This sometimes simplifies calculations quite a bit

Example X has PMF

•
$$E[X^2] = 1$$

$$\cdot \quad \mathrm{E}[X] = -\frac{2}{38}$$

•
$$\Rightarrow Var(X) = 1 - \left(\frac{2}{38}\right)^2 = 0.997$$

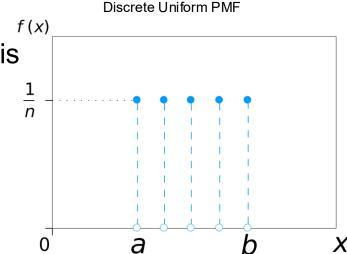
x	-1	1
P(X=x)	20/38	18/38

Example Discrete Random Variables

Uniform distribution over a set

More generally, consider $S = \{v_1, v_2, ..., v_N\}$; X is drawn from the uniform distribution of S, then

$$P(X = k) = \begin{cases} \frac{1}{N} & \text{if } k \in \{v_1, v_2, \dots, v_N\} \\ 0 & \text{otherwise} \end{cases}$$



We denote this by $X \sim \text{Uniform}(S)$

- Selecting a student from a class
- Drawing a card from a shuffled deck
- Choosing a letter from the alphabet

numpy.random

To generate a sample from a uniform discrete distribution,

```
random.choice(a, size=None, replace=True, p=None)

Generates a random sample from a given 1-D array
```

numpy.random.choice([2,5,6])

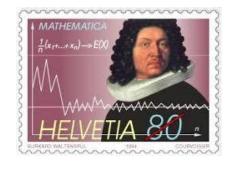
Example output: 2

Binomial distribution

- Suppose we perform n repeated independent trials, each with success probability p, what is the distribution of the number of successes X?
- What values can X take?

$$m = 0, 1, ..., n$$

• We have seen that $P(X = m) = \binom{n}{m} \cdot p^m (1-p)^{n-m}$



 In this case, X is said to be drawn from a binomial distribution, denoted by

$$X \sim \text{Bin}(n, p)$$

Galton Boards

- Illustration of binomial distribution
- Bead has 10 chances hitting pegs (10 rows of pegs)
- each time a peg is hit, bead randomly bounces to the left or the right with equal probabilities

• Number of times it bounces to the left: $X \sim \text{Bin}(10, 0.5)$



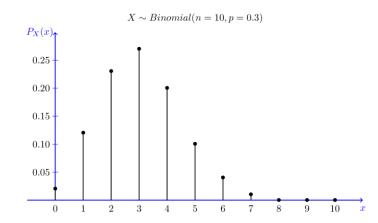
Binomial distribution

- $\cdot X \sim Bin(n, p)$
- X's PMF is "Bell-shaped"

Facts:

•
$$E[X] = E[n \cdot X_i] = n \cdot E[X_i] = np$$

- $\cdot \quad Var[X] = np(1-p)$
 - Small when p is close to 0 or 1



Bernoulli distribution

• What does $X \sim Bin(1, p)$ mean?

х	0	1
P(X=x)	1-p	р

- This is called the Bernoulli distribution with parameter p, abbreviated as Bernoulli(p)
- $E[X] = 0 \cdot (1 p) + 1 \cdot p = p$



Geometric distribution

 Suppose we perform repeated independent trials with success probability p. What is the distribution of X, the number of trials needed to get a success? (related to Q4 in HW3)

Applications:

- Call center: # calls before encountering first dissatisfied customer
- Basketball: # shots before scoring the first
- Networking: # attempts before a successful transmission
- Gambling: # plays before first win

Geometric distribution

- How to find P(X = x)?
- Let's draw a probability tree..

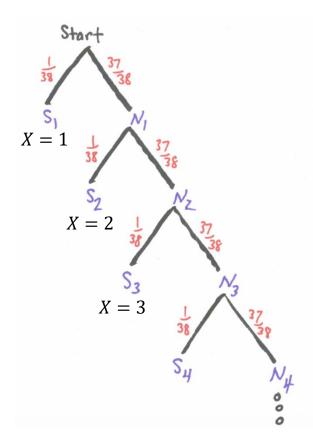
• Example: $p = \frac{1}{38}$ (roulette)

•
$$P(X = 1) = p$$

•
$$P(X = 2) = (1 - p) p$$

•
$$P(X = 3) = (1 - p)^2 p$$

• ...



Geometric distribution

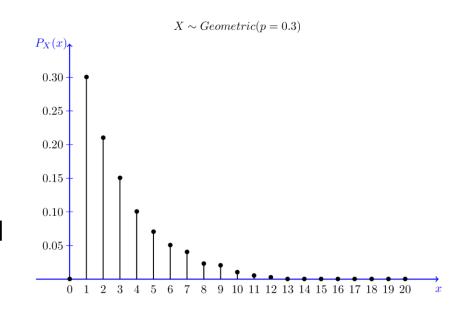
In conclusion,

$$P(X = x) = p (1 - p)^{x-1}$$

for x = 1, 2, ...

Fact:

- $\cdot \quad \mathrm{E}[X] = \frac{1}{p}$
- $Var[X] = \frac{1-p}{p^2}$
 - Smaller when p closes to 1



Recap

Mean:

- $\mu = E[X] = \sum_{x} x \cdot P(X = x)$
- $E[f(X)] = \sum_{x} f(x) \cdot P(X = x)$
- $E[a \cdot X] = a \cdot E[X]$

Variance:

- $Var(X) = \sigma^2 = E[(X \mu)^2] = \sum_{x} (x \mu)^2 \cdot P(X = x)$
- $Var(X) = E[X^2] (E[X])^2$
- $Var(a \cdot X) = a^2 \cdot Var(X)$
- Example discrete RVs and their summary statistics (i.e., mean, variance)

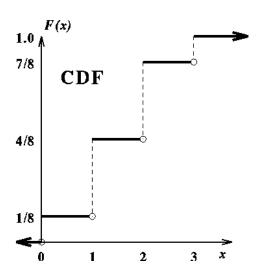
Continuous Random Variables

Plan

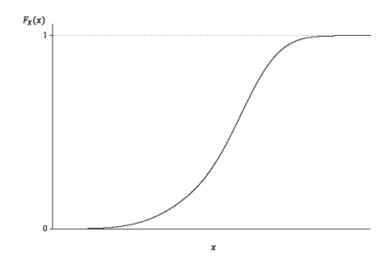
- Properties of CDF
- For continuous RV X, what is P(X = x)?
- PDF and its properties
- Relation of CDF and PDF

Continuous random variables

- Discrete random variables take values in a discrete set
- Their CDFs are discontinuous



- Continuous random variables take values in a continuous set
- Their CDFs are continuous



Example: throwing dart

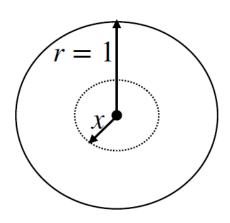
Dartboard with radius 1; dart lands uniformly at random on the board. *X* is the distance to the center.

What is the CDF of X (the probability that the dart lands at a distance less than or equal to x from the center)?

•
$$P(X \le x) = \frac{\pi x^2}{\pi 1^2} = x^2 \text{ for } x \in [0,1]$$

Thus,

$$F(x) = \begin{cases} 0, & x < 0 \\ x^2, & x \in [0,1] \\ 1, & x > 1 \end{cases}$$



Example: throwing dart

Dartboard with radius 1; dart lands uniformly at random on the board. *X* is the distance to the center.

What is the CDF of X (the probability that the dart lands at a distance less than or equal to x from the center)?

- E.g. $P(X \le 0.3) = 0.3^2 = 0.09$
- Can you find P(X = 0.3)?
 - P(X = 0.3) = 0!
 - The probability that lands at exactly a distance of 0.3 from the center is 0

Maybe it is not that weird...

Fact for a continuous random variable X, the probability that it takes a specific value x is 0.

Q1: Probability that your house water usage tomorrow is 20.58 gallon?

• 0

Q2: Probability that your house water usage tomorrow is between 20 and 25 gallon?

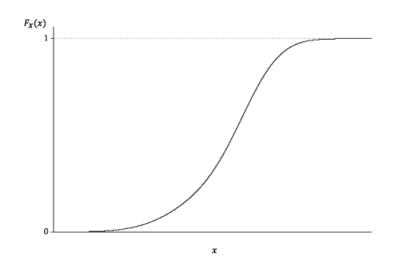
A more useful question



CDF for continuous RVs

 Suppose F is the CDF of continuous random variable X

- What is $P(a < X \le b)$?
 - F(b) F(a)



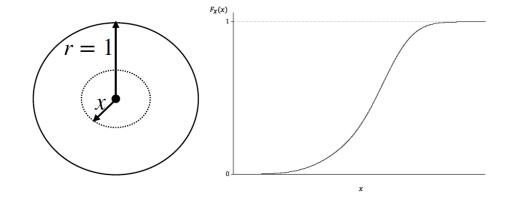
- What is $P(a \le X \le b)$?
 - Same!
 - P(a < X < b), $P(a \le X < b)$ also have the same value
 - Why? P(X = a) = P(X = b) = 0

CDF for continuous RVs

- Continuous RVs are those whose CDFs are continuous (no jumps)
- For example, X is the distance to the center

F generally satisfies properties:

- F is continuous (no jumps)
- F is monotonically increasing
- F goes to 0 as $x \to -\infty$
 - Abbrev. $F(-\infty) = 0$
- F goes to 1 as $x \to +\infty$



Continuous random variables

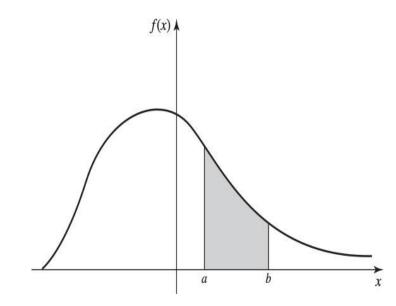
- For discrete RVs, we have PMF and CDF.
- For continuous RVs, what is the analogue of PMF?
- Can we use P(X = x) and sum over all x?
 - No, P(X = x) is always 0
- Maybe we can define function f such that $P(a \le X \le b) = \text{"sum over } f(x), x \in [a, b]$ "

Math interlude: integration

- Summing over f(x), $x \in [a, b]$ is the same as calculating the area under the curve of f(x), for $x \in [a, b]$
- This problem is called integration, and the area of interest is denoted by:

$$\int_{a}^{b} f(x) \ dx$$

Reads "the integral of *f* from a to b"



Math interlude: integration

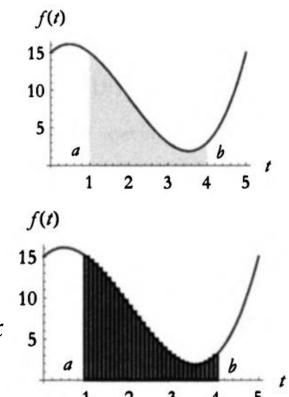
Why the weird ∫ symbol?

'∫' is a stylized version of 'S', representing sum

This comes from approximating the area using a series of small rectangles

$$\sum_{i=1}^{n} f(x_i) (x_{i+1} - x_i) \coloneqq \sum_{i=1}^{n} f(x_i) \Delta x$$

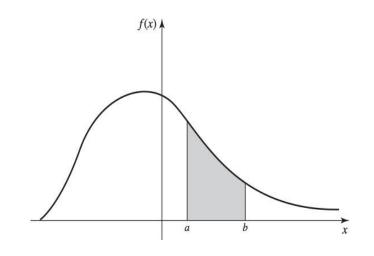
With the partition being finer, this tends to $\int_a^b f(x) dx$



 x_1 x_2

Applications of integration

- x: time, f(x): speed
- $\int_a^b f(x) dx$: total distance traveled within time [a, b], or displacement at time b (relative to time a)



- x: time (hour), f(x): power consumption (in Watts)
- $\int_a^b f(x) dx$: total energy used (in Watt-hours)

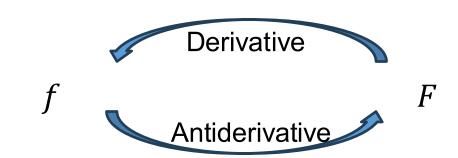
• How to calculate $F_a(b)$, in other words, $\int_a^b f(x) dx$?

· Fact (Fundamental Theorem of Calculus, Newton-Leibniz)

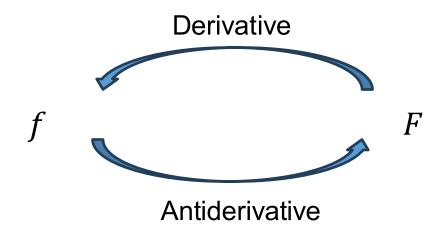
 $\int_{a}^{b} f(x) dx$ can be calculated by:

- Finding F, the antiderivative of f
- Evaluate F(b) F(a) (abbrev. $F(x)|_a^b$)

What is antiderivative?



- f can have many antiderivatives
- Useful example
 - f: speed(time); F: distance(time)
- E.g. f(x) = 1
 - F(x) = x, F(x) = x + 2 are all valid antiderivatives
 - All antiderivatives of f are equal up to a constant
 - We use the shorthand F(x) = x + C to emphasize this



Examples

- f(x) = x
- $f(x) = x^m$ $f(x) = \frac{1}{x}$

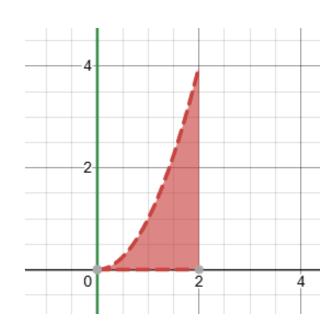
$$F(x) = \frac{1}{2}x^2$$

$$F(x) = \frac{x^{m+1}}{m+1} \quad (m \neq -1)$$

$$F(x) = \ln x$$

Example find $\int_0^2 x^2 dx$

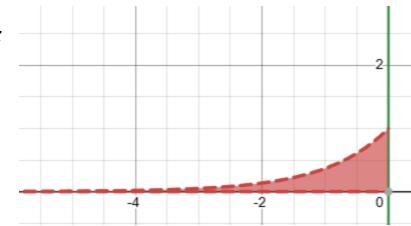
- Step 1: find F, antiderivative of x^2
 - $F(x) = \frac{x^3}{3}$
- Step 2: evaluate F at both end points
 - $F(2) = \frac{8}{3}, F(0) = 0$
 - Ans = $F(2) F(0) = \frac{8}{3}$



Example find $\int_{-\infty}^{0} e^{x} dx$

- Step 1: find F, antiderivative of e^x
 - $F(x) = e^x$

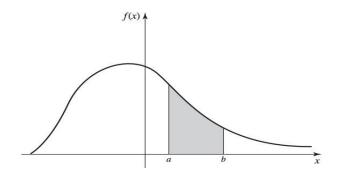
- Step 2: evaluate *F* at both end points
 - $F(0) = 1, F(-\infty) = 0$
 - Ans = $F(0) F(-\infty) = 1$



Probability density function (PDF)

Fact For continuous random variable X, there is a function f_X (abbrev. f) such that for any a, b,

$$P(a \le X \le b) = \int_{a}^{b} f(x) \, dx$$



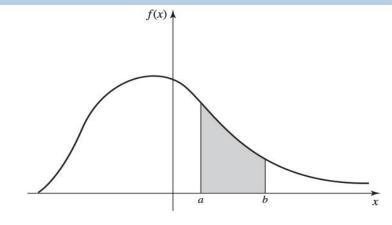
Function f is called the *probability density function (PDF)* of X. f(x) measures how likely X takes value in the *neighborhood* of x.

Properties of PDF

- Nonnegativity: $f(x) \ge 0$ for all x
 - But P(X = x) = 0!

Normalized:

$$\int_{-\infty}^{+\infty} f(x) \, dx = 1$$



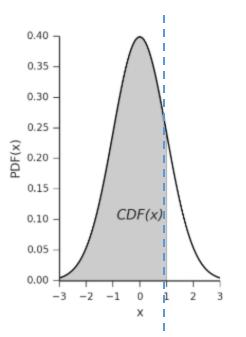
• Reason: the integral represents $P(-\infty \le X \le +\infty)$

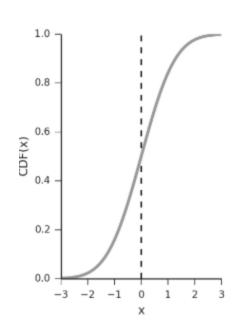
Relationship between PDF and CDF

How to find CDF F based on PDF f?

$$P(a \le X \le b) = \int_a^b f(x) \, dx$$

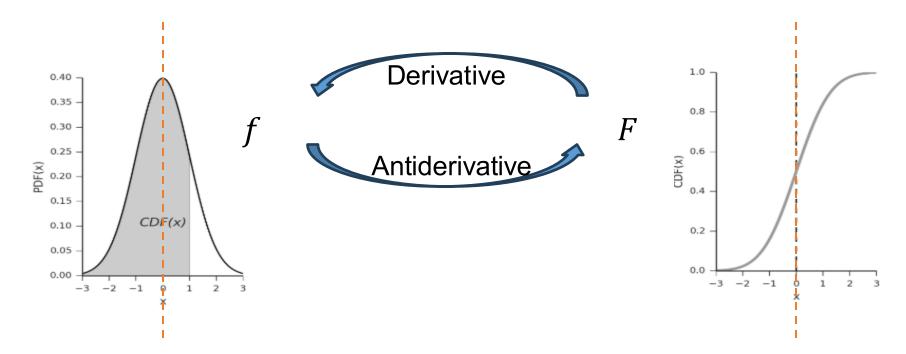
$$F(b) = P(X \le b) = \int_{-\infty}^{b} f(x) \, dx$$





Relationship between PDF and CDF

- F is an indefinite integral of f: f(x) = F'(x)
- F has large slope at x: f(x) is large



Probability density function (PDF)

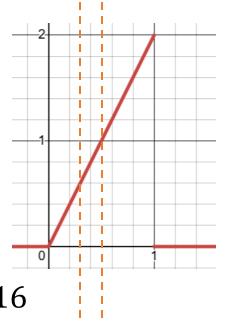
Example *X*: lifetime of a lightbulb, has PDF

$$f(x) = 2x$$
, $0 < x < 1$

Find P(0.3 < X < 0.5)

Soln This is equal to

$$\int_{0.3}^{0.5} 2x \, dx = x^2 \Big|_{0.3}^{0.5} = 0.5^2 - 0.3^2 = 0.16$$



Example: dart

• *X*: distance to the center, given CDF:

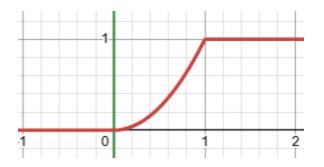
$$F(x) = \begin{cases} 0, & x < 0 \\ x^2, & x \in [0,1] \\ 1, & x > 1 \end{cases}$$

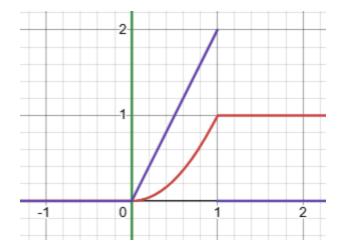
What is the PDF of X?

Example: dart

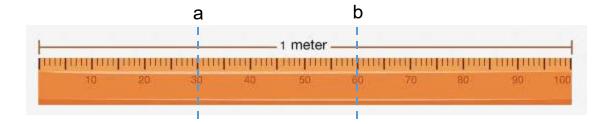
What is the PDF of *X*?

- f(x) is the derivative of F
 - $f(x) = 0, \ x < 0$
 - $f(x) = 2x, x \in [0,1]$
 - f(x) = 0, x > 0





- We choose X uniformly at random from [a, b], two points in a ruler. In other words, X can land anywhere between [a, b] with equal likelihood.
- Find the PDF and CDF of X

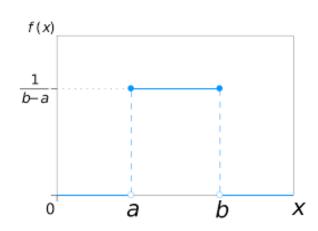


- We know $P(a \le X \le b) = 1$, and f(x) is constant on [a, b]
- f(x) is constant: say c

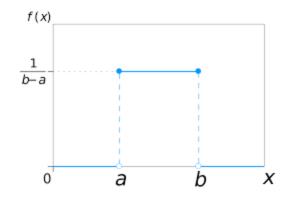
$$\int_{a}^{b} f(x) dx = \int_{a}^{b} c dx = cx \mid_{a}^{b} = cb - ca = 1$$

$$c = \frac{1}{b-a}$$

• So
$$f(x) = \frac{1}{b-a}$$
, $x \in [a,b]$



- What is the PDF f(x)?
 - f(x) = 0, x < a
 - $f(x) = \frac{1}{b-a}, x \in [a,b]$
 - f(x) = 0, x > b



 This is also known as the uniform distribution over [a, b], abbrev.

Uniform([a, b])

• What is the CDF $F(x) = P(X \le x)$?

- What is the CDF $F(x) = P(X \le x)$?
 - F(x) = 0, x < a
 - $F(x) = \frac{x-a}{b-a}$, $x \in [a,b]$ F(x) = 1, x > b

$$F(x) = \int_{a}^{x} f(x) dt = \int_{a}^{x} \frac{1}{b-a} dt = \frac{1}{b-a} (x-a)$$

