

Random variables

Statistical Computing and Empirical Methods
Unit EMATM0061, Data Science MSc

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What we will cover today

We will introduce the important concept of a **random variable**

We will discuss the concept of **distributions**, which play a key role in describing the stochastic behaviour of a random variable

We will also talk about **distribution functions** of random variables

Relevant concepts

A **random experiment** is a procedure (real or imagined) which:

1. has a well-defined set of possible outcomes;
2. could (at least in principle) be repeated arbitrarily many times.



An **event** is a set (i.e. a collection) of possible outcomes of an experiment

A **sample space** is the set of all possible outcomes of interest for a random experiment

A **probability space** consists of a triple $(\Omega, \mathcal{E}, \mathbb{P})$, where Ω is a sample space, \mathcal{E} is a well-behaved collection of events in Ω , and $\mathbb{P} : \mathcal{E} \rightarrow \mathbb{R}$ is a probability function.

What is a random variable - example

We use a "random variable" to represent the outcomes of a random experiment

Example: Rolling a dice

Sample space $\Omega = \{\text{the } i\text{-th face lands face-up} : i = 1, \dots, 6\}$

$X = 1$ if the 1-st face lands face-up

$X = 2$ if the 2-nd face lands face-up

\vdots

$X = 6$ if the 6-th face lands face-up

An event: $\{X \in \{1, 2, 3\}\}$ means one of the first three faces lands face-up

Probability: $\mathbb{P}(X \in \{2\})$ means $\mathbb{P}(\text{the 2-nd face lands face-up})$

What is a random variable - example

We use a "random variable" to represent the outcomes of a random experiment

Example: Flipping a coin

Sample space = {heads-up, tails-up}

$X = 0$ if heads-up

$X = 1$ if tails-up

An event: $\{X = 0\}$ means the events of heads-up

Probability: $\mathbb{P}(X = 0)$ means $\mathbb{P}(\{\text{heads-up}\})$

Summary:

The *random variable* X maps each outcome to a number

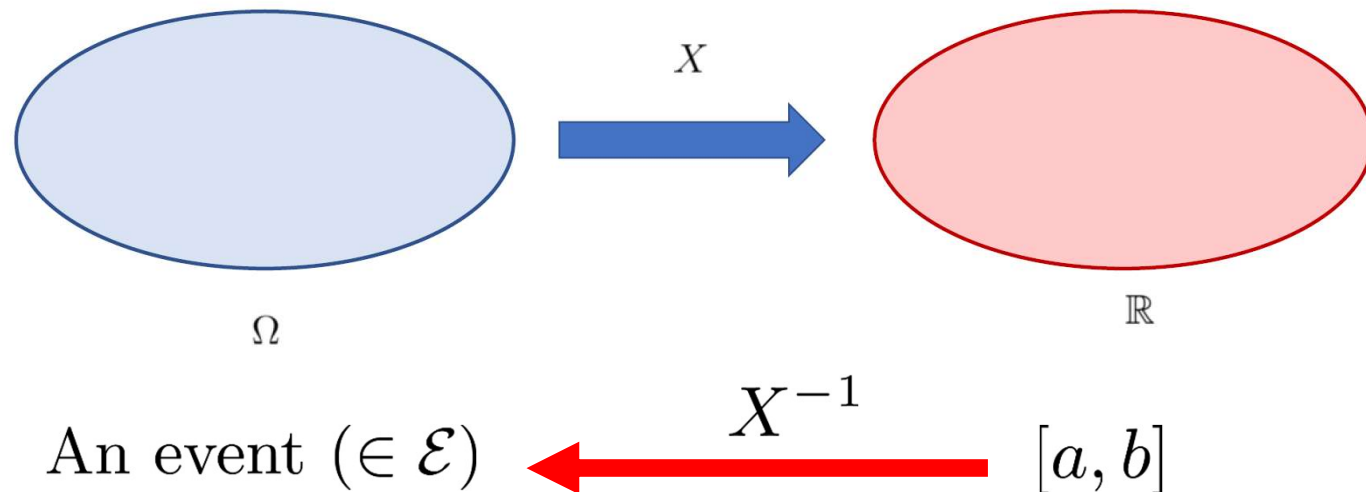
We can represent *events* using the random variables: $\{X = 0\}$, $\{X \in \{1, 2, 3\}\}$ etc.

Random variables

Random variables

Suppose we have a probability space $(\Omega, \mathcal{E}, \mathbb{P})$. A **random variable** is a mapping $X : \Omega \rightarrow \mathbb{R}$, such that

for every $a, b \in \mathbb{R}$, $\{\omega \in \Omega : X(\omega) \in [a, b]\}$ is an event in \mathcal{E}



Random variables

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Remark: The condition that “for every $a, b \in \mathbb{R}$, $\{\omega \in \Omega : X(\omega) \in [a, b]\}$ is an event in \mathcal{E} ” is essential. With this definition, we can describe events efficiently with the values of X :

$\{\omega \in \Omega : X(\omega) \in [a, b]\}$ always represent an event.

$\mathbb{P}(\{\omega \in \Omega : X(\omega) \in [a, b]\})$ is always well defined.

Random variable: examples

Example: We roll 5 dices in a row and record each of the results.

The sample space is $\Omega = \{1, 2, \dots, 6\}^5 = \{(x_1, \dots, x_5) : x_i \in \{1, \dots, 6\}\}$.

We can define a random variable as the result of the final dice roll,
 $X((x_1, \dots, x_5)) = x_5$.

$\{\omega \in \Omega : X(\omega) \in [1, 1]\} = \{(x_1, \dots, x_4, 1) : x_i \in \{1, \dots, 6\}\}$ is an event.

Example: sampling with replacement: We sample 10 balls with replacement from a bag of 100 balls, 50 of which are red.

The sample space is $\Omega = \{1, \dots, 100\}^{10} = \{(x_1, \dots, x_{10}) : x_i \in \{1, \dots, 100\}\}$.
The numbers $1, \dots, 50$ represent red balls.

We can define a random variable as the number of red balls sampled
 $X((x_1, x_2, \dots, x_{10})) = \sum_{i=1}^{10} \mathbb{1}_{\{1, \dots, 50\}}(x_i)$

Notations related to random variables

Events:

For $S \subseteq \mathbb{R}$, we write $\{X \in S\}$ for an event $\{\omega \in \Omega : X(\omega) \in S\}$ which is in \mathcal{E}

For $a \in \mathbb{R}$, we write $\{X = a\}$ for an event $\{\omega \in \Omega : X(\omega) = a\}$ which is in \mathcal{E}

For $a \in \mathbb{R}$, we write $\{X \leq a\}$ for an event $\{\omega \in \Omega : X(\omega) \leq a\}$ which is in \mathcal{E}

In general, we write $\{F(X)\}$ for the event $\{\omega \in \Omega : F(X(\omega))\}$.

Probability:

For $S \subseteq \mathbb{R}$, we write $\mathbb{P}(X \in S)$ for the probability $\mathbb{P}(\{\omega \in \Omega : X(\omega) \in S\})$.

Typically, we ignore the sample space Ω , which may include extraneous information.

Instead, we focus on random variables and interactions between random variables.

Distribution

Suppose we have a probability space $(\Omega, \mathcal{E}, \mathbb{P})$.

Recall that: A **random variable** is a mapping $X : \Omega \rightarrow \mathbb{R}$, such that for every $a, b \in \mathbb{R}$, $\{\omega \in \Omega : X(\omega) \in [a, b]\}$ is an event in \mathcal{E} .

Distribution of a random variable

The **distribution** of a random variable X is a function given by

$$S \rightarrow P_X(S) := \mathbb{P}(X \in S) = \mathbb{P}(\{\omega \in \Omega : X(\omega) \in S\}),$$

for any $S \subseteq \mathbb{R}$ in a well-behaved collection of subsets of \mathbb{R} (\dagger).

(Optional technical remark \dagger): Here the "well-behaved" collection of subsets of \mathbb{R} is characterised by the Borel σ -algebra on \mathbb{R} , denoted by $\mathfrak{B}(\mathbb{R})$, which is the smallest σ -algebra containing all sets of the form $[a, b] \subseteq \mathbb{R}$.

Distribution defines new probability functions

The distribution P_X of a random variable defines a **probability function** on (well-behaved) subsets $S \subseteq \mathbb{R}$ of \mathbb{R} . We let $\mathfrak{B}(\mathbb{R})$ denote a collection of “well-behaved” (\dagger) subsets $S \subseteq \mathbb{R}$.

Theorem (Distribution of random variables)

Suppose we have a probability space $(\Omega, \mathcal{E}, \mathbb{P})$ along with a random variable $X : \Omega \rightarrow \mathbb{R}$. The distribution P_X defined by $P_X(S) = P(X \in S)$ for $S \in \mathfrak{B}(\mathbb{R})$ satisfies

1. For all $S \in \mathfrak{B}(\mathbb{R})$, we have $P_X(S) = P(X \in S) \geq 0$.
2. We have $P_X(\mathbb{R}) = \mathbb{P}(X \in \mathbb{R}) = 1$
3. Given a sequence of disjoint sets $A_1, A_2, \dots \in \mathfrak{B}(\mathbb{R})$, we have $P_X(\cup_j A_j) = \sum_j P_X(A_j)$.

Therefore, P_X satisfies the laws of probability, and $(\mathbb{R}, \mathfrak{B}(\mathbb{R}), P_X)$ is itself a probability space.

(Optional technical remarks \dagger): The well-behaved subsets of \mathbb{R} is a Borel σ -algebra.

Distribution functions

Recall that: A **random variable** is a mapping $X : \Omega \rightarrow \mathbb{R}$, such that for every $a, b \in \mathbb{R}$, $\{\omega \in \Omega : X(\omega) \in [a, b]\}$ is an event in \mathcal{E} .

Recall: the **distribution** of a random variable X is given by $P_X(S) := \mathbb{P}(X \in S)$ for "well-behaved" subsets $S \subseteq \mathbb{R}$.

Distribution functions

The **distribution function** of a random variable X is the map $F_X : \mathbb{R} \rightarrow [0, 1]$ defined by

$$F_X(x) = \mathbb{P}(X \leq x) \text{ for } x \in \mathbb{R}.$$

Equivalently, the distribution function is given by $F_X(x) = P_X((-\infty, x])$.

The distribution function F_X is also referred to as the **probability distribution function** or the **cumulative distribution function**.

The distribution function F_X is a non-decreasing function on \mathbb{R}

Distribution, distribution function: example

Example: Rolling a fair dice

Sample space $\Omega = \{\omega_1, \dots, \omega_6\}$ where w_i corresponds the i -th face lands face-up.

Random variable ($\Omega \rightarrow \mathbb{R}$): $Z(w_i) = i$

Distribution ($\mathfrak{B}(\mathbb{R}) \rightarrow \mathbb{R}$):

$$P_Z(S) = \mathbb{P}(Z \in S) = \mathbb{P}(Z \in S \cap \{1, \dots, 6\}) = \frac{|S \cap \{1, \dots, 6\}|}{6} = \frac{1}{6} \sum_{x \in \{1, \dots, 6\}} \mathbb{1}_S(x)$$

Distribution function ($\mathbb{R} \rightarrow [0, 1]$): $F_Z(x) = \mathbb{P}(Z \leq x)$

$$F_Z(X) = \begin{cases} 0 & \text{if } x < 1, \\ 1/6 & \text{if } 1 \leq x < 2, \\ \vdots & \\ 5/6 & \text{if } 5 \leq x < 6, \\ 1 & \text{if } 6 \leq x. \end{cases}$$

Distribution, distribution function: example

Example: A customer in a dealership either buys a car or doesn't buy a car

Sample space $\Omega = \{\omega_0, \omega_1\}$ for outcomes ω_1 (buy a car, with probability q) and ω_0 (doesn't buy a car).

Random variable $(\Omega \rightarrow \mathbb{R})$: $X(\omega_i) = i$ for $i = 0, 1$.

Distribution $(\mathfrak{B}(\mathbb{R}) \rightarrow \mathbb{R})$: $P_X(S) = \mathbb{P}(X \in S) = (1 - q)\mathbb{1}_S(0) + q\mathbb{1}_S(1)$.

Distribution function $(\mathbb{R} \rightarrow [0, 1])$: $F_X(x) = \mathbb{P}(X \leq x)$

$$F_X(x) = \begin{cases} 0 & \text{if } x < 0, \\ 1 - q & \text{if } 0 \leq x < 1, \\ 1 & \text{if } 1 \leq x. \end{cases}$$

Bernoulli distribution and Bernoulli random variable

Bernoulli distribution. A distribution P_X is called a Bernoulli distribution if there exist some $q \in [0, 1]$, such that

$$P_X(S) = \mathbb{P}(X \in S) = (1 - q)\mathbb{1}_S(0) + q\mathbb{1}_S(1)$$

We say a random variable $X : \Omega \rightarrow \mathbb{R}$ is Bernoulli if P_X is a **Bernoulli** distribution.

We write $X \sim \mathcal{B}(q)$ for a Bernoulli random variable X with $\mathbb{P}(X = 1) = q$.

Example: A customer in a dealership either buys a car ($X = 1$) or doesn't buy a car ($X = 0$);

Example: A patient either tests positive ($X = 1$) or negative ($X = 0$).

Creating new random variables from old

We often want to create new random variables by combining existing ones.

Creating new random variables from old

Given random variable $X_1, \dots, X_k : \Omega \rightarrow \mathbb{R}$ and a reasonable (\dagger) function $f : \mathbb{R}^k \rightarrow \mathbb{R}$. We can define a random variable $Y : \Omega \rightarrow \mathbb{R}$ as a function of X_1, \dots, X_k , given by

$$Y(\omega) = f(X_1(\omega), X_2(\omega), \dots, X_k(\omega)) \text{ for } \omega \in \Omega.$$

Example:

Let Z_1, Z_2 and Z_3 be the outcomes of 3 dice rolls. Then $Y = Z_1 + Z_2 + Z_3$ defines a new variable (meaning the total accumulated score).

More precisely, we take $f : \mathbb{R}^3 \rightarrow \mathbb{R}$ by $f(x_1, x_2, x_3) = x_1 + x_2 + x_3$. So $Y(\omega) = f(Z_1(\omega), Z_2(\omega), Z_3(\omega))$ for all $\omega \in \Omega$.

Creating new random variables from old

We often want to create new random variables by combining existing ones.

Creating new random variables from old

Given random variable $X_1, \dots, X_k : \Omega \rightarrow \mathbb{R}$ and a reasonable (\dagger) function $f : \mathbb{R}^k \rightarrow \mathbb{R}$. We can define a random variable $Y : \Omega \rightarrow \mathbb{R}$ as a function of X_1, \dots, X_k , given by

$$Y(\omega) = f(X_1(\omega), X_2(\omega), \dots, X_k(\omega)) \text{ for } \omega \in \Omega.$$

(Optional technical remark \dagger): Here "reasonable" functions can be described by the collection $\mathfrak{B}(\mathbb{R}^k, \mathbb{R})$, which consists of all Borel-measurable functions. These are functions

$$f : \mathbb{R}^k \rightarrow \mathbb{R} \text{ such that } f^{-1}(A) \in \mathfrak{B}(\mathbb{R}^k) \text{ whenever } A \in \mathfrak{B}(\mathbb{R})$$

Here $\mathfrak{B}(\mathbb{R}^k)$ is the smallest σ -algebra containing all sets of the form $\prod_{i=1}^k [a_i, b_i]$.

What we have learned today

We introduced the important concept of a **random variable**.

We saw how random variables can be quantified via its **distribution** and **distribution function**.

We investigated the idea of creating new random variables by combining existing ones.

Thanks for listening!

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