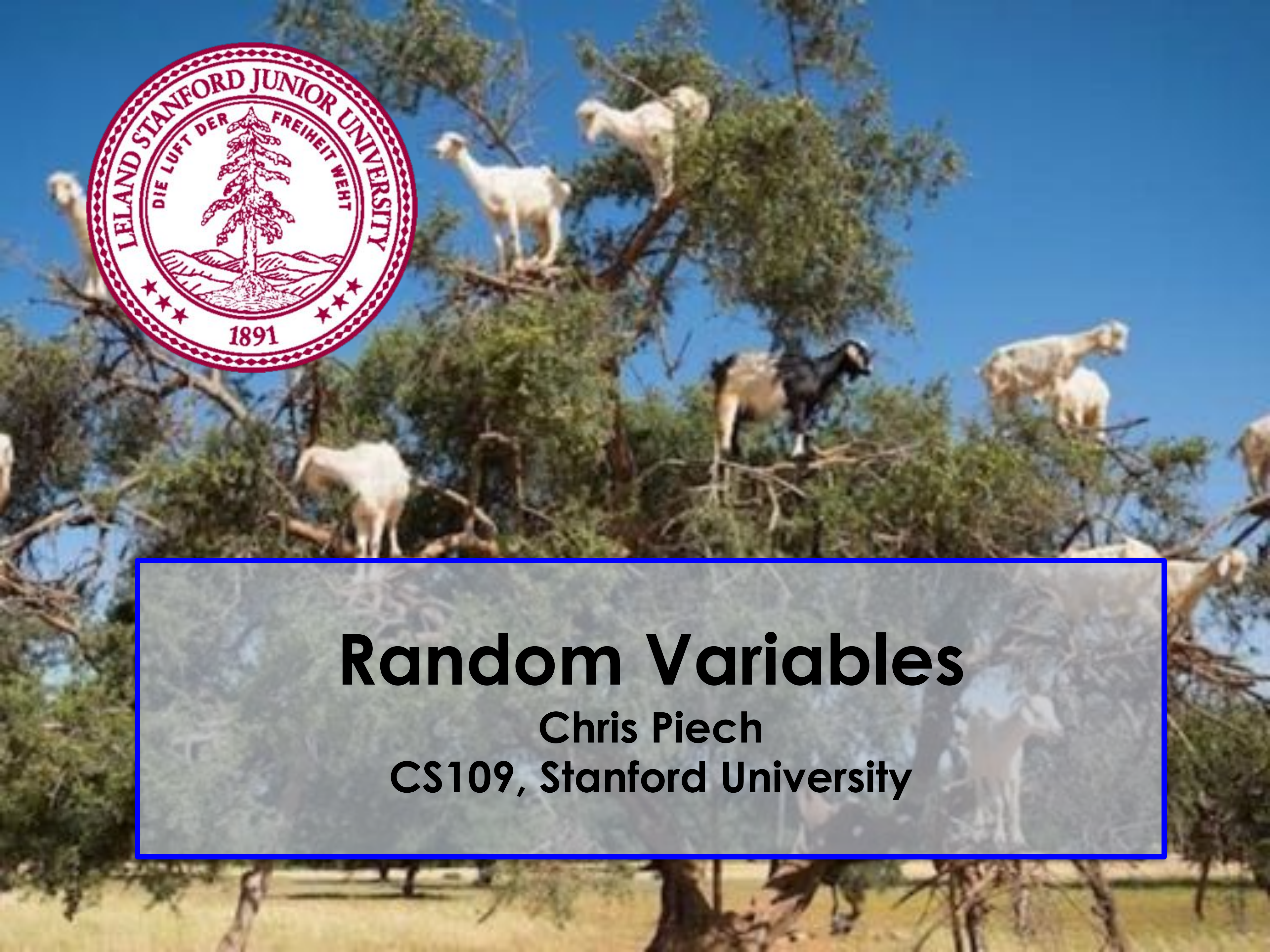


Random Variables

Chris Piech
CS109, Stanford University

Ultimate Probability

https://www.youtube.com/watch?v=H2IfTwGisOg

Let's Play a Game

- Game set-up
  - We have a fair coin (come up "heads" with $p = 0.5$)
  - Let n = number of coin flips ("heads") before first "tails"
  - You win $\$2^n$

- How much would you pay to play?

Mutual exclusion
And
Independence

Are two properties of events that make it easy to calculate probabilities.

Conditional Probability

$$P(E|F) = \frac{P(EF)}{P(F)}$$

What is your new belief that E will occur, given that you have observed F occurred

In the conditional paradigm, the formulas of probability are preserved.

BAE's Theorem?

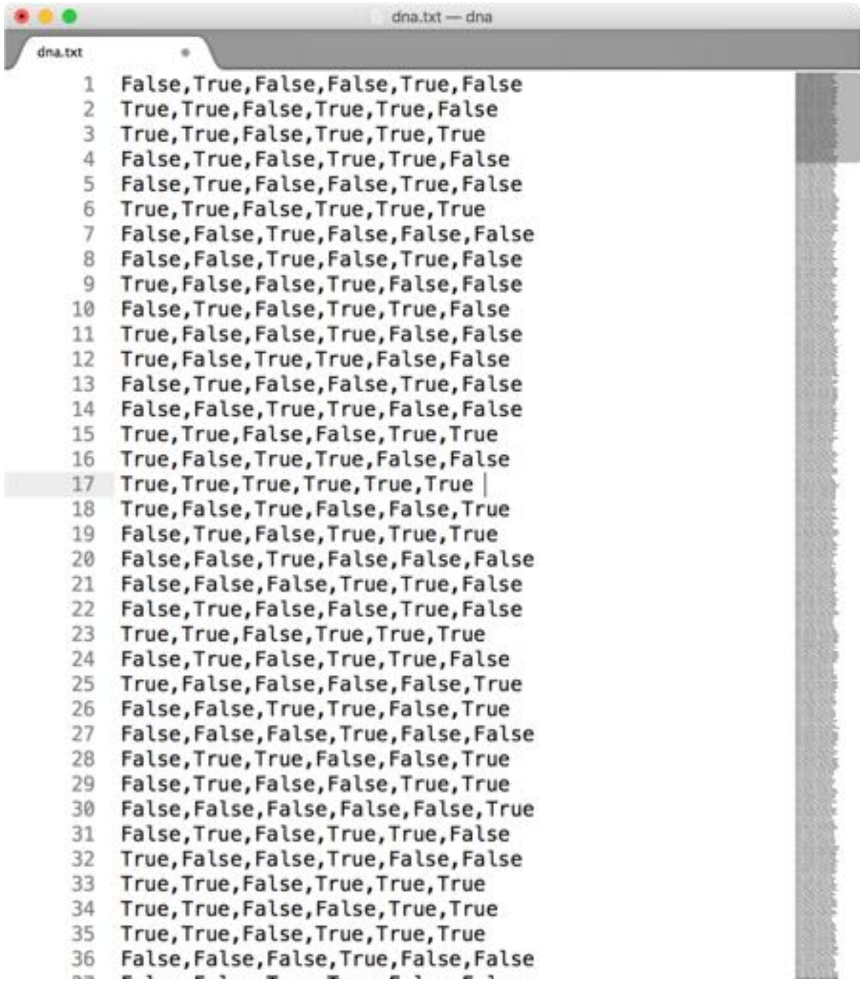
$$P(A \mid B\,E) = \frac{P(B \mid A\,E)\,P(A \mid E)}{P(B \mid E)}$$

Learning Goals

1. Be able to use conditional independence definition
2. Be able to define a random variable (R.V.)
3. Be able to use and produce a PMF of a R.V.
4. Be able to calculate the expectation of the R.V.

G_1
G_2
G_3
G_4
G_5
T

G_1 G_2 G_3 G_4 G_5 **T**



100,000 samples

6 observations per sample

Discovered Pattern

```
Piech-2:dna piech$ python findStructure.py
size data =  100000
p(G1) = 0.500
p(G2) = 0.545
p(G3) = 0.299
p(G4) = 0.701
p(G5) = 0.600
p(T) = 0.390
p(T and G1) = 0.291 , P(T)p(G1) = 0.195
p(T and G2) = 0.300 , P(T)p(G2) = 0.213
p(T and G3) = 0.116 , P(T)p(G3) = 0.117
p(T and G4) = 0.273 , P(T)p(G4) = 0.273
p(T and G5) = 0.309 , P(T)p(G5) = 0.234
```

. . .

```
p(T and G5 | G2) = 0.450
p(T | G2)p(G5 | G2) = 0.450
```

Independence relationships can change with conditioning.

If E and F are independent, that does not mean they will still be independent given another event G.

There is additional reading about this in the course reader. You will explore this more in depth in CS228

Two Great Tastes

Conditional Probability

Independence

Conditional Independence

- Two events E and F are called **conditionally independent given G**, if

$$P(EF|G) = P(E|G)P(F|G)$$

- Or, equivalently if:

$$P(E|FG) = P(E|G)$$

Conditional Paradigm

- For any events A, B, and E, you can condition consistently on E, and all formulas still hold:

$$P(A\,B \mid E) = P(B\,A \mid E)$$

$$P(A\,B \mid E) = P(A \mid B\,E)\,P(B \mid E)$$

- Can think of E as "everything you already know"
- Formally, $P(\bullet \mid E)$ satisfies 3 axioms of probability

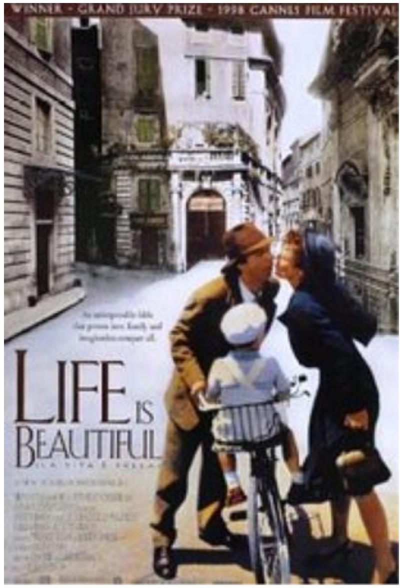
NETFLIX

And Learn

Netflix and Learn

What is the probability that a user will watch Life is Beautiful?

$P(E)$



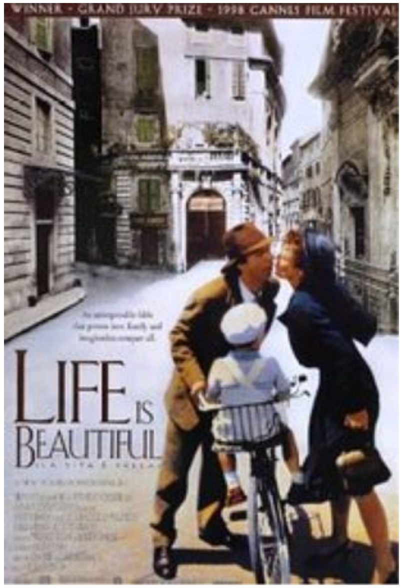
$$P(E) = \lim_{n \to \infty} \frac{n(E)}{n} \approx \frac{\text{\#people who watched movie}}{\text{\#people on Netflix}}$$

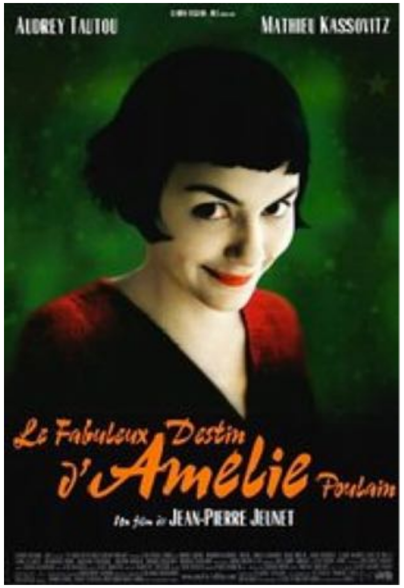
$P(E) = 10{,}234{,}231 \,/\, 50{,}923{,}123 = 0.20$

Netflix and Learn

What is the probability that a user will watch Life is Beautiful, given they watched Amelie?

$P(E|F)$





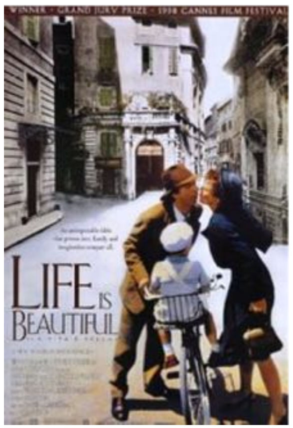
$$P(E|F) = \frac{P(EF)}{P(F)} = \frac{\#\text{people who watched both}}{\#\text{people who watched } F}$$

$P(E|F) = 0.42$

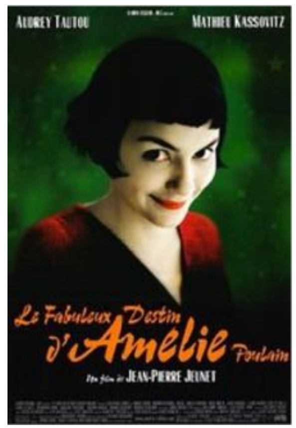
Conditioned on liking a set of movies?

Netflix and Learn

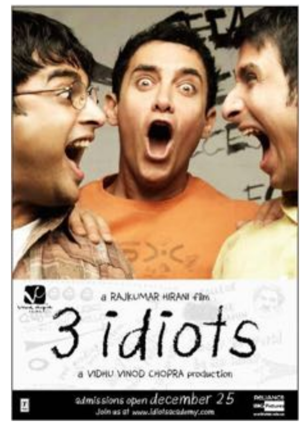
Each event corresponds to liking a particular movie



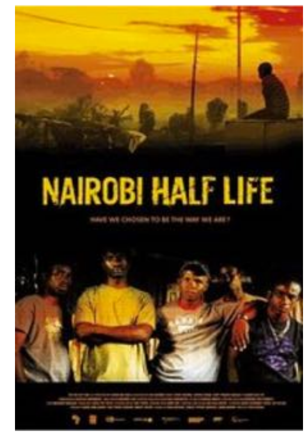
E_1



E_2



E_3



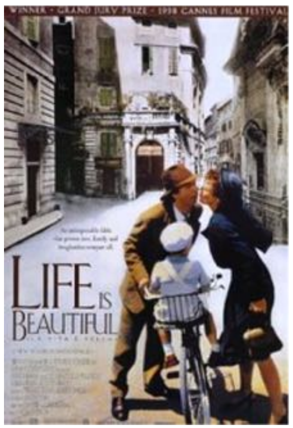
E_4

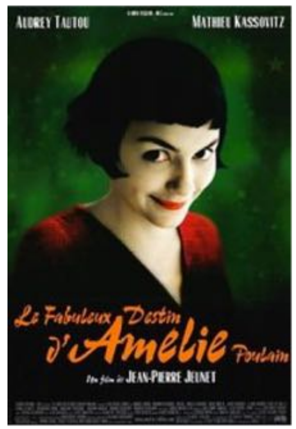
$$P(E_4 | E_1, E_2, E_3)?$$

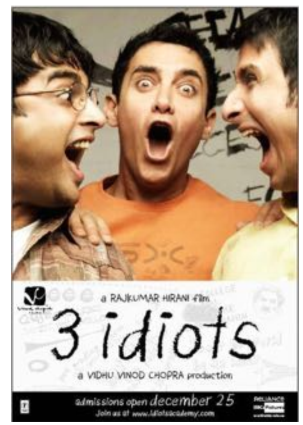
Is E_4 independent of E_1,E_2,E_3?

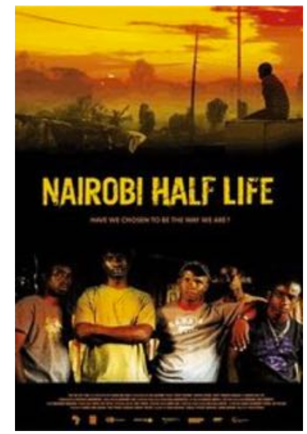
Netflix and Learn

Is E_4 independent of E_1,E_2,E_3?







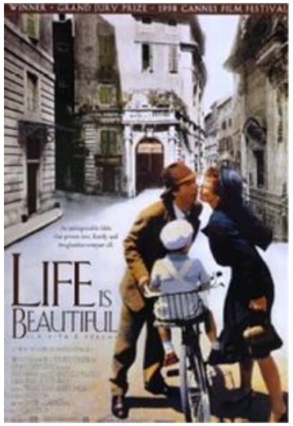


E_1 E_2 E_3 E_4

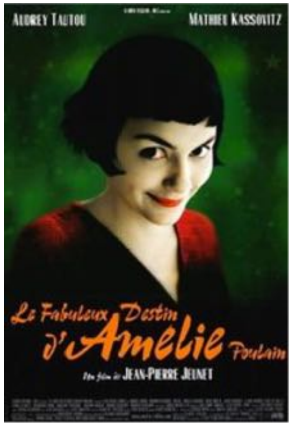
$$P(E_4|E_1, E_2, E_3) \stackrel{?}{=} P(E_4)$$

Netflix and Learn

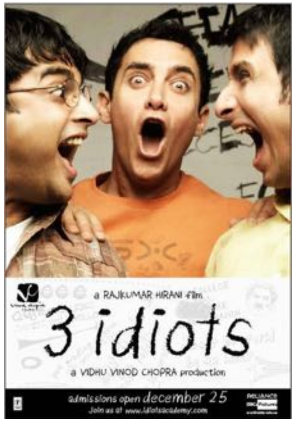
Is E_4 independent of E_1,E_2,E_3?



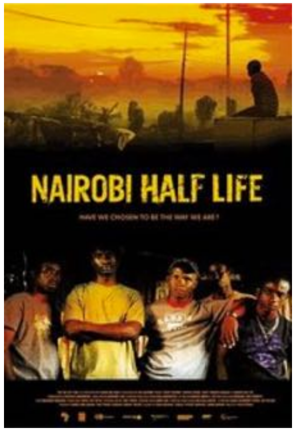
E_1



E_2



E_3



E_4

$$P(E_4|E_1, E_2, E_3) = \frac{P(E_1 E_2 E_3 E_4)}{P(E_1 E_2 E_3)}$$

Netflix and Learn

- What is the probability that a user watched four particular movies?
  - There are 13,000 titles on Netflix
  - The user watches 30 random titles.
  - E = movies watched include the given four.
- Solution:

Watch those four

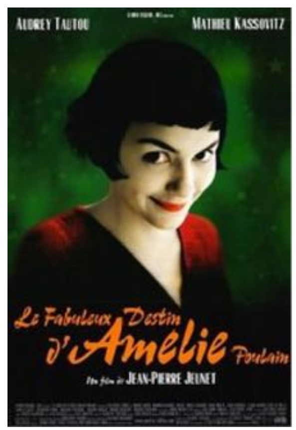
Choose 24 movies not in the set

$$P(E) = \frac{\binom{4}{4}\binom{12996}{24}}{\binom{13000}{30}} = 10^{-11}$$

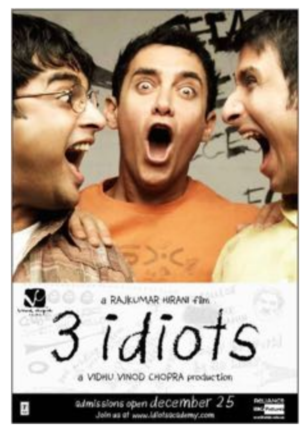
Choose 30 movies from netflix

Netflix and Learn

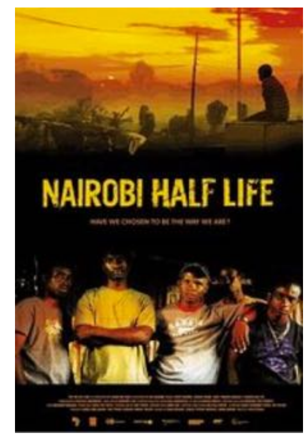
E_1



E_2



E_3



E_4

Netflix and Learn

K_1

Like foreign emotional comedies

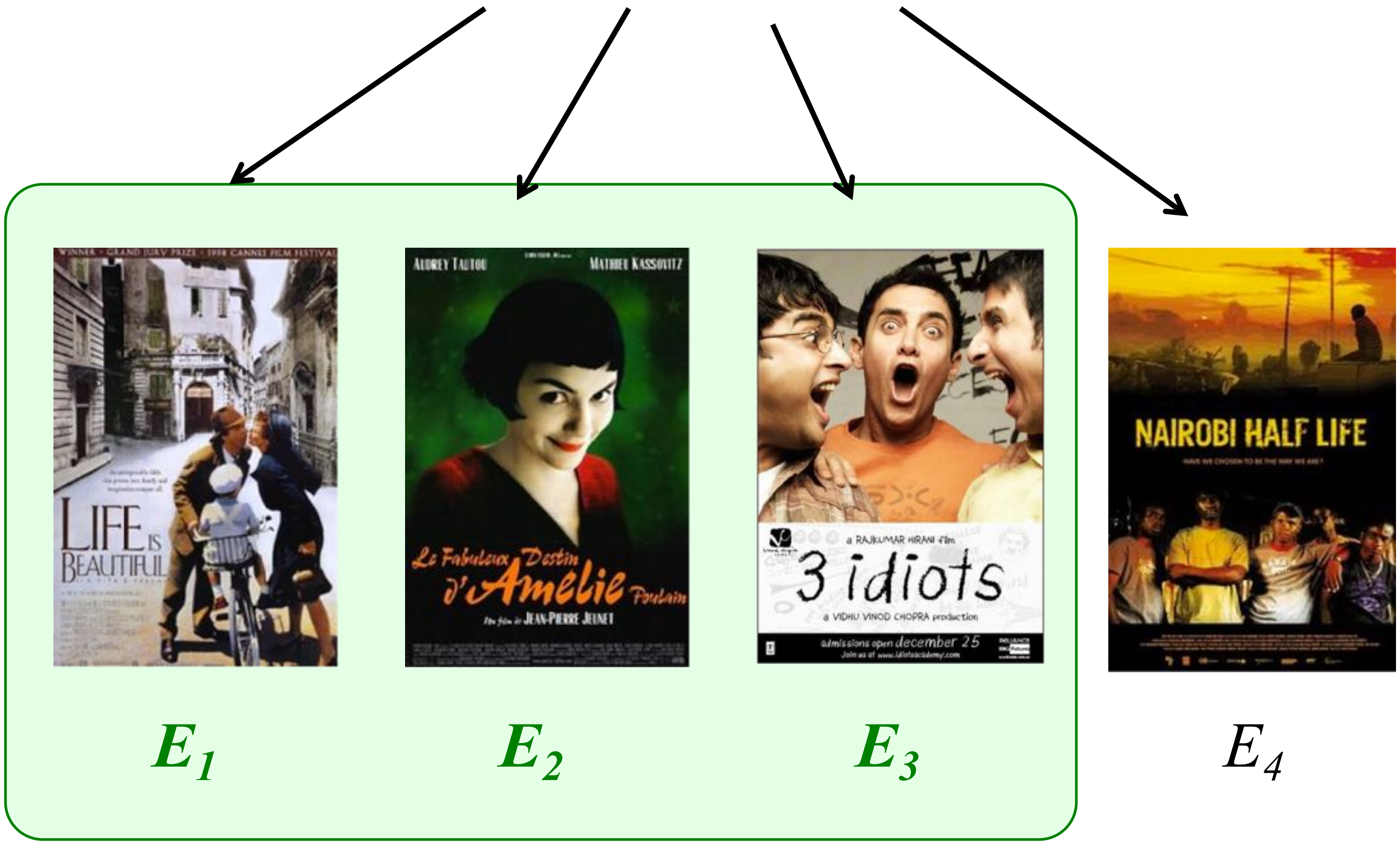
E_1 E_2 E_3 E_4

Assume E_1, E_2, E_3 and E_4 are conditionally independent given K_1

Netflix and Learn

K_1

Like foreign emotional comedies

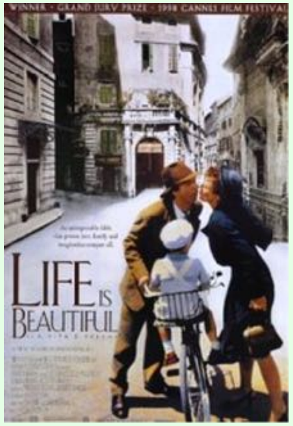


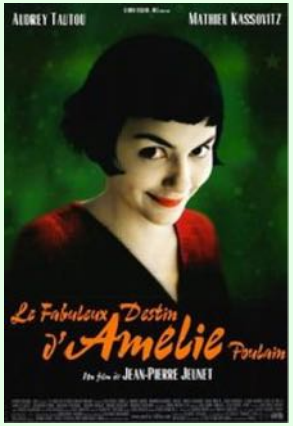
Assume E_1, E_2, E_3 and E_4 are conditionally independent given K_1

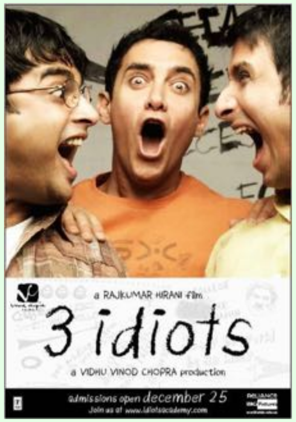
Netflix and Learn

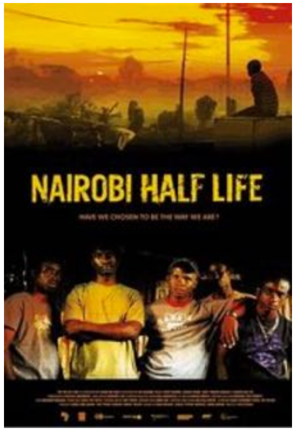
K_1

Like foreign emotional comedies





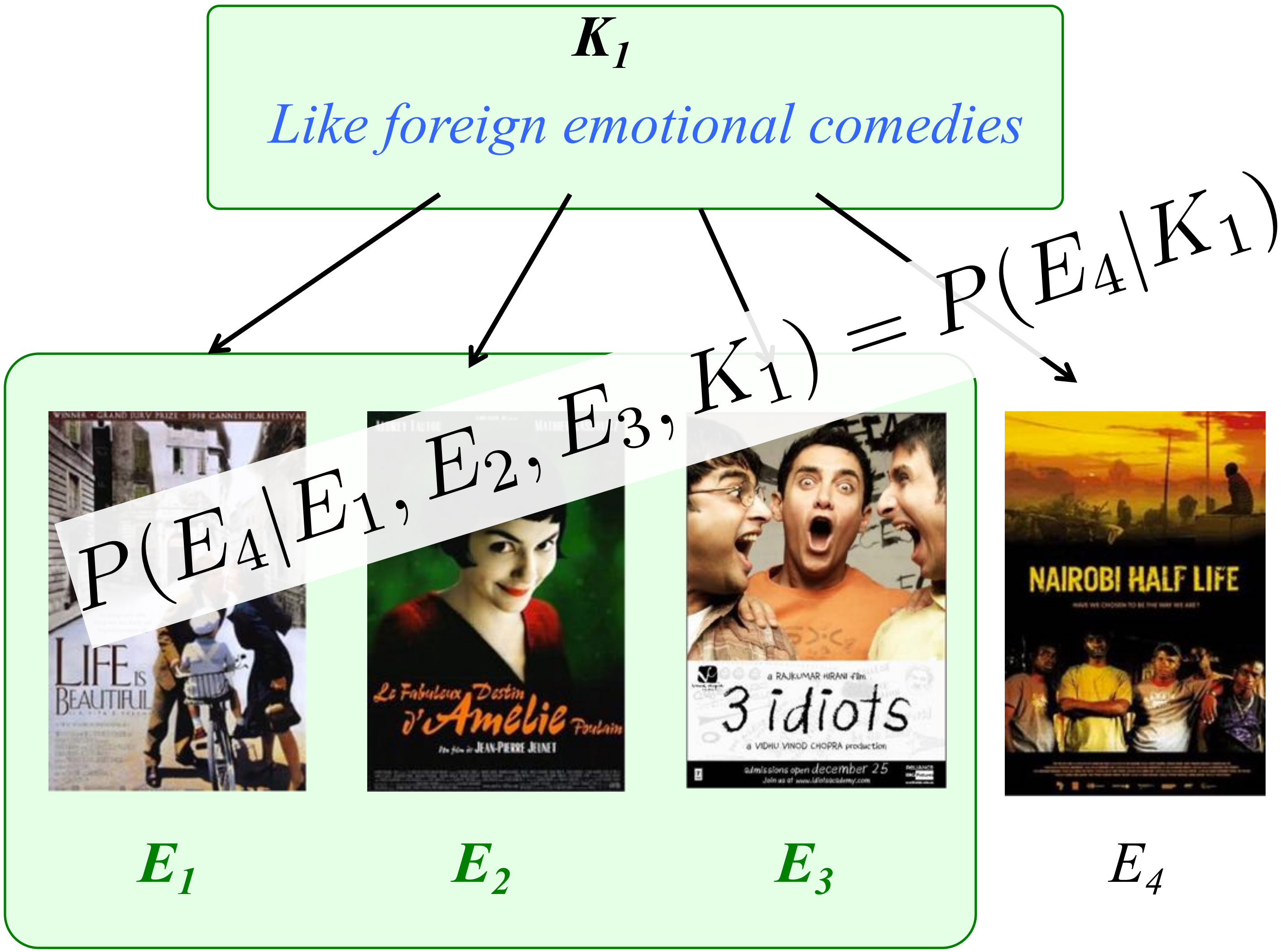




E_1 ***E_2*** ***E_3*** *E_4*

Assume E_1, E_2, E_3 and E_4 are conditionally independent given K_1

Netflix and Learn



$$P(E_4 | E_1, E_2, E_3, K_1) = P(E_4 | K_1)$$

Assume E_1, E_2, E_3 and E_4 are conditionally independent given K_1

Conditional independence is a practical, real world way of decomposing hard probability questions.

Conditional Independence

If E and F are dependent,

that does not mean E and F will be dependent when another event is observed.

Conditional Dependence

If E and F are independent,

that does not mean E and F will be independent when another event is observed.

Big Deal

"Exploiting conditional independence to generate fast probabilistic computations is one of the main contributions CS has made to probability theory"

-Judea Pearl wins 2011 Turing Award, *"For fundamental contributions to artificial intelligence through the development of a calculus for probabilistic and causal reasoning"*

Ready for the next (cs109) episode

Random Variables

Remember Learning to Code?

name

type

value

```
int a = 5;
double b = 4.2;
bit c = 1;
choice d = medium;
```

$$z \in \{\text{high}, \text{medium}, \text{low}\}$$

Random variables are like programming variables, with uncertainty

Pirates of the Random Variables

```
int a = 5;
```

A is the number of pirate ships in our *future* armada.

$$A \in \{1, 2, \ldots, 10\}$$

```
double b = 4.2;
```

B is the amount of money we get *after* we defeat Blackbeard.

$$B \in \mathbb{R}^+$$


```
bit c = 1;
```

C is 1 *if* we successfully raid Isla de Muerta. 0 otherwise.

$$C \in \{0, 1\}$$

Random Variable

- A **Random Variable** is a variable will have a value. But there is uncertainty as to what value.
- Example:
  - 3 fair coins are flipped.
  - Y = number of "heads" on 3 coins
  - **Y is a random variable**
  - $P(Y = 0) = 1/8$ (T, T, T)
  - $P(Y = 1) = 3/8$ (H, T, T), (T, H, T), (T, T, H)
  - $P(Y = 2) = 3/8$ (H, H, T), (H, T, H), (T, H, H)
  - $P(Y = 3) = 1/8$ (H, H, H)
  - $P(Y \geq 4) = 0$

It is confusing that both random variables and events use the same notation

Random variables and events are two *different* things

We can define an event to be a particular assignment to a random variables

Example Random Variable

- Consider 5 coin flips, each which independently come up heads with probability *p*
  - Recall:

$$P(2 \text{ heads}) = \binom{5}{2} p^2 (1-p)^3$$

$$P(3 \text{ heads}) = \binom{5}{3} p^3 (1-p)^2$$

  - Y = number of "heads" on 5 flips

$$Y \in \{1, 2, \ldots, 5\}$$

$$P(Y = k) = \binom{5}{k} p^k (1-p)^{5-k}$$

* Pro tip: no coin works like this… but many real world binary events do

Fun with Random Variables

- Probability Mass Function:

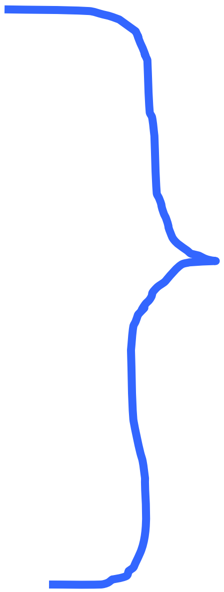
$$P(X = a)$$

- Expectation:

$$E[X]$$

- Variance:

$$\text{Var}(X)$$



1. Probability Mass Function

All the different assignments to a random variable make a function

Let Y be a random variable

$$Y$$

For example Y is the number of heads in 5 coin flips

$$Y = 2$$

It is an event when Y takes on a value

For example Y is the number of heads in 5 coin flips

If this is a number

$$P(Y = 2)$$

Then this is a number (between 0 and 1)

For example Y is the number of heads in 5 coin flips

If this is a variable

$$P(Y = k)$$

Then this is a function

For example Y is the number of heads in 5 coin flips

Random Variables -> Functions

$$P(Y = k)$$

$$k = 5$$

$$0.03125$$

For example Y is the number of heads in 5 coin flips

Random Variables -> Functions

$$P(Y = k)$$

```
private double eventProbability(int k) {
        int ways = choose(N, k);
        double a = Math.pow(P, k);
        double b = Math.pow(P, N-k);
        return ways * a * b;
}

private static final int N = 5;
private static final double P = 0.5;
```

For example Y is the number of heads in 5 coin flips

If a random variable is discrete we call this function the **Probability Mass** ***Function***

Probability Mass Function

Let X be a random variable that represents the result of a **single dice roll**. X can take on the values {1, 2, 3, 4, 5, 6}

$$P(X = x)$$

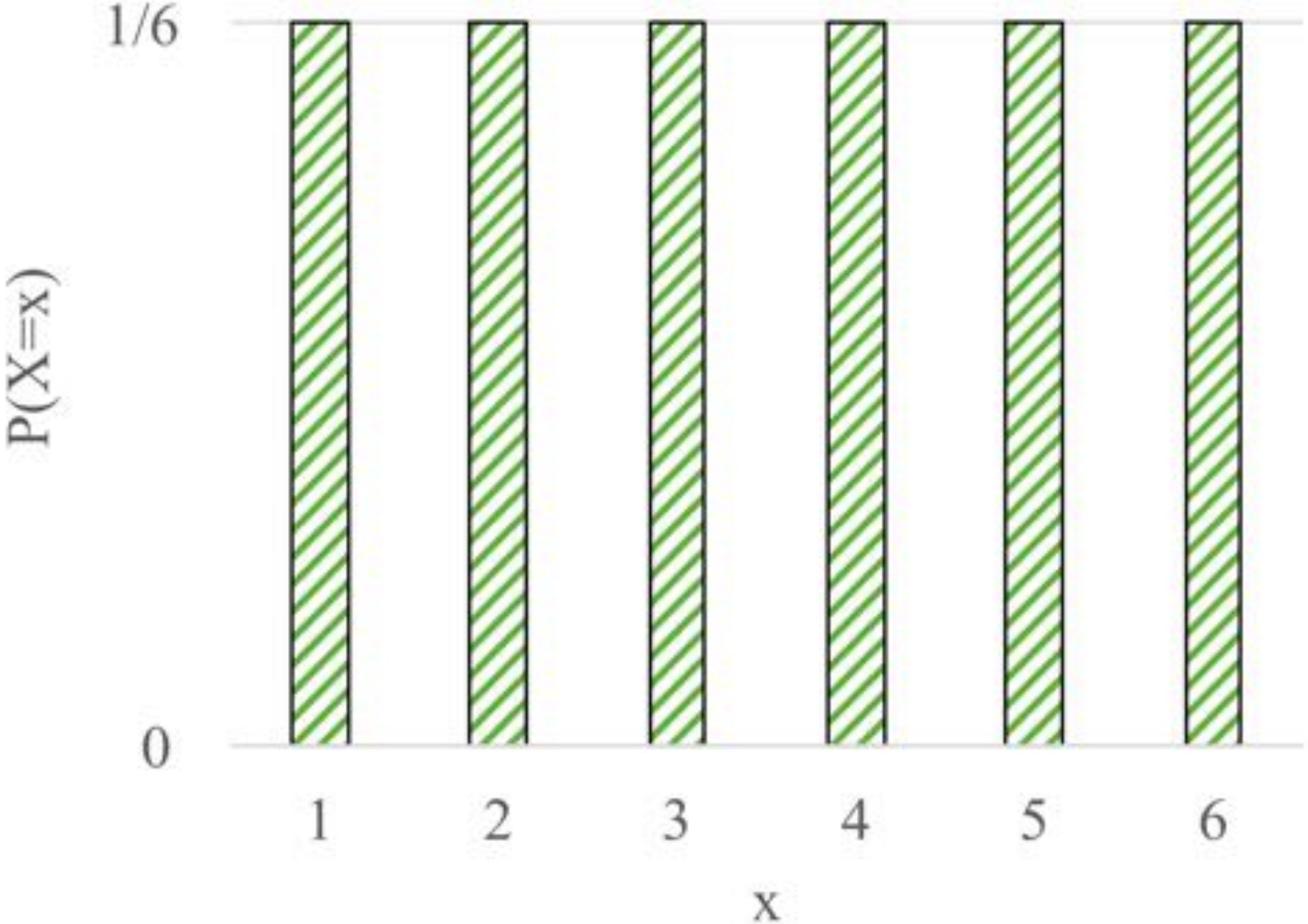
$$p(x)$$

This is shorthand notation for the PMF

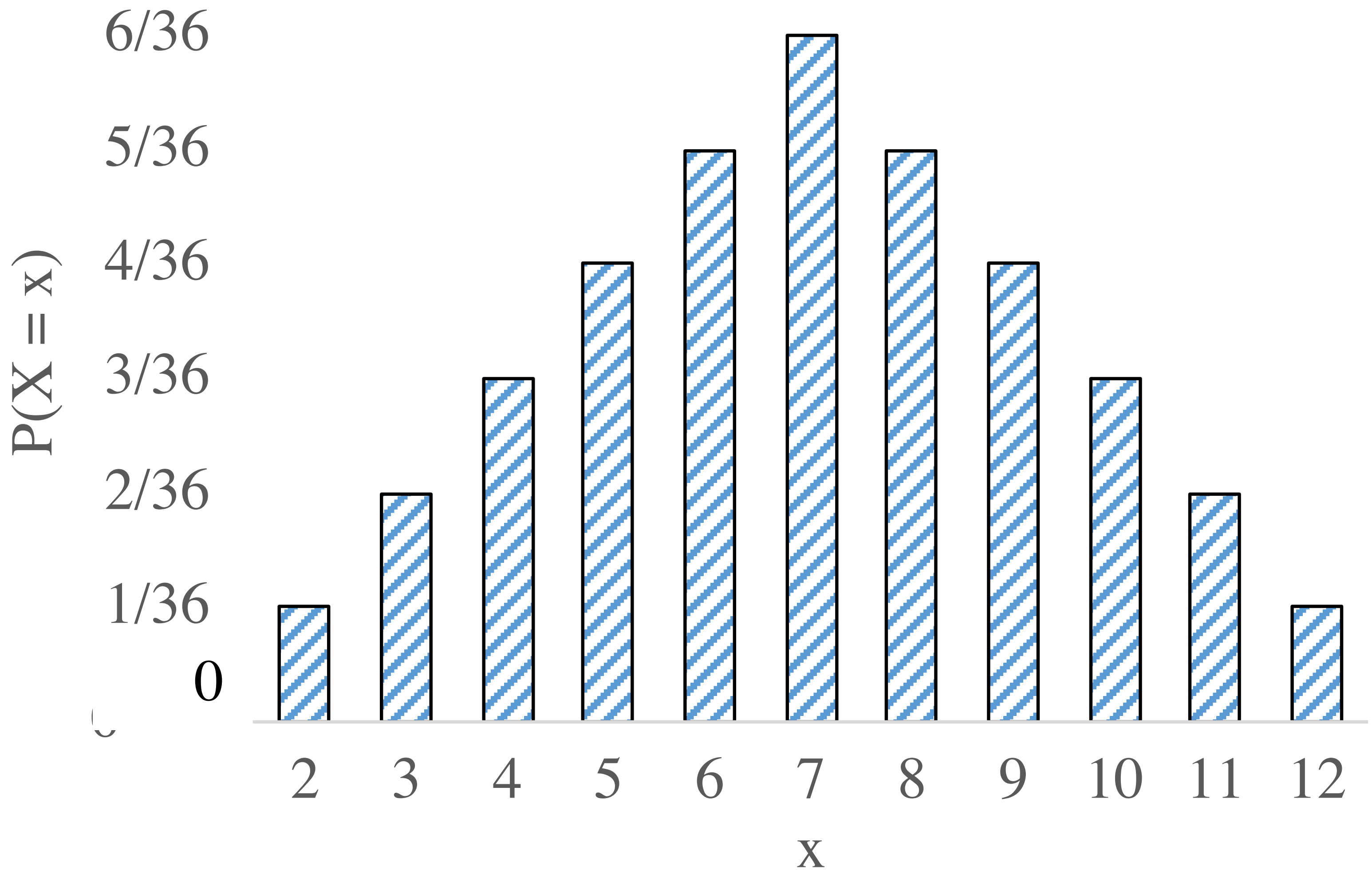
$$p_X(x)$$

This is also shorthand notation for the PMF

PMF For a Single 6 Sided Dice



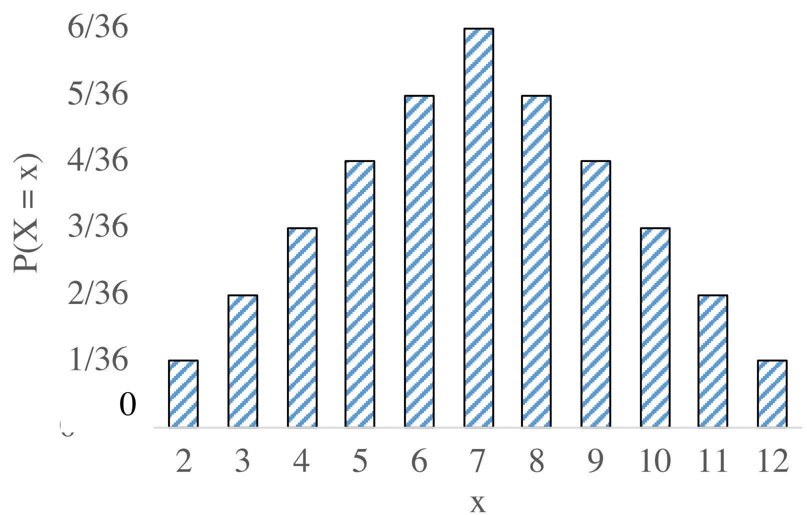
PMF for the sum of two dice



PMF as an Equation

$$p(X = x) = \begin{cases} \frac{x-1}{36} & \text{if } x \in \mathbb{Z} \text{ , } 1 \leq x \leq 6 \\ \frac{13-x}{36} & \text{if } x \in \mathbb{Z} \text{ , } 7 \leq x \leq 12 \\ 0 & \text{else} \end{cases}$$

Again, this is the probability for the sum of two dice



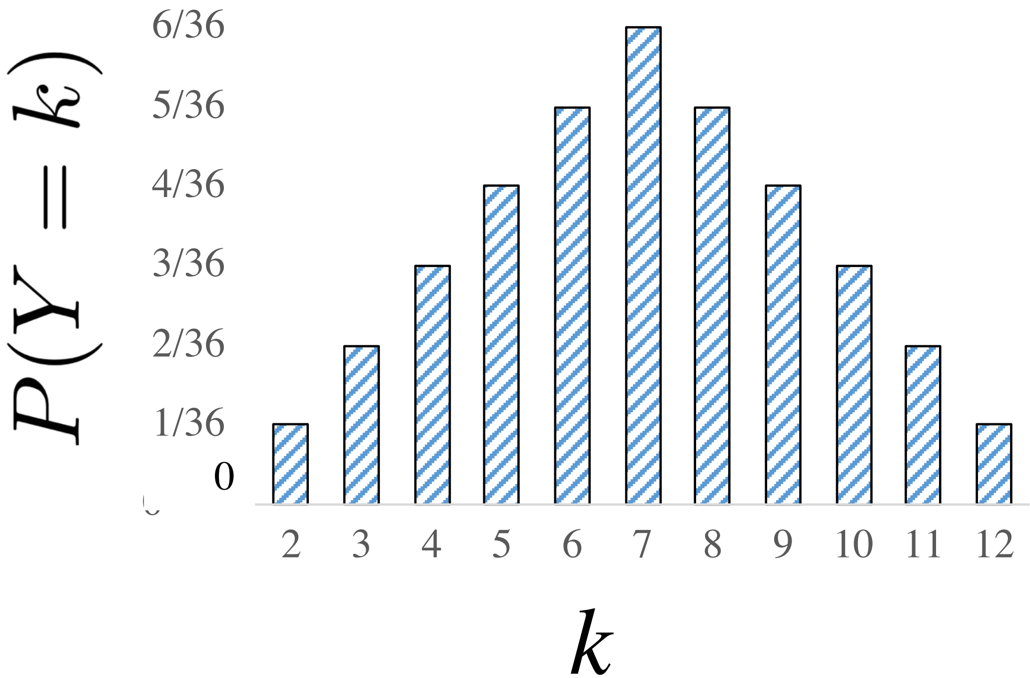
*errata: in lecture this formula had some small mistakes ☺

Sanity Check

$$\sum_{\text{all } k} P(Y = k) \stackrel{?}{=}$$

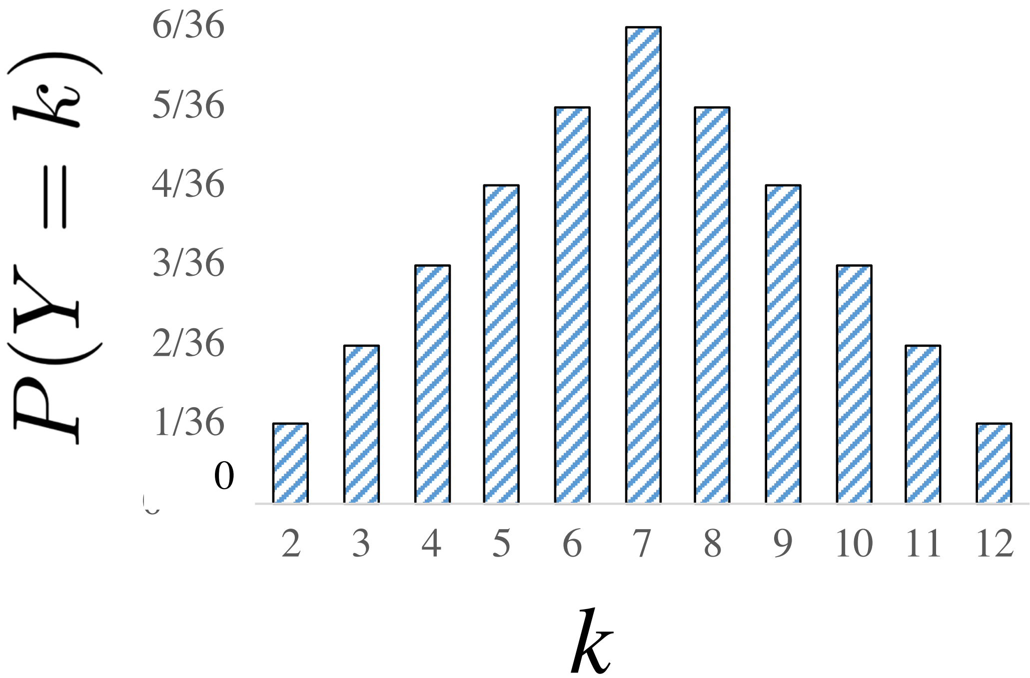
Sanity Check

$$\sum_{\text{all } k} P(Y = k) \stackrel{?}{=}$$



Sanity Check

$$\sum_k P(Y = k) = 1$$



2. Expectation

Expected Value

- The Expected Values for a discrete random variable X is defined as:

$$E[X] = \sum_{x:p(x)>0} x \cdot p(x)$$

- Note: sum over all values of x that have $p(x) > 0$.

- Expected value also called: ***Mean***, *Expectation*, ***Weighted Average***, ***Center of Mass***, *1st Moment*

Expected Value

- Roll a 6-Sided Die. X is outcome of roll
  - p(1) = p(2) = p(3) = p(4) = p(5) = p(6) = 1/6
- E[X] = $1\left(\frac{1}{6}\right)+2\left(\frac{1}{6}\right)+3\left(\frac{1}{6}\right)+4\left(\frac{1}{6}\right)+5\left(\frac{1}{6}\right)+6\left(\frac{1}{6}\right)=\frac{7}{2}$
- Y is random variable
  - P(Y = 1) = 1/3, P(Y = 2) = 1/6, P(Y = 3) = 1/2
- E[Y] = 1 (1/3) + 2 (1/6) + 3 (1/2) = 13/6

Lying with Statistics

"There are three kinds of lies:
lies, damned lies, and statistics"
– *Mark Twain*

- School has 3 classes with 5, 10 and 150 students
- Randomly choose a <u>class</u> with equal probability
- X = size of chosen class
- What is E[X]?
  - E[X] = 5 (1/3) + 10 (1/3) + 150 (1/3)
    = 165/3 = 55

Lying with Statistics

"There are three kinds of lies:
lies, damned lies, and statistics"
– *Mark Twain*

- School has 3 classes with 5, 10 and 150 students
- Randomly choose a <u>student</u> with equal probability
- Y = size of class that student is in
- What is E[Y]?
  - $E[Y] = 5\,(5/165) + 10\,(10/165) + 150\,(150/165)$
    $= 22635/165 \approx 137$
- Note: E[Y] is students' perception of class size
  - But E[X] is what is usually reported by schools!

Properties of Expectation

- **Linearity**:

$$E[aX + b] = aE[X] + b$$

  - Consider X = 6-sided die roll, Y = 2X – 1.
  - E[X] = 3.5 E[Y] = 6

- **Expectation of a sum** is the sum of expectations

$$E[X + Y] = E[X] + E[Y]$$

- **Unconscious statistician**:

$$E[g(x)] = \sum_x g(x)p(x)$$

Wonderful

St Petersburg

- Game set-up
  - We have a fair coin (come up “heads” with p = 0.5)
  - Let n = number of coin flips (“heads”) before first “tails”
  - You win \$$2^n$

- How much would you pay to play?

St Petersburg

- Game set-up
  - We have a fair coin (come up "heads" with p = 0.5)
  - Let *n* = number of coin flips ("heads") before first "tails"
  - You win $\$2^n$
- How much would you pay to play?
- Solution
  - Let X = your winnings
  - E[X] = $\left(\frac{1}{2}\right)^1 2^0 + \left(\frac{1}{2}\right)^2 2^1 + \left(\frac{1}{2}\right)^3 2^2 + \left(\frac{1}{2}\right)^4 2^3 + \ldots = \sum_{i=0}^{\infty} \left(\frac{1}{2}\right)^{i+1} 2^i$

    $= \sum_{i=0}^{\infty} \frac{1}{2} = \infty$
  - I'll let you play for $1 thousand... but just once! Takers?

St Petersburg + Reality

- What if Chris has only \$65,536?
  - Same game
  - If you win over \$65,536 I leave the country.
- Solution
  - Let X = your winnings
  - E[X] $= \left(\frac{1}{2}\right)^1 2^0 + \left(\frac{1}{2}\right)^2 2^1 + \left(\frac{1}{2}\right)^3 2^2 + \left(\frac{1}{2}\right)^4 2^3 + \ldots$

$$= \sum_{i=0}^{k} \left(\frac{1}{2}\right)^{i+1} 2^i \text{ s.t. } k = \log_2(65,536)$$

$$= \sum_{i=0}^{16} \frac{1}{2} = 8.5$$

Learning Goals

1. Be able to use conditional independence
2. Be able to define a random variable (R.V.)
3. Be able to use + produce a PMF of a R.V.
4. Be able to calculate the expectation of the R.V.