



# Random Variables

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# Announcements

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- Pset #1 in today
- Pset #2 out today
- Concept Checks (and recordings)
- Happy Friday!



# Story: Ultimate Probability



Ultimate Probability

3,290 views • 1 Dec 2018

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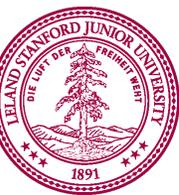


**Maika Isogawa**  
21 subscribers

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<https://www.maikaisogawa.com/ultimate-frisbee-probability/>

<https://www.youtube.com/watch?v=H2lfTwGisOg>

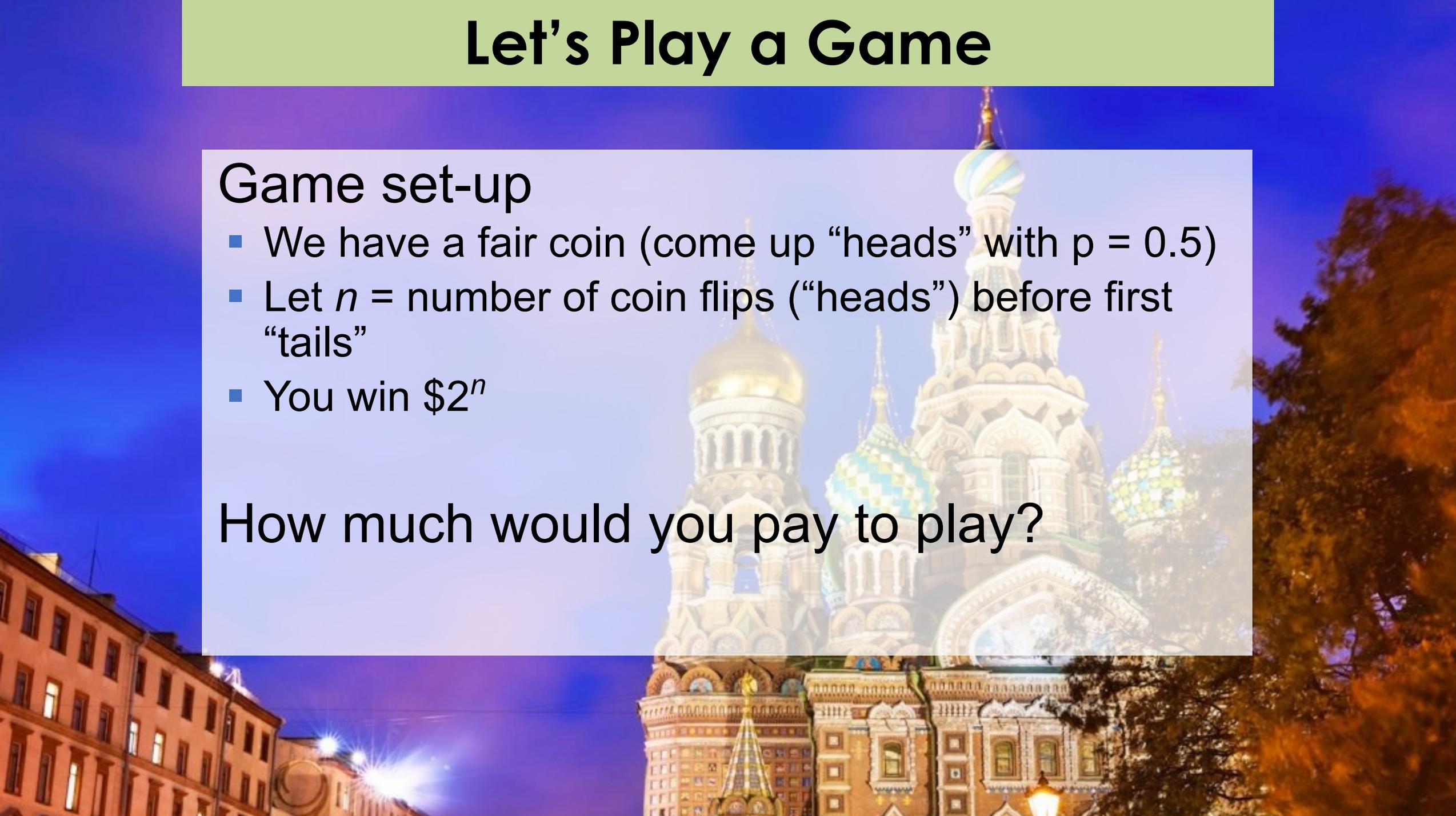


# Let's Play a Game

## 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?



Review!

# 1. Review: Axiom Probability Tools

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- Axiom 1:  $0 \leq P(E) \leq 1$
- Axiom 2:  $P(S) = 1$
- Identity 3:  $P(E^c) = 1 - P(E)$

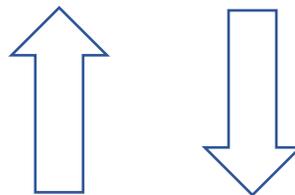


## 2. Review: Conditional Probability Tools



$$P(E \text{ and } F)$$

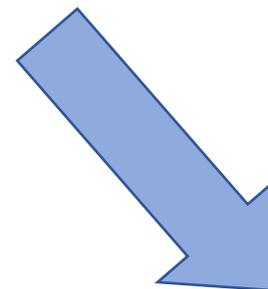
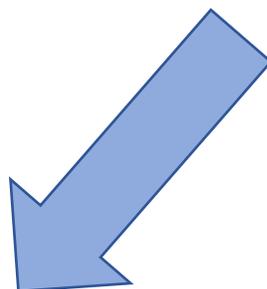
Chain rule  
(Product rule)



Definition of  
conditional probability

$$P(E|F)$$

Law of Total  
Probability



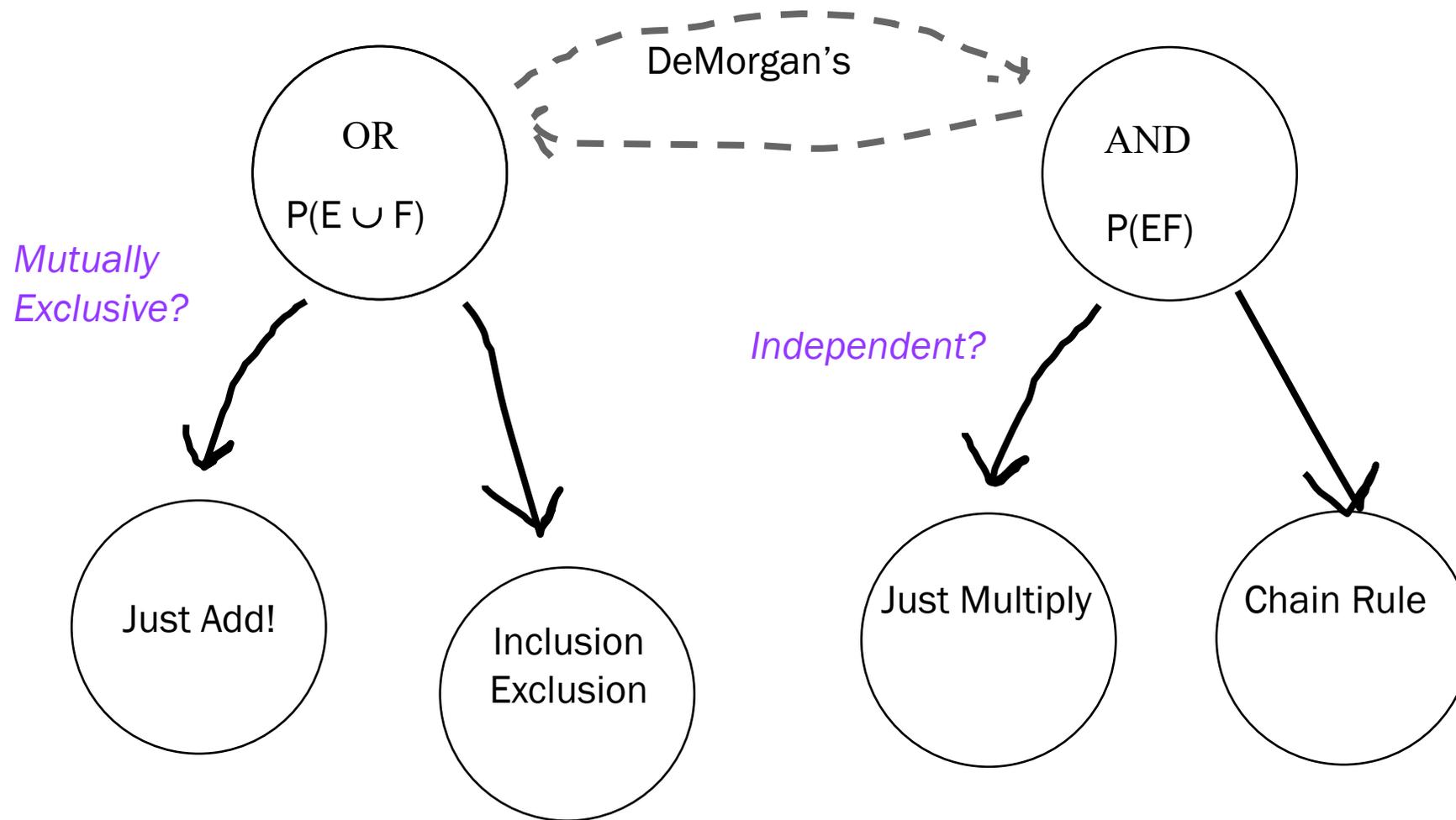
Bayes'  
Theorem

$$P(E)$$

$$P(F|E)$$



# 3. Review: Probability of Or and And



# Skill: Art form of Defining Events



$m$  strings are hashed (not uniformly) into a hash table with  $n$  buckets. Each string hash is an **independent trial** with probability  $p_i$  of getting hashed into bucket  $i$

What is the probability that **at least 1** of buckets 1 to  $k$  has  $\geq 1$  string hashed into it?

Define:  $F_i$  = bucket  $i$  has at least one string in it

$$P(E) = P(F_1 \cup F_2 \cup \dots \cup F_k)$$

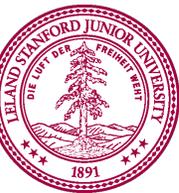


# Practice: Lets do the Frisbee Problem.

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You flip **two frisbees**. For each frisbee, the probability that it lands “**heads**” is **0.6**. The two frisbees are considered “**even**” if both frisbees are heads **or** both frisbees are tails.

What is the probability that the frisbees are even?



Early Pedagogical Pause!

Advanced Concept:  
Conditional Independence



Conditional Paradigm: In the conditional paradigm, the *formulas* of probability are preserved.



# BAE's Theorem

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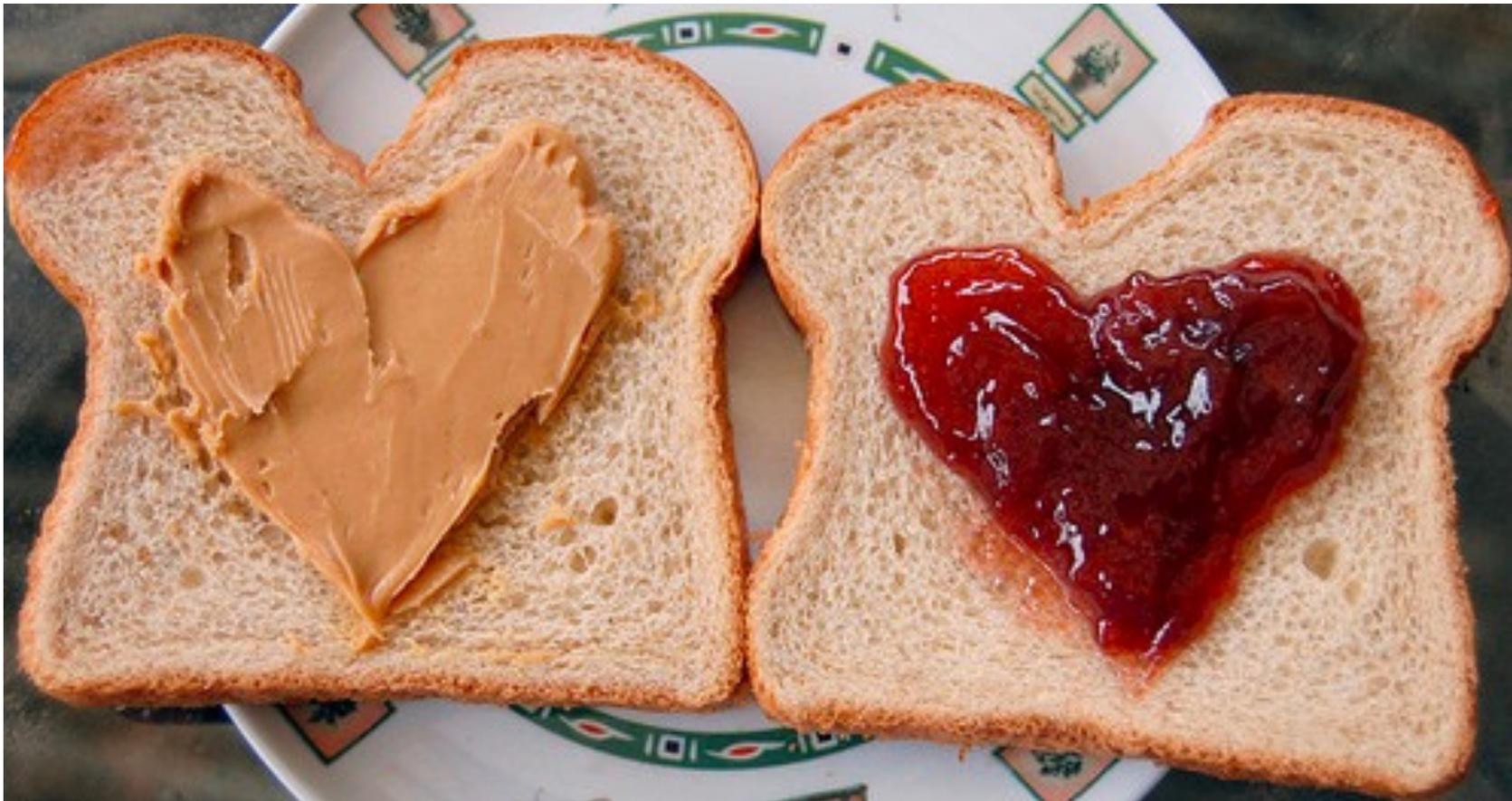
$$P(A | B \cap E) = \frac{P(B | A \cap E) P(A | E)}{P(B | E)}$$



# Two Great Tastes

Conditional Probability

Independence



Conditional Paradigm: In the conditional paradigm, the *formulas* of probability are preserved.



*Independence*  
relationships can change  
with conditioning.

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



$G_1$

$G_2$

$G_3$

$G_4$

$G_5$

**T**



G<sub>1</sub>

G<sub>2</sub>

G<sub>3</sub>

G<sub>4</sub>

G<sub>5</sub>

T

```
dna.txt — dna
dna.txt
1 False, True, False, False, True, False
2 True, True, False, True, True, False
3 True, True, False, True, True, True
4 False, True, False, True, True, False
5 False, True, False, False, True, False
6 True, True, False, True, True, True
7 False, False, True, False, False, False
8 False, False, True, False, True, False
9 True, False, False, True, False, False
10 False, True, False, True, True, False
11 True, False, False, True, False, False
12 True, False, True, True, False, False
13 False, True, False, False, True, False
14 False, False, True, True, False, False
15 True, True, False, False, True, True
16 True, False, True, True, False, False
17 True, True, True, True, True, True |
18 True, False, True, False, False, True
19 False, True, False, True, True, True
20 False, False, True, False, False, False
21 False, False, False, True, True, False
22 False, True, False, False, True, False
23 True, True, False, True, True, True
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33 True, True, False, True, True, True
34 True, True, False, False, True, True
35 True, True, False, True, True, True
36 False, False, False, True, False, False
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```



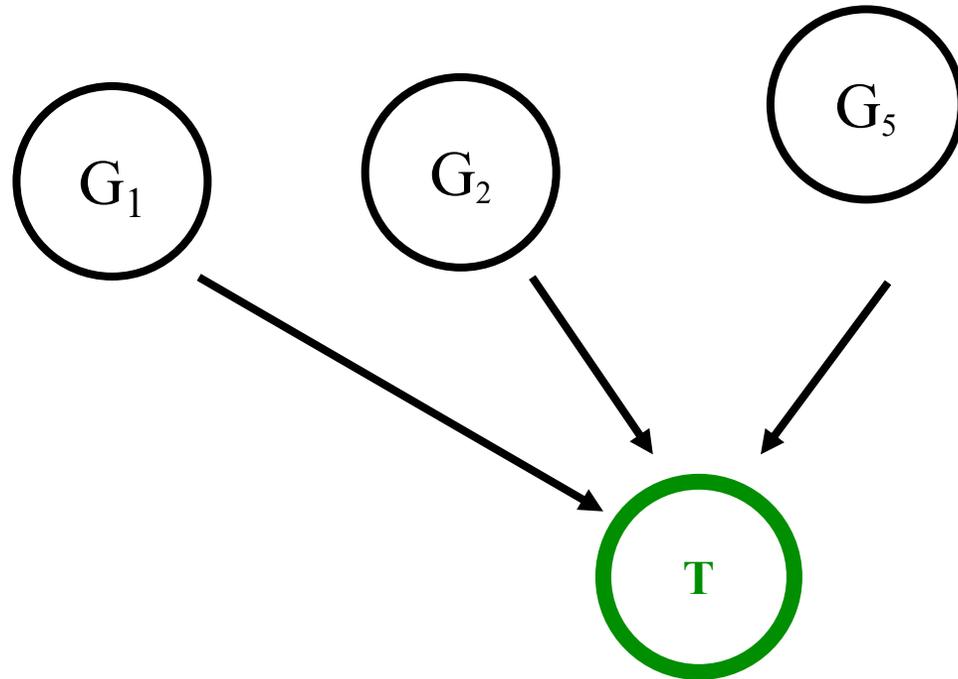
100,000 samples

6 observations per sample

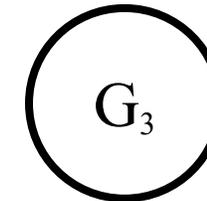
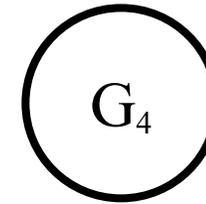


# Independence Rules out Causality Structures

These genes do  
impact T (are not  
independent)



These genes don't impact T  
(are independent)



# Teaser for Future Classes: Conditional Independence

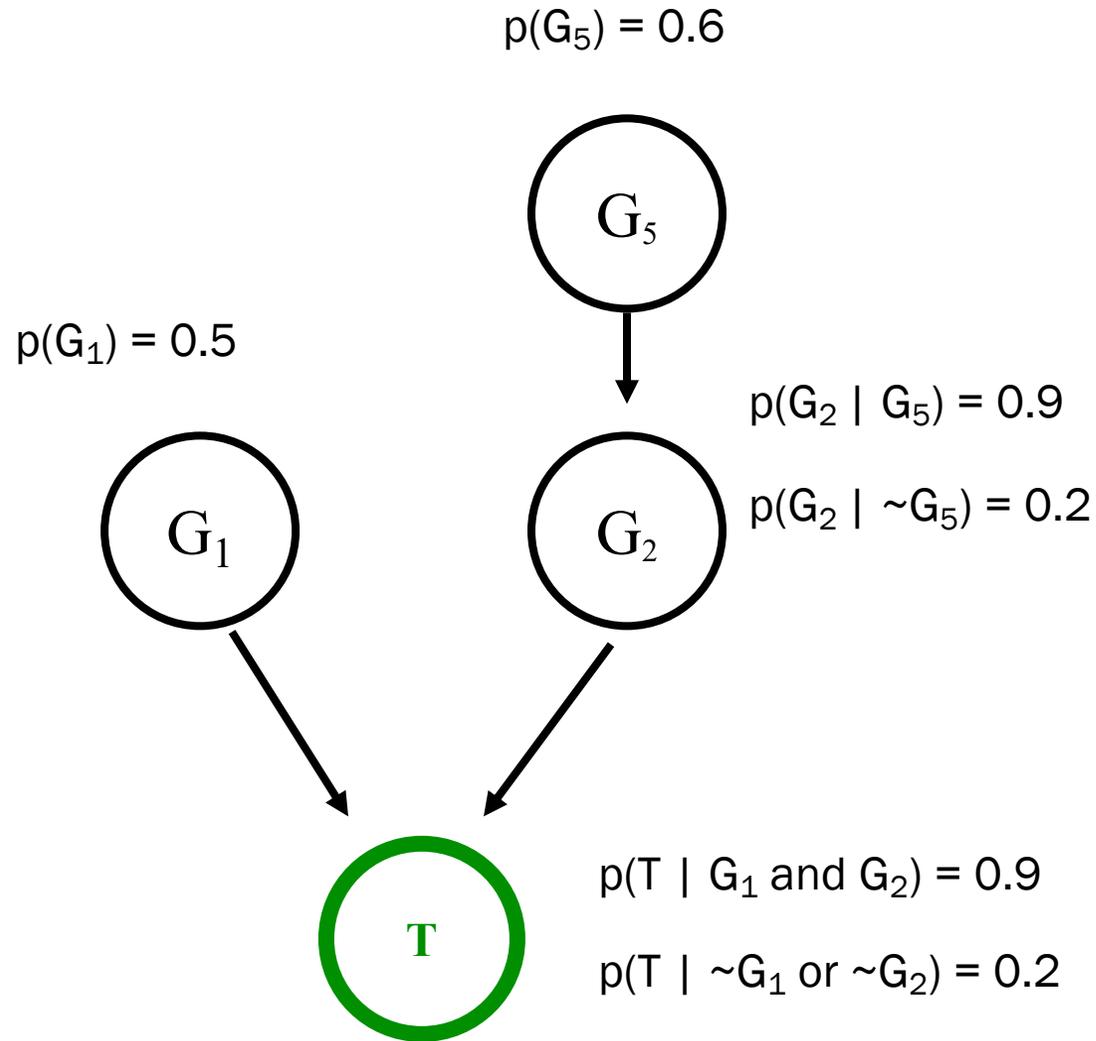
```
[Piech-2:dna piech$ python findStructure.py
size data = 100000
p(G1) = 0.500
p(G2) = 0.545
p(G3) = 0.299
p(G4) = 0.701
p(G5) = 0.600
p(T) = 0.390
p(T and G1) = 0.291 , P(T)p(G1) = 0.195
p(T and G2) = 0.300 , P(T)p(G2) = 0.213
p(T and G3) = 0.116 , P(T)p(G3) = 0.117
p(T and G4) = 0.273 , P(T)p(G4)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

...

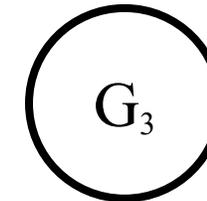
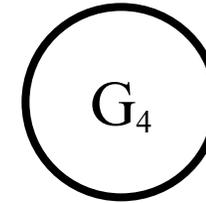
$$p(T \text{ and } G5 \mid G2) = 0.450$$
$$p(T \mid G2)p(G5 \mid G2) = 0.450$$



# Only Causal Structure That Fits



These genes don't impact  
T (are independent)



# Advanced: 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:

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



**NETFLIX**

**And Learn**

# Netflix Learning

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

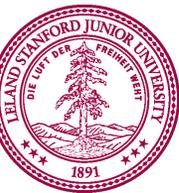
$$P(E)$$



---

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

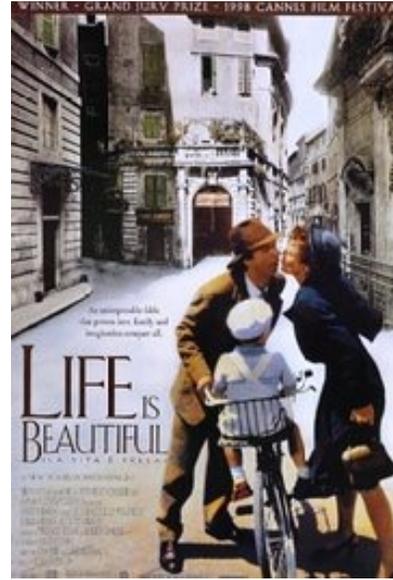
$$P(E) = 10,234,231 / 50,923,123 = 0.20$$



# Netflix Learning

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

$$P(E|F)$$



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

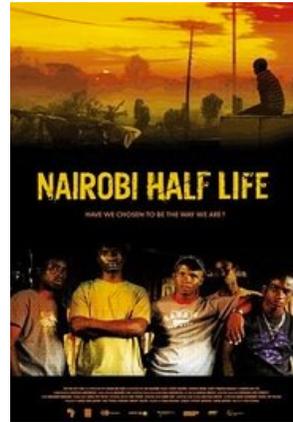
$$P(E|F) = 0.42$$



Conditioned on liking a set of movies?

# Netflix Learning

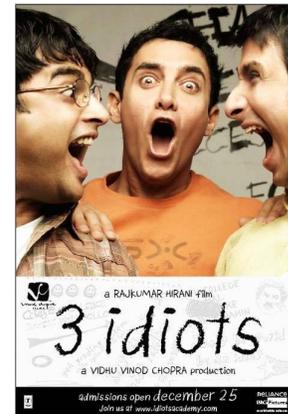
Each event corresponds to liking a particular movie



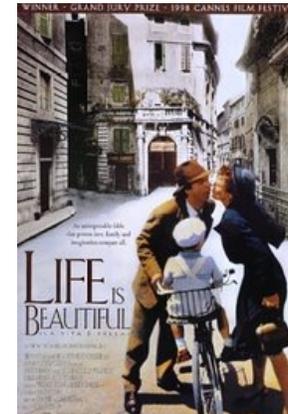
$E_1$



$E_2$



$E_3$



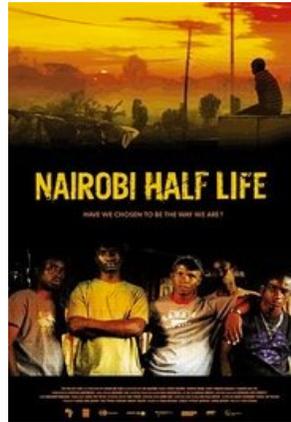
$E_4$

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

Is  $E_4$  independent of  $E_1, E_2, E_3$ ?

# Netflix Learning

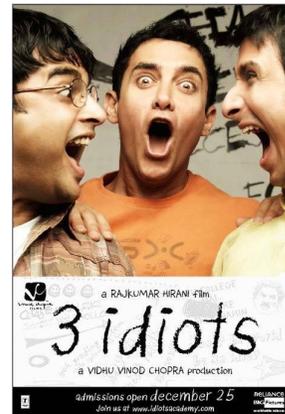
Is  $E_4$  independent of  $E_1, E_2, E_3$ ?



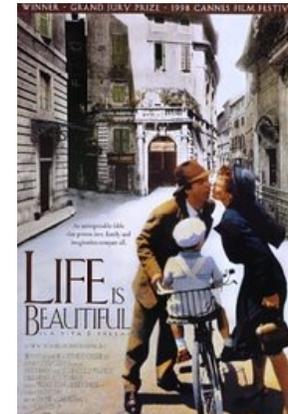
$E_1$



$E_2$



$E_3$

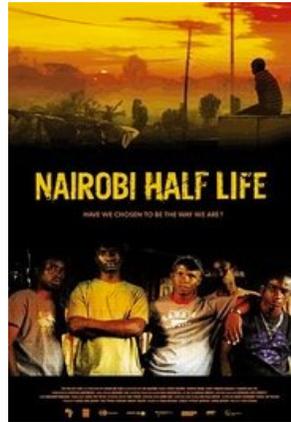


$E_4$

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

# Netflix Learning

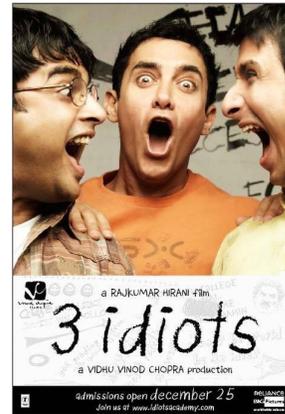
Is  $E_4$  independent of  $E_1, E_2, E_3$ ?



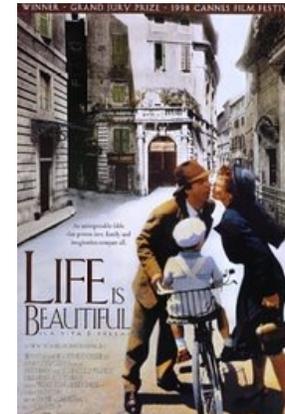
$E_1$



$E_2$



$E_3$



$E_4$

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

# Netflix Learning

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:

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

Watch those four

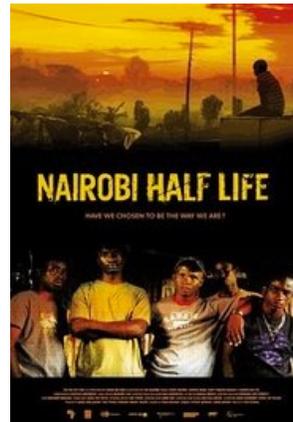
Choose 24 movies not in the set

Choose 30 movies from netflix



# Netflix Learning

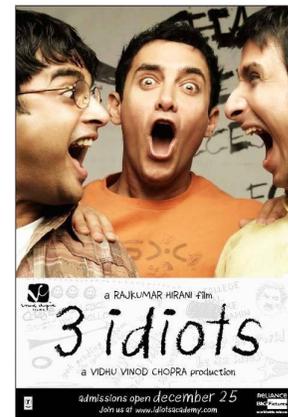
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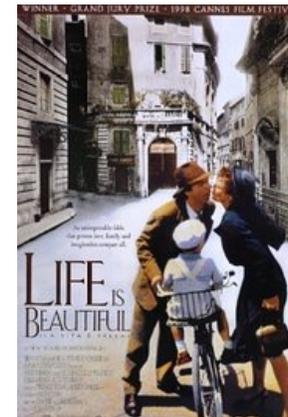
$E_1$



$E_2$



$E_3$

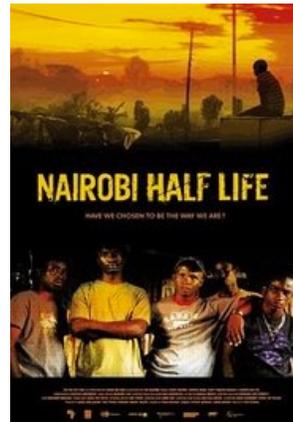
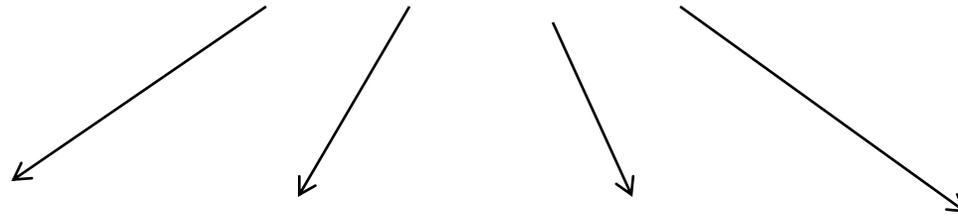


$E_4$

# Netflix Learning: Advanced, Conditional Independence

$K_1$

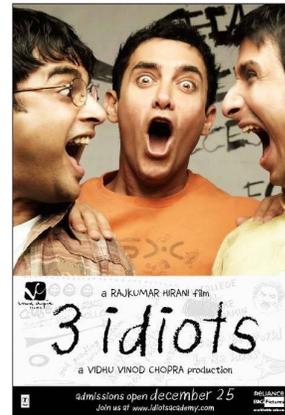
*Like foreign emotional comedies*



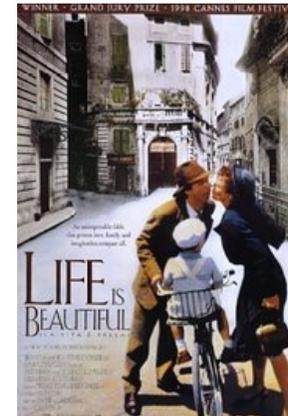
$E_1$



$E_2$



$E_3$



$E_4$

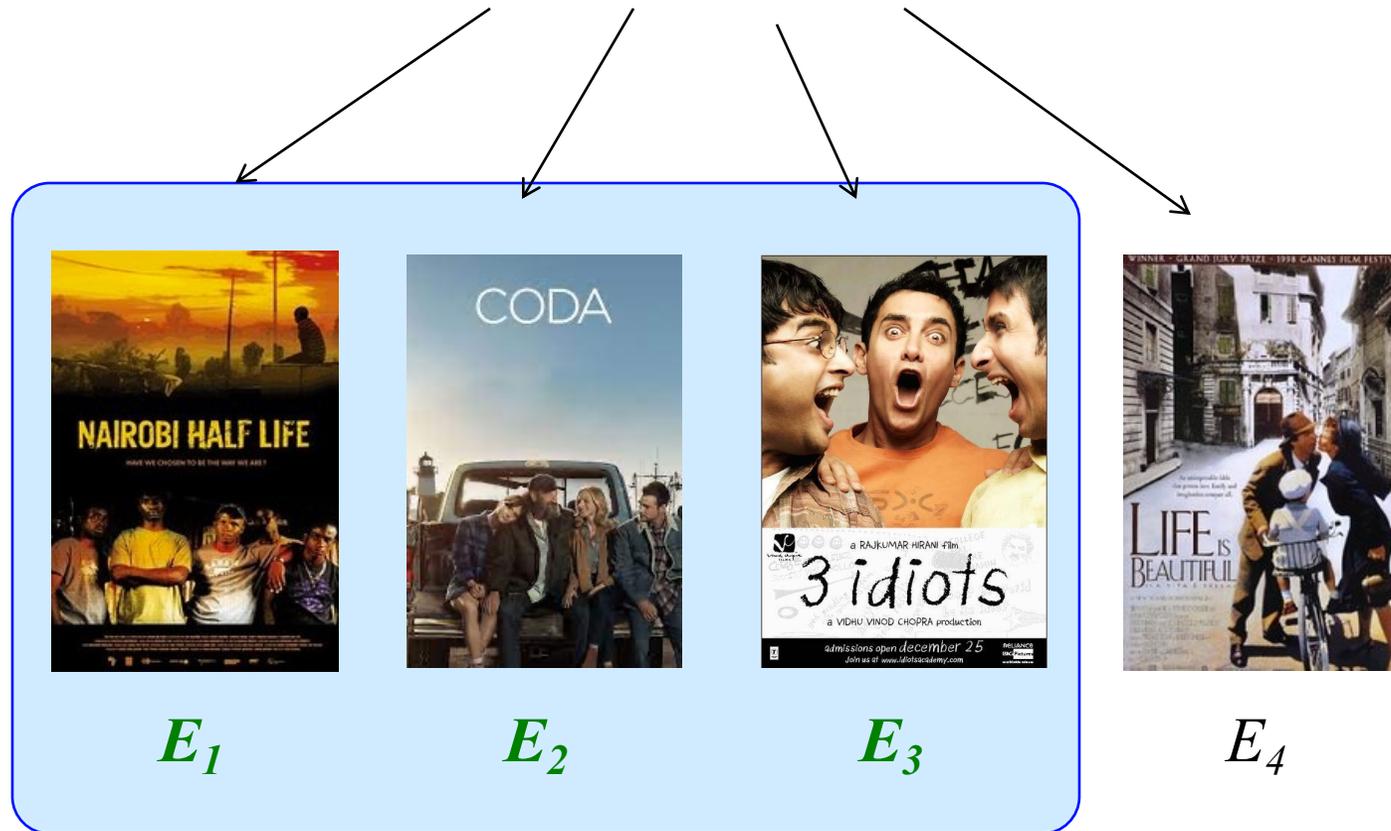
Assume  $E_1$ ,  $E_2$ ,  $E_3$  and  $E_4$  are conditionally independent given  $K_1$



# Netflix Learning: Advanced, Conditional Independence

$K_1$

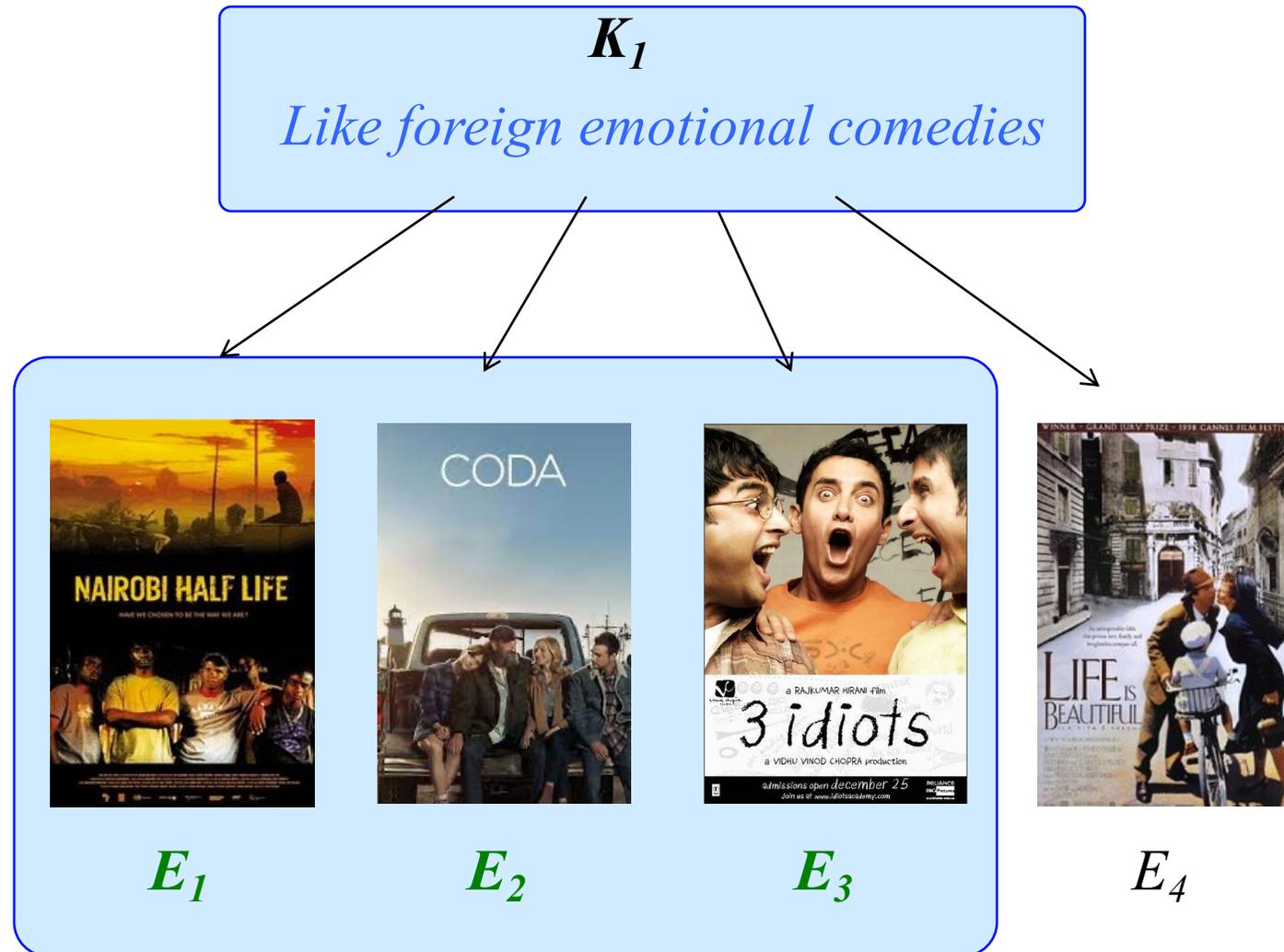
*Like foreign emotional comedies*



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

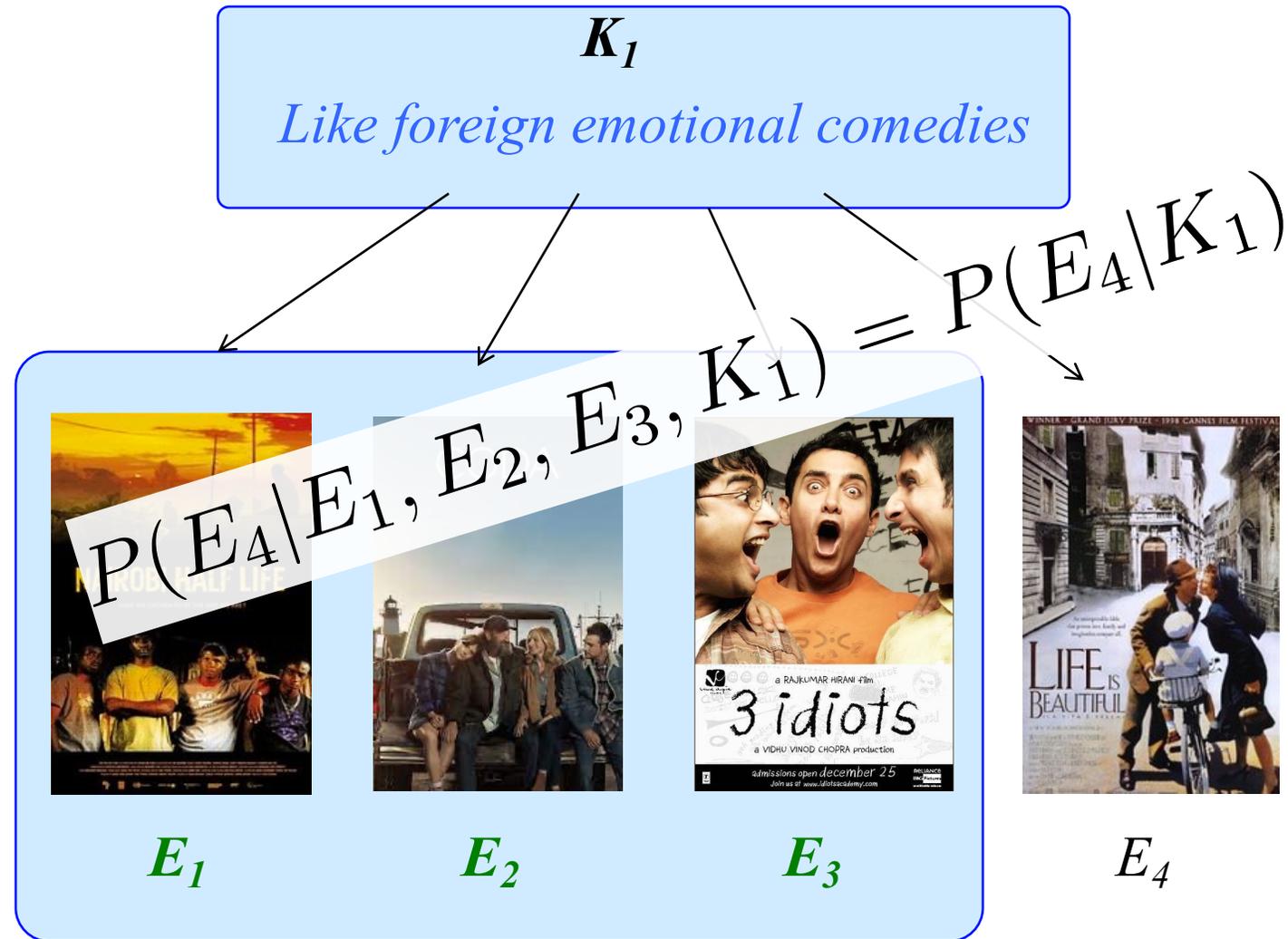


# Netflix Learning: Advanced, Conditional Independence



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

# Netflix Learning: Advanced, Conditional Independence



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*”



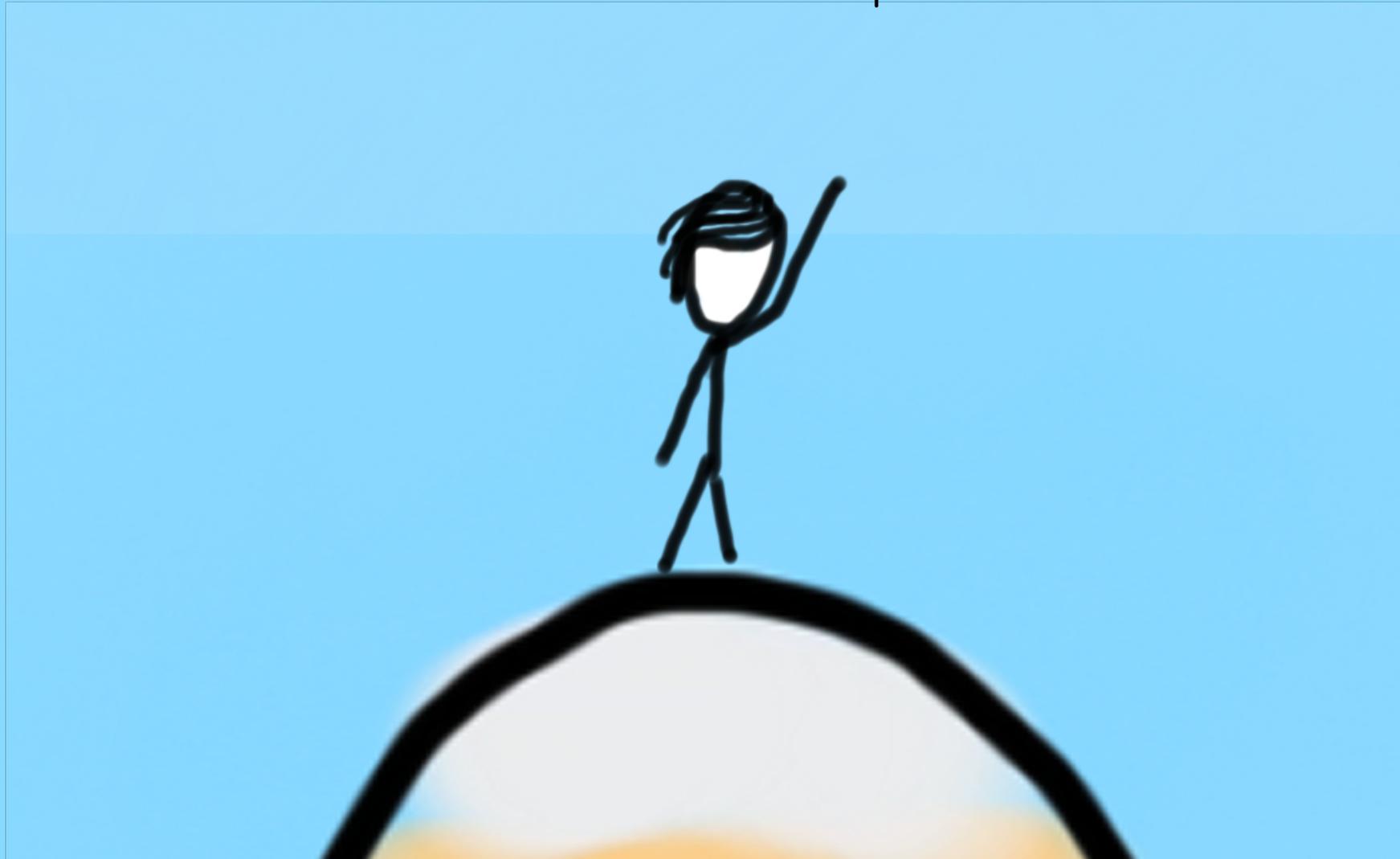
Ready for the next (cs109) episode

Another Pause!

# Random Variables

# Learning Goals

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



# Remember Learning to Code

---

*type*

*name*

*value*

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

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

Random variables are like programming variables, with uncertainty



# Pirates of the Variables

```
int a = 5;
```

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

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



```
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 of Random Variables

---

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

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

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

\* Pro tip: Not really about coins. Many real world binary events work like this.



# Properties of Random Variables

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Probability Mass Function:

$$P(X = a)$$

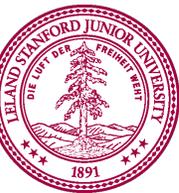
Expectation:

$$E[X]$$

Variance:

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

Learning  
goals for  
today



# 1. Probability Mass Function

The relationship between values a random variable can take on, and the corresponding probability, is 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

$$P(Y = k)$$

A diagram illustrating the evaluation of a probability function. A blue arrow points from the expression  $k = 5$  to the variable  $k$  in the function  $P(Y = k)$ . A second blue arrow points from the function  $P(Y = k)$  to the numerical value  $0.03125$ .

$$k = 5$$
$$0.03125$$

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

# Random Variables -> Functions

$$P(Y = k)$$

```
def event_probability(k):  
    # probability mass function of Y in python  
    ways = choose(N, k);  
    prob_heads = Math.pow(P, k)  
    prob_tails = Math.pow(P, N-k)  
    return ways * a * b
```

```
N = 5    # number of coin flips
```

```
P = 0.5  # probability of heads
```

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 (PMF)

---

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

$$P(X = x)$$

$$p(x)$$

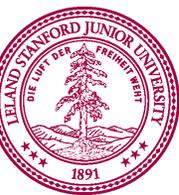
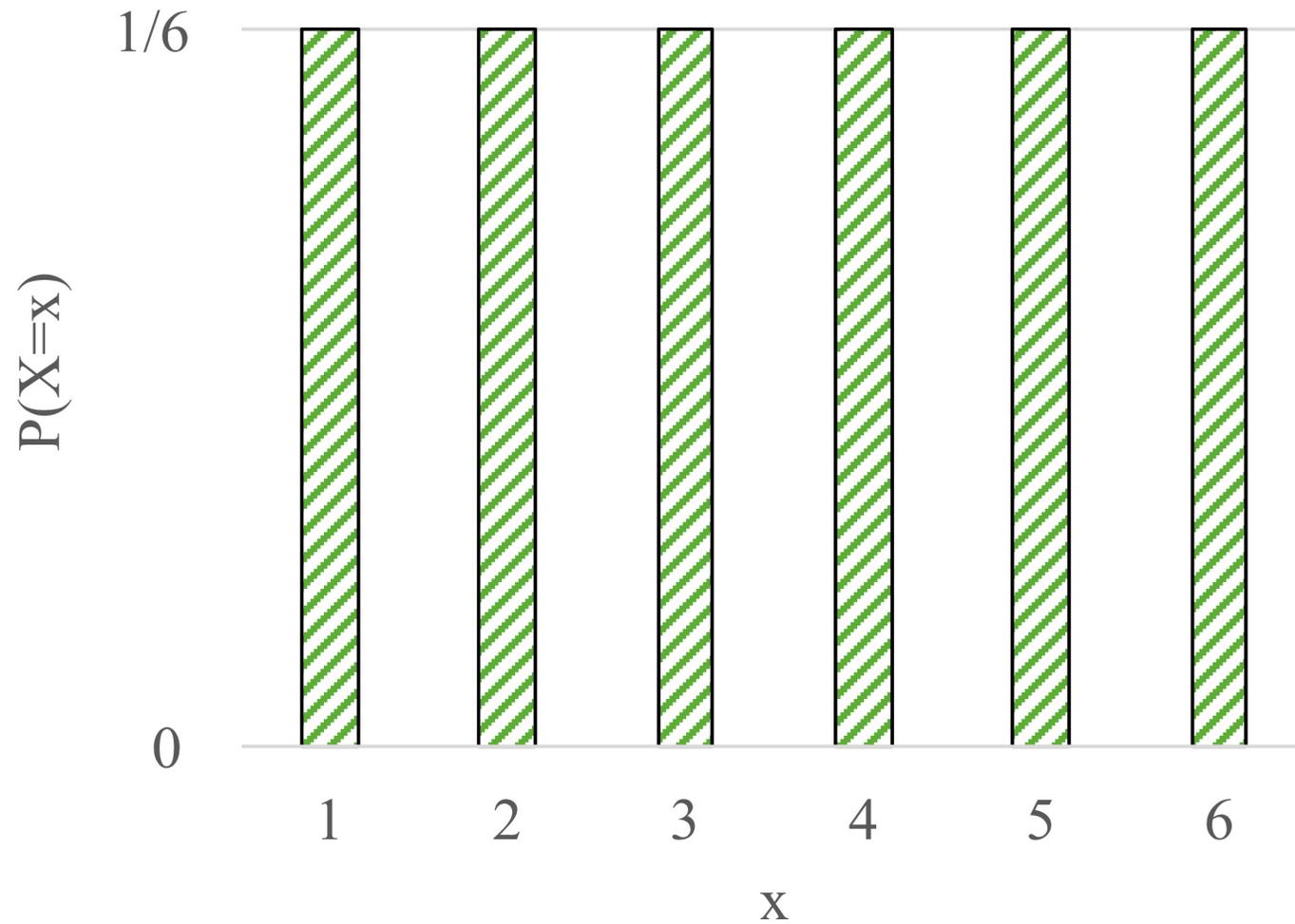
This is shorthand notation for the PMF

$$p_X(x)$$

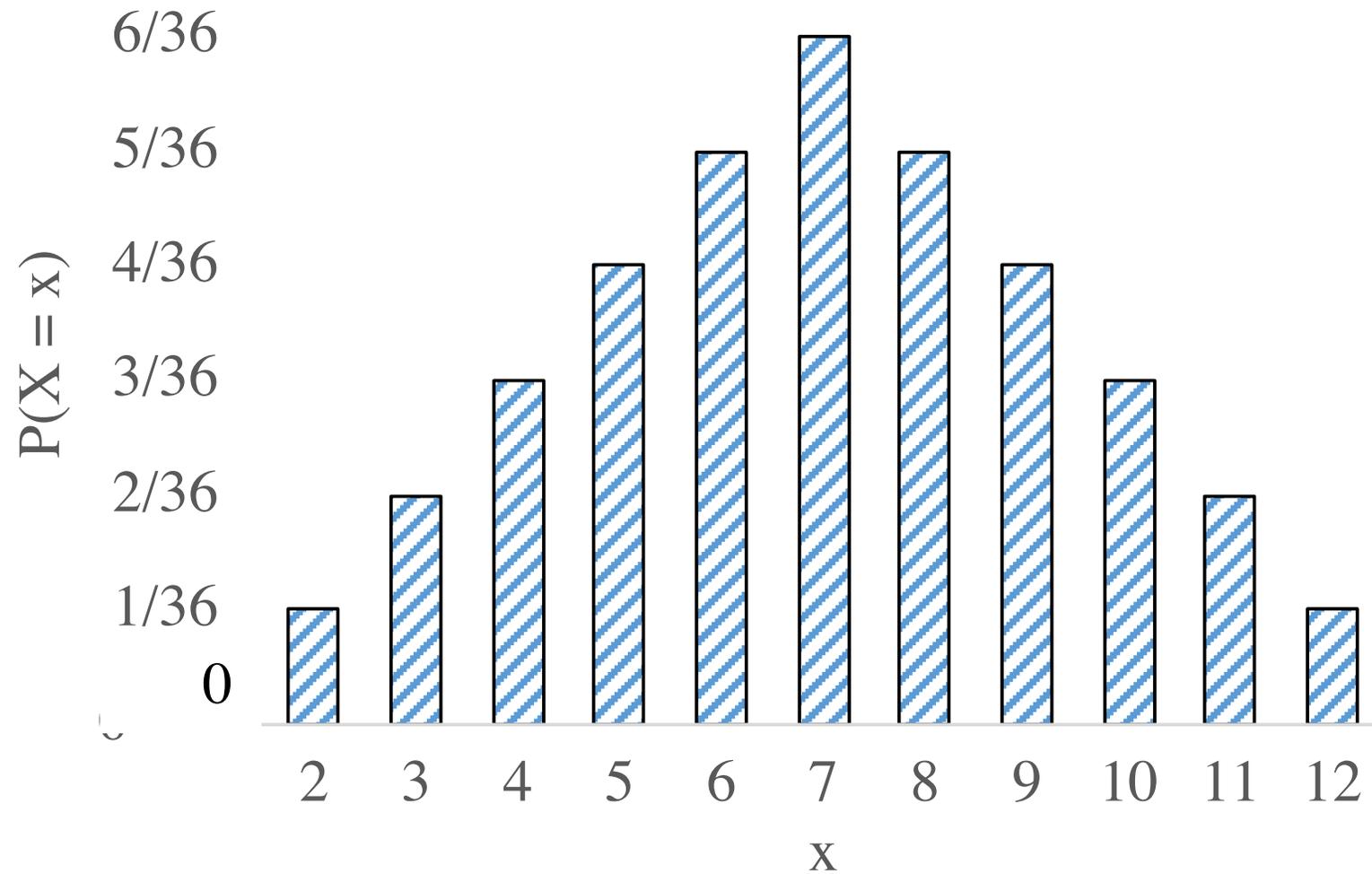
This is also shorthand notation for the PMF



# PMF for $X$ the outcome of a die roll



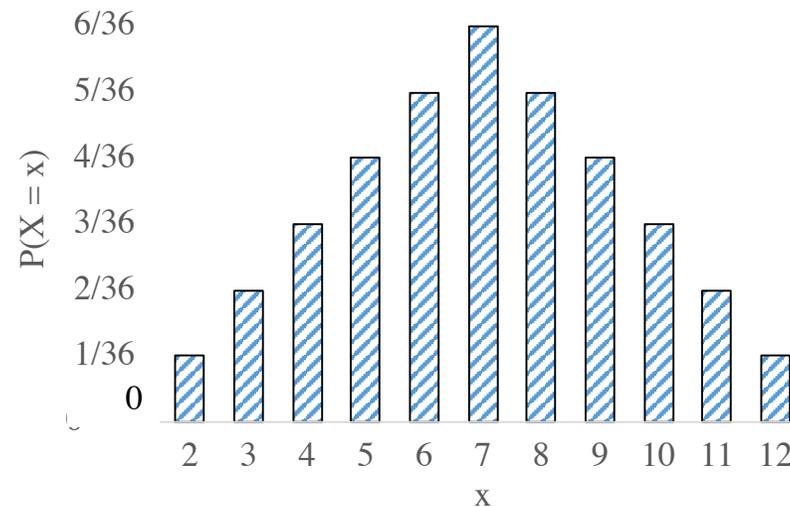
# PMF for $X$ the sum of two dice rolls



# PMF as an equation

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

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



# *This is Fine* Check

---

$$\sum_{\text{all } k} P(Y = k) \stackrel{?}{=} 1$$

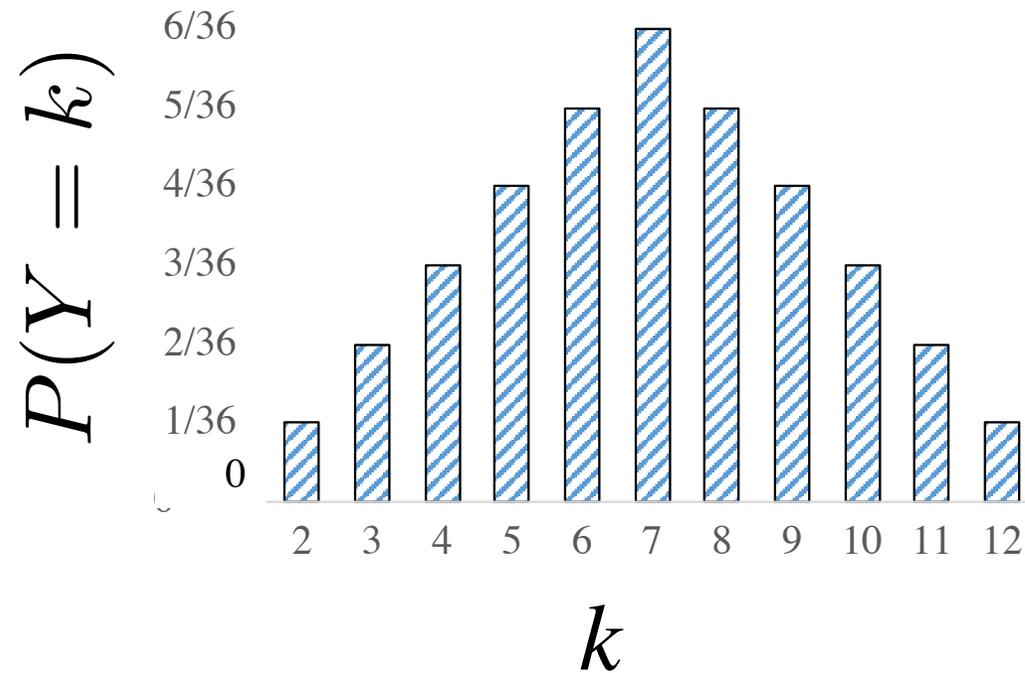


# *This is Fine* Check

---

$$\sum_{\text{all } k} P(Y = k) \stackrel{?}{=} 1$$

---

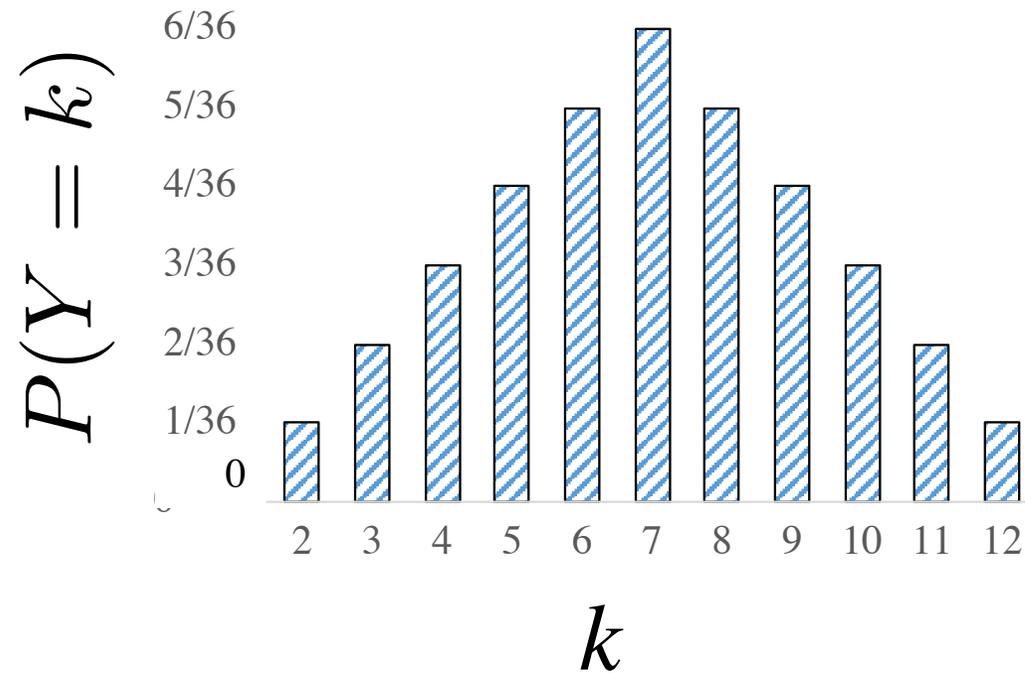


# *This is Fine* Check

---

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

---



## 2. Expectation

# Properties of Random Variables

---

Probability Mass Function:

$$P(X = a)$$

Expectation:

$$E[X]$$

Variance:

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

Learning  
goals for  
today



# Expected Value

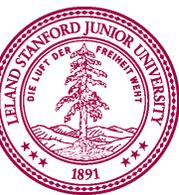
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The Expected Values for a discrete random variable  $X$  is defined as:

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

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

Expected value also called: **Mean**, *Expectation*, **Weighted Average**, **Center of Mass**, *1<sup>st</sup> 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

- $P(Y = 1) = 1/3, \quad P(Y = 2) = 1/6, \quad P(Y = 3) = 1/2$

$$E[Y] = 1 (1/3) + 2 (1/6) + 3 (1/2) = 13/6$$



# 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 class 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 Part 2

---

“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 student 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 (more on this later)

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## Linearity:

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

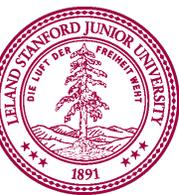
- Consider  $X = 6$ -sided die roll,  $Y = 2X - 1$ .
- $E[X] = 3.5$   $E[Y] = 6$

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

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

## Unconscious statistician:

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



# Properties of Random Variables

---

Probability Mass Function:

$$P(X = a)$$

Expectation:

$$E[X]$$

Variance:

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

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goals for  
today



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
- $$E[X] = \left(\frac{1}{2}\right)^1 2^0 + \left(\frac{1}{2}\right)^2 2^1 + \left(\frac{1}{2}\right)^3 2^2 + \left(\frac{1}{2}\right)^4 2^3 + \dots = \sum_{i=0}^{\infty} \left(\frac{1}{2}\right)^{i+1} 2^i$$
$$= \sum_{i=0}^{\infty} \frac{1}{2} = \infty$$
- 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

- $$\begin{aligned} E[X] &= \left(\frac{1}{2}\right)^1 2^0 + \left(\frac{1}{2}\right)^2 2^1 + \left(\frac{1}{2}\right)^3 2^2 + \left(\frac{1}{2}\right)^4 2^3 + \dots \\ &= \sum_{i=0}^k \left(\frac{1}{2}\right)^{i+1} 2^i \text{ s.t. } k = \log_2(65,536) \\ &= \sum_{i=0}^{16} \frac{1}{2} = 8.5 \end{aligned}$$



# Learning Goals

1. Know what is meant by 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.

