## Math 180A: Introduction to Probability

Lecture B00 (Nemish)

Lecture C00 (Au)

math.ucsd.edu/~ynemish/teaching/180a

math.ucsd.edu/~bau/f20.180a

Today: ASV 3.1 (Probability distributions)

ASV 3.2 (Cumulative distribution function)

Video: Prof. Todd Kemp, Fall 2019

Next: ASV 2.4-2.5

Week 2: Homework 2 (due Friday, Oct 16)

Next week: Quiz 2 (Wednesday, Oct 21)

Homework 3 (check course website Friday night)

Homework 1 regrades on Gradescope (Monday and Tuesday only)

Given a probability space  $(\Omega, \mathcal{F}, \mathbb{P})$  a random variable is a function  $X: \Omega \to \mathbb{R}$ 

This is a bad, old-fashioned name would be better to call it a random function or random measurement.

Eg. Toss a fair coin 4 times. Let X = number of tails.

Eg. Shoot an arrow at a circular target Y = distance from center

Eg. Your car is in a minor accident; the damage repair Gst is a random number between \$100 and \$1500. Your insurace deductible is \$500. Z = your out of pocket expenses.

In all these examples, think about what you observe. You can't really see a formula for the function. By repeating the experiment over and over, all you can learn is the probability distribution.

Probability Distribution 37
Given a probability space (SPP) and a random variable
$X: \Omega \rightarrow \mathbb{R}$
the probability distribution or law of X is a probability measure many on R.
$A \subseteq \mathbb{R} \longrightarrow \mu_{X}(A) = \mathbb{P}(\{X \in A\})$
[Cantion: for this to make sense, we need to have a designated set of allowed "events" in IR; call this collection 93(IR)  Then, we must have
For each AEB(IR), {XEAJEJ.
This is a condition on X; we call such functions
We will ignore these technicalities in this course; all our random

We will ignore these technicalities in this course; all our random variables are indeed measurable.

Eg. Toss a fair coin 4 times. Let 
$$X = number of tails$$
.

$$\Sigma = \left\{ (x_1, x_2, x_3, x_4) \in \{H, T\}^4 \right\} \\
X \in \left\{ 0, 1, 2, 3, 4 \right\} \\
C R$$

$$P = uniform on \Sigma; \\
P\left\{ (x_1, x_2, x_3, x_4) \right\} = \frac{1}{24} = \frac{1}{16}$$
of these numbers,  $\mu(A) = 0$ .

$$\{ X = 2 \} = \left\{ (T, T, H, H), \dots \right\}$$
by additivity of probability measures, to understand  $\mu(X)$ , just need to know  $\mu(R) = 2$ .

$$\mu(X = 2) = \begin{bmatrix} 4 \\ 2 \end{bmatrix}.$$

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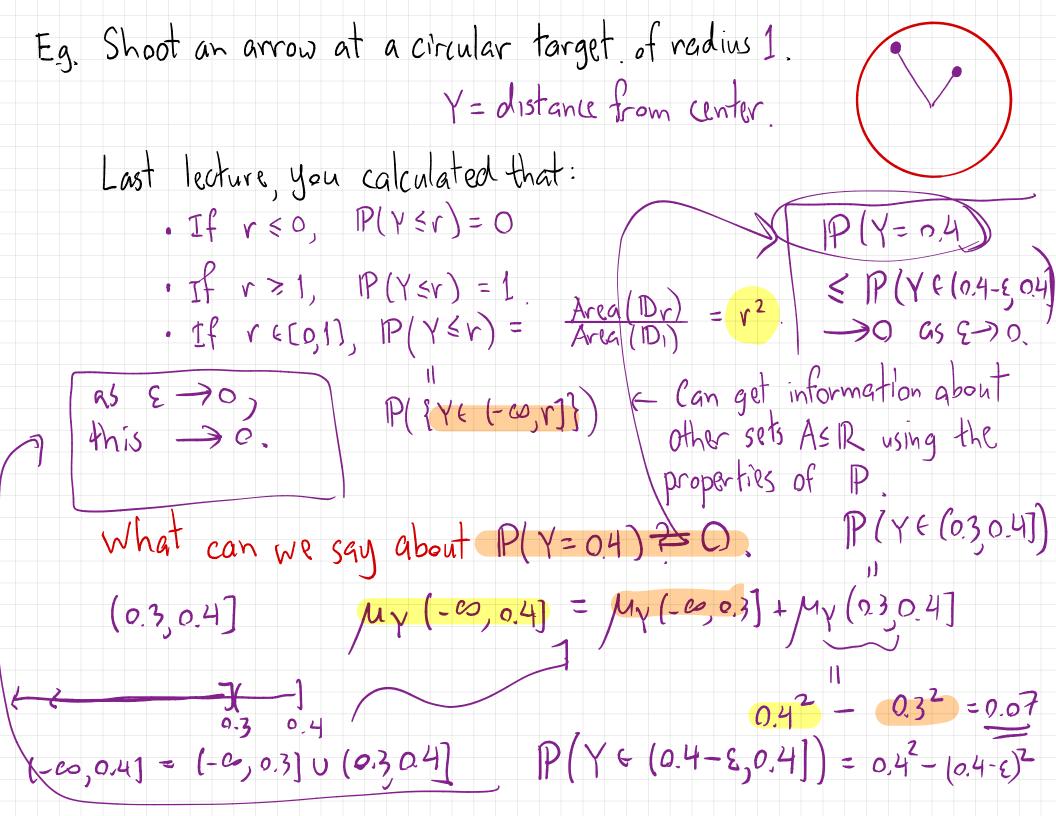
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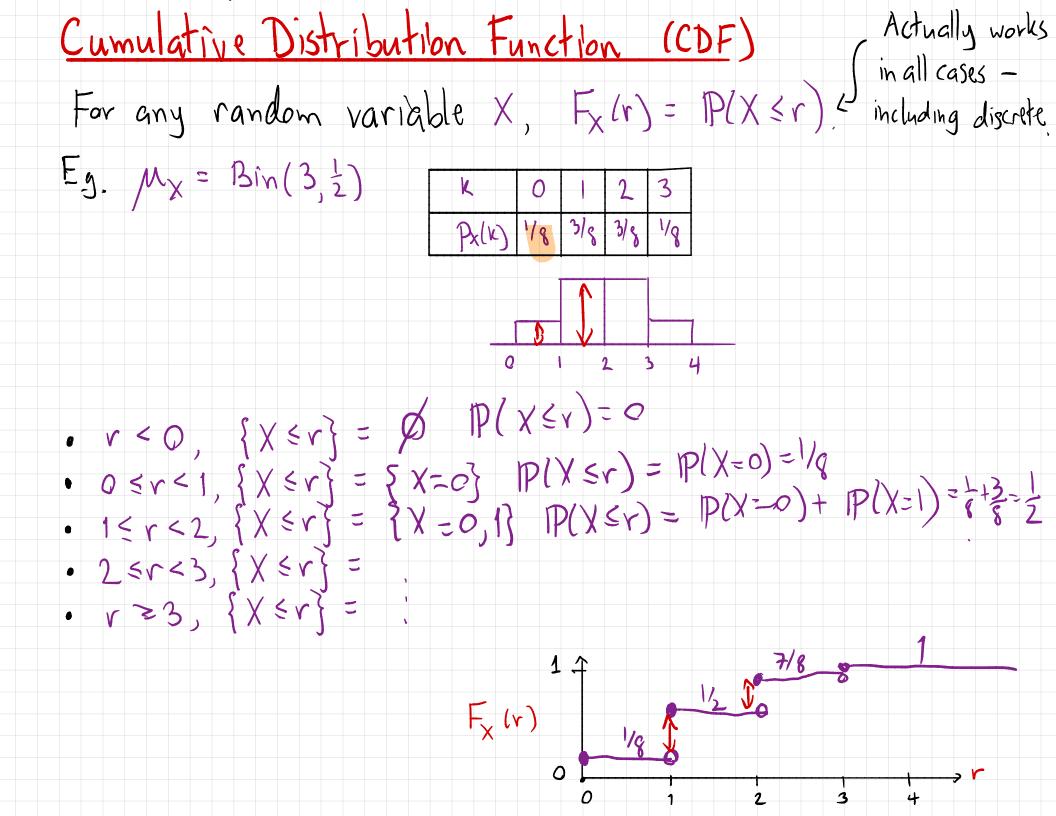
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$$\mu(X = 2)$$



We will focus mostly on two kinds of random variables:
discrete: There are finitely (or countably) many possible values  { k, k, k,} for X.
Ly mux is described by the probability mass function px(k) = IP(X=k)
In this case, by the laws of probability, $P_X(k) \ge 0 \text{ for each } k,  \sum_{i=1}^{N} P_X(j) = 1.$
$P_{X}(k) \geq 0 \text{ for each } k,  \sum_{j=1}^{r} P_{X}(j) = 1.$
continuous: For any real number tEIR, P(X=t)=0.
by us is captured by understanding P(X sr) as a function of r
Eg. $P(X \in [a,b]) = P(\{X = a\} \cup \{X \in (a,b]\})$
$= \mathbb{P}(X=a) + \mathbb{P}(X \in (a,b])$
$= P(X \leq b) - P(X \leq a)$



## Properties of the CDF Fx(v) = P(X < r)

- (1) Monotone increasing:  $s \leq t \Rightarrow F_{\chi}(s) \leq F_{\chi}(t)$
- (2)  $\lim_{r \to -\infty} F_{x}(r) = 0$ ,  $\lim_{r \to +\infty} F_{x}(r) = 1$ .
- (3) The function Fx is right-continuous: live Fx(t) = Fx(r).

Covollary: If X is a continuous random variable, Fx is a continuous function.

## Densities

Some continuous random variables have probability densities. This is an infinitesimal version of a probability mass function.

X discrete, E { K, Kz, Kz, -}

 $p_{X}(k) = P(X=k)$ 

 $P(X \in A) = \sum_{k \in A} P(X = k)$   $= \sum_{k \in A} P_X(k)$   $k \in A$ 

 $p_{x}(k) \ge 0$ ,  $\sum_{k} p_{x}(k) = 1$ 

X Continuous

P(X=t)=0 for all  $t \in \mathbb{R}$ .

 $P(X \in A) = \int_{-\infty}^{\infty} f_{x}(t) dt$ 

Eg. Shoot an arrow at a circular target of radius 1.  $f(t) dt \stackrel{?}{=} P(Y \in (-\infty, r]) = F_{\gamma}(r) = \begin{cases} 0, r \leq 0 \\ r^{2}, 0 \leq r \leq 1 \end{cases}$