

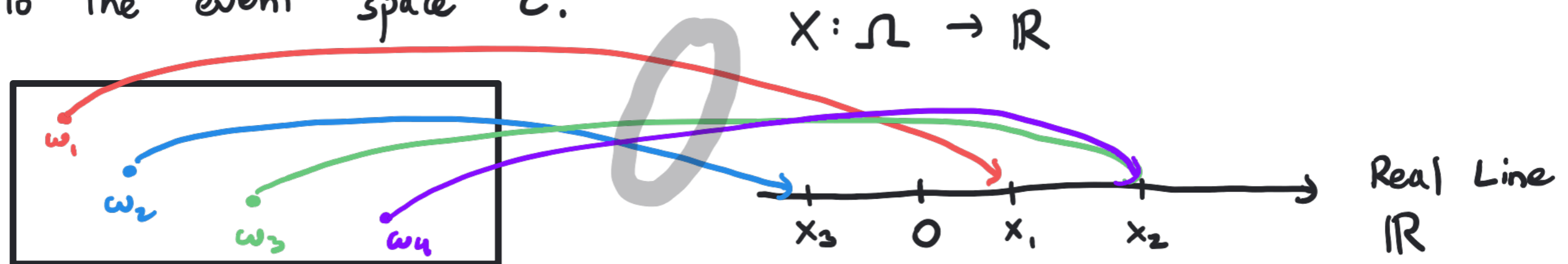
Discrete Random Variables

- For the rest of the course, we will focus on modeling scenarios using random numbers (rather than random cards, letters, etc.).

→ Opens door to more powerful techniques.

→ Will allow us to model dependencies between random numbers.

- A **random variable** X is a function that maps outcomes to real numbers, $X: \Omega \rightarrow \mathbb{R}$, such that for any interval (a, b) , the set of outcomes $\{\omega \in \Omega : a < X(\omega) < b\}$ belongs to the event space \mathcal{E} .



- We usually denote random variables using uppercase letters such as X , Y , and Z .
- We usually denote the specific values a random variable can take by lowercase letters, such as x , y , and z .
- The **range** R_X is just the range of X .
 - A random variable X is **discrete** if its range R_X is countable.
- Formally, the experiment is the source of randomness and X is a function of the outcome.
 - However, it can help to build intuition by simply thinking of X as a random number.

- Experiment 1: Count # of photons that hit a CCD pixel in 1ms.

$$\Omega = \{0, 1, 2, \dots\}$$

$$X(\omega) = \omega$$

$$R_X = \{0, 1, 2, \dots\}$$

X is the same as the outcome.

X is a discrete random variable.

- Experiment 2: Measure exact time (in milliseconds) between 1st and 2nd photon arrival.

$$\Omega = [0, \infty)$$

$$X(\omega) = \omega$$

$$R_X = [0, \infty)$$

X is the same as the outcome.

X is not a discrete random variable.

- Experiment 3: Roll two 4-sided dice.

$$\Omega = \{ \omega = (i, j) : i, j \in \{1, 2, 3, 4\} \}$$

X is the sum of the rolls

$$X(\omega) = i + j \quad X \text{ is a function of the outcome.}$$

$$R_X = \{2, 3, 4, 5, 6, 7, 8\} \quad X \text{ is a discrete random variable.}$$

- Experiment 4: Same setup as above, including X .

$$Y = X^2$$

$$R_Y = \{4, 9, 16, 25, 36, 49, 64\}$$

Y is a function of the random variable X and itself a random variable. Y is a discrete random variable.

- Experiment 5: Ask a student about their letter grade in a class.

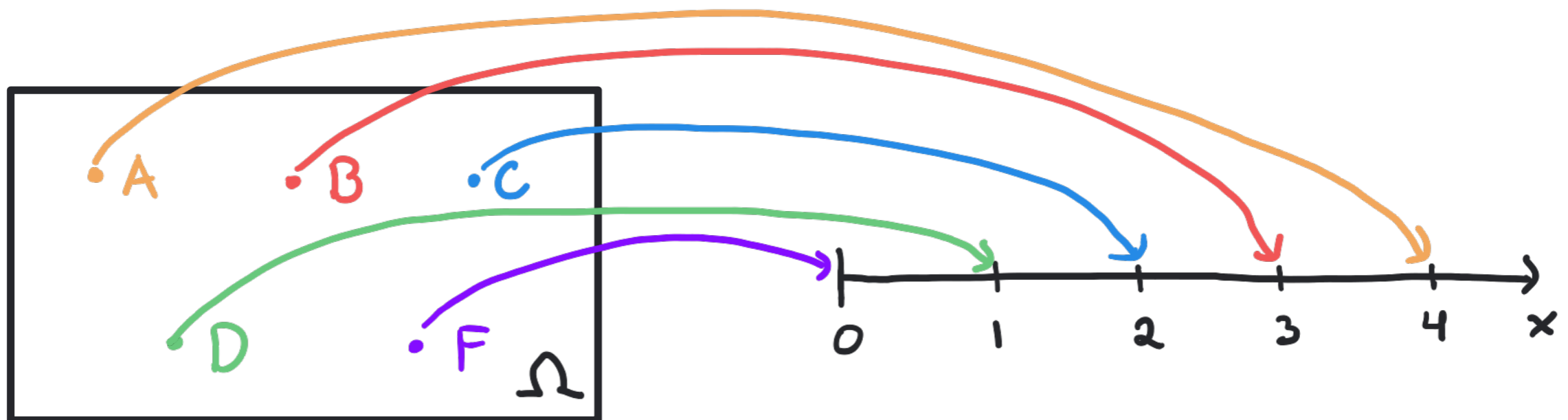
$$\Omega = \{A, B, C, D, F\}$$

$$X(\omega) = \begin{cases} 4 & \omega = A \\ 3 & \omega = B \\ 2 & \omega = C \\ 1 & \omega = D \\ 0 & \omega = F \end{cases}$$

X maps letters to real numbers, which is useful for computing things like grade point averages.

$$R_x = \{0, 1, 2, 3, 4\}$$

X is a discrete random variable.



Probability Mass Function (PMF)

- The probability mass function (PMF) $P_X(x)$ is a function whose input is a possible value $x \in R_X$ of the random variable X and whose output is the probability that X assumes this value.

$$\begin{aligned} P_X(x) &= \mathbb{P}[\{\omega \in \Omega : X(\omega) = x\}] \\ &= \mathbb{P}[\{X = x\}] \quad \swarrow \text{shorthand notation} \\ &= \mathbb{P}[X = x] \quad \swarrow \text{shorthand notation} \end{aligned}$$

→ We will start using the notation $\mathbb{P}[X = x]$ more frequently but it is important to remember that probabilities are assigned to event, which are subsets of Ω .

- Back to Experiment 3: Roll two 4-sided dice, all outcomes equally likely. X is the sum of the rolls.

$$\Omega = \{ \omega = (i, j) : i, j \in \{1, 2, 3, 4\} \} \quad X(\omega) = i + j \quad R_x = \{2, 3, 4, 5, 6, 7, 8\}$$

$$P_x(2) = \mathbb{P}[\{(1, 1)\}] = \frac{1}{16}$$

$$P_x(3) = \mathbb{P}[\{(1, 2), (2, 1)\}] = \frac{1}{8}$$

$$P_x(4) = \mathbb{P}[\{(1, 3), (2, 2), (3, 1)\}] = \frac{3}{16}$$

$$P_x(5) = \mathbb{P}[\{(1, 4), (2, 3), (3, 2), (4, 1)\}] = \frac{1}{4}$$

$$P_x(6) = \mathbb{P}[\{(2, 4), (3, 3), (4, 2)\}] = \frac{3}{16}$$

$$P_x(7) = \mathbb{P}[\{(3, 4), (4, 3)\}] = \frac{1}{8}$$

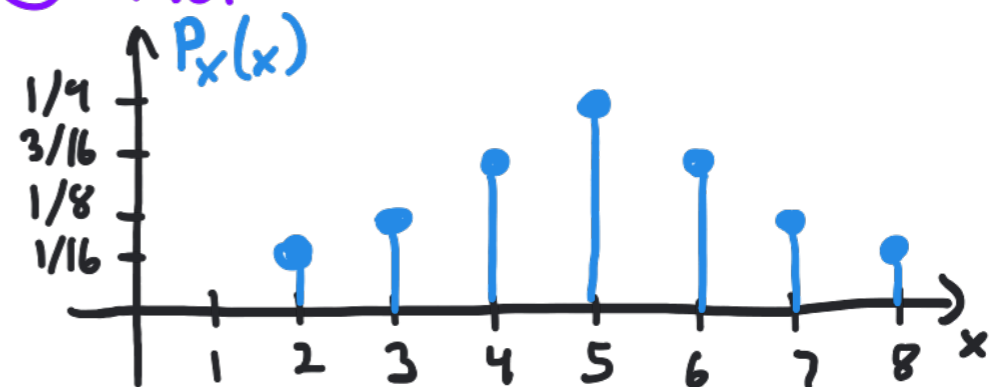
$$P_x(8) = \mathbb{P}[\{(4, 4)\}] = \frac{1}{16}$$

Three Useful Ways to write a PMF:

① Case-by-case

$$P_x(x) = \begin{cases} \frac{1}{16} & x = 2, 8 \\ \frac{1}{8} & x = 3, 7 \\ \frac{3}{16} & x = 4, 6 \\ \frac{1}{4} & x = 5 \end{cases}$$

② Plot



③ Table

x	2	3	4	5	6	7	8
$P_x(x)$	$\frac{1}{16}$	$\frac{1}{8}$	$\frac{3}{16}$	$\frac{1}{4}$	$\frac{3}{16}$	$\frac{1}{8}$	$\frac{1}{16}$

• Basic PMF Properties:

→ $P_x(x) \geq 0$ (Non-negativity)

→ $\sum_{x \in R_x} P_x(x) = 1$ (Normalization)

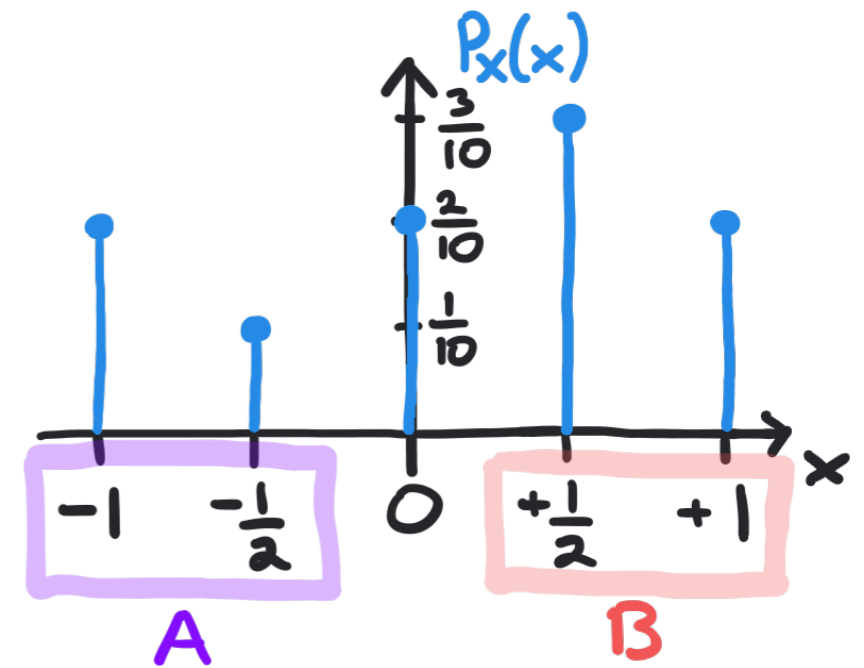
→ For any event $B \subset R_x$, the probability that X falls into B is

$$P_x[B] = P[\{X \in B\}] = P[\{\omega \in \Omega : X(\omega) \in B\}]$$
$$= \sum_{x \in B} P_x(x) \quad (\text{additivity})$$

• Notation: $\sum_{x \in B} P_x(x)$ means add up $P_x(x)$ for every x that belongs to the set B .

→ Example: $B = \{1, 5, 8\}$ $\sum_{x \in B} P_x(x) = P_x(1) + P_x(5) + P_x(8)$

• Example: $P_x(x) = \begin{cases} \frac{1}{10} & x = -\frac{1}{2} \\ \frac{2}{10} & x = -1, 0, +1 \\ \frac{3}{10} & x = +\frac{1}{2} \end{cases}$



$$P[X = +\frac{1}{2}] = P_x(+\frac{1}{2}) = \frac{3}{10}$$

$$P[X > 0] = P[X \in \mathbf{B}] = \sum_{x \in \mathbf{B}} P_x(x) = P_x(+\frac{1}{2}) + P_x(+1) = \frac{3}{10} + \frac{2}{10} = \frac{1}{2}$$

$$\begin{aligned} \mathbf{B} &= \{x \in R_x : x > 0\} \\ &= \{+\frac{1}{2}, +1\} \quad \text{since } R_x = \{-1, -\frac{1}{2}, 0, +\frac{1}{2}, +1\} \end{aligned}$$

- Any probability question can be translated into "membership in a set."

$$P[\{X \text{ is negative}\}] = P[X < 0] = P[X \in \mathbf{A}]$$

$$\mathbf{A} = \{x \in R_x : x < 0\} = \{-1, -\frac{1}{2}\}$$