# 15-251 Great Theoretical Ideas in Computer Science

# CMU

## Sample Space



weight or probability of t D(t) = p(t) = 0.2

### **Events**

#### Any set $E \subseteq S$ is called an event



# $Pr_{D}[E] = 0.4$

## **Random Variable**

Let S be sample space in a probability distribution A Random Variable is a function from S to reals

**Examples:** 

X = value of white die in a two-dice rollX(3,4) = 3,X(1,6) = 1Y = sum of values of the two diceY(3,4) = 7,Y(1,6) = 7

# Notational Conventions Use letters like A, B, C for events Use letters like X, Y, f, g for R.V.'s R.V. = random variable



### **Two Views of Random Variables**

Think of a R.V. as

Input to the function is random

A function from S to the reals R

Or think of the induced distribution on R

Randomness is "pushed" to the values of the function

Given a distribution, a random variable transforms it into a distribution on reals

#### **Two dice**

I throw a white die and a black die.

Sample space S =

 $\{(1,1), (1,2), (1,3), (1,4), \}$ (1,5), (1,6), (2,1),(2,2),(2,3), (2,4), (2,5), (2,6), (3,3), (3,4), (3,6), (3,2), (3,1), (3,5), (4,3), (4,5), (4,1), (4,2), (4,4), (4,6), (5,4), (5,1), (5,2), (5,3), (5,6), (5,5), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6) } Probability mass function p.m.f.



#### X = sum of both dice

function with X(1,1) = 2, X(1,2) = 3, ..., X(6,6)=12

### It's a Floor Wax And a Dessert Topping

It's a function on the sample space S

It's a variable with a probability distribution on its values

You should be comfortable with both views

#### **Two dice**

I throw a white die and a black die.

Sample space S =

 $\{(1,1), (1,2), (1,3), (1,4), \}$ (1,5), (1,6), (2,1),(2,2),(2,3), (2,4), (2,5), (2,6), (3,3), (3,4), (3,6), (3,2), (3,1), (3,5), (4,3), (4,5), (4,1), (4,2), (4,4), (4,6), (5,4), (5,1), (5,2), (5,3), (5,6), (5,5), (6,1), (6,2), (6,3), (6,4), (6,5), (6,6) } Probability mass function p.m.f.



#### X = sum of both dice

function with X(1,1) = 2, X(1,2) = 3, ..., X(6,6)=12

#### **From Random Variables to Events**

Note that each event in the induced distribution corresponds to some event in the original one.

For any random variable X and value a, we can define the event A that X = a

 $Pr(A) = Pr(X=a) = Pr(\{t \in S \mid X(t)=a\})$ 

# **Two Coins Tossed** X: {TT, TH, HT, HH} $\rightarrow$ {0, 1, 2} counts # of heads



Pr(X = a) = $\Pr(\{t \in S | X(t) = a\})$ 

Pr(X = 1)

 $= \Pr(\{t \in S | X(t) = 1\})$ 

**Distribution** =  $Pr({TH, HT}) = \frac{1}{2}$ 

#### **Two dice**

I throw a white die and a black die.

Sample space S =  $\{(1,1), (1,2), (1,3), (1,4), (1,5), (1,6),$ (2,5), (2,1), (2,2),(2,3), (2,4), (2,6), (3,3),(3,4), (3,5), (3,6), (3,1), (3,2), (4,6), (4,3)(4,4), (4,1), (4,5), (4.2)(5,6), (5.2)(5,3), (5,5), (5,1) (5,4), (6,2), (6,3), (6,5), (6,4), **(6,6)** } (6,1),



X = sum of both dice

Pr(X = 7) = 6/36 = 1/6

# **Definition: Expectation**

The expectation, or expected value of a random variable X is written as E[X], and is

$$E[X] = \sum_{k \in S} Pr(t) X(t) = \sum_{k \in S} k Pr[X = k]$$

X is a function on the sample space S

X has a prob. distribution on its values

(assuming X takes values in the naturals)

