

## 2 & More Random Variables

$$\chi = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \quad x = \begin{pmatrix} x_1 \\ x_2 \end{pmatrix} \quad \text{2D vector point}$$

Discrete:

$$p(x) = p(x_1, x_2)$$

$$p(x) = P(X=x) = P(x_1=x_1 \& x_2=x_2)$$

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ex. eye color    hair color

$$E(h(\chi)) = \sum_x h(x) \cdot p(x)$$

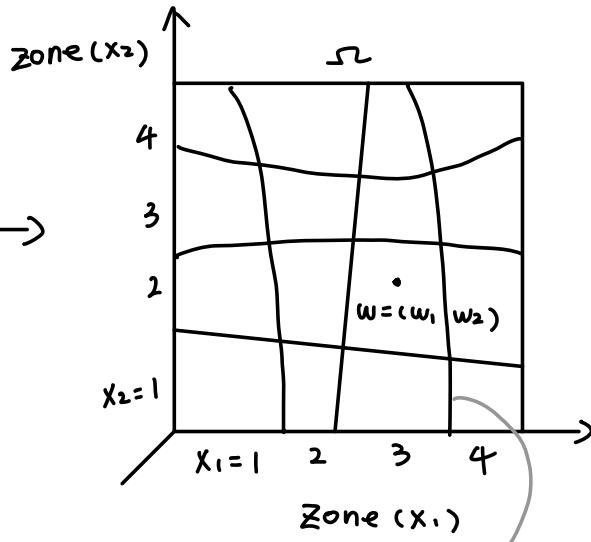
$$E(h(x_1, x_2)) = \sum_{x_1} \sum_{x_2} h(x_1, x_2) p(x_1, x_2)$$

		$x_2 = \text{hair color}$		
$x_1 = \text{eye color}$	1	2	3	4
1	$p(1,1)$	$p(1,2)$	$p(1,3)$	$p(1,4)$
2	$p(2,1)$	...	⋮	
3	$p(3,1)$	...		
4	$p(4,1)$	...		$p(4,4)$

$p(x_1, x_2)$  : population proportion

$$\chi(w) = \begin{pmatrix} x_1(w) \\ x_2(w) \end{pmatrix}$$

↓                      ↓  
eye color    hair color

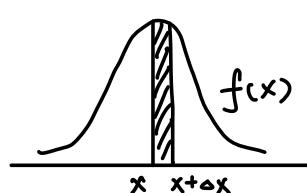


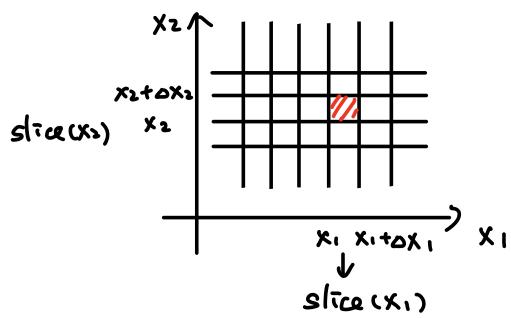
If  $x_1$  and  $x_2$  are independent, the lines would become straight.

Continuous:

$$f(x) = f(x_1, x_2)$$

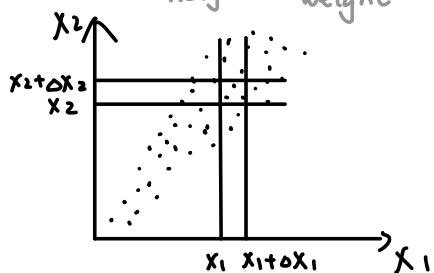
$$P(\chi \in (x, x+\Delta x)) = f(x) \Delta x$$





$$P(X_1 \in (x_1, x_1 + \Delta x_1) \text{ & } X_2 \in (x_2, x_2 + \Delta x_2)) \\ = f(x_1, x_2) \Delta x_1 \Delta x_2 \\ f(x_1, x_2) = \frac{P(\cdot)}{\Delta x_1 \Delta x_2} \rightarrow \text{prob mass}$$

Ex.  $X = (X_1 \quad X_2)$

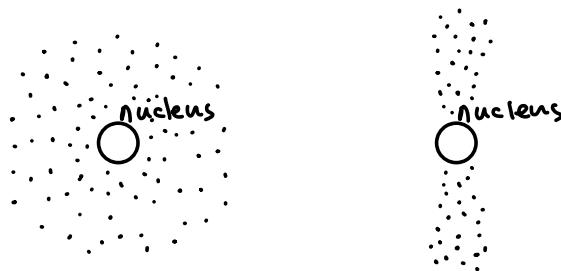


$n$  points ( $n \rightarrow \infty$ )

$N(x_1, x_2)$ : # of points in  $(x_1, x_1 + \Delta x_1) \times (x_2, x_2 + \Delta x_2)$

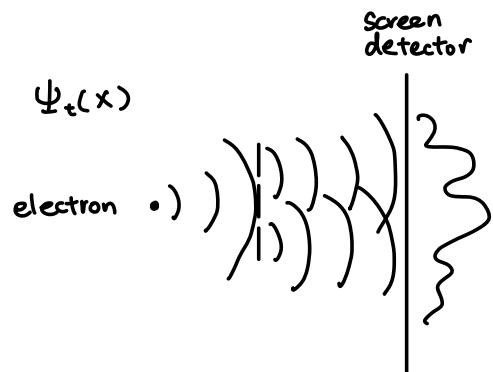
$$\frac{N(x_1, x_2)}{\Delta x_1 \Delta x_2} \xrightarrow[\infty]{n} f(x_1, x_2)$$

Ex. electron cloud around nucleus



$$f_t(x) \quad x = \begin{pmatrix} x_1 \\ x_2 \\ x_3 \end{pmatrix}$$

Wave Function:



When measuring where the electron is:

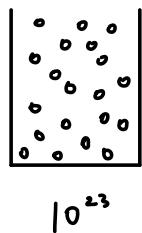
$$f_t(x) = |\psi_t(x)|^2$$

$$|a+ib|^2 = a^2 + b^2$$

2 electrons:

$$X = \begin{pmatrix} x^{(1)} \\ x^{(2)} \end{pmatrix}$$

A Cup of Water :



$$X = \begin{pmatrix} X^{(1)} \\ X^{(2)} \\ \vdots \\ X^{(10^{23})} \end{pmatrix} \quad X \sim \text{Unif}(\Omega)$$

$$\Omega = \left\{ X(t) . t \in [0, T \rightarrow \infty] \right\}$$

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Snapshot at times

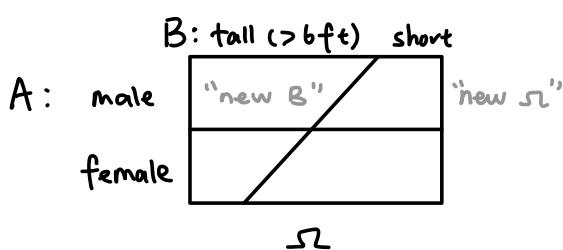
$$E(h(X)) = \int h(x) f(x) dx$$

$$E(h(X_1, X_2)) = \iint h(x_1, x_2) f(x_1, x_2) dx_1 dx_2$$

$$\text{Var}(h(X)) = E((h(X) - E(h(X)))^2)$$

↓              ↓              ↓  
 $(X_1, X_2)$        $(X_1, X_2)$        $(X_1, X_2)$

## Conditioning



Axiom: 0

$$P(B) = \frac{|B| - \# \text{ of tall people}}{|\Omega| - \text{total # of whole population}}$$

Axiom 4 (or definition) :

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

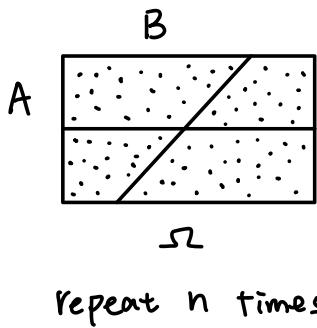
given A, as if sample  
from A ("new  $\Omega'$ ")

$$\Rightarrow P(A \cap B) = P(A) P(B|A)$$

$$\text{Independence: } P(A \cap B) = P(A) \cdot P(B)$$

Another definition  
of independence

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



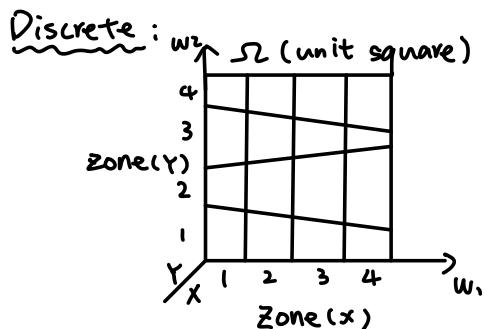
$P(B)$ : how often  $B$  happens, long run freq  
 $P(B|A)$ : when  $A$  happens, how often  $B$  happens  
ex.  $P(\text{alarm} | \text{fire}) \approx 99.9\%$ .  
 $P(\text{fire} | \text{alarm}) \approx 0$

## 2 R.V.'s

Change notation  $(X_1, X_2) \longrightarrow (X, Y)$

$w$ : random person (point)  
 $X(w), Y(w)$

$\downarrow$        $\downarrow$   
eye      hair  
height      weight  
gender      height



Joint:

$$P(x, y) = \text{area of cell}(x, y)$$

(1) Marginalization:

$$\begin{aligned} P_x(x) &= P(X = x) = \text{area of zone } x \\ &= \sum_y \text{area of cell}(x, y) \\ &= \sum_y P(x, y) \end{aligned}$$

$$P_y(y) = \sum_x P(x, y)$$

(2) Conditioning:

$$P_{Y|X}(y|x) = P(Y = y | X = x) = \frac{P(A \cap B)}{P(A)} = \frac{P(x, y)^{\text{-joint}}}{P(x)^{\text{-marginal}}}$$

Among people of eye color  $x$ , proportion of people with hair color  $y$ .  
When  $X = x$ , how often  $Y = y$ .

(3)

**Factorization:**  $p(x, y) = \underbrace{p(x)}_{\text{joint}} \underbrace{p(y|x)}_{\text{marginal } x \text{ conditioned}}$

how often $x=x$	how often $y=y$	when $x=x$ how often $y=y$
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**Summary:**

$$(1) p(x) = \sum_y p(x, y)$$

$$p(y) = \sum_x p(x, y)$$

$$(2) p(y|x) = \frac{p(x, y)}{p(x)}$$

$$p(x|y) = \frac{p(x, y)}{p(y)}$$

$$(3) p(x, y) = p(x)p(y|x) = p(y)p(x|y)$$

**Bayes Rule:**

cause  $X = \begin{cases} 1 & \text{fire} \\ 0 & \text{no fire} \end{cases}$   
 ↓  
 effect  $Y = \begin{cases} 1 & \text{alarm} \\ 0 & \text{no alarm} \end{cases}$

prior:  $p(x) \quad \begin{array}{c|cc} x & 0 & 1 \\ \hline p(x) & 99\% & 1\% \end{array}$

generation:  $p(y|x) \quad \begin{array}{c|cc} & 0 & 1 \\ \hline 0 & 98\% & 0.1\% \\ 1 & 2\% & 99.9\% \end{array}$

reasoning:

 $p(x|y)$  posterior prob

$$\begin{aligned} \text{e.g. } p(x=1 | y=1) \\ = p_{x|y}(1|1) \end{aligned}$$

$$p(x|y) \stackrel{(2)}{=} \frac{p(x, y)}{p(y)} \stackrel{(3)}{=} \frac{p(x)p(y|x)}{\sum_{x'} p(x', y)} \stackrel{(3)}{=} \frac{p(x)p(y|x)}{\sum_{x'} p(x')p(y|x')}$$

$$\Rightarrow p_{x|y}(1|1) = \frac{p_x(1)p_{y|x}(1|1)}{p_x(0)p_{y|x}(0|1) + p_x(1)p_{y|x}(1|1)} = \frac{1\% \cdot 99.9\%}{99\% \cdot 2\% + 1\% \cdot 99.9\%}$$