

Independence

Two events are independent

① Physically not related

ex: the temperature today vs.
the lottery number.

② In this course, we use a different, freq perspective to say two events are independent.

Ex: Two virtual coins generated by a single computer/iphone.

The outcomes are physically related, generated by the same program

Nonetheless, if we count the freq of the outcomes

x \ Y	0	1
0	$\approx \frac{1}{4}$	$\approx \frac{1}{4}$
1	$\approx \frac{1}{4}$	$\approx \frac{1}{4}$

* It is no different than two physical coins.

* then we say

the two coins are

independent (even though

they are physically related)

A formal definition of independence is two events A & B are independent if

$$P(A) = P(A|B)$$

(or equivalently $P(A) \cdot P(B) = P(A \cap B)$)

Namely, conditioning on knowing whether B happens or not, does not change the freq of A happens.

Example: Are "the NY Stock Index" & the "weather of NYC" independent?

Suppose the historically data shows that

NYSE	↓	Snow	Not snow
	↗	$\frac{1}{75}$	$\frac{29}{75}$
	↘	$\frac{1}{100}$	$\frac{59}{100}$

⇒ They are "dependent"

$$P(\uparrow) = \frac{1}{100} + \frac{59}{100} = 60\%$$

$$P(\uparrow | \text{Snow}) = \frac{\frac{1}{100}}{\frac{1}{75} + \frac{1}{100}} = \frac{3}{7} \neq 60\%$$

* A & B are independent if $P(A) = P(A|B)$
 (or equivalently $P(A) \cdot P(B) = P(A \cap B)$)

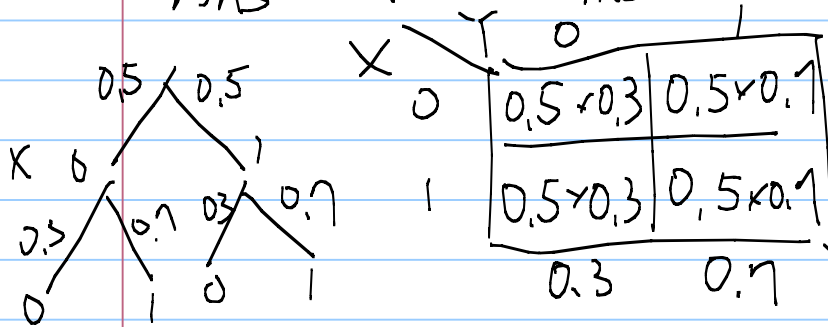
Another Example: Consider 1 fair coin X
 & 1 unfair coin Y with
 $P(Y=0) = 0.3$ $P(Y=1) = 0.7$.

Suppose X & Y are independent

Q: Find the W.A.

Q: $P(Y=0 | X+Y \leq 1)$

Ans: Table method



$P(X=0 | Y=0)$
 $= P(X=0) = 0.5$

The conditional prob is the same as the unconditional prob.

$$\frac{P(Y=0 \text{ and } X+Y \leq 1)}{P(X+Y \leq 1)}$$

$$= \frac{0.5 \times 0.3 + 0.5 \times 0.3}{0.5 \times 0.3 + 0.5 \times 0.1 + 0.5 \times 0.3}$$

$$= 0.4615$$

Consider X is a discrete R.V with sample space $\{0, 1, 2, 3\}$ and weight assignment $\frac{1}{8}, \frac{3}{8}, \frac{3}{8}, \frac{1}{8}$
 $P_0 \quad P_1 \quad P_2 \quad P_3$

Consider another independent R.V Y that also has $S = \{0, 1, 2, 3\}$ and W.A. $\frac{1}{8}, \frac{3}{8}, \frac{3}{8}, \frac{1}{8}$.

Suppose X and Y are independent.

Q What is the W.A when we consider jointly (X, Y)

	Y			
X	0	1	2	3
0	$\frac{1}{8} \times \frac{1}{8}$	$\frac{1}{8} \times \frac{3}{8}$	$\frac{1}{8} \times \frac{3}{8}$	$\frac{1}{8} \times \frac{1}{8}$
1		$\frac{3}{8} \times \frac{1}{8}$		
2				
3				

Q: $P(X=Y)$?

$$\text{Ans: } \frac{1}{8} \times \frac{1}{8} + \frac{3}{8} \times \frac{3}{8} + \frac{3}{8} \times \frac{3}{8} + \frac{1}{8} \times \frac{1}{8}$$

$$= \frac{20}{64} = \frac{5}{16} *$$

Showing/proving 2 events A, B are indep

$$\equiv \text{Showing } P(A|B) = P(A)$$

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

$$\equiv P(A \cap B) = P(A) \cdot P(B)$$

Showing/proving 3 events A, B, C are indep

\equiv showing ① A, B are indep.

② B, C

③ C, A

$$\star \text{ ④ } P(A \cap B \cap C) = P(A)P(B)P(C)$$

Q39

2 independent fair coins $X, Y,$

& 1 magic coin

$$M = \begin{cases} 1 & \text{if } X \neq Y \\ 0 & \text{if } X = Y \end{cases}$$

Consider 3 events

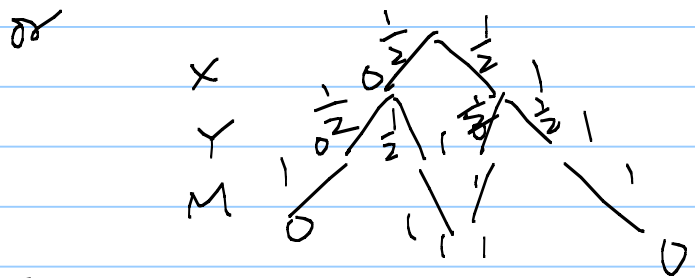
$$A: \{X=1\}, \quad B: \{Y=1\}, \quad C: \{M=1\}$$

Q: What is the sample space? 1047

Ans: Since M depends on X and Y ,
the true randomness can be modeled
as

	Y	0	1
X	0	$\frac{1}{2} \times \frac{1}{2}$	$\frac{1}{2} \times \frac{1}{2}$
	1	$\frac{1}{2} \times \frac{1}{2}$	$\frac{1}{2} \times \frac{1}{2}$

	$X \backslash Y$	00	01	10	11
M	0	$\frac{1}{4}$	0	0	$\frac{1}{4}$
	1	0	$\frac{1}{4}$	$\frac{1}{4}$	0



Q: $P(C) = P(M=1) = ?$

Ans: $= \frac{1}{2} \times \frac{1}{2} + \frac{1}{2} \times \frac{1}{2} = \frac{1}{2}$

$(0,1)$
 $(1,0)$

Q: Are A, C independent?

Ans $P(A \cap C) = P(X=1, Y=0) = \frac{1}{4}$

$P(A) = \frac{1}{2}$ $P(C) = \frac{1}{2} \Rightarrow$ independent!

Q: Are A, B, C independent?

Ans $P(A \cap B \cap C) = P(X=1, Y=1, M=1)$

$= 0$

$\neq P(A) \cdot P(B) \cdot P(C) = \left(\frac{1}{2}\right)^3$ Not independent
dependent

The hard drive example

Ans to Q1: $S = \{(0,0), (0,1), (1,0), (1,1)\}$

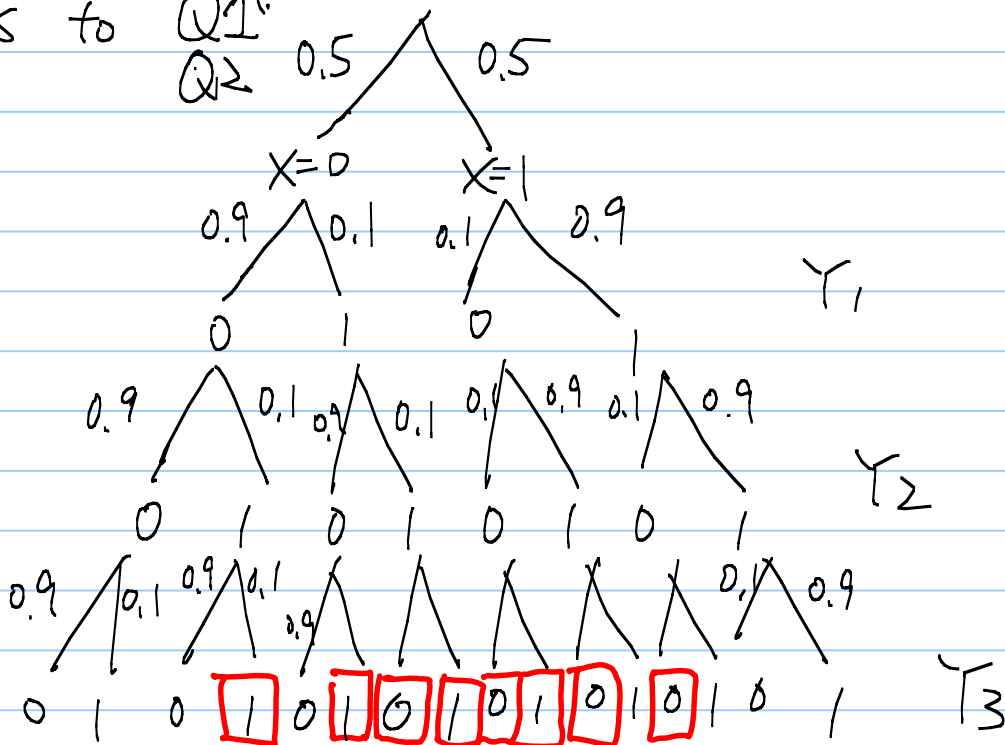
		0	1	
X \ Y				
	0	0.5×0.9	0.5×0.1	0.5
	1	0.5×0.1	0.5×0.9	0.5

Ans to Q2:

Ans to Q3: $0.5 \times 0.1 + 0.5 \times 0.1 = 0.1 = 10\%$

For repetition codes

Ans to Q1:
Q2



Ans to Q3: $P(X \neq Y)$

$$= 0.5 \times 0.9 \times 0.1 \times 0.1 + 0.5 \times 0.1 \times 0.9 \times 0.1$$

$$\begin{aligned}
 &+ 0.5 \times 0.1 \times 0.1 \times 0.9 + 0.5 \times 0.1 \times 0.1 \times 0.1 \\
 &+ 0.5 \times 0.1 \times 0.1 \times 0.1 + 0.5 \times 0.1 \times 0.1 \times 0.9 \\
 &+ 0.5 \times 0.1 \times 0.9 \times 0.1 + 0.5 \times 0.9 \times 0.1 \times 0.1 \\
 &= 2.8\%
 \end{aligned}$$

Table method

X \ Y	000	001	010	011	100	101	110	111
0	0.5×0.9^3	$0.5 \times 0.9^2 \times 0.1$	$0.5 \times 0.9^2 \times 0.1$	$0.5 \times 0.1^2 \times 0.9$	$0.5 \times 0.1 \times 0.9^2$	c	c	d
1	d	c	c	b	c	b	b	a

$$a = 0.5 \times 0.9^3$$

$$b = 0.5 \times 0.9^2 \times 0.1$$

$$c = 0.5 \times 0.9 \times 0.1^2$$

$$d = 0.5 \times 0.1^3$$

$$\hat{Y} = 0$$

$$X \neq \hat{Y}$$

$$p(X \neq \hat{Y}) = c \cdot 6 + d \cdot 2$$

$$= 2.8\%$$

* Basic prob concepts: W.A., Counting, Conditional prob, independence.

* We are now ready for some intermediate-level discussion, for which, we focus only on "Random Variables": Random experiments that have output being a number

* R.V is very useful as ^① many experiments indeed output numbers. Ex: temperature, voltage,

^② Moreover, in a digital world, more and more things are converted to numbers.

Ex: Black $\rightarrow 0$
 White $\rightarrow 255$
 light gray $\rightarrow 200$
 dark gray $\rightarrow 50$

③ Easy manipulation. Suppose X, Y are Random variables, we can define a new R.V $Z = X^2 + Y^2$ and ask question like $P(Z < 1)$

④ We can take weighted average

Ex: Flip a fair coin.

If the outcome is $\{H, T\}$, then the weighted average is meaningless.

(Average of head & tail)

However, if we convert it to a R.V. $S = \{0, 1\}$ with weight assignment $\frac{1}{2}$ for $X=0$, $\frac{1}{2}$ for $X=1$. The weighted average becomes

$$\frac{1}{2} \times 0 + \frac{1}{2} \times 1 = \frac{1}{2} \neq$$

For the following, we first consider
"discrete R.V" (such that $S = \text{integers}$)

* Discrete R.V.:

① Sample space is discrete integers.

② The weight assignment is pmf.

$P_k = P(X=k)$ | Q: how to plot the pmf?

③ The "expectation / mean" of a discrete R.V. is the weighted average

$$E(X) \triangleq \sum_{k=-\infty}^{\infty} \underbrace{P_k}_{\text{weight}} \cdot \underbrace{k}_{\text{value}}$$

Ex: if X is a fair dice,

$$E(X) = \sum_{k=1}^6 \frac{1}{6} \cdot k = \frac{7}{2}$$

④ Expectation is simply weighted average.

Expectation of X^2 is

$$E(X^2) = \sum_{k=-\infty}^{\infty} \underbrace{P_k}_{\text{weight}} \cdot \underbrace{(k^2)}_{\text{value}}$$

Expectation of e^X is

$$E(e^X) = \sum_{k=-\infty}^{\infty} P_k (e^k)$$

Ex: X is a fair die

$$E(e^{-X}) = \sum_{k=1}^6 \frac{1}{6} \times e^{-k} = \frac{\frac{1}{6}e^{-1}(1-e^{-6})}{1-e^{-1}}$$

$$E(X^3) = \sum_{k=1}^6 \frac{1}{6} \times k^3 = \frac{441}{6}$$

Ex: Throw an unfair die with weight assignment

$$P_1 = \frac{2}{7}, P_2 = \frac{1}{7} = P_3 = P_4 = P_5 = P_6$$

The casino gives you $f(X)$ dollars depending on the outcome of the die.

$$f(X) = \begin{cases} 1 & \text{if } 1 \leq X \leq 3 \\ X^2 & \text{if } 4 \leq X \leq 6 \end{cases}$$

Q: What is the expected return?

$$\text{Ans: } E(f(X)) = \sum_{k=1}^6 P_k f(k)$$

$$= \frac{2}{7} \times 1 + \frac{1}{7} \times 1 + \frac{1}{7} \times 1 + \frac{1}{7} \times 4^2 + \frac{1}{7} \times 5^2 + \frac{1}{7} \times 6^2$$

$$= \frac{81}{7}$$

Important properties of expectation:

① Expectation is linear

Namely $E(af(X)) = aE(f(X))$

$$E(f_1(X) + f_2(X)) = E(f_1(X)) + E(f_2(X))$$

PF: $E(af(X))$

$$= \sum_{k=-\infty}^{\infty} P_k (af(k))$$

$$= a \sum_{k=-\infty}^{\infty} P_k (f(k)) = aE(f(X))$$

$$E(f_1(X) + f_2(X))$$

$$= \sum_{k=-\infty}^{\infty} P_k (f_1(k) + f_2(k))$$

$$= \sum_{k=-\infty}^{\infty} P_k (f_1(k)) + \sum_{k=-\infty}^{\infty} P_k (f_2(k))$$

$$= E(f_1(X)) + E(f_2(X))$$

Namely: The (weighted) avg of a fair dice

is $E(X) = 3.5 \Rightarrow$ The weighted
average of $E(2X) = 2E(X) = 7$

② Expectation of a constant is the constant itself. $E(2.75) = \sum_{k=-\infty}^{\infty} P_k (2.75) = 2.75 \sum_{k=-\infty}^{\infty} P_k = 2.75$ $\left| \begin{array}{l} \sum P_k = 1 \\ \text{Total prob} \end{array} \right.$

④ Expectation may be infinite (or does not exist).

Example $P_k = \begin{cases} 0.5^k & \text{for all } k \geq 1 \\ 0 & \text{otherwise.} \end{cases}$

$$E(3^X) = \sum_{k=-\infty}^{\infty} P_k \cdot 3^k = \sum_{k=1}^{\infty} (0.5 \cdot 3)^k \text{ diverges}$$

⑤ The "Variance" of a discrete R.V is the weighted average of $(X-m)^2$ where m is the constant

Namely

$E(X)$

$$\boxed{\text{Var}(X) \triangleq E((X-m)^2)}$$

Expected squared distance to the center " m "

Ex: X is a fair dice.

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

Ans: Step 1: Find the "center" m first

$$E(X) = \sum_{k=1}^6 \frac{1}{6} \times k = \frac{7}{2} = m$$

Step 2:

$$\text{Var}(X) = E((X-m)^2) = \sum_{k=1}^6 \frac{1}{6} \left(k - \frac{7}{2}\right)^2$$

$$= \frac{1}{6} \left[\left(1 - \frac{7}{2}\right)^2 + \left(2 - \frac{7}{2}\right)^2 + \left(3 - \frac{7}{2}\right)^2 + \dots + \left(6 - \frac{7}{2}\right)^2 \right]$$

$$= \frac{35}{12}$$

An alternative formula of

$$E((X-m)^2) = E(X^2 - 2mX + m^2)$$

$$= E(X^2) - E(2mX) + E(m^2)$$

$$= E(X^2) - 2m \underline{E(X)} + m^2$$

$$= E(X^2) - m^2$$

Step 1 Find $E(X^2)$

[059]

Step 2 $Var(X) = E(X^2) - m^2$

In many places, you see

$$Var(X) = E((X - E(X))^2) = E(X^2) - (E(X))^2$$

I prefer

$$Var(X) = E((X - m)^2) = E(X^2) - m^2$$

⑥ Standard deviation $\triangleq \sqrt{\text{Variance}}$

⑦ The n -th moment of X
 $= E(X^n)$

⑧ The n -th central moment of X
 $= E((X - m)^n)$

Example: 1. The mean $E(X)$ is the 1st moment of X .

2. The variance $Var(X)$ is the 2nd central moment of X .

3. The first central moment is

$$E(X - m) = E(X) - m = 0 \quad \text{always zero.}$$