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School of Information, Computer and Communication Technology

ECS315 2015/1 Part VII Dr.Prapun

13 Three Types of Random Variables

- 13.1. Review: You may recall⁵³ the following properties for cdf of discrete random variables. These properties hold for any kind of random variables.
- (a) The cdf is defined as $F_X(x) = P[X \le x]$. This is valid for any type of random variables.
- (b) Moreover, the cdf for any kind of random variable must satisfies three properties which we have discussed earlier:

CDF1 F_X is non-decreasing

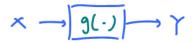
CDF2 F_X is right-continuous

CDF3
$$\lim_{x \to -\infty} F_X(x) = 0$$
 and $\lim_{x \to \infty} F_X(x) = 1$.

(c) $P[X = x] = F_X(x) - F_X(x^-) =$ the jump or saltus in F at x.

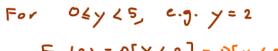
Theorem 13.2. If you find a function F that satisfies CDF1, CDF2, and CDF3 above, then F is a cdf of some random variable.

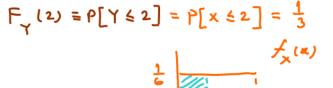
 $^{^{53}}$ If you don't know these properties by now, you should review them as soon as possible.

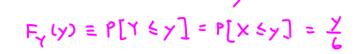


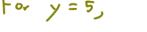
Example 13.3. Consider an input X to a device whose output Y will be the same as the input if the input level does not exceed 5. For input level that exceeds 5, the output will be saturated at 5.

P[Y=5] = 2 Suppose $X \sim \mathcal{U}(0,6)$. Find $F_Y(y)$. 5 F, (y) = P[Y &y]

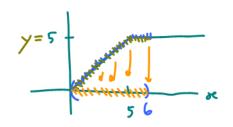








$$F_{\Upsilon}(5) \equiv P[\Upsilon \leq 5] = 1$$



- 13.4. We can categorize random variables into three types according to its cdf:
- (a) If $F_X(x)$ is piecewise flat with discontinuous jumps, then X is discrete.
- (b) If $F_X(x)$ is a continuous function, then X is **continuous**.
- (c) If $F_X(x)$ is a piecewise continuous function with discontinuities, then X is **mixed**.

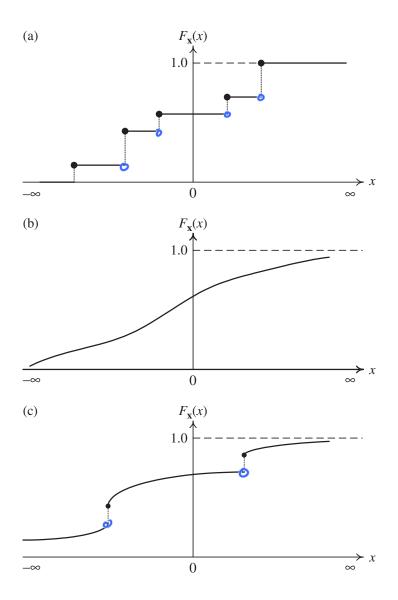


Figure 31: Typical cdfs: (a) a discrete random variable, (b) a continuous random variable, and (c) a mixed random variable [16, Fig. 3.2].

We have seen in Example 13.3 that some function can turn a continuous random variable into a mixed random variable. Next, we will work on an example where a continuous random variable is turned into a discrete random variable.

Example 13.5. Let $X \sim \mathcal{U}(0,1)$ and Y = g(X) where

$$g(x) = \begin{cases} 1, & x < 0.6 \\ 0, & x \ge 0.6. \end{cases}$$

Before going deeply into the math, it is helpful to think about the nature of the derived random variable Y. The definition of g(x) tells us that Y has only two possible values, Y = 0 and Y = 1. Thus, Y is a discrete random variable.

$$P_{Y}(y) = \begin{cases} 0.4, & y=0, \\ 0.6, & y=1, \\ 0, & \text{otherwise.} \end{cases}$$
 $P[Y=0] = P[X \ge 0.6] = 0.4$

Example 13.6. In MATLAB, we have the rand command to generate $\mathcal{U}(0,1)$. If we want to generate a Bernoulli random variable with success probability p, what can we do?

Exercise 13.7. In MATLAB, how can we generate $X \sim \text{binomial}(2, 1/4)$ from the rand command?