

# Probability and Random Processes

## ECS 315

Asst. Prof. Dr. Prapun Suksompong

[prapun@siit.tu.ac.th](mailto:prapun@siit.tu.ac.th)

7 Random Variables



**Office Hours:**

BKD, 6th floor of Sirindhralai building

**Wednesday**      14:30-15:30

**Friday**            14:30-15:30

# Chapter 5 vs. Chapter 7

- Chapter 5: Finding **probability of an event**

Before the midterm, we studied how to find the probability of any event  $A$  by adding the probabilities of the outcomes inside  $A$ .

- Ex. When  $A = \{a, b\}$ , we can calculate the probability of  $A$  by

$$P(A) = P(\{a, b\}) = P(\{a\}) + P(\{b\})$$

- Chapter 7: Finding probability involving **a random variable**



# Review: An example in Chapter 5

**Example 5.7.** A random experiment can result in one of the outcomes  $\{a, b, c, d\}$  with probabilities  $0.1$ ,  $0.3$ ,  $0.5$ , and  $0.1$ , respectively. Let  $A$  denote the event  $\{a, b\}$ ,  $B$  the event  $\{b, c, d\}$ , and  $C$  the event  $\{d\}$ .

$$P(\{a\}) = 0.1 \quad P(\{b\}) = 0.3 \quad P(\{c\}) = 0.5$$

$$P(\{d\}) = 0.1$$

- $$P(A) = P(\{a, b\}) = P(\{a\} \cup \{b\}) = P(\{a\}) + P(\{b\}) = 0.1 + 0.3 = 0.4$$

$\{a, b\} = \{a\} \cup \{b\}$  (disjoint)  $\downarrow$  Finite additivity
- $$P(B) = P(\{b, c, d\}) = P(\{b\} \cup \{c\} \cup \{d\}) = P(\{b\}) + P(\{c\}) + P(\{d\}) = 0.3 + 0.5 + 0.1 = 0.9$$

$\{b, c, d\} = \{b\} \cup \{c\} \cup \{d\}$  (disjoint)  $\uparrow$  Finite additivity
- $$P(C) = P(\{d\}) = 0.1$$
- $$P(A^c) = P(\{c, d\}) \stackrel{(5.6b)}{=} P(\{c\}) + P(\{d\}) = 0.5 + 0.1 = 0.6$$



# Review: Steps we used in CH5

To find the probability of an event:

1. Identify the sample space  $\Omega$  and the probability  $P(\{\omega\})$  for each outcome  $\omega$ .

**Example 5.7.** A random experiment can result in one of the outcomes  $\{a, b, c, d\}$  with probabilities 0.1, 0.3, 0.5, and 0.1 respectively. Let  $A$  denote the event  $\{a, b\}$ ,  $B$  the event  $\{b, c, d\}$ , and  $C$  the event  $\{d\}$ .

*Handwritten notes:*  
 $P(\{a\}) = 0.1$   
 $P(\{b\}) = 0.3$   
 $P(\{c\}) = 0.5$   
 $P(\{d\}) = 0.1$   
 $\Omega = \{a, b, c, d\}$  Finite

2. Identify all the outcomes inside the event under consideration.

$$P(A^c) = P(\{c, d\}) \stackrel{(5.6b)}{=} P(\{c\}) + P(\{d\}) = 0.5 + 0.1 = 0.6$$

3. Add the probability  $P(\{\omega\})$  of the outcomes from the previous step.



# Chapter 5 vs. Chapter 7

- Chapter 5: Steps to find the **probability of an event**
  1. Identify the sample space  $\Omega$  and the probability  $P(\{\omega\})$  for each outcome  $\omega$ .
  2. Identify all the outcomes inside the event under consideration.
  3. Add the probability  $P(\{\omega\})$  of the outcomes from the previous step.
- Chapter 7: Steps to find **probability involving RV**  
?



# Chapter 7

- Crucial Skill 7.1: Find probability involving RV when the RV is defined as a function of outcomes



# Steps to find probability involving RV

when the RV is defined as a function of outcomes

Ex.  $X(\omega) = \omega$

$$Y(\omega) = (\omega - 3)^2$$

$$Z(\omega) = \sqrt{Y(\omega)}$$

Usually given as a statement about the RV

Ex.  $X > 3$

$$X = 3$$

$$|X| < 2$$

1. Identify the sample space  $\Omega$  and the probability  $P(\{\omega\})$  for each outcome  $\omega$ .
2. Consider the given statement. Find **the values of  $\omega$  that make the RV satisfy the given statement.**
  - To do this, consider the **statement**, substitute the RV in the **statement** by its **definition**, and solve for  $\omega$ .
3. Add the probability  $P(\{\omega\})$  of the outcomes from the previous step.



# Example

- Roll a fair dice. Let  $\Omega = \{1,2,3,4,5,6\}$ .
- Define  $Y(\omega) = (\omega - 3)^2$ . Find  $P[Y = 4]$ .
- $\Omega$  is given. The dice is fair; therefore and the probability  $P(\{\omega\}) = \frac{1}{6}$  for each outcome  $\omega$  inside  $\Omega$ .

Method 1:

The statement under consideration is “ $Y = 4$ ”.

From  $Y(\omega) = (\omega - 3)^2$ ,  $Y(\omega) = 4$  occurs when  $\omega = 1$  or  $5$ .

Therefore,  $P[Y = 4] = P(\{1\}) + P(\{5\}) = \frac{2}{6} = \frac{1}{3}$





# The connection between Chapter 5 and Chapter 7

- Probability involving RV is expressed in the form  $P[\text{some statement(s) about } X]$

- Technically, when we write  $[\text{some statement(s) about } X]$ ,

we are actually defining an event

$A =$  the event containing outcomes  $\omega$  that make  $X(\omega)$  satisfy the given statement

- Now that we have an event, we can apply the steps in Chapter 5 to find  $P(A)$ .



# Example

- Roll a fair dice. Let  $\Omega = \{1,2,3,4,5,6\}$ .
- Define  $Y(\omega) = (\omega - 3)^2$ . Find  $P[Y = 4]$ .
- $\Omega$  is given. The dice is fair; therefore and the probability  $P(\{\omega\}) = \frac{1}{6}$  for each outcome  $\omega$  inside  $\Omega$ .

Method 1:

The statement under consideration is “ $Y = 4$ ”.

From  $Y(\omega) = (\omega - 3)^2$ ,  $Y(\omega) = 4$  occurs when  $\omega = 1$  or  $5$ .

Therefore,  $P[Y = 4] = P(\{1\}) + P(\{5\}) = \frac{2}{6} = \frac{1}{3}$

Method 2:

$$[Y = 4] = \{\omega: Y(\omega) = 4\} = \{\omega: (\omega - 3)^2 = 4\} = \{1,5\}$$

$$P[Y = 4] = P([Y = 4]) = P(\{1,5\}) = P(\{1\}) + P(\{5\}) = \frac{2}{6} = \frac{1}{3}$$

# Chapter 7

- **Crucial Skill 7.1:** Find probability involving RV when the RV is defined as a function of outcomes.
- **Skill 7.2:** Know the difference between  $X$  and  $x$ .
- **Crucial Skill 7.3:** Determine whether a set is a support of a RV.

