Intro to Probability





Andrei Barbu

Some problems

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A means to capture uncertainty

A means to capture uncertainty You have data from two sources, are they different?

A means to capture uncertainty You have data from two sources, are they different? How can you generate data or fill in missing data? A means to capture uncertainty You have data from two sources, are they different? How can you generate data or fill in missing data? What explains the observed data?





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Why these axioms? Many other choices are possible: Possibility theory, probability intervals Belief functions, upper and lower probabilities

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If the sum is below 1, I pay R for less than R dollars.

If the sum is above 1, buy the bet and sell it to me for more.

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If the value is bigger, I still pay out more.

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If the value is smaller, sell me my own bets.

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Decisions under probability are "rational".

Experiments, theory, and funding



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Mean
$$\mu_X = E[X] = \sum_x xp(x)$$



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Variance $\sigma_X^2 = var(X) = E[(X - \mu)^2]$









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Correlation vs independence


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$$V = N(0, 1), X = sin(V), Y = cos(V)$$

Correlation vs independence



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Correlation only measures linear relationships.

Data dinosaurs



Data dinosaurs





Mean

Variance

Covariance

Are two players the same?



Mean

Variance

Covariance



Are two players the same?

How do you know and how certain are you?

Mean

Variance

Covariance



Are two players the same? How do you know and how certain are you? What about two players is different?

Mean

Variance

Covariance



Are two players the same? How do you know and how certain are you? What about two players is different? How do you quantify which differences matter?

Mean

Variance

Covariance



Mean

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Covariance

Correlation

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Correlation

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Mean Variance Covariance

Correlation

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Mean Variance Covariance Correlation Are two players the same? How do you know and how certain are you? What about two players is different? How do you quantify which differences matter? Here's a player, how good will they be? What is the best information to ask for? What is the best test to run? If I change the size of the board, how might the results change?



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Law of total probability $\sum_A a = 1$ when events A are a disjoint cover

Beating the lottery

Beating the lottery



Andrei Barbu (MIT)

Probability

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What percent of the time when my test comes up true am I winner?



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T+



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What percent of the time when my test comes up true am I winner? $\frac{D + \cap T +}{T +} = \frac{0.9 \times 0.005}{0.9 \times 0.005 + 0.995 \times 0.05}$



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What percent of the time when my test comes up true am I winner? $\frac{D + \cap T +}{T +} = \frac{0.9 \times 0.005}{0.9 \times 0.005 + 0.995 \times 0.05} = 8.3\% = \frac{P(T + |D+)P(D+)}{P(T+)}$ $P(A|B) = \frac{P(B|A)P(A)}{P(B)} \qquad \text{posterior} = \frac{\text{likelihood } \times \text{ prior}}{\text{probability of data}}$

Human-Oriented Robotics Prof. Kai Arras Social Robotics Lab



Bernoulli Distribution

- Given a Bernoulli experiment, that is, a yes/no experiment with outcomes 0 ("failure") or 1 ("success")
- The Bernoulli distribution is a **discrete** probability distribution, which takes value 1 with success probability λ and value 0 with failure probability 1λ
- Probability mass function

$$p(x = 0) = 1 - \lambda$$

$$p(x = 1) = \lambda$$

$$p(x) = \lambda^{x} (1 - \lambda)^{1-x}$$

Notation

$$\operatorname{Bern}_x(\lambda) = \lambda^x (1-\lambda)^{1-x}$$



• λ : probability of observing a success

Expectation

• $\operatorname{E}[x] = \lambda$

Variance

• $\operatorname{Var}[x] = \lambda(1-\lambda)$



Binomial Distribution

- Given a **sequence** of Bernoulli experiments
- The binomial distribution is the discrete probability distribution of the number of successes m in a sequence of N independent yes/no experiments, each of which yields success with probability λ
- Probability mass function

$$p(m) = \binom{N}{m} \lambda^m (1-\lambda)^{N-m}$$

Notation

$$\operatorname{Bin}_m(N,\lambda) = \binom{N}{m} \lambda^m (1-\lambda)^{N-m}$$



Parameters

- N : number of trials
- λ : success probability

Expectation

• $\operatorname{E}[m] = N \lambda$

Variance

• $\operatorname{Var}[m] = N \lambda (1 - \lambda)$

Gaussian Distribution

- Most widely used distribution for continuous variables
- Reasons: (i) **simplicity** (fully represented • by only two moments, mean and variance) and (ii) the central limit theorem (CLT)
- The CLT states that, under mild conditions, ٠ the **mean** (or sum) of many independently drawn random variables is distributed approximately **normally**, irrespective of the form of the original distribution
- **Probability density function**

$$p(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$



Parameters

- μ : mean
- σ^2 : variance

Expectation

•
$$\operatorname{E}[x] = \mu$$

•
$$\operatorname{Var}[x] = \sigma^2$$



Gaussian Distribution

Notation

$$\mathcal{N}_x(\mu, \sigma^2) = p(x)$$

- Called **standard normal distribution** for $\mu = 0$ and $\sigma = 1$
- About 68% (~two third) of values drawn from a normal distribution are within a range of ±1 standard deviations around the mean
- About 95% of the values lie within a range of ±2 standard deviations around the mean
- Important e.g. for hypothesis testing



Parameters
• μ : mean
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Multivariate Gaussian Distribution

- For d-dimensional random vectors, the multivariate Gaussian distribution is governed by a d-dimensional mean vector μ and a D x D covariance matrix Σ that must be symmetric and positive semi-definite
- Probability density function

$$p(\mathbf{x}) = \frac{1}{(2\pi)^{D/2} |\Sigma|^{1/2}} \exp\left\{-\frac{1}{2} (\mathbf{x} - \boldsymbol{\mu})^T \Sigma^{-1} (\mathbf{x} - \boldsymbol{\mu})\right\}$$

Notation

$$\mathcal{N}_x(\boldsymbol{\mu}, \boldsymbol{\Sigma}) = p(\mathbf{x})$$



Parameters

- µ: mean vector
- Σ : covariance matrix

Expectation

•
$$E[\mathbf{x}] = \boldsymbol{\mu}$$

•
$$\operatorname{Var}[\mathbf{x}] = \Sigma$$



Multivariate Gaussian Distribution

- For *d* = 2, we have the **bivariate** Gaussian distribution
- The covariance matrix ∑ (often *C*) determines the **shape of the distribution** (video)



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- *µ*: mean vector
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Expectation

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Poisson Distribution

- Consider independent events that happen with an average rate of λ over time
- The Poisson distribution is a **discrete** distribution that describes the **probability** of a **given number of events** occurring in a **fixed interval of time**
- Can also be defined over other intervals such as **distance**, **area** or **volume**
- Probability mass function

$$p(x) = \frac{\lambda^k e^{-\lambda}}{k!}$$

Notation

$$\operatorname{Pois}_x(\lambda) = p(x)$$



Parameters

• λ : average rate of events over time or space

Expectation

•
$$\mathrm{E}[x] = \lambda$$

•
$$\operatorname{Var}[x] = \lambda$$

Andrei Barbu (MIT)

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Say $P(\theta)$ is a normal distribution with mean 0 and high variance.

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Normalization is usually hard to compute, but it's often not needed.

Say $P(\theta)$ is a normal distribution with mean 0 and high variance. And $P(X|\theta)$ is also a normal distribution. What's the best estimate for this player's performance? $\frac{\partial}{\partial a} log P(\theta|X) = 0$

So far we've talked about independence, conditioning, and observation.

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A toolkit to discuss these at a higher level of abstraction.

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Break down a speech signal into parts.

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Recover the original speech

Create a set of features, each sound is composed of combinations of features.
Speech recognition: Naïve bayes

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$$P(c|X) \propto \prod_{K} P(X_k|c)P(c)$$

Speech recognition: Gaussian mixture model



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Speech recognition: Gaussian mixture model



Speech recognition: Hidden Markov model



Speech recognition: Hidden Markov model









Probabilities defined in terms of events



Probabilities defined in terms of events Random variables and their distributions



Probabilities defined in terms of events Random variables and their distributions Reasoning with probabilities and Bayes' rule



Probabilities defined in terms of events Random variables and their distributions Reasoning with probabilities and Bayes' rule Updating our knowledge over time



Probabilities defined in terms of events Random variables and their distributions Reasoning with probabilities and Bayes' rule Updating our knowledge over time Graphical models to reason abstractly



Probabilities defined in terms of events Random variables and their distributions Reasoning with probabilities and Bayes' rule Updating our knowledge over time Graphical models to reason abstractly A quick tour of how we would build a more complex model