

Probability Distributions

- First imagine that a variable x takes a set of discrete outcomes x_i , e.g. a loaded dice with probability \mathcal{P}_i , $i=1 \dots N$, with $N=6$ for loaded dice

Then
$$\sum_i \mathcal{P}_i = 1$$

$$\langle x \rangle = \sum_i x_i \mathcal{P}_i \quad \text{also } \bar{x}$$

$$\langle x^2 \rangle = \sum_i x_i^2 \mathcal{P}_i \quad \text{also } \overline{x^2}$$

The deviation from the mean is

$$\delta x \equiv x - \langle x \rangle$$

The mean deviation is

$$\langle \delta x \rangle = \langle x - \overset{\text{const}}{\langle x \rangle} \rangle = \langle x \rangle - \langle x \rangle = 0$$

- The mean squared deviation, or variance

$$\sigma_x^2 \equiv \langle \delta x^2 \rangle = \langle (x - \langle x \rangle)^2 \rangle$$

$$\begin{aligned} \text{std. deviation squared} &= \langle x^2 - 2x \overset{\text{const}}{\langle x \rangle} + \overset{\text{const}^2}{\langle x \rangle^2} \rangle \\ &= \langle x^2 \rangle - 2 \langle x \rangle \langle x \rangle + \langle x \rangle^2 \end{aligned}$$

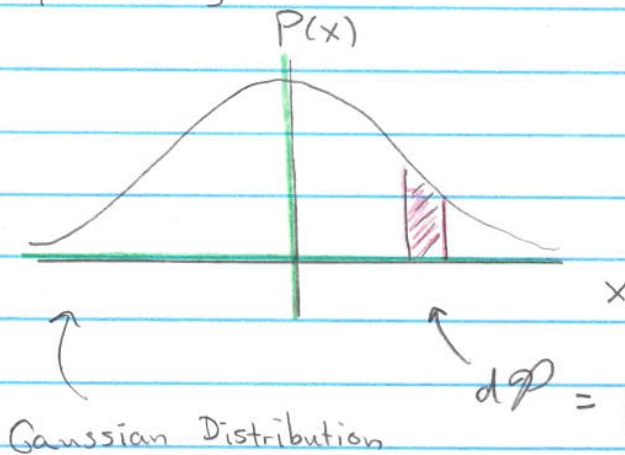
$$\sigma_x^2 = \langle x^2 \rangle - \langle x \rangle^2$$

Continuous variables:

- The book (and other books) call it $P(x)$ for the probability density.

$d\mathcal{P} = P(x) dx$, probability to find x between x and $x + dx$

↑
probability



$$\frac{d\mathcal{P}}{dx} = P(x)$$

↑
 $P(x)$ is the probability per x

↑
 $d\mathcal{P} =$ probability to be in this bin

Example: The Gaussian Distribution / Bell Curve

- $P(x) = N e^{-x^2/2\sigma^2}$
- Find N , $\langle x \rangle$, $\langle \delta x^2 \rangle$

Ok

$$1 = \int d\mathcal{P} = \int P(x) dx$$

$$1 = \int_{-\infty}^{\infty} N e^{-x^2/2\sigma^2} dx$$

Integral you should know

- If you don't know how to do this integral go read Appendix C2 through Eq. C6

$$1 = N \cdot (2\pi\sigma^2)^{1/2} \Rightarrow N = \frac{1}{\sqrt{2\pi\sigma^2}}$$

Thus we find the normalized Gaussian

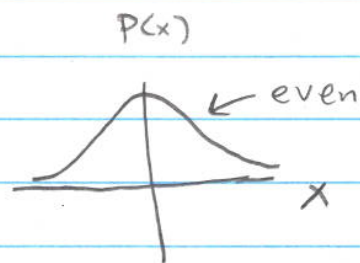
$$P(x) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-x^2/2\sigma^2}$$

← note the units are 1/distance since σ has units distance
 ← try to remember this

Now what about $\langle x \rangle$

$$\langle x \rangle = \int_{-\infty}^{\infty} x P(x) dx = 0$$

odd \times even = odd



- Then we want $\langle x^2 \rangle$

$$\langle x^2 \rangle = \int_{-\infty}^{\infty} dx x^2 \frac{1}{\sqrt{2\pi\sigma^2}} e^{-x^2/2\sigma^2} = \sigma^2$$

There is a trick to doing this integral (and many like this) called a generating function which we will describe in homework.

Note that

$\langle x^2 \rangle$ has units (distance)² as it should.

Also

$$\sigma_x^2 = \langle X^2 \rangle - \langle X \rangle^2 = \sigma^2, \text{ justifying the name.}$$

Change of Variables

- Given a probability distribution $d\mathcal{P} = P_x(x) dx$ and a change of variables $u(x)$ or $x(u)$. Then

$$d\mathcal{P} = P_x(x) dx = P_x(x(u)) \left| \frac{dx}{du} \right| du$$

Thus

$$P_u(u) = P_x(x(u)) \left| \frac{dx}{du} \right|$$

We have assumed that the map is one-to-one.

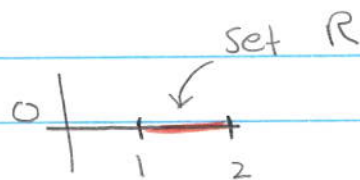
Why absolute value?

- Short answer: We are asking whether u is in a bin of width du and not whether du is increasing or decreasing. The probability is positive after all.
- Long answer:

You can always use the absolute value in change of variables while integrating, provided you regard the integral as over a region $[a, b]$ rather than an integral from a to b , i.e. an unoriented integral rather than an oriented one.

Change of Variables in Integration

$$I = \int_1^2 x^2 dx$$



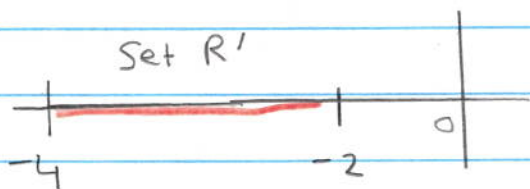
- under change of variables $u = -2x$ or $x = -u/2$ $dx = -\frac{du}{2}$

$$I = \int_{-2}^{-4} \left(\frac{-u}{2}\right)^2 \left(-\frac{1}{2} du\right) \quad dx/du = -1/2$$

flip limits \uparrow

$$= \int_{-4}^{-2} \left(\frac{-u}{2}\right)^2 \frac{1}{2} du \quad \left|\frac{dx}{du}\right| = \frac{1}{2}$$

- So we are integrating over a new set (the mapped region R')



So the change of variables can always be written

$$I = \int_R dx f(x) = \int_{R'} du \left|\frac{dx}{du}\right| f(x(u))$$

← mapped region of integration

- This approach to integration, which ignores the orientation of the region (but with $\left|\frac{dx}{du}\right|$) is always valid. In fact there are sophisticated contexts where the absolute value must be used.