

MEM-264 Applied Statistics

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Definition : Statistics

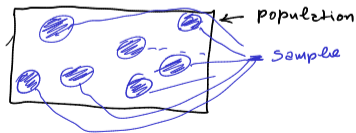
Statistics is a group of methods used to collect, analyze, represent, interpret data and to make decisions.

Aspects of Statistics

- ▶ Theoretical : proves the theorems. (Parametric Statistics - MEM 262)
- ▶ Applied : uses the theorems in real-world applications.
 - ↳ Machine learning, data analysis, bid data

Types of Applied Statistics

- ▶ Descriptive Statistics (Περιγραφική Στατιστική)
 - Descriptive statistics consists of methods for organizing, visualizing, and describing data by means of tables, graphs (plots) and summary measures.
- ▶ Inferential Statistics (Επαγωγική Στατιστική)
 - Inferential statistics consists of methods that help the scientists to make conclusions (or make decisions) about the statistical population using just a statistical sample.



Definition : Population

A statistical population consists of all elements (objects) whose characteristics are being studied.

Definition : Sample

A portion of the population selected for study is referred to as a statistical sample.

Definition : Representative sample

A statistical sample that represents the characteristics of the population as closely as possible is called a representative sample of the population.

Population and Sample

characteristic under study is the color
color (magenta, blue, purple)

Population | the size of
population is 26

16 - magenta
7 - blue
3 - purple

$\frac{16}{26} \cdot 100\% = 61.5\%$

$\frac{7}{26} \cdot 100\% = 26.9\%$

$\frac{3}{26} \cdot 100\% = 11.5\%$

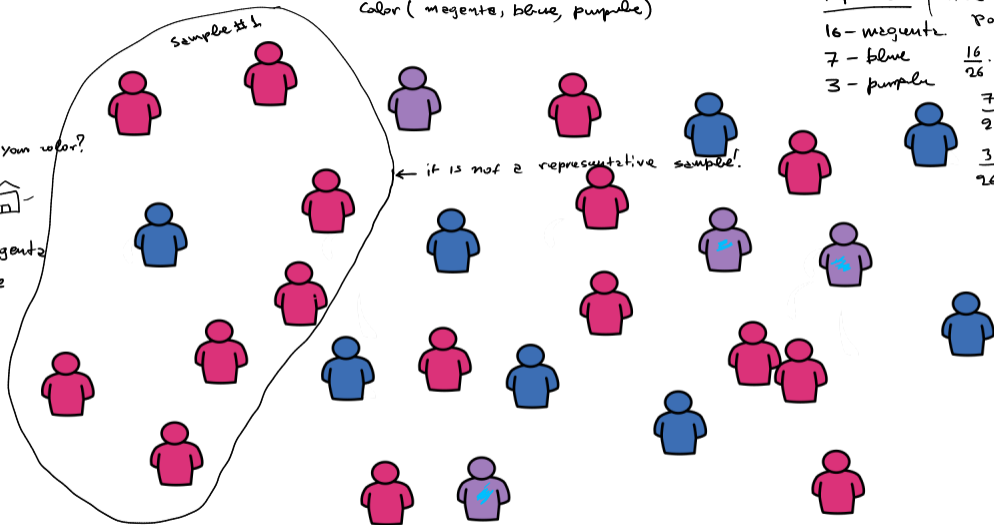
question:
what is your color?



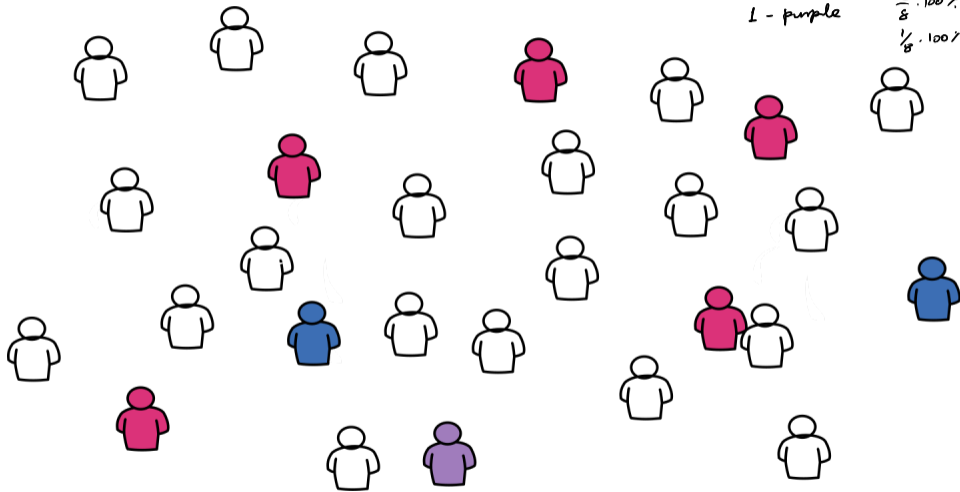
7 - magenta
1 - blue

Sample #1

← it is not a representative sample!



Population and Sample



5 - magenta
2 - blue
1 - purple

$$\frac{5}{8} \cdot 100\% \approx 62.5\%$$
$$\frac{2}{8} \cdot 100\% = 25\%$$
$$\frac{1}{8} \cdot 100\% = 12.5\%$$

Definition : Random sample

If each element of the population has a chance of being selected then the sample is called a random sample.

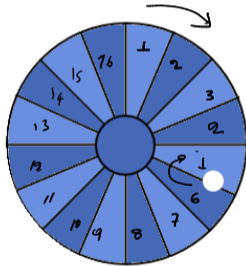
Example : Roulette's wheel sampling

1.70 1.72 1.65 1.71 ... 1.04 ← variable
1 2 3 16

↑ selected twice.

{1.71, 1.70, 1.64, 1.71}

↑
Random Sample



Quantitative variables (Ποσοτικές μεταβλητές)

Variables that can be measured numerically.

- ▶ Discrete variables (eg: number of cars, houses, accidents)
- ▶ Continuous variables (eg: length, temperature)

Qualitative variables (Ποιοτικές μεταβλητές)

Variables whose values can be classified into two or more non-numerical categories.

- ▶ Ordinal (διατάξιμες) variables : we can consider an order relation among their values (eg: likert scale, level of education)
- ▶ Nominal (Ονομαστικές) variables : there is no any order relation among their values (eg: color, gender, brand).

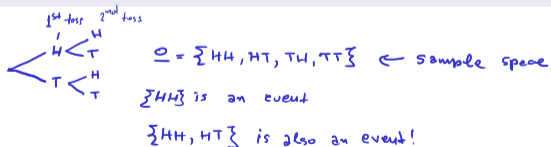
Definition : Sample space Ω

A sample space Ω is a set of all possible outcomes of a random experiment.

Definition : Event

An event A represents a subset of the Ω .

Example : tossing a coin twice.



Example : tossing a coin forever.

$$\Omega = \{ (\omega_1, \omega_2, \dots) \mid \omega_i \in \{H, T\} \}$$

$$A = \{ (H, H, \dots) \} \leftarrow \text{In each throw we get Head!}$$


Example : the average temperature of Heraklion tomorrow.

$$\Omega = [-10, 50]^\circ\text{C}$$

- ▶ A sigma algebra \mathcal{G} is a collection of subsets of the sample space Ω , which includes all the events of interest.

Mathematical definition

A collection \mathcal{G} of subsets of Ω , it is a σ -algebra iff:

- ▶ $\Omega \in \mathcal{G}$
- ▶ If $A \in \mathcal{G}$, then $\Omega - A \in \mathcal{G}$ 
- ▶ If $A_j \in \mathcal{G}$, then $\cup_j A_j \in \mathcal{G}$

These properties of a sigma algebra are important for defining a **probability space** (Ω, \mathcal{G}, P) where P is a measure of probability.

$$P : \mathcal{G} \rightarrow [0, 1]$$

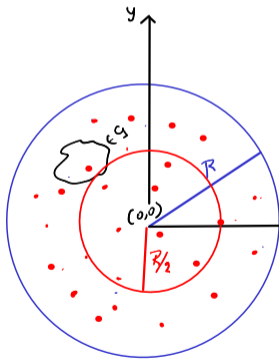
event space
↓

- ▶ $P(\Omega) = 1$.
- ▶ $A_i \cap A_j = \emptyset$ for any i, j then $P(\cup_j A_j) = \sum_j P(A_j)$.
i ≠ j

Probability space

Probability Space : (Ω, \mathcal{G}, P)

Example : Uniform distributed points inside a circle of radius R



$$\Omega = \{(x, y) : x^2 + y^2 < R^2\}$$

$\mathcal{G} =$ the set of all subsets of $\Omega = 2^{\Omega}$ ← power set of Ω

$$P(A) = \frac{\text{area}(A)}{\text{area}(\Omega)}, \text{ for all } A \in \mathcal{G}$$

$$A = \{(x, y) : x^2 + y^2 < (\frac{1}{2}R)^2\}$$

$$P(A) = \frac{\pi (\frac{1}{2}R)^2}{\pi R^2} = \frac{1}{4}$$

Definition : Random variable

Random variable is a (measurable) function from the sample space Ω to \mathbb{R} .

$$X: \Omega \rightarrow \mathbb{R}$$

Definition : Random vector

Random vector is called a vector whose elements are random variables.

Example : tossing a coin

$$\Omega = \{H, T\}$$



$$X(\omega) = \begin{cases} 0, & \text{if } \omega = H \\ 1, & \text{if } \omega = T \end{cases}$$

Example : tossing a coin twice

$$\Omega = \{HH, HT, TH, TT\}$$

$$X(\omega) = \begin{cases} 0, & \text{if } \omega = HH \\ 1, & \text{if } \omega = HT \\ 2, & \text{if } \omega = TH \\ 3, & \text{if } \omega = TT \end{cases}$$

if we are interested in tracking the number of heads.

$Y(\omega) = \{\text{number of heads in } \omega\}$
 for example if $\omega = HT$ then $Y(\omega) = 1$.

Definition : Discrete random variables

X is a discrete random variable if it takes countably many values

$$\{x_1, x_2, \dots\}$$

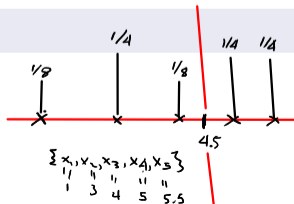
Definition : Probability mass function

$$f_X(x) := P\{X = x\}, x \in \{x_1, x_2, \dots\}$$

Definition : Distribution function $F_X(x)$

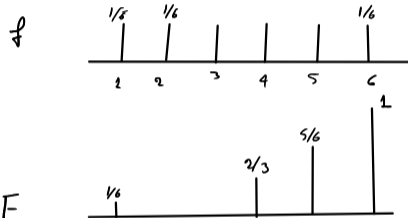
$$F_X(x) = P(X \leq x) = \sum_{x_j \leq x} f_X(x_j).$$

$$F_X(4.5) = 1/8 + 1/8 + 1/4 = 1/2$$



Example : Rolling a fair dice

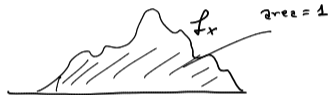
$$X(\omega) = \omega, \quad \omega \in \Omega = \{1, 2, 3, 4, 5, 6\}$$



Definition : Continuous random variables and probability density function

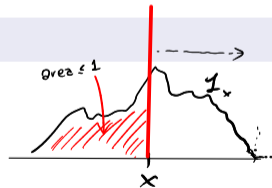
A random variable X is continuous if there exists a function f_X such that $f_X(x) \geq 0$, $\int_{-\infty}^{\infty} f_X(x)dx = 1$, and for every $a \leq b$,

$$P\{X \in (a, b)\} = \int_a^b f_X(x)dx.$$



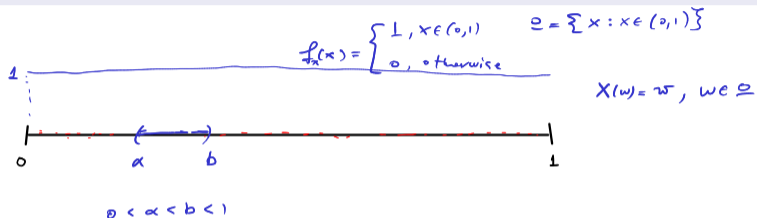
Definition : Distribution function $F_X(x)$

$$F_X(x) = P(X \leq x) = \int_{-\infty}^x f_X(x)dx.$$



Continuous random variables

Example : Let X be uniformly distributed on $(0, 1)$



$$\mathbb{P}\{X \in (\alpha, b)\} = \int_{\alpha}^b f_X(x) dx = b - \alpha.$$

Associating variables with random variables

For the statistical analysis of the properties of a random sample, we wish to associate each variable under consideration with a random variable.

- ▶ For quantitative variables the conversion is straightforward !!

Example : number of customers in a store on a particular day

$$\Omega = \{0, 1, \dots\} \quad X(\omega) = \omega, \quad \omega \in \Omega \quad \text{discrete random variable}$$

Example : time between two successive events (eg: earthquakes of magnitude $m > 8$)

$$\Omega = [0, +\infty) \quad X(\omega) = \omega, \quad \omega \in \Omega$$

- ▶ For ordinal qualitative variables is also simple.

Example : Customer satisfaction with a company's product

$$\Omega = \{ \text{😊}, \text{😐}, \text{😞} \}$$

↓ ↓ ↓
2 1 0

$$X(\omega) \in \{0, 1, 2\}$$

😊² : 10 😐⁰ : 20
↓
😞¹ : 20

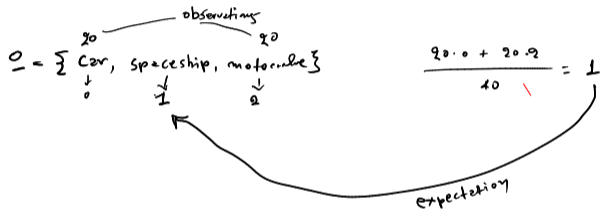
4/5 ← the average level satisfying

$$\rightarrow \frac{2 \cdot 10 + 0 \cdot 20 + 1 \cdot 20}{50} = \frac{40}{50} = \frac{4}{5}$$

Associating variables with random variables

- For nominal qualitative variables typically we employ binary random vectors

Example : What causes this sound?



Solution: we employ random vector

$$\text{Car} \rightarrow \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix}$$

$$\text{SpaceShip} \rightarrow \begin{bmatrix} 0 \\ 1 \\ 0 \end{bmatrix}$$

$$\text{moto} \rightarrow \begin{bmatrix} 0 \\ 0 \\ 1 \end{bmatrix}$$

$$\frac{1}{40} \left(z_0 \begin{bmatrix} 1 \\ 0 \\ 0 \end{bmatrix} + z_0 \begin{bmatrix} 0 \\ 1 \\ 1 \end{bmatrix} \right) = \begin{bmatrix} 1/2 \\ 0 \\ 1/2 \end{bmatrix}$$

posterior
express probabilities

Dummy variables: N categories $\rightarrow N$ vectors of dimension $N-1$

$\begin{bmatrix} 0 \\ 0 \end{bmatrix}$	$\begin{bmatrix} 1 \\ 0 \end{bmatrix}$	$\begin{bmatrix} 0 \\ 1 \end{bmatrix}$
Car	SpaceShip	moto