

# ECE 417 Lecture 3: 1-D Gaussians

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# Cumulative Distribution Function (CDF)

A “cumulative distribution function” (CDF) specifies the probability that random variable  $X$  takes a value less than  $\theta$ :

$$F_X(x) = Pr\{X \leq x\}$$

# Probability Density Function (pdf)

A “probability density function” (pdf) is the derivative of the CDF:

$$f_X(x) = \frac{d}{dx} F_X(x)$$

That means, for example, that the probability of getting an  $X$  in any interval  $a < X \leq b$  is:

$$\Pr\{a < X \leq b\} = \int_a^b f_X(x) dx$$

## Example: Uniform pdf

The `rand()` function in most programming languages simulates a number uniformly distributed between 0 and 1, that is,

$$f_X(x) = \begin{cases} 1 & : 0 \leq x < 1 \\ 0 & : \textit{otherwise} \end{cases}$$

Suppose you generated 100 random numbers using the `rand()` function.

- How many of the numbers would be between 0.5 and 0.6?
- How many would you expect to be between 0.5 and 0.6?
- How many would you expect to be between 0.95 and 1.05?

# Gaussian (Normal) pdf

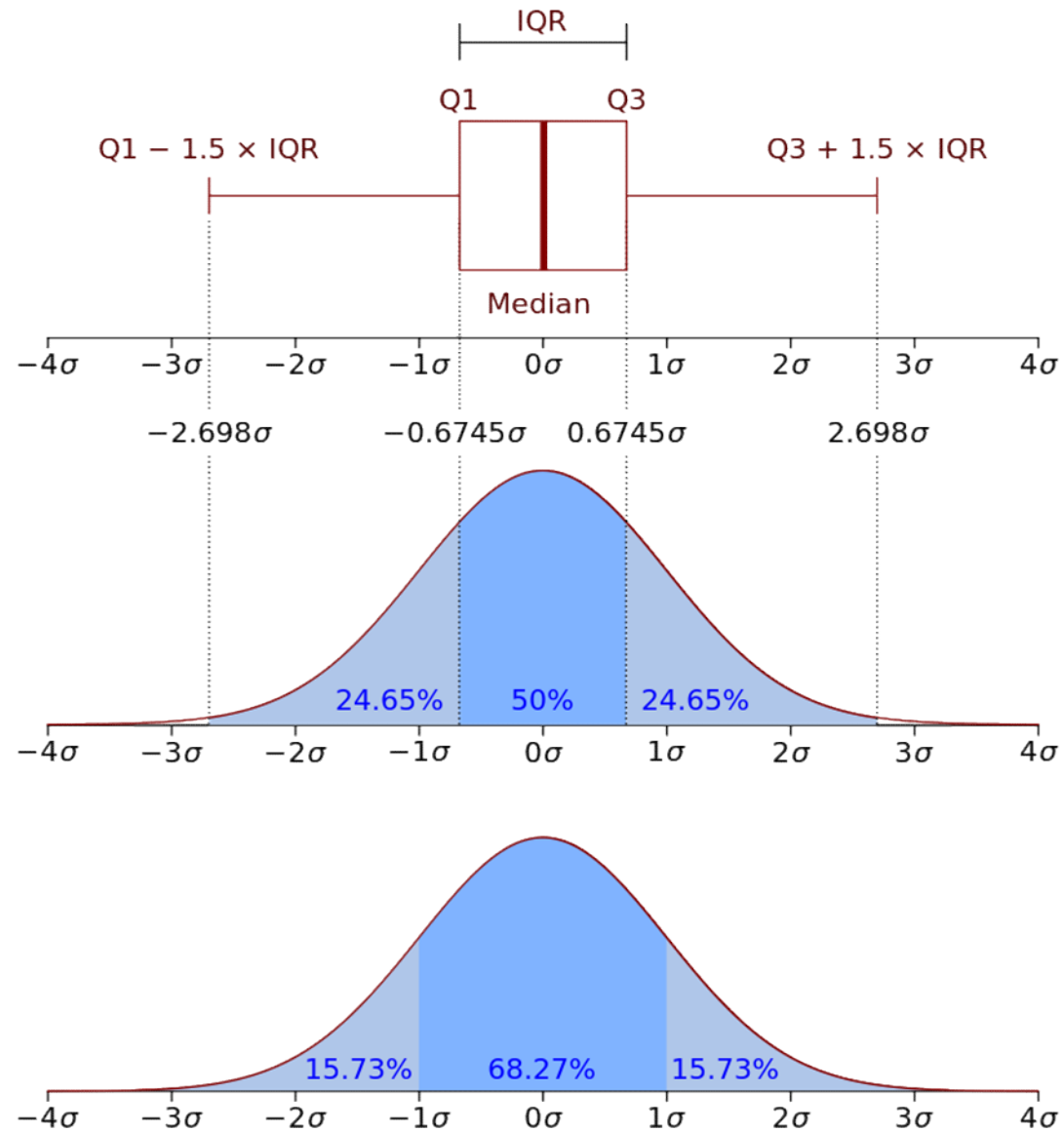
Gauss considered this problem: under what circumstances does it make sense to estimate the mean of a distribution,  $\mu$ , by taking the average of the experimental values,  $m = \frac{1}{n} \sum_{i=1}^n x_i$ ?

He demonstrated that  $m$  is the maximum likelihood estimate of  $\mu$  if

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

# Gaussian pdf

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# Unit Normal pdf

Suppose that  $X$  is normal with mean  $\mu$  and standard deviation  $\sigma$  (variance  $\sigma^2$ ):

$$f_X(x) = \mathcal{N}(x; \mu, \sigma^2) = \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

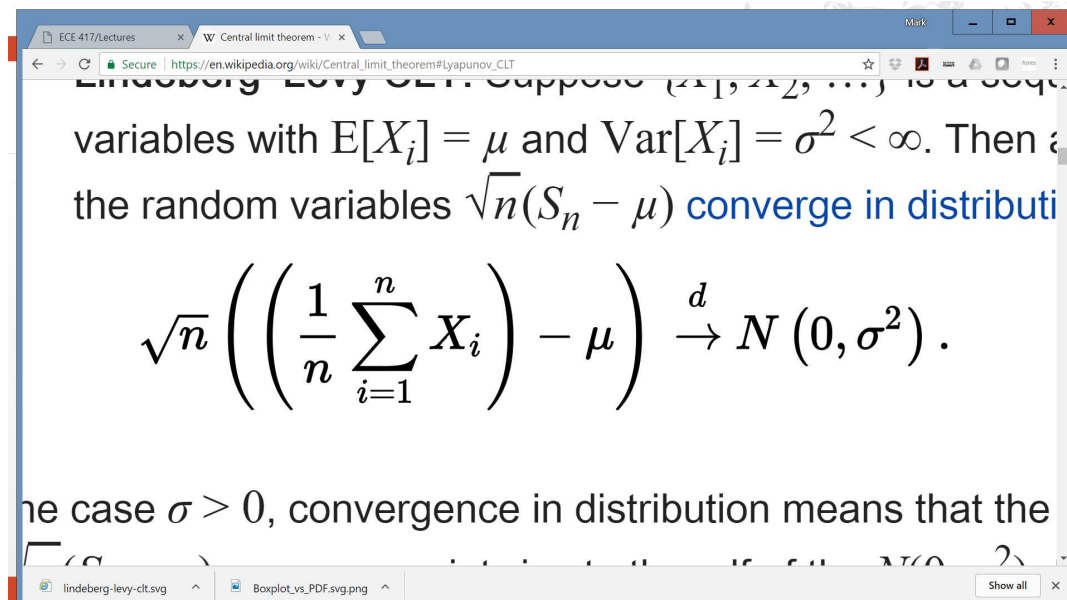
Then  $U = \left(\frac{X-\mu}{\sigma}\right)$  is normal with mean 0 and standard deviation 1:

$$f_U(u) = \mathcal{N}(u; 0, 1) = \frac{1}{\sqrt{2\pi}} e^{-\frac{1}{2}u^2}$$



# Central Limit Theorem

The Gaussian pdf is important because of the Central Limit Theorem. Suppose  $X_i$  are i.i.d. (independent and identically distributed), each having mean  $\mu$  and variance  $\sigma^2$ . Then


$$\sqrt{n} \left( \left( \frac{1}{n} \sum_{i=1}^n X_i \right) - \mu \right) \xrightarrow{d} N(0, \sigma^2).$$

## Example: the sum of uniform random variables

Suppose that  $X_i$  are i.i.d. unit uniform random variables, i.e.,

$$f_{X_i}(x_i) = \begin{cases} 1 & : 0 \leq x_i < 1 \\ 0 & : \textit{otherwise} \end{cases}$$

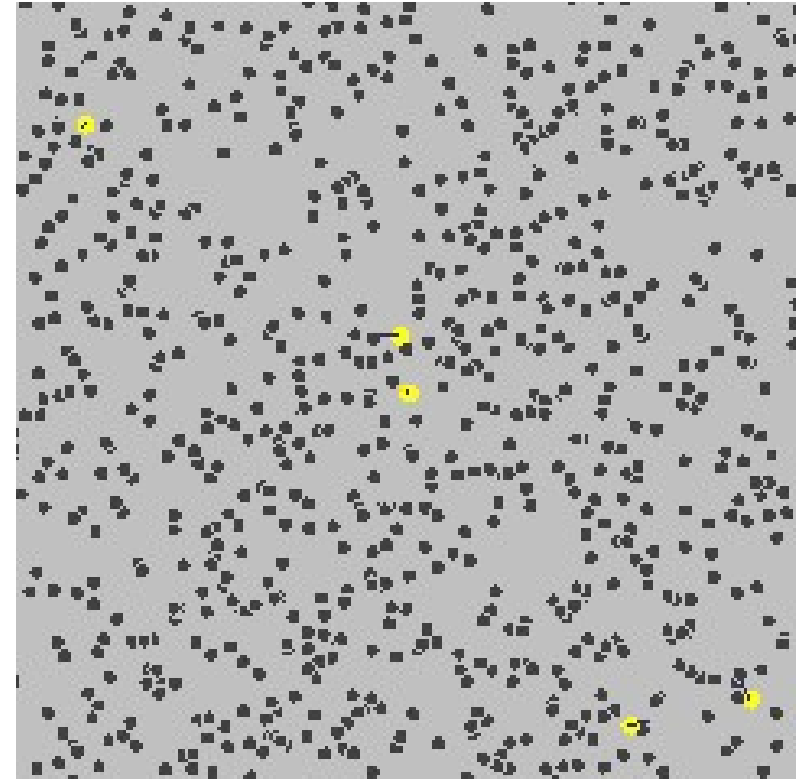
Consider the sum,  $S = \sum_{i=1}^n X_i$ . The CDF is

$$\begin{aligned} F_S(s) &= \Pr\{X_1 + \cdots + X_n \leq s\} \\ &= \int_{x_1 + \cdots + x_n \leq s} 1 \, dx_1 \cdots dx_n \end{aligned}$$

# Brownian motion

The Central Limit Theorem matters because Einstein showed that the movement of molecules, in a liquid or gas, is the sum of  $n$  i.i.d. molecular collisions.

In other words, the position after  $t$  seconds is Gaussian, with mean 0, and with a variance of  $Dt$ , where  $D$  is some constant.



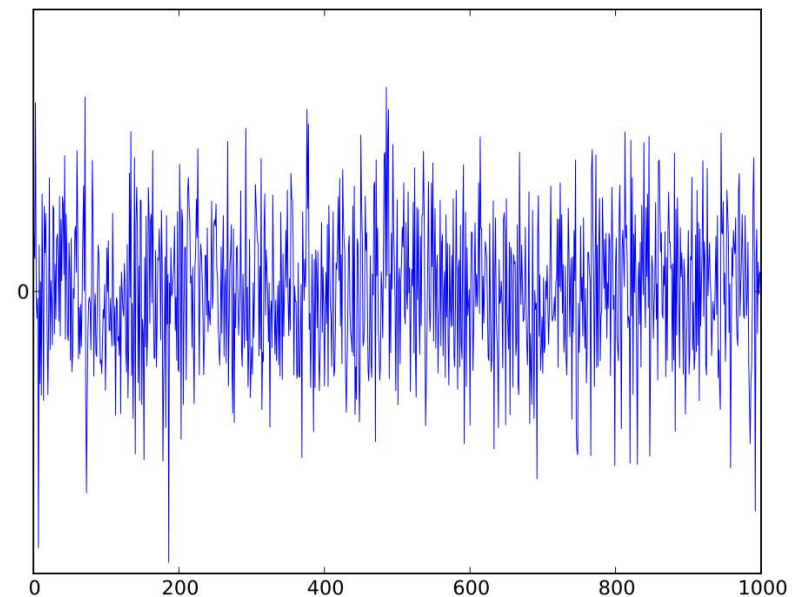
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<https://commons.wikimedia.org/wiki/File:Brownianmotion5particles150frame.gif>

# Gaussian Noise

- Sound = air pressure fluctuations caused by velocity of air molecules
- Velocity of warm air molecules without any external sound source = Gaussian

Therefore:

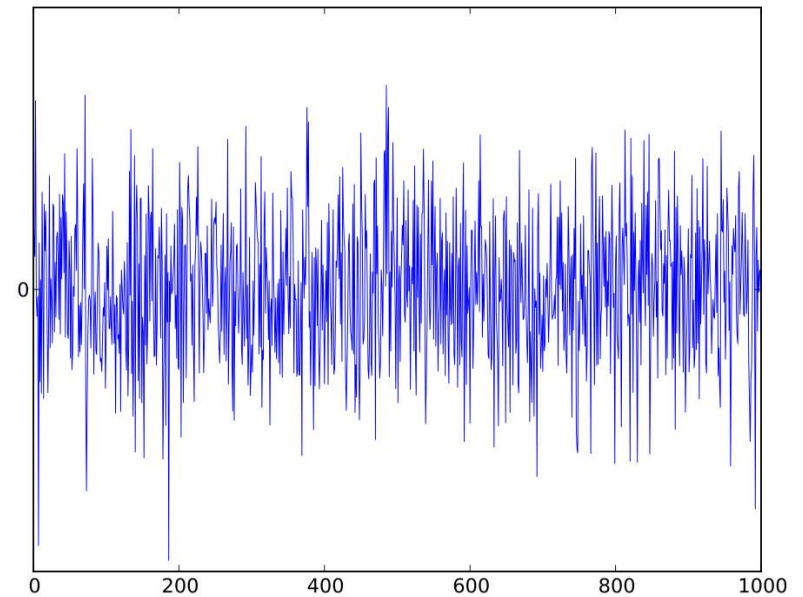
- Sound produced by warm air molecules without any external sound source = Gaussian noise
- Electrical signals: same.



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# White Noise

- White Noise = noise in which each sample of the signal,  $x[n]$ , is i.i.d.
- Why “white”? Because the Fourier transform,  $X(\omega)$ , is a zero-mean random variable whose variance is independent of frequency (“white”)
- ***Gaussian White Noise***:  $x[n]$  are i.i.d. and Gaussian



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# Vector of Independent Gaussian Variables

Suppose we have a frame containing  $N$  samples from a Gaussian white noise process,  $x_1, \dots, x_N$ . Let's stack them up to make a vector:

$$\vec{x} = \begin{bmatrix} x_1 \\ \vdots \\ x_N \end{bmatrix}$$

This whole frame is random. In fact, we could say that  $\vec{x}$  is a sample value for a Gaussian random vector called  $\vec{X}$ , whose elements are  $X_1, \dots, X_N$ :

$$\vec{X} = \begin{bmatrix} X_1 \\ \vdots \\ X_N \end{bmatrix}$$

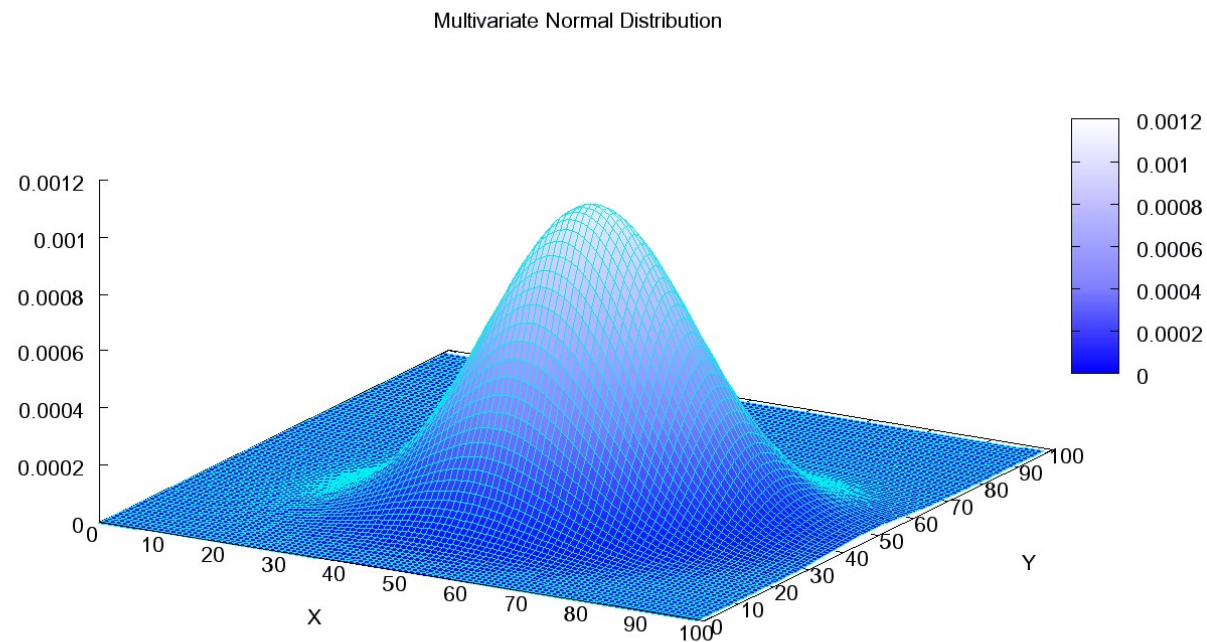
# Vector of Independent Gaussian Variables

Suppose that the  $N$  samples are i.i.d., each one has the same mean,  $\mu$ , and the same variance,  $\sigma^2$ . Then the pdf of this random vector is

$$f_{\vec{X}}(\vec{x}) = \mathcal{N}(\vec{x}; \vec{\mu}, \sigma^2 I) = \prod_{n=1}^N \frac{1}{\sqrt{2\pi\sigma^2}} e^{-\frac{1}{2}\left(\frac{x_n - \mu}{\sigma}\right)^2}$$

# Vector of Independent Gaussian Variables

For example, here's an example from Wikipedia with mean of 50 and standard deviation of about 12.



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[https://commons.wikimedia.org/wiki/File:Multivariate\\_Gaussian.png](https://commons.wikimedia.org/wiki/File:Multivariate_Gaussian.png)



# Summary

- CDF = probability that  $X$  is less than or equal to  $x$
- pdf = derivative of the CDF
- Gaussian: pdf is proportional to  $\exp(-x^2)$
- CLT: if you average  $N$  random variables of any kind, the pdf of the average converges to a Gaussian
- Brownian motion, e.g., of air molecules in warm air, is the average of many random impacts = Gaussian movement
- White noise = i.i.d. random samples. Gaussian white noise: samples are Gaussian and i.i.d.
- Gaussian vector with independent elements: pdf of the vector = product of the pdfs of the elements