

# STAT 315: Uniform Random Variables

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# Uniform Random Variables

A continuous random variable  $U$  is **uniform** if

- $U$  takes values in some interval  $[\theta_1, \theta_2]$ .
- The probability that  $U$  takes value in some sub-interval  $[a, b]$  (contained in  $[\theta_1, \theta_2]$ ) only depends on the length of the interval  $b - a$ .

The PDF is **constant on the interval**  $[\theta_1, \theta_2]$

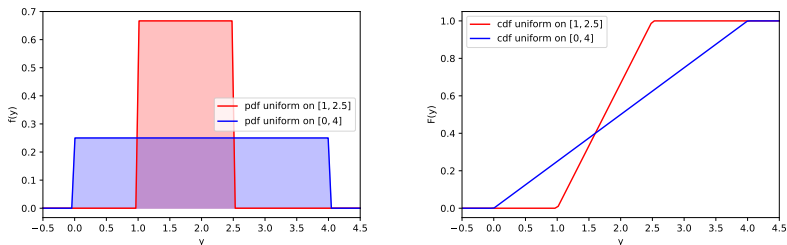


Figure: The PDF and CDF of 2 uniform RV on  $[0, 4]$  and  $[1, 2.5]$

## PDF and CDF for uniform RV

### PDF and CDF for the Uniform RV

If  $U$  is uniform on  $[\theta_1, \theta_2]$  then the PDF is constant on  $[\theta_1, \theta_2]$ :

$$f(y) = \begin{cases} \frac{1}{\theta_2 - \theta_1} & \text{if } \theta_1 \leq y \leq \theta_2 \\ 0 & \text{otherwise} \end{cases}$$

$$P(a \leq Y \leq b) = \int_a^b \frac{1}{\theta_2 - \theta_1} dy = \frac{b - a}{\theta_2 - \theta_1}$$

The CDF is given by

$$F(y) = \begin{cases} 0 & \text{if } y \leq \theta_1 \\ \int_{\theta_1}^y \frac{1}{\theta_2 - \theta_1} dy = \frac{y - \theta_1}{\theta_2 - \theta_1} & \text{if } \theta_1 \leq y \leq \theta_2 \\ 1 & \text{if } y \geq \theta_2 \end{cases}$$

**Notation:** Write  $X \sim U([\theta_1, \theta_2])$ . Often use the letter  $U$  if  $U \sim U([0, 1])$

# Mean and Variance of uniform RV

## Mean and Variance

If  $U$  is uniform on the interval  $[\theta_1, \theta_2]$

$$E[U] = \frac{\theta_1 + \theta_2}{2} \qquad V[U] = \frac{(\theta_2 - \theta_1)^2}{12}$$

# Random number generator

Any computer system contains a (pseudo-random) number generator which is an algorithm (hard one!) which generates observed values for a uniform random variable  $U \sim U([0, 1])$ . Usually the command is "rand"

```
# prompt: random number generator
```

```
import numpy as np
import random
```

```
np.random.rand(10)
```

```
array([0.32006209, 0.41149266, 0.6831682 , 0.2066693 , 0.22082369,
       0.75809193, 0.59138499, 0.55586962, 0.49877951, 0.76689334])
```

This is the only source of randomness on your computer and all random variable simulated on computer are derived from "rand". (More on this in Chapter 6)

**Example:** To flip a fair coin on a computer do the following:  
if  $U \leq \frac{1}{2}$  return 'Tails'  
else return 'Heads'.