


Welcome to the **Co**Grammar Counting, Probability and Statistics Lecture

The session will start shortly...

Questions? Drop them in the chat. We'll have dedicated moderators answering questions.



Coding Interview Workshop Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly.
(Fundamental British Values: Mutual Respect and Tolerance)
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and at the end of the session, should you wish to ask any follow-up questions. Moderators are going to be answering questions as the session progresses as well.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

Coding Interview Workshop Housekeeping cont.

- For all **non-academic questions**, please submit a query: www.hyperiondev.com/support
- Report a **safeguarding** incident: www.hyperiondev.com/safeguardreporting
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

Skills Bootcamp

8-Week Progression Overview

Fulfil 4 Criteria to Graduation

✓ Criterion 1: Initial Requirements

Timeframe: First 2 Weeks

Guided Learning Hours (GLH):

Minimum of 15 hours

Task Completion: First four tasks

Due Date: 24 March 2024

✓ Criterion 2: Mid-Course Progress

60 Guided Learning Hours

Data Science - **13 tasks**

Software Engineering - **13 tasks**

Web Development - **13 tasks**

Due Date: 28 April 2024

Skills Bootcamp Progression Overview

✓ Criterion 3: Course Progress

Completion: All mandatory tasks, including Build Your Brand and resubmissions by study period end
Interview Invitation: Within 4 weeks post-course
Guided Learning Hours: Minimum of 112 hours by support end date (10.5 hours average, each week)

✓ Criterion 4: Demonstrating Employability

Final Job or Apprenticeship Outcome: Document within 12 weeks post-graduation
Relevance: Progression to employment or related opportunity

**SKILLS
FOR LIFE**

SKILLS BOOTCAMPS



Department
for Education

CoGrammar

Counting, Probability and Statistics

March 2024

Portfolio Assignment Reviews

Submit your solutions here!




Learning Objectives

- ❖ Apply **basic counting principles** and calculate **permutations** and **combinations** for solving practical problems.
- ❖ Utilize **fundamental probability concepts** and **Bayes' theorem** to model and solve real-world scenarios.
- ❖ Compute and interpret **descriptive statistics** to analyze and summarize data sets.

Learning Objectives

- ❖ Identify and apply appropriate **distributions** and understand **sampling techniques** for data modelling.
- ❖ Introduce basic **inferential statistics**, including **hypothesis testing** and calculating **confidence intervals** to make data-driven decisions.



**What is the total number of ways to
arrange the letters in the word
"PYTHON"?**

- A. 120
- B. 720
- C. 5040
- D. 363880



Correct Answer: B

- ❖ We use the following formula to calculate the number of ways to **arrange** a set of items:

$$P(n, r) = \frac{n!}{(n-r)!}$$

Where n is the number of items we have to **choose** from and r is the number of items we want to **arrange**. P is the number of **permutations**.

- ❖ In our case, $n = r$:

$$P(n, r) = n!$$
$$P(6, 6) = 6! = 720$$

Correct Answer: B

- ❖ This should not be confused with the number of way to **choose** or **select** a set of items.
- ❖ This is known as the number of **combinations**.
- ❖ In this case, the order does not matter i.e. if you select 3 items 1, 2, 3 and then select 3 items 2, 3, 1; this would be considered to be the **same** selection.
- ❖ When order doesn't matter, we have less options compared to when order does matter.



**In a standard deck of playing cards,
what is the probability of drawing a
heart or a king?**

- A. $\frac{1}{2}$
- B. $\frac{1}{4}$
- C. $\frac{1}{13}$
- D. $\frac{1}{4} + \frac{1}{13}$

Correct Answer: D

- ❖ There are **52 cards** in a standard playing card deck.
- ❖ The cards are divided into **4 suites** with **13 cards** in each.
- ❖ The 13 cards consist of numbered cards from 1-10, a jack, a queen and a king.
- ❖ The **probability of an outcome** is:

$$P(E) = \frac{\text{number of favourable outcomes}}{\text{total number of outcomes}}$$

Correct Answer: D

- ❖ When we want to combine probabilities and determine the likelihood of Event A **or** Event B, we use:

$$P(A \text{ or } B) = P(A) + P(B)$$

- ❖ Thus to calculate the probability of drawing a heart or a king:

$$P(\text{heart or king}) = \frac{13}{52} + \frac{4}{52} = \frac{1}{4} + \frac{1}{13}$$

- ❖ Based on this answer, how many cards would you expect to draw before you draw a heart or king?



What is the mean of the following set of numbers: [2, 4, 6, 8, 10]?

- A. 4
- B. 6
- C. 8
- D. 10

Correct Answer: B

- ❖ The **mean** of a set of numbers is also known as the **average**.
- ❖ The mean gives us an indication of the **central tendency** of a distribution.
- ❖ The other common measures of central tendency are: **mode** and **median**.

Detour: What is a factorial?

- ❖ A factorial, denoted by an exclamation point (!), is **the product of all positive integers up to a given number**. So $n! = n(n-1)!$

$$= n(n-1)(n-2)!$$

$$= n(n-1)(n-2)\dots(n-n)!$$

Where $(n-n)! = 0! = 1$.

- ❖ For example $3! = 3 \times 2 \times 1 \times 0! = 3 \times 2 = 6$. Usually $0!$ is simply omitted.

Detour: What is a factorial?

```
#Factorial
num = 5
fact = 1
for i in range(1, num+1):
    fact = fact * i

print("The factorial of "+str(num)+" is: ", fact)
#Output: The factorial of 5 is: 120
```

```
//Factorial
let num = 5;
let fact = 1;
for (let i = 1; i <= num; i++) {
    fact = fact * i;
}
console.log("The factorial of " + num + " is: ", fact);
//Output: The factorial of 5 is: 120
```

```
#Using math
import math
print("The factorial of "+str(num)+" is: ", math.factorial(num))
#Output: The factorial of 5 is: 120
```

Permutations

Arrangement of objects where order is important.

- ❖ To calculate permutations, we use the following formula

$$P(n, r) = \frac{n!}{(n - r)!}$$

n is the number of items to choose from
 r is the number of items chosen to be arranged

- ❖ For example, if we have 5 books and we want to arrange 3 on a bookshelf, we would use the following calculation to calculate the number of possible arrangements:

$$P(5, 3) = \frac{5!}{(5 - 3)!} = \frac{120}{2} = 60$$

Permutations Application

In Software Engineering and Web Development, permutations are used in algorithms that require generating all possible arrangements of a set of items. For example, permutations can be used to generate all possible combinations of a password.

Let's have a look at this in Python :)

Combinations

Selection where order doesn't matter.

- ❖ To calculate combinations, we use the following formula

$$C(n, r) = \frac{n!}{r! (n - r)!}$$

n is the number of items to choose from
 r is the number of items chosen to be chosen

- ❖ For example, if we have 10 flowers and we want to choose 3 for a bouquet, we would use the following calculation to calculate the number of possible bouquets:

$$C(10, 3) = \frac{10!}{3! (10 - 3)!} = \frac{10 \times 9 \times 8}{6} = 120$$

Combinations Application

In Data Science, combinations are used in feature selection algorithms to choose the best subset of features for a machine learning model.

For example, when building a recommendation system, combinations can be used to select the most relevant features for predicting user preferences.

Let's have a look at this in Python :)

Applications in JS and Python

- ❖ We can use the built-in Math library in Python and in JavaScript, the functions need to be created from scratch.

```
import math

# Calculate permutations of 3 out of 5 items
total_permutations = math.perm(5, 3)
print("Total permutations:", total_permutations)

# Calculate combinations of 3 out of 5 items
total_combinations = math.comb(5, 3)
print("Total combinations:", total_combinations)
```

```
// The number of ways to arrange items
function permutations(n, r) {
    return factorial(n) / factorial(n - r);
}

// The number of ways to select items
function combinations(n, r) {
    return factorial(n) / (factorial(r) * factorial(n - r));
}
```

Probability

- ❖ **Sample Space:** The set of all possible outcomes.
- ❖ **Events:** Specific outcomes or sets of outcomes from the sample space.

For example, if $\{2.2, 2.6, 2.8, 2.9\}$ is the **sample space**, then $\{2.2, 2.6\}$ is one of the **events**.

In the case of flipping one coin, $\{\text{Heads}, \text{Tails}\}$ is the **sample space** and $\{\text{Heads}\}$ is one **event**.

Probability

The likelihood of the occurrence of a specific event in a sample space.

- ❖ To calculate the probability of an event (E), we use the following formula

$$P(E) = \frac{\text{number of favourable outcomes}}{\text{total number of outcomes}}$$

- ❖ The total number of outcomes is the same as the number of outcomes in the **sample space**.
- ❖ We can use this definition to calculate the **probability of certain permutations or combinations**.

Probability Rules

- ❖ **Addition Rule:** For mutually exclusive events A and B,

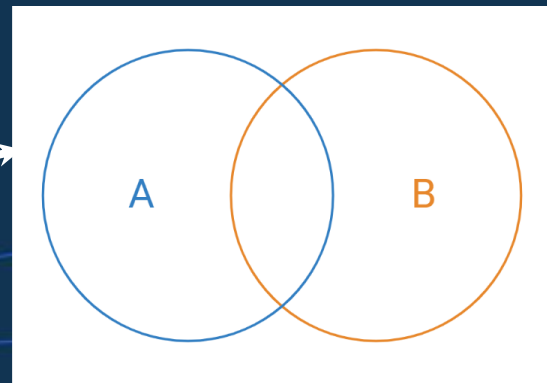
$$P(A \text{ or } B) = P(A) + P(B)$$

This cannot exceed 1.

- ❖ **Multiplication Rule:** For independent events A and B,

$$P(A \text{ and } B) = P(A) \times P(B)$$

This is a Venn Diagram,
we can use it to
visualise these rules :)



Conditional Probability

- ❖ **Conditional Probability:** This is used to calculate the probability of an event A, given that another event B has already happened:

$$P(A|B) = \frac{P(A \text{ and } B)}{P(B)}$$

- ❖ **Independence:** Events A and B are independent if their occurrence do not influence each other i.e.

$$P(A|B) = P(A) \quad \text{and} \quad P(B|A) = P(B)$$

Bayes Theorem

- ❖ **Bayes Theorem:** A formula for conditional probability which provides a way to revise existing predictions or theories (update probabilities) given new or additional evidence.

$$P(A|B) = \frac{P(B|A) \cdot P(A)}{P(B)}$$

- ❖ **Applications:**

- Calculation of Financial Risk
- Accuracy of Medical Tests
- Bayesian Inference and Statistics
- Machine Learning and Artificial Intelligence
- Weather Forecasting

Bayes Theorem example

- ❖ You are planning a barbeque (braai) today, but the morning is cloudy
- Oh no! 50% of all rainy days start off cloudy! -> $P(\text{Cloud} | \text{Rain})$
- But cloudy mornings are common (about 40% of days start cloudy) -> $P(\text{Cloud})$
- And this is usually a dry month (only 3 of 30 days tend to be rainy, or $P(\text{Rain}) = 10\%$)

What is the chance of rain during the day?

$$P(\text{Rain}|\text{Cloud}) = \frac{P(\text{Rain}) P(\text{Cloud}|\text{Rain})}{P(\text{Cloud})} = \frac{0.1 \times 0.5}{0.4} = .125$$

Or a **12.5%** chance of rain. Not too bad, let's have a braai!

Let's Breathe!

Let's take a small
break before moving
on to the next topic.

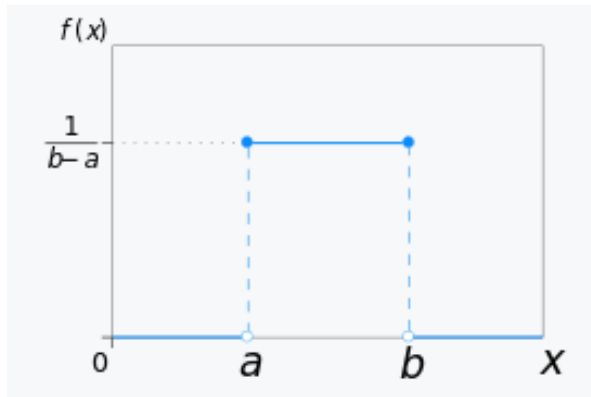


Distributions

- ❖ **Random variables:** Numerical description of the outcome of an experiment.
- ❖ So far we have looked at experiments with a **finite** number of outcomes. These are known as **discrete random variables**.
- ❖ A random variable that can take on **any value** on an **interval** of a **real number line** is called a **continuous random variable**.
- ❖ **Probability Distributions:** Describes how the probabilities are distributed over the values of the random variable.
 - In the case of continuous random variables, this is a function $f(x)$.
 - This is a fun tool to help visualise distributions: [Probability distribution explorer](#).

Uniform Distribution

- ❖ In a uniform distribution all outcomes are equally likely.

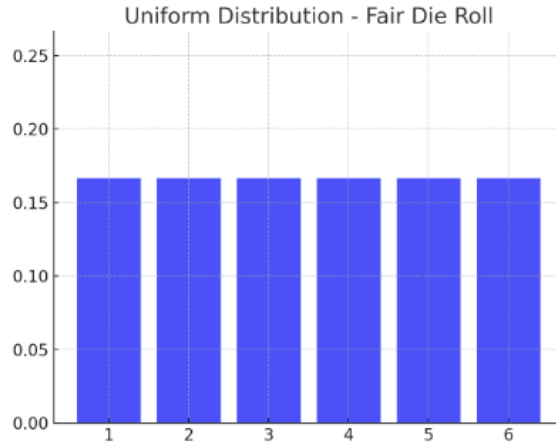


$$f(x) = \begin{cases} \frac{1}{b-a} & \text{for } a \leq x \leq b, \\ 0 & \text{for } x < a \text{ or } x > b. \end{cases}$$

Source: https://en.wikipedia.org/wiki/Continuous_uniform_distribution

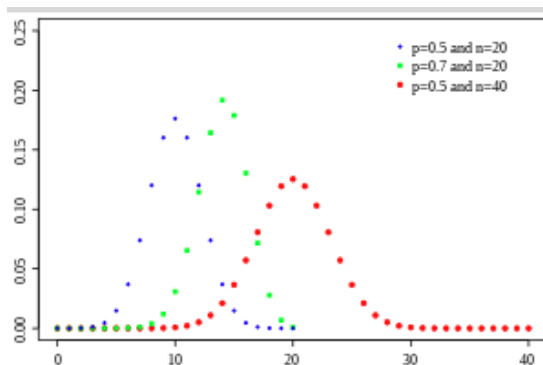
Uniform Distribution

- ❖ An example is a fair 6-sided die, which has $P(x)=\frac{1}{6}$ for all sides.



Binomial Distribution

❖ Number of successes in a fixed number of trials



$$f(k, n, p) = \Pr(k; n, p) = \Pr(X = k) = \binom{n}{k} p^k (1 - p)^{n-k}$$

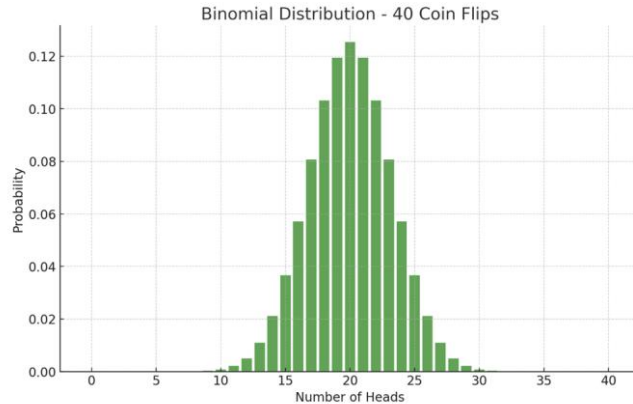
for $k = 0, 1, 2, \dots, n$, where

$$\binom{n}{k} = \frac{n!}{k!(n-k)!}$$

Source: https://en.wikipedia.org/wiki/Binomial_distribution

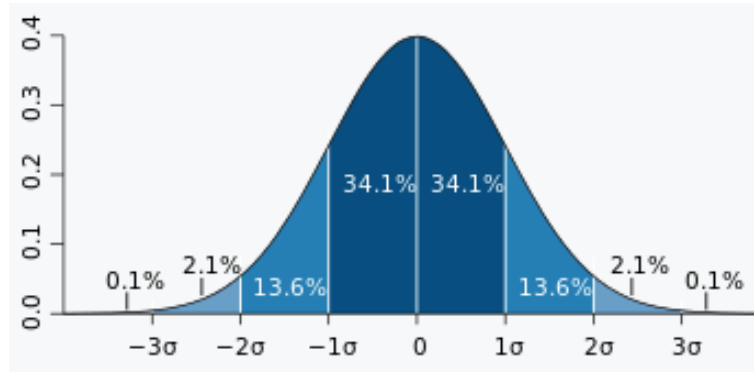
Binomial Distribution

- ❖ To get the probability of getting 20 heads in a coin toss when doing 40 trials, substitute in $p=\frac{1}{2}$, $n=40$, $k=20$, to get $P(40,20,\frac{1}{2}) = 0.125$



Normal Distribution

- ❖ Describes data in clusters around a mean. It is the most common distribution in statistics since it tends to represent natural phenomena more accurately than most other distributions most of the time.



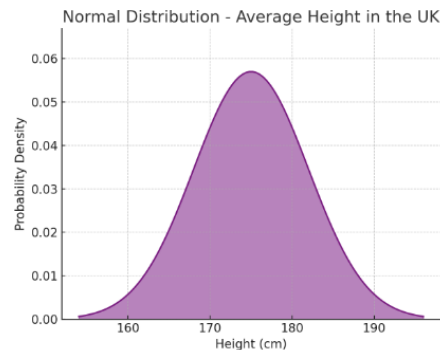
$$f(x) = \frac{1}{\sigma\sqrt{2\pi}} e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$$

Source:

https://en.wikipedia.org/wiki/Normal_distribution

Normal Distribution

- ❖ An example is the height of people. The probability of a male in the UK being between 168 cm (one standard deviation below the mean) and 182 cm (one standard deviation above the mean) is approximately 0.683.
- ❖ We get this by calculating the area underneath the curve with $P(182) - P(168)$ where the mean is 175 cm and the standard deviation is 7 cm.



Descriptive Statistics

A set of methods for organising, summarising and presenting data.

- ❖ These measures can help us **summarise the features** of a dataset.
- ❖ The most commonly used descriptive statistics are:
 - **Mean:** Measure of central tendency, also known as the **average**. It is equal to the sum of the dataset divided by the number of elements.
 - **Median:** Measure of central tendency. The middle value when the dataset is sorted in ascending or descending order.
 - **Mode:** Measure of central tendency. The value which has the highest frequency in the data.
 - **Variance:** Measure the spread of data around the mean.
 - **Standard Deviation:** Square root of the variance, measures dispersion about the mean.

Descriptive Statistics

Calculation	Formula	Notes
Population Mean	$\mu = \frac{\sum X_i}{N}$	μ = population average X = individual values of population N = count of individual values
Sample Mean	$\bar{x} = \frac{\sum x_i}{n}$	\bar{x} = sample average x = individual values of population n = count of individual values in sample
Weighted Mean	$\bar{x} = \frac{\sum w_i x_i}{\sum w_i}$	\bar{x} = weighted sample average w_i = weight of value i x_i = individual value to be weighted
Sample Mean of grouped data	$\bar{x} = \frac{\sum f_i x_i}{n}$	f_i = number of observations in the i th group x_i = midpoint of the i th class n = count of all observations of i th classes
Mean Deviation	$MD = \frac{\sum x_i - \bar{x} }{n}$	\bar{x} = sample average x = individual values in sample n = count of individual values in sample
Population Variance	$\sigma^2 = \frac{\sum (X_i - \mu)^2}{N}$	μ = population average X = individual values in population N = count of values in population

heights=[168,170,150,160,182,140,175,191,152,150]

mean = np.mean(heights) -> **Mean** = 163.8

Median

heights.sort()

median = np.median(heights) -> **Median** = 164.0

Mode

import statistics as stats

stats.mode(heights) -> **Mode** = 150

Variance

np.var(heights) -> **Variance** = 235.359

Standard deviation

np.std(heights) -> **Standard deviation** = 15.341

Inferential Statistics

Use of data from a sample to make inferences or predictions about a population

- ❖ Inferential statistics help us **make estimates and predictions** about our population and **test hypotheses** made about our population.
- ❖ Inferential Statistics allow us to use the sample to make reasonable estimates about the population as a whole.
- ❖ **Hypothesis testing:** Involves setting up a **null hypothesis** and an **alternative hypothesis** and then conducting a **statistical test of significance**. Conclusions are drawn based on the **test statistic**, the **critical value** and the **confidence interval**.
- ❖ **Confidence Interval:** Helps us estimate the parameters of a population. It allows us to **quantify the accuracy** of our estimates.

Statistics in Code

- ❖ JavaScript is usually **not** used to perform extensive statistical calculations and analyses.
- ❖ In Python, the **scipy** library provides extensive statistical functions and tools to help us analysis data sets and make predictions.

```
from scipy import stats
import numpy as np

data = np.array([23, 78, 789, 12, 90, 384, 12, 3759, 109, 45, 67])

# This function returns descriptive statistics for this dataset
# Including mean, variance, min and max
print(stats.describe(data))
```




Which of the following is an example of a continuous random variable?

- A. Number of heads in 10 coin flips
- B. Temperature in degrees Celsius
- C. Number of students in a class
- D. Number of cars passing a toll booth in an hour



Correct Answer: B

- ❖ A continuous random variable **cannot be counted** and its value falls within a certain interval.
- ❖ It's value is dependent on a possible outcome of an experiment, thus "*Temperature in degrees Celsius*" is the best answer to this question.
- ❖ All the other options, despite being possible outcomes of an experiment, are all countable variables. Thus they would be **discrete random variables**.



In Python, which library can be used for calculating basic statistical measures such as mean, median, and standard deviation?

- A. math
- B. statistics
- C. numpy
- D. scipy



Correct Answer: D

- ❖ The **scipy** Python module is the best choice for calculating statistics of a dataset.
- ❖ The built-in Python **statistics** module was not intended for use with large datasets and complex statistics.
- ❖ The **numpy** library also provides statistically functions but in it's documentation it is said to be less efficient than SciPy.

Portfolio Assignment: SE

Event Probability Simulator

Objective: Build a Python application that simulates the probability of different outcomes for given scenarios. The tool should allow users to define a scenario, including the number of trials and the specific events to simulate, and then output the probability of each event occurring.

Portfolio Assignment: SE

Requirements:

- Develop the application in Python, using libraries like numpy or scipy for mathematical operations.
- Allow users to input parameters for simulations, such as the number of trials and event probabilities.
- Implement functionality to calculate permutations and combinations where needed to simulate scenarios (e.g. drawing cards from a deck, dice rolls).
- Utilize Bayes' theorem to update probabilities based on new information for certain scenarios.
- Include a README file that explains how to use the application, with examples of different scenarios and how to interpret output.

Portfolio Assignment: DS

Descriptive Statistics and Data Visualization Tool

Objective: Create a Python script that computes descriptive statistics for a given dataset and visualizes these statistics through various charts and graphs.

The tool should help in understanding the distribution, central tendency, and variability of data.

Portfolio Assignment: DS

Requirements:

- Utilize pandas for data manipulation and matplotlib or seaborn for creating visualizations.
- Compute basic descriptive statistics (mean, median, mode, standard deviation, quartiles) and display them in a user-friendly format.
- Create visualizations such as histograms, box plots, and scatter plots to represent the data distribution and statistical summaries.
- Implement functionality to apply basic inferential statistics techniques, like calculating confidence intervals for sample means.
- Provide a README file detailing the tool's functionality, how to run it, and examples of output given sample datasets.

Portfolio Assignment: WD

Interactive Hypothesis Testing Tool

Objective: Develop a web application that allows users to perform hypothesis testing on data they input. The application should guide users through selecting a hypothesis, choosing a significance level, and then inputting or uploading data to test against the hypothesis.

Portfolio Assignment: WD

Requirements:

- Build the application using HTML/CSS for the frontend and JavaScript for the backend logic.
- Design an intuitive UI for users to input their hypothesis, select a significance level (e.g., 0.05, 0.01), and input or upload their data.
- Calculate and display the result of the hypothesis test, including the p-value and whether the hypothesis is accepted or rejected at the chosen significance level.
- Offer brief explanations or tooltips about the hypothesis testing process and the significance of the p-value and confidence intervals.
- Include a README file with instructions on setting up and using the application, along with a simple example to demonstration.

CoGrammar

Q & A SECTION

**Please use this time to ask
any questions relating to the
topic, should you have any.**

Thank you for attending



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