# CENG 222 Statistical Methods for Computer Engineering

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Section 1

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Section 1 Course Web Page:

http://www.ceng.metu.edu.tr/~tcan/ceng222\_s1617

#### Goals of the course

- Learn techniques and tools to be able to:
  - analyze and interpret large scale data,
  - apply probability theory and statistics to handle uncertainty,
  - infer facts and relationships from collected data, and
  - construct simulations by sampling from arbitrary distributions
- Acquire skills for the hot new CS field: "Data Science"

#### **Course outline**

- See the tentative schedule at:
  - http://user.ceng.metu.edu.tr/~tcan/ceng222\_s1617/Sched ule/index.shtml

## Grading

- Midterm exam 40%
- Final exam 40%
- 4 Assignments (5% each) 20%

#### **Section 1 Course Web Site**

- Syllabus
- Lecture slides and reading materials

#### COW

- Assignments
- Announcements at the news group: course.222
- We may also use ODTU-Class for announcements and assignments

#### **Textbook**

- Probability and Statistics for Computer Scientists, Second Edition, Michael Baron, 2013
- Your main resource of study for this course

## **Probability**

- Studies uncertainty
- A random experiment
  - An experiment/observation which does not have a certain outcome before it is conducted
    - Examples
      - Tossing a coin
      - Observing the life time of a light bulb
      - Number of games the Cavaliers will win this season
      - Others?

#### Sample space

- The set of all possible outcomes of a random experiment is called the sample space
  - Tossing a coin:
    - Sample space =  $\{H, T\}$
  - Tossing two coins:
    - Sample space = {HH, HT, TH, TT}
  - Lifetime of a light bulb:
    - Sample space =  $[0,+\infty)$

#### **Event**

- Any collection of possible outcomes of an experiment
  - Any subset of the sample space
- Examples:
  - Experiment: tossing two coins. Event: obtaining exactly one head. {HT,TH}⊂{HH,HT,TH,TT}
  - Experiment: lifetime of light bulb. Event: light bulb does not last more than a month.

$$[0,1] \subset [0,+\infty)$$

#### **Event**

- A sample space of N possible outcomes yields  $2^N$  possible events
- Example: tossing a dice once
- Sample space =  $\{1,2,3,4,5,6\}$
- Number of possible events =  $2^6 = 64$
- Example events?

#### Notation used in the book

- $\Omega$  = sample space
- $\emptyset$  = empty event
- $P{E}$  = probability of event E

## **Event algebra**

- Union of two events: same as set union
  - $-A \cup B = \{x: x \in A \text{ or } x \in B\}$
- Intersection of two events: same as set intersection
  - $-A \cap B = \{x: x \in A \text{ and } x \in B\}$
- Complementation: same as in sets
  - $-A^c \text{ or } \overline{A} = \{x: x \in \Omega \text{ and } x \notin A\}$
- Difference: same as in sets
  - $-A\B = \{x: x \in A \text{ and } x \notin B\}$

## Disjoint and exhaustive events

- Disjoint events: If A and B have no outcomes in common, i.e.,  $A \cap B = \emptyset$ 
  - Also called mutually exclusive events
- If the union of a number of events equals the sample space, they are called exhaustive

$$-A \cup B \cup C = \Omega$$

## Complement, Union, Intersection

- $\overline{A \cup B} = \overline{A} \cap \overline{B}$
- $\overline{A \cap B} = \overline{A} \cup \overline{B}$
- $\overline{E_1 \cup E_2 \cup E_3 \cup E_4} = \overline{E_1} \cap \overline{E_2} \cap \overline{E_3} \cap \overline{E_4}$
- $\overline{E_1 \cap E_2 \cap E_3 \cap E_4} = \overline{E_1} \cup \overline{E_2} \cup \overline{E_3} \cup \overline{E_4}$

# **Probability**

- Assignment of a real number to an event
  - The relative frequency of occurrence of an event in a large number of experiments
- **P**(A)
- Axioms of probability:
  - $-\mathbf{P}(A) \ge 0$
  - $-\mathbf{P}(\mathbf{\Omega}) = 1$
  - If A and B are mutually exclusive events, then  $P(A \cup B) = P(A) + P(B)$
- Any function that satisfies these axioms is called a probability function

## **Example**

- Experiment:
  - Tossing two coins
  - $-A = \{\text{obtaining exactly one head}\}$
  - P(A) = ?

## Computing probabilities

• for non-"mutually exclusive" events:

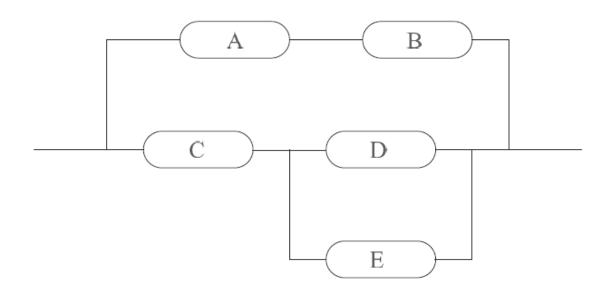
$$-\mathbf{P}(A \cup B) = \mathbf{P}(A) + \mathbf{P}(B) - \mathbf{P}(A \cap B)$$

## **Independent Events**

•  $P(E_1 \cap E_2 \cap E_3) = P\{E_1\} \cdot P\{E_2\} \cdot P\{E_3\}$ 

## **Applications in reliability**

- Example 2.18
- Example 2.19
- Example 2.20



#### **Conditional probability**

- Updating of the sample space based on new information
- Consider two events *A* and *B*. Suppose that the event *B* has occurred. This information will change the probability of event *A*.
- P(A|B) denotes the conditional probability of event A given that B has occurred.

## **Conditional probability**

- If A and B are events in  $\Omega$  and P(B)>0, then P(A|B) is called the conditional probability of A given B if the following axiom is satisfied:
  - $-P(A|B) = P(A \cap B)/P(B)$
- Example: tossing a fair dice.
  - $-A = \{$ the number on the dice is even $\}$
  - $-B = \{\text{the number on the dice} < 4\}$
  - -P(A|B) = ?

#### Independence

- If P(A|B)=P(A) we call that event A is independent of event B
- Note:
  - if two events *A* and *B* are independent, then  $P(A \cap B) = P(A)P(B)$
- Show that P(B|A)=P(B) also holds in this case.
  - In other words, A and B are mutually independent
- This does NOT mean that they are disjoint. If A and B are disjoint then P(B|A)=0

## Independence

- Example: tossing a fair dice.
  - $-A = \{$ the number on the dice is even $\}$
  - $-B = \{\text{the number on the dice} > 2\}$
  - -P(A|B) = ?
  - -P(B|A) = ?
  - -P(A) = ?
  - -P(B) = ?
- Example 2.31

#### Bayes' Rule

• Using conditional probability formula we may write:

$$-P(A|B) = P(A \cap B)/P(B)$$

$$-P(B|A) = P(A \cap B)/P(A)$$

$$- \Rightarrow P(A \cap B) = P(A|B)P(B) = P(B|A)P(A) \Rightarrow$$

$$P(B|A) = P(A|B)P(B) / P(A)$$

- This is known as the Bayes' rule
- It forms the basis of Bayesian statistics
- What additional probabilities do we need to know to solve Example 2.32?

## Law of Total Probability

- Let  $B_1$ ,  $B_2$ ,  $B_3$ , ...., $B_k$  be a partition of the sample space.  $B_i$ s are mutually disjoint. Let A be any event.
- Note that  $B_i$ s also partition A
- Then for each i = 1, 2, ..., k

$$P(B_i \mid A) = \frac{P(A \mid B_i)P(B_i)}{P(A)} = \frac{P(A \mid B_i)P(B_i)}{\sum_{j=1}^{k} P(A \mid B_j)P(B_j)}$$

When P(A) is not directly known, but known conditionally, we make use of this law.

## Bayes' Rule for two events

$$P(B \mid A) = \frac{P(A \mid B)P(B)}{P(A)} = \frac{P(A \mid B)P(B)}{P(A \mid B)P(B) + P(A \mid \overline{B})P(\overline{B})}$$

• Now, solve Exercise 2.32, given P(B)

## **Another example**

• A novel disease diagnostic kit is 95% effective in detecting a certain disease when it is present. The test also has a 1% false positive rate. If 0.5% of the population has the disease, what is the probability a person with a positive test result actually has the disease?

#### Solution

- $A = \{ a \text{ person's test result is positive} \}$
- $B = \{ a \text{ person has the disease} \}$
- P(B) = 0.005, P(A|B) = 0.95,  $P(A|B^c) = 0.01$

$$P(B \mid A) = \frac{P(A \mid B)P(B)}{P(A \mid B)P(B) + P(A \mid B^c)P(B^c)}$$

$$= \frac{0.95 \times 0.005}{0.95 \times 0.005 + 0.01 \times (1 - 0.005)} = \frac{475}{1470} \approx 0.323$$

#### **Random Variables**

- A random variable (r.v.) associates a unique numerical value with each outcome in the sample space. It is a real-valued function from a sample space  $\Omega$  into real numbers.
- Similar to events it is denoted by an uppercase letter (e.g., *X* or *Y*) and a particular value taken by a r.v. is denoted by the corresponding lowercase letter (e.g., *x* or *y*).

## **Examples**

- Toss three coins. X = number of heads
- Pick a student from the Computer Engineering Department.
  - X = age of the student
- Observe lifetime of a light bulb
   X = lifetime in minutes
- X may be discrete or continuous