

- <sup>1</sup> Admin: - Mock mid-term exam in workshops (1h.)  
- Collaboratively assessing solutions (1h.)

Recap: Counting, cardinality, different ops, permutations, combinations, stars + bars, pigeon-hole principle

## C2. Probability

Notes originally prepared by Judy-anne Osborn and Pierre Portal.  
Editing, expansion and additions by Malcolm Brooks.

Text Reference (Epp)    3ed: Sections    6.7-9  
   4ed: Sections    9.7-9  
   5ed: Sections    9.7-9

(Only the last part of §9 on 'independence' is relevant for this course)

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- We say it is

$$\mathbb{P}(\text{Heads}) = \frac{1}{2}.$$

*Why?*

# Methods of assigning probabilities

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} same answer  
Lol N

- Eg. assume **equally likely outcomes**

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- Slightly fewer than half the coin-tosses resulted in 'H' (for 'Heads').
- A 'longer run' may give different (better?) results.
- There is much more to be said on 'relative frequencies', but for this course we will focus on making 'models'.

*Law of Large Numbers*



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$$p + p = 1$$

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The two possibilities are just as likely as each other.

$$\mathbb{P}(\text{Heads}) = \frac{1}{2} \quad \mathbb{P}(\text{Tails}) = \frac{1}{2} \quad \mathbb{P}(\text{win}) = 0$$

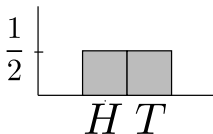


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We can represent this situation graphically as



*prob. density*

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$\{m, H, b, \{D\}\}$

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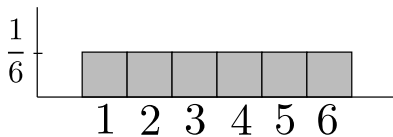
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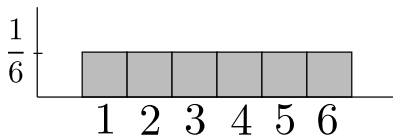


## An equal likelihood model for die-tossing



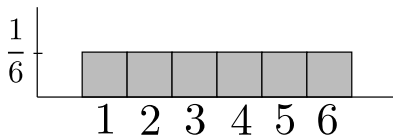
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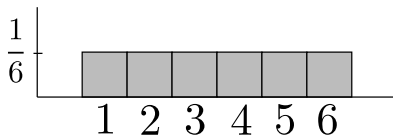
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"The roll is divisible by 3"

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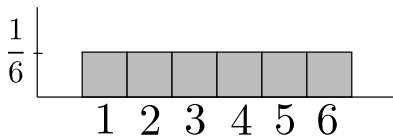
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$$\mathbb{P}(\{3, 6\}) = \frac{|\{3, 6\}|}{|\{1, 2, 3, 4, 5, 6\}|} = \frac{2}{6} = \frac{1}{3}$$

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*single events*

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\*For infinite sets, this isn't necessarily true. 'Measure theory' explains why.

MATH3029 "probability" Harry



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$$\mathbb{P}(\text{number not divisible by 3}) = 1 - \frac{1}{3} = \frac{2}{3} = \frac{|E^c|}{5}$$

The sum of the probabilities of all outcomes is

$$\mathbb{P}(\{1\}) + \dots + \mathbb{P}(\{6\}) = \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} = 1$$

# The Sum and Product Rules for Probability

## The Sum Rule

**Sum Rule:** If events  $E_1, \dots, E_n$  are mutually disjoint, i.e.  $E_i \cap E_j = \emptyset$  for all  $i \neq j$ , then

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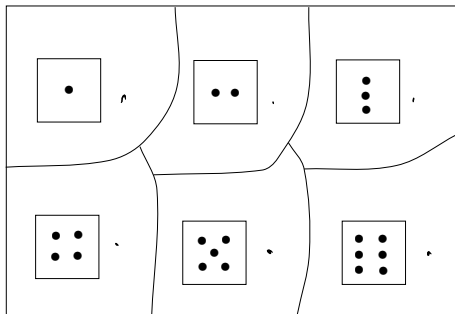
$$\mathbb{P}(E_1 \cup \dots \cup E_n) = \mathbb{P}(E_1) + \dots + \mathbb{P}(E_n).$$

Disjoint events exclude one another in the sense that they cannot happen at the same time.

## Sum Rule for probability: another die-tossing example

What is the probability that the outcome from a single toss of a die is an odd number?

The six possible outcomes are all disjoint (cannot occur simultaneously).



Thus the sum rule applies.

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$\{ \cdot, \vdots, \ddots \}$

- The probability that the die lands with an odd number up is

$$\begin{aligned} & \Pr\left(\boxed{\cdot}\right) + \Pr\left(\boxed{\vdots}\right) + \Pr\left(\boxed{\ddots}\right) \\ &= \frac{1}{6} + \frac{1}{6} + \frac{1}{6} \\ &= \frac{1}{2} \end{aligned}$$

by the sum rule.

## Sum Rule for probability. Example: Non-zero numbers

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Therefore the probability of a number chosen at random from the set  $\{-n, \dots, -2, -1, 0, 1, 2, \dots, n\}$  being non-zero is:

$$\begin{aligned} & \mathbb{P}(\text{the number is negative}) + \mathbb{P}(\text{the number is positive}) \\ &= \frac{n}{2n+1} + \frac{n}{2n+1} = \frac{2n}{2n+1}. \end{aligned}$$

## The Product Rule

- **Product Rule:** If events  $E_1, \dots, E_n$  are 'independent' of each other; then the probability of composite event ' $E_1$  and  $E_2$  and ... and  $E_n$ ' is

$$\mathbb{P}(E_1 \text{ and } E_2 \text{ and } \dots \text{ and } E_n) = \mathbb{P}(E_1) \times \mathbb{P}(E_2) \times \dots \mathbb{P}(E_n).$$



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*stochastic*

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*almost  
(defn of  
independent)*

*causal*

- • To see what we mean by 'independent', consider a procedure that can be broken down into successive tasks, each of which could be done in a number of ways. If the choice of the way to do any one task had no influence on the choice of ways to do any other of the tasks, then the tasks would be independent.

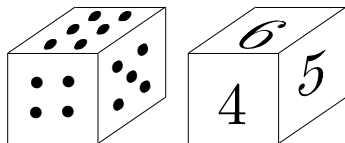
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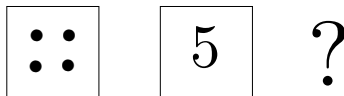
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- To see what we mean by '<sup>*causal*</sup>independent', consider a procedure that can be broken down into successive tasks, each of which could be done in a number of ways. If the choice of the way to do any one task had no influence on the choice of ways to do any other of the tasks, then the tasks would be independent.
- A formal definition of independence will be given later.

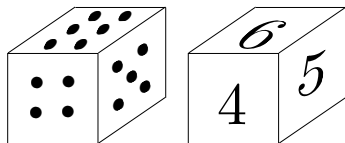
## Product Rule probability example: Tossing two dice



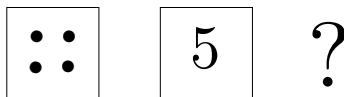
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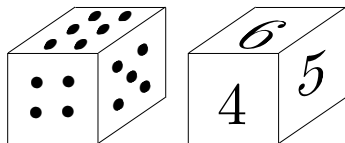


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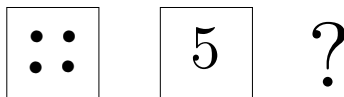


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- We assume that the outcomes for each die are **independent**, i.e that they don't influence one another at all.
- Hence the product rule applies.

$$\begin{aligned} & \Pr\left(\boxed{\begin{smallmatrix} \cdot & \cdot \\ \cdot & \cdot \end{smallmatrix}} \quad \boxed{5}\right) \\ &= \Pr\left(\boxed{\begin{smallmatrix} \cdot & \cdot \\ \cdot & \cdot \end{smallmatrix}}\right) \times \Pr\left(\boxed{5}\right) \\ &= \frac{1}{6} \times \frac{1}{6} \\ &= \frac{1}{36} \end{aligned}$$

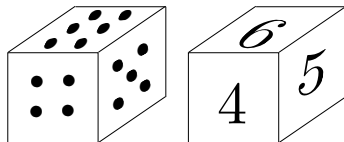
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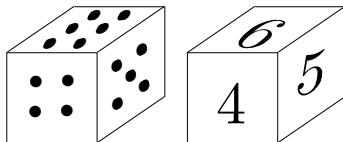
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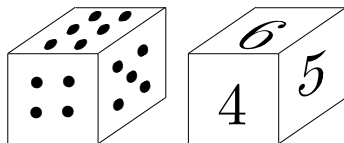
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- To obtain an odd total, either
  - the first die must give odd and the second die even; or
  - the first die must give even and the second die odd.
- These two possibilities are **disjoint**, so the sum rule applies:

$$\mathbb{P}(\text{odd total}) = \mathbb{P}(\text{1st odd, 2nd even}) + \mathbb{P}(\text{1st even, 2nd odd})$$

- But now consider  $\mathbb{P}(1\text{st odd}, 2\text{nd even})$ . The events  
“1st odd” and “2nd even”  
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- Putting it all together,

$$\begin{aligned}\mathbb{P}(\text{odd total}) &= \mathbb{P}(\text{1st odd, 2nd even}) + \overset{\text{Sum}}{\mathbb{P}(\text{1st even, 2nd odd})} \\ &= \frac{1}{4} + \frac{1}{4} = \frac{1}{2}.\end{aligned}$$

# Density and Distribution

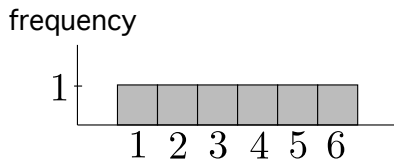
# Frequency Histograms

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- We have already seen some simple examples, like tossing a die with equally likely possible outcomes: 1, 2, 3, 4, 5, 6:

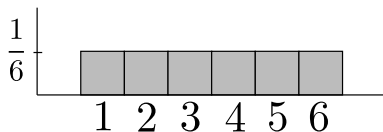


# Probability Density Functions

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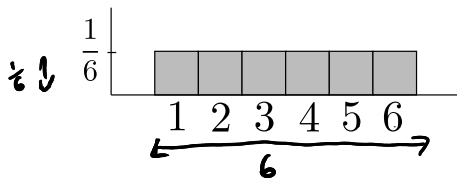
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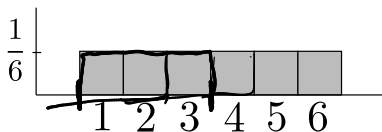
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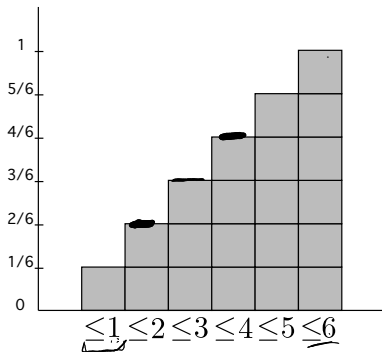
What is the area under the curve? **Why?** *Because area = probability*

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$$P(\text{between } 3 \text{ and } 4)$$

$$P(\leq 4) - P(\leq 2)$$

- We will only use of cumulative distributions when looking up probability values in tables or online.

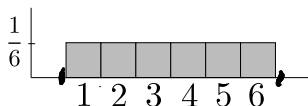
## Uniform Distribution

- When every event has the same probability the resulting densities and distributions are called 'uniform'. Examples:

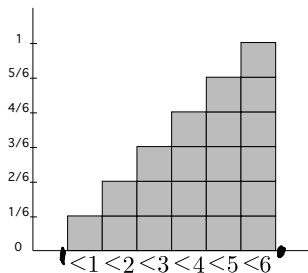


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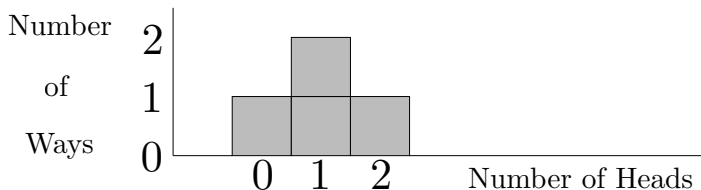
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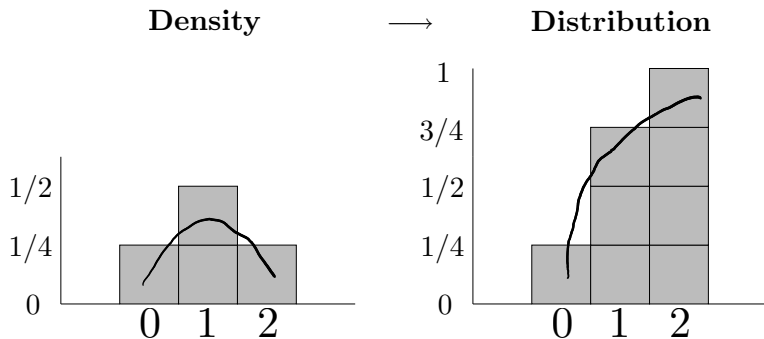


## Two fair coins: Density and Distribution Functions

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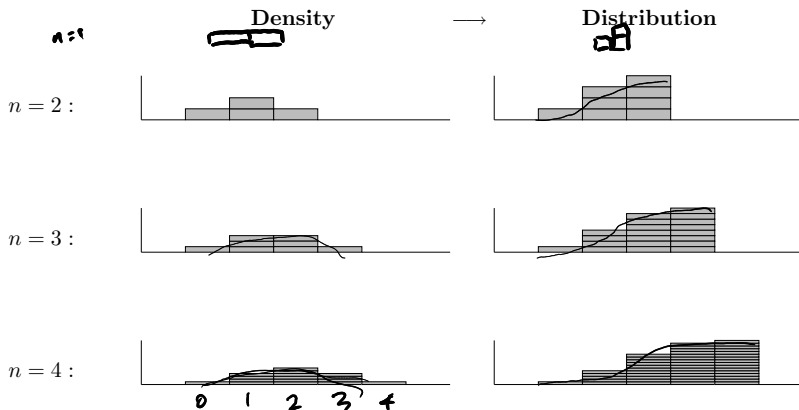
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A:  $\mathbb{P}(E_0) = \frac{1}{8}$ ;  $\mathbb{P}(E_1) = \frac{3}{8}$ ;  $\mathbb{P}(E_2) = \frac{3}{8}$ ;  $\mathbb{P}(E_3) = \frac{1}{8}$ .



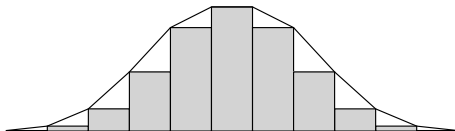
# Binomial Probability Distributions

The family of functions that come from coin-tossing are all examples of **binomial** densities/distributions:



## Bell-like curves for large $n$

As  $n$  gets larger and larger these **binomial probability density functions** get closer and closer to the famous Bell Curve:



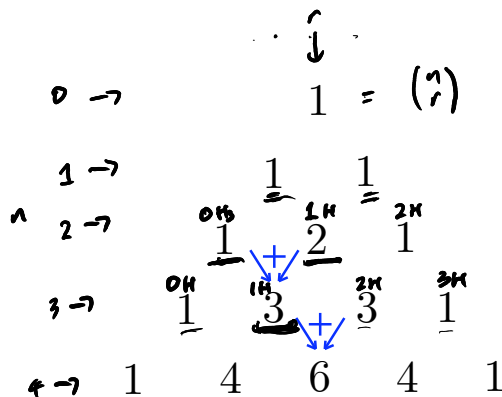
which is the so-called **'Normal' Probability Density Function**.

*Central limit theorem*

# Pascal's Triangle and Coin Tossing



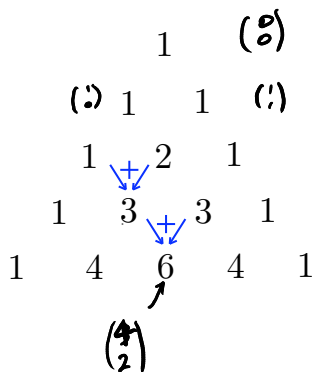
# Pascal's Triangle



$$\binom{n}{r} = \binom{n-1}{r} + \binom{n-1}{r-1}$$

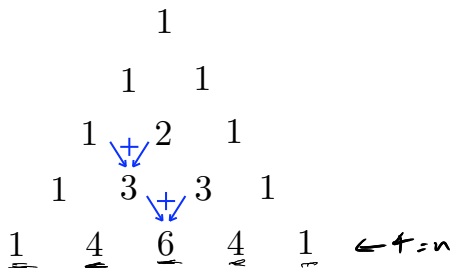
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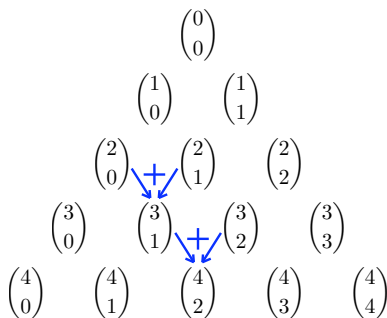
- Each row is generated by expanding a binomial, eg:

$x$  y y y  
 y  $x$  y y  
 y y  $x$  y  
 y y y  $x$

$$\begin{aligned}
 (y + x)^4 &= y^4 + 4y^3x + 6y^2x^2 + 4yx^3 + x^4. \\
 (H + T)^4 &= HH + HT + TH + TT \\
 &= HH + 3HT + TT
 \end{aligned}$$

# Pascal's Triangle

- We've seen these numbers before in 'combinations':  $\binom{n}{k}$ :



# The Binomial Theorem

- The Binomial Theorem states that

$$(y + x)^n = \binom{n}{0} y^n x^0 + \binom{n}{1} \underbrace{y^{n-1} x^1} + \cdots + \binom{n}{n} y^0 x^n$$

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and gives the rows of Pascal's Triangle in its coefficients.

## Idea of Proof of Binomial Theorem:

$$(y+x)^3$$

$$(y+x)(y+x)(y+x)$$

$$= yyy + \underbrace{yyx} + \underbrace{yxy} + yxx + \underbrace{xyy} + xyx + xxy + xxx$$

$$= \underbrace{yyy}_{\binom{3}{0} \text{ } x\text{'s}} + \underbrace{yyx + yxy + xyy}_{\binom{3}{1} \text{ } x\text{'s}} + \underbrace{yxx + xyx + xxy}_{\binom{3}{2} \text{ } x\text{'s}} + \underbrace{xxx}_{\binom{3}{3} \text{ } x\text{'s}}$$



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*multinomial*

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$$(x+y)^n = \binom{n}{0} x^n y^0 + \binom{n}{1} x^{n-1} y^1 + \binom{n}{2} x^{n-2} y^2 + \dots + \binom{n}{n} x^0 y^n$$

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- We can also get  $2^n$  by observing that there are two possible outcomes for each toss, and so  $2 \times 2 \times \cdots \times 2 = 2^n$  possible outcomes for  $n$  tosses.

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- We can also get  $2^n$  by observing that there are two possible outcomes for each toss, and so  $2 \times 2 \times \cdots \times 2 = 2^n$  possible outcomes for  $n$  tosses.
- So, for example, the probability of obtaining exactly three heads from six tosses of a fair coin is

# of ways to get 3 heads  $\rightarrow \frac{\binom{6}{3}}{2^6} = \frac{6 \cdot 5 \cdot 4}{3 \cdot 2 \cdot 1} = \frac{20}{64} = 5/16.$

total number of outcomes

- The binomial theorem gives a neat way to find the sum.
- Set  $x = y = 1$  then

$$\binom{n}{0}1^n1^0 + \binom{n}{1}1^{n-1}1^1 + \cdots + \binom{n}{n}1^01^n = (1+1)^n$$

so that

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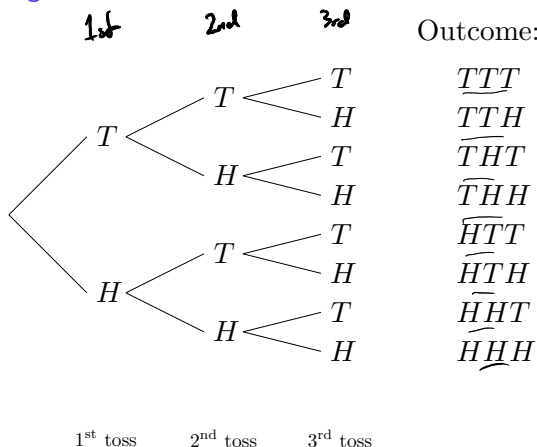
- Probabilities like these can be looked up in tables rather than calculated. Examples will be found in worksheet and assignment questions.



# Tree Diagrams, Fair and Unfair Coins, and the General Binomial Distribution

## A tree representation of Coin-tossing

- Another way to list all the outcomes of an event is to draw a **Tree Diagram of the Possibilities**

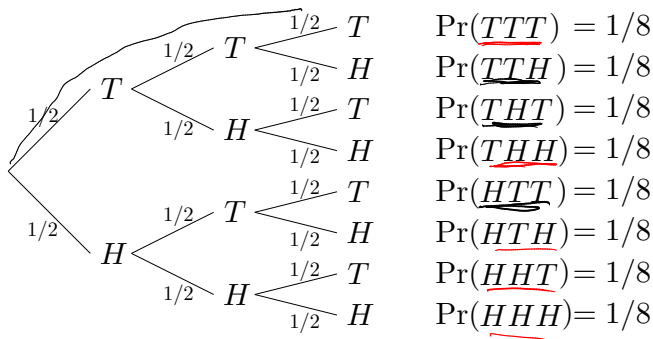


## Three tosses of a fair coin

*Assuming  
independence*

- This allows us to deal with fair coins, as before:

Outcome:



1<sup>st</sup> toss

2<sup>nd</sup> toss

3<sup>rd</sup> toss



## Three tosses of a fair coin

Collecting possibilities from the tree and using the sum rule gives

$$\mathbb{P}(0\text{heads}) = \frac{1}{8}, \quad \mathbb{P}(1\text{head}) = \frac{3}{8}, \quad \mathbb{P}(2\text{heads}) = \frac{3}{8}, \quad \mathbb{P}(3\text{heads}) = \frac{1}{8}$$

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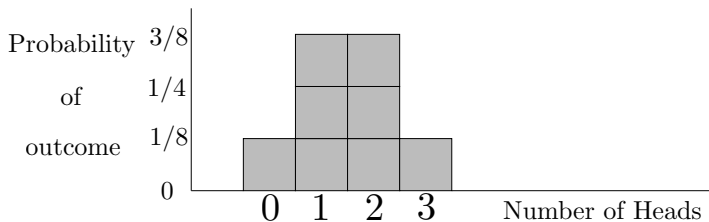
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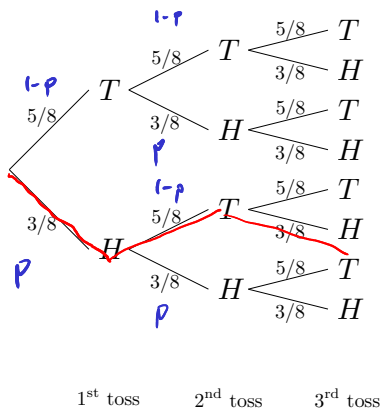
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$$\Pr(TTT) = \underline{125/512}$$

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$$\Pr(HHH) = 27/512$$

$$\text{sum} = 1$$

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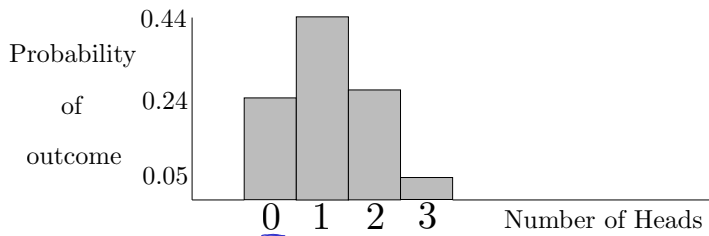
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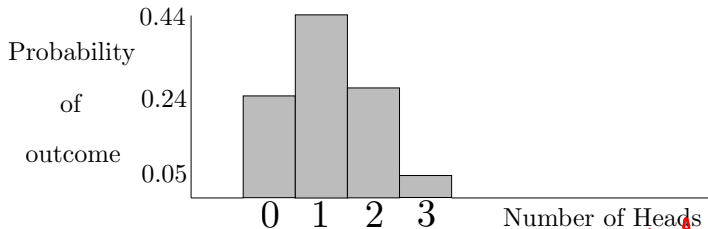


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The general binomial density function for  $n$  trials (e.g. tosses) with probability  $p$  of a success (e.g. head) on each trial is given by

$$\mathbb{P}(k \text{ successes}) = \binom{n}{k} p^k (1-p)^{n-k}$$

# Review of Probability Density Functions with More Challenging Examples

## Probability for equally likely outcomes (Review)

For a finite non-empty set  $S$  and  $E \subseteq S$ , the **probability of  $E$  for equally likely outcomes** is the number

$$\mathbb{P}(E) = \frac{|E|}{|S|}$$

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In a group of 10 students, 5 are studying computer science, 2 are studying art history, and 3 are studying mathematics. We pick a student from this group and ask what her/his major is.



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The associated event probabilities are

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## The Monty Hall problem *car, goats*

A game: Three doors, with a prize behind one of them.

The contestant chooses one door.

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Theorem: Let  $S$  be a finite set and  $\mathbb{P} : S \rightarrow \mathbb{Q}_+$  a probability density function. Then:

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↕  
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## The birthday *paradox* problem

In a group of 50 people, what is the probability that two people have the same birthday (assuming all birthdays are equally likely)?

## The birthday problem

*ignore leap years.*

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## The birthday problem

prob  $> \frac{1}{2}$   
with 31 people

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Thus

$$\mathbb{P}(E) = 1 - \mathbb{P}(E^c) \sim 0.97.$$

There is a 97% chance that two people will have the same birthday.



# Random Variables, Expected Values and Independence

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$S = \{H, T\}^3$  = set of outcomes of tossing three coins.

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**Example(cont.):**

$$\mathbb{E}(X) = \underbrace{\left(\frac{1}{8}\right)}_0 0 + \underbrace{\left(\frac{3}{8}\right)}_1 1 + \underbrace{\left(\frac{3}{8}\right)}_2 2 + \underbrace{\left(\frac{1}{8}\right)}_3 3 = \frac{12}{8} = 1.5.$$

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Thus the expected value of  $X$  is just the mean (average) number of heads obtained when three coins are tossed.



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Game: \$ 2 to play. Roll a die. Win \$10 if you get a 6.

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$$\begin{aligned} \text{alternatively:} &= 8 P(\{X=8\}) - 2 P(\{X=-2\}) \\ &= 8 \times \frac{1}{6} - 2 \times \frac{5}{6} \end{aligned}$$

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If you play this game 30 times, you should expect to ~~lose~~  $30(\frac{1}{3}) = 10$  dollars.



## Independent Events

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*Stochastic independence*

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 $G, K$  are **not** independent (again as we would expect) since  

$$\mathbb{P}(G \cap K) = \mathbb{P}(\{HT, TH\}) = \frac{1}{4} + \frac{1}{4} = \frac{1}{2} \neq \frac{9}{16} = \frac{3}{4} \times \frac{3}{4} = \mathbb{P}(G) \times \mathbb{P}(K).$$

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and hence the events  $\{X=a\}, \{Y=b\}$  are independent because

$$\mathbb{P}(\{X=a\} \cap \{Y=b\}) = \frac{1}{4} = \frac{1}{2} \times \frac{1}{2} = \mathbb{P}(\{X=a\}) \times \mathbb{P}(\{Y=b\}).$$

Thus, by the above definition,  $X, Y$  are independent.

## Independent random variables — Example

Toss a regular fair die.  $S = \{1, \dots, 6\}$ ,  $\mathbb{P}(i) = \frac{1}{6}$ ,  $i = 1, \dots, 6$ .

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Thus, by definition, the random variables  $X, Y$  are independent.

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$s \bmod 4 = Z(s)$	1	2	3	0	1	2	$\mathbb{P}(\{Z=a\})$	$\frac{1}{6}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{6}$

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and so the events  $\{Y=0\}$ ,  $\{Z=0\}$  are not independent.

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$s \bmod 4 = Z(s)$	1	2	3	0	1	2	$\mathbb{P}(\{Z=a\})$	$\frac{1}{6}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{6}$

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**Challenge:** Are the random variables  $X, Z$  independent?

*mod 2 mod 4*

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$s \bmod 4 = Z(s)$	1	2	3	0	1	2	$\mathbb{P}(\{Z=a\})$	$\frac{1}{6}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{6}$

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**END OF SECTION C2**

2 die,  $S = \{1, \dots, 6\}^2$ ,  $IP(j) = \frac{1}{36} \quad \forall j \in S$

$X =$  first die roll,  $Z =$  second die roll

$Y = \text{sum of solts}$

$$P(\{X = j\}) = \frac{1}{6}, \quad P(\{Y = 7\}) = \frac{1}{6}$$

$$\begin{aligned} & \mathbb{P}(\{X=j\} \cap \{Y=7\}) \\ &= \mathbb{P}(\{X=j\} \cap \{Z=7-j\}) \quad X, Z \text{ indep.} \\ &= \mathbb{P}(\{X=j\}) \mathbb{P}(\{Z=7-j\}) \\ &= \frac{1}{6} \times \frac{1}{6} \quad , \quad \text{might be indep.} \end{aligned}$$

$$P(\{X=1\}) = \frac{1}{6}, \quad P(\{Y=0\}) = \frac{5}{6}$$

$P(\{X=1\} \cap \{Y=8\})$   
"  
0  
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**END OF SECTION C2**