

#### Lecture 1: Probabilistic Model

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EE210: Probability and Introductory Random Processes KAIST EE

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## Roadmap



- (1) Probabilistic Model
  - Mathematical description of uncertain situations
- (2) Sample Space, Event, Probability Law
  - Elements of probability theory
- (3) Probability Axioms
  - $\circ\,$  3 axioms for the completeness of a theory

# Roadmap



- (1) Probabilistic Model
- (2) Sample Space, Event, Probability Law
- (3) Probability Axioms



Modeling: Understand reality with a simple (mathematical) model

Experiment

Flip two coins



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- Observation: a random outcome

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- $\circ$  for example, (H, H)



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  - Assign a number to each outcome or a set of outcomes
  - Mathematical description of an uncertain situation



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- Our goal: Build up a probabilistic model for an experiment with random outcomes
- Probabilistic model?
  - Assign a number to each outcome or a set of outcomes
  - Mathematical description of an uncertain situation
- Which model is good or bad?



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- 2. Assigned numbers to each outcome of  $\Omega$ :



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Goal: Build up a probabilistic model. Hmm... How?

The first thing: What are the *elements* of a probabilistic model?

#### Elements of Probabilistic Model

- 1. All outcomes of my interest: Sample Space  $\Omega$
- 2. Assigned numbers to each outcome of  $\Omega$ : Probability Law  $\mathbb{P}(\cdot)$

Question: What are the conditions of  $\Omega$  and  $\mathbb{P}(\cdot)$  under which their induced probability model becomes "legitimate"?

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- (1) Probabilistic Model
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- (3) Probability Axioms



The set of all outcomes of my interest

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(1) Mutually exclusive

1. Toss a coin. What about this?  $\Omega = \{H, T, HT\}$ 



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- (2) Collectively exhaustive

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- 2. Toss a coin. What about this?  $\Omega = \{H\}$
- 3. (a) Just figuring out prob. of H or T.  $\Longrightarrow \Omega = \{H, T\}$ 
  - (b) The impact of the weather (rain or no rain) on the coin's behavior.

$$\Longrightarrow \Omega = \{(H, R), (T, R), (H, NR), (T, NR)\},\$$

R(Rain), NR(No Rain).

# Examples: Sample Space $\Omega$



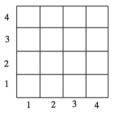
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## Examples: Sample Space $\Omega$



Discrete case: Two rolls of a tetrahedral die

- 
$$\Omega = \{(1,1), (1,2), \dots, (4,4)\}$$



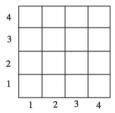
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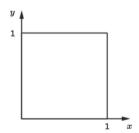
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Continuous case: Dropping a needle in a plain

$$-\Omega = \{(x,y) \in \mathbb{R}^2 \mid 0 \le x, y \le 1\}$$





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L1(2)



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- Assign numbers to each subset of  $\Omega$
- a subset of  $\Omega$ : an event
- $\mathbb{P}(A)$ : Probability of an event A.
  - $\,{}^{\circ}\,$  This is where probability meets set theory.
- Roll a dice. What is the probability of odd numbers?

 $\mathbb{P}(\{1,3,5\})$ , where  $\{1,3,5\}\subset\Omega$  is an event.

# Roadmap



- (1) Probabilistic Model
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## How should we construct $\mathbb{P}(\cdot)$ ?



• Need to construct  $\mathbb{P}(\cdot)$  that naturally satisfies the intention of a probability theory designer just like you. What about the followings as starting points?

<sup>&</sup>lt;sup>1</sup>Their intersection is empty.



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- $\circ$  For two disjoint 1 events A and B,  $\mathbb{P}(A \cup B) = \mathbb{P}(A) + \mathbb{P}(B)$
- $\circ \ \mathbb{P}(\Omega) = 1 \ (\mathsf{Why \ not} \ \mathbb{P}(\Omega) = 10?)$
- $\circ \mathbb{P}(\emptyset) = 0$

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- many others

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#### Probability Axioms: Version 1

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- Note that coming up with the above axioms is far from trivial.



A1: Nonnegativity, A2: Normalization, A3: Finite additivity

Prove the following properties using the axioms:

1. For any event A,  $\mathbb{P}(A) \leq 1$ 

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$$\mathbb{P}(\emptyset) = 0$$

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$$\mathbb{P}(B) \stackrel{\mathsf{A3}}{=} \mathbb{P}(A) + \mathbb{P}(B \setminus A) \stackrel{\mathsf{A1}}{\geq} \mathbb{P}(A)$$

## Probability Calculation Steps



- 1. Specify the sample space
- 2. Specify a probability lawfrom my earlier belief, from data, from expert's opinion
- 3. Identify an event of interest
- 4. Calculate

Toss a (biased) coin

- 1.  $\Omega = \{H, T\}$
- 2.  $\mathbb{P}(\{H\}) = 1/4$ ,  $\mathbb{P}(\{T\}) = 3/4$ ,
- 3. probability of head or tail
- 4. 1/4, 3/4



• 
$$\Omega = \{1, 2, 3, \ldots\}, \mathbb{P}(\{n\}) = \frac{1}{2^n}, n = 1, 2, \ldots$$



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$$\mathbb{P}(\mathsf{even}) = \mathbb{P}(\{2, 4, 6, \ldots\})$$

$$= \frac{1}{2^2} + \frac{1}{2^4} + \frac{1}{2^6} + \cdots = 1/3$$



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$$\begin{split} \mathbb{P}(\text{even}) &= \mathbb{P}(\{2,4,6,\ldots\}) \\ &= \frac{1}{2^2} + \frac{1}{2^4} + \frac{1}{2^6} + \cdots = 1/3 \end{split}$$

Is the above right? If not, why?



- $\Omega = \{1, 2, 3, \ldots\}, \mathbb{P}(\{n\}) = \frac{1}{2^n}, n = 1, 2, \ldots$
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- Is the above right? If not, why?
  - Wrong: Finite additivity axiom does not allow this.

## Probability Axioms Version 1



#### Probability Axioms: Version 1

- A1. Nonnegativity:  $\mathbb{P}(A) \geq 0$  for any event  $A \subset \Omega$
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L1(3)

# Probability Axioms Version 2



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#### Probability Axioms: Version 2

- A1. Nonnegativity:  $\mathbb{P}(A) \geq 0$  for any event  $A \subset \Omega$
- A2. Normalization:  $\mathbb{P}(\Omega) = 1$
- A3. Countable additivity: If  $A_1, A_2, A_3, ...$  is an infite sequence of disjoint events, then  $\mathbb{P}(A_1 \cup A_2 \cup \cdots) = \mathbb{P}(A_1) + \mathbb{P}(A_2) + \cdots$ .

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#### Interpretation of Probability Theory



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- A narrow view: A branch of math
  - $\circ$  axioms  $\rightarrow$  theorems
  - Mathematicians work very hard to find the smallest set of necessary axioms (just like atoms in physics)

Anyway, we believe that probabilistic reasoning is very helpful to understand the world with many uncertain situations.

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- Frequencies:  $\mathbb{P}(H) = 1/2$ 
  - · Understanding an uncertain situation: fractions of successes out of many experiments
- Beliefs:  $\mathbb{P}(\text{He is reelected}) = 0.7$

Anyway, we believe that probabilistic reasoning is very helpful to understand the world with many uncertain situations.



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# Questions?

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You build up the very basics of a probabilistic model.

What else do we need to build up?

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#### Review Questions



- 1) Explain what a probabilistic model is and why we need it.
- 2) What is the mathematical definition of event?
- 3) What are the key elements of the probabilistic model?
- 4) List up the probability axioms and explain them. Are you going to choose the same axioms to build up the probability theory?
- 5) Why do we need countable additivity in the probability axioms?