

Probability and Statistics: Lecture-5

Monsoon-2020

by Pawan Kumar (IIIT, Hyderabad)

on August 19, 2020

» Table of contents

1. Motivation for Probability

2. Classical Probability

» Why do we need Probability?

What is probability?

Probability is a **measure** that we use to measure how likely an event or outcome is. For example, today there is 10% chance of rain.

» Why do we need Probability?

What is probability?

Probability is a **measure** that we use to measure how likely an event or outcome is. For example, today there is 10% chance of rain.

How likely is that one player or team will win the game?



» Motivation for Probability...

How likely is that one will win the lottery?

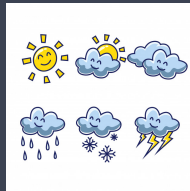


» Motivation for Probability...

How likely is that one will win the lottery?



How likely it is to rain or snow?



» Study of Probability started with Games of Chance...



» Game of Chance, Probability, and War



illustration of great war

- * Mahabharat, happened around 900 BCE (Proof dates to 400BCE)

» Game of Chance, Probability, and War



illustration of great war

- * Mahabharat, happened around 900 BCE (Proof dates to 400BCE)
- * Struggle between two major group of cousins: Adventure, Drama, Suspense, Thriller, etc

» Game of Chance, Probability, and War



illustration of great war

- * Mahabharat, happened around 900 BCE (Proof dates to 400BCE)
- * Struggle between two major group of cousins: Adventure, Drama, Suspense, Thriller, etc
- * ... and a game of chance!

» What Does Game of Chance has to do with Mahabharat in India?



- * It is a game of Pasha, similar to modern ludo

» What Does Game of Chance has to do with Mahabharat in India?



- * It is a game of Pasha, similar to modern ludo
- * In ludo, there is one dice with 6 sides
- * There are two cuboidal dices with number of dots on them

» What Does Game of Chance has to do with Mahabharat in India?



- * It is a game of Pasha, similar to modern ludo
- * In ludo, there is one dice with 6 sides
- * There are two cuboidal dices with number of dots on them
- * The move is determined by a randomly throwing the two dices

» Game of Chance and Early History of Probability



Cardino, Italy

» Game of Chance and Early History of Probability



Cardano, Italy

- * Early theory of probability arose from games of chance played in Europe

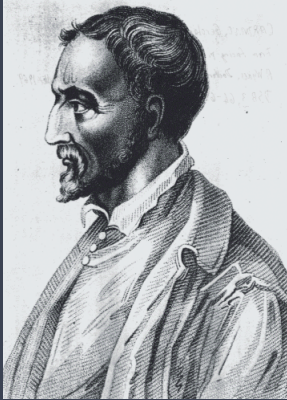
» Game of Chance and Early History of Probability



Cardano, Italy

- * Early theory of probability arose from games of chance played in Europe
- * On the left is Cardano, an Italian mathematician, who studied game of chance

» Game of Chance and Early History of Probability



Cardano, Italy

- * Early theory of probability arose from games of chance played in Europe
- * On the left is Cardano, an Italian mathematician, who studied game of chance
- * He gambled for about 25 years!

» Game of Chance and Early History of Probability



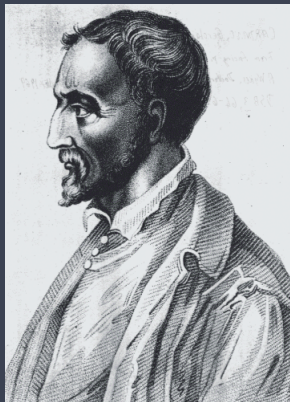
Cardano, Italy

- * Early theory of probability arose from games of chance played in Europe
- * On the left is Cardano, an Italian mathematician, who studied game of chance
- * He gambled for about 25 years!
- * His work on probability were published in famous 15 page “Liber de Ludo Aleae”

» Game of Chance and Early History of Probability...



» Game of Chance and Early History of Probability...



- * Cardano's contributions have led some to consider Cardano as the real father of probability.

» Game of Chance and Early History of Probability...



- * Cardano's contributions have led some to consider Cardano as the real father of probability.
- * Oystein Ore's biography of Cardano, titled Cardano: The Gambling Scholar:

... I have gained the conviction that this pioneer work on probability is so extensive and in certain questions so successful that it would seem much more just to date the beginnings of probability theory from Cardano's treatise rather than the customary reckoning from Pascal's discussions with his gambling friend de Méré and the ensuing correspondence with Fermat, all of which took place at least a century after Cardano began composing his *De Ludo Aleae*.

Random Experiment

A **random experiment** is a process by which we observe something **uncertain**. After the experiment, the result of the random experiment is known.

Random Experiment

A **random experiment** is a process by which we observe something **uncertain**. After the experiment, the result of the random experiment is known.

Outcome

An **outcome** is a result of a **random** experiment.

Random Experiment

A **random experiment** is a process by which we observe something **uncertain**. After the experiment, the result of the random experiment is known.

Outcome

An **outcome** is a result of a **random** experiment.

Sample Space

The set of **all** possible outcomes is called the **sample space**.

Random Experiment

A **random experiment** is a process by which we observe something **uncertain**. After the experiment, the result of the random experiment is known.

Outcome

An **outcome** is a result of a **random** experiment.

Sample Space

The set of **all** possible outcomes is called the **sample space**.

Event

An **event** is a **subset** of the sample space.

Random Experiment

A **random experiment** is a process by which we observe something **uncertain**. After the experiment, the result of the random experiment is known.

Outcome

An **outcome** is a result of a **random** experiment.

Sample Space

The set of **all** possible outcomes is called the **sample space**.

Event

An **event** is a **subset** of the sample space.

Trial

When we repeat a random experiment several times, we call each one of them a **trial**.

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S = \{\text{heads}, \text{tails}\}$ or as we usually write it, $\{H, T\}$.

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S=\{\text{heads,tails}\}$ or as we usually write it, $\{H, T\}$.
- * **Random experiment:** roll a die;

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S = \{\text{heads}, \text{tails}\}$ or as we usually write it, $\{H, T\}$.
- * **Random experiment:** roll a die;
Sample space: $S = \{1, 2, 3, 4, 5, 6\}$.

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S = \{\text{heads}, \text{tails}\}$ or as we usually write it, $\{H, T\}$.
- * **Random experiment:** roll a die;
Sample space: $S = \{1, 2, 3, 4, 5, 6\}$.
- * **Random experiment:** observe the number of iPhones sold by an Apple store in Boston in 2015;

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S = \{\text{heads}, \text{tails}\}$ or as we usually write it, $\{H, T\}$.
- * **Random experiment:** roll a die;
Sample space: $S = \{1, 2, 3, 4, 5, 6\}$.
- * **Random experiment:** observe the number of iPhones sold by an Apple store in Boston in 2015;
Sample space: $S = \{0, 1, 2, 3, \dots\}$.

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S = \{\text{heads}, \text{tails}\}$ or as we usually write it, $\{H, T\}$.
- * **Random experiment:** roll a die;
Sample space: $S = \{1, 2, 3, 4, 5, 6\}$.
- * **Random experiment:** observe the number of iPhones sold by an Apple store in Boston in 2015;
Sample space: $S = \{0, 1, 2, 3, \dots\}$.
- * **Random experiment:** observe the number of goals in a basketball match;

» Examples of Experiments and Samples Spaces

- * **Random experiment:** toss a coin;
Sample space: $S = \{\text{heads}, \text{tails}\}$ or as we usually write it, $\{H, T\}$.
- * **Random experiment:** roll a die;
Sample space: $S = \{1, 2, 3, 4, 5, 6\}$.
- * **Random experiment:** observe the number of iPhones sold by an Apple store in Boston in 2015;
Sample space: $S = \{0, 1, 2, 3, \dots\}$.
- * **Random experiment:** observe the number of goals in a basketball match;
Sample space: $S = \{0, 1, 2, 3, \dots\}$.



LIBER
DE LVDO
ALEÆ

000 000-000 000 000-000 000 000-000

CAPVT PRIMVM

Let *Andromen generitas.*

Vno et confiteor, ante agiles
et compaci, vltis Piaz;
rebuere, et Dilecti, et Lacti
ant Indulgenti, et Lactore
morum, aut feruati, et Alie
percepti, et Tolentis, aut
vtrouque, et fructu. *Andromen* generis duplex
aut Indulgenti, aut Lactore
morum, et Claretum huius generis
Alie, quod scripsit tempore Chae
te efficit, amb. et memento, quia confiteor
me. Tullio est, qui dicitur in peregrina
nie caris, scilicet huiusmodi, et pueri
Aegypti, et salubris, et ceteri de Philis.
Dicitur enim Philis, quod primo
hunc locum tenet, Indulgenti, et pueri
colunt, et sic, quod est optime confiteor, quod
ambiguitatem, quod est, ad compem
reuerentiam, et quibus circumstantiis, qui

CAPVT II.

The *Federman* condition is

[illegible][illegible]

CAPYT 115

Quibus, & quando magis con-
sulet ledere.

[illegible]

- * In Chapter 14 of the *De Ludo Aleae*, Cardano gives what some would consider the first definition of classical (or mathematical) probability:



- * In Chapter 14 of the De Ludo Aleæ, Cardano gives what some would consider the first definition of classical (or mathematical) probability:

So there is one general rule, namely, that we should consider the whole circuit, and the number of those casts which represents in how many ways the favorable result can occur, and compare that number to the rest of the circuit, and according to that proportion should the mutual wagers be laid so that one may contend on equal terms.

» Definition of Classical Probability...

» Definition of Classical Probability...



Pascal, France

» Definition of Classical Probability...



Poisson, France

- * Pascal, French mathematician, 1749-1827

» Definition of Classical Probability...



Poisson, France

- * Pascal, French mathematician, 1749-1827
- * Modern definition of probability is due to him

» Definition of Classical Probability...



Poisson, France

- * Pascal, French mathematician, 1633-1662
- * Modern definition of probability is due to him
- * Known for his work in
 - * Engineering: Tidal Dynamics

» Definition of Classical Probability...



Laplace, France

- * Pascal, French mathematician, 1749-1827
- * Modern definition of probability is due to him
- * Known for his work in
 - * Engineering: Tidal Dynamics
 - * Mathematics: Laplace equation, Laplace Transform

» Definition of Classical Probability...



Laplace, France

- * Pascal, French mathematician, 1749-1827
- * Modern definition of probability is due to him
- * Known for his work in
 - * Engineering: Tidal Dynamics
 - * Mathematics: Laplace equation, Laplace Transform
 - * Statistics: Bayesian Intrepretation

» Definition of Classical Probability...



Laplace, France

- * Pascal, French mathematician, 1749-1827
- * Modern definition of probability is due to him
- * Known for his work in
 - * Engineering: Tidal Dynamics
 - * Mathematics: Laplace equation, Laplace Transform
 - * Statistics: Bayesian Interpretation
 - * Physics: Existence of black holes, Gravitational collapse, stability of solar, Speed of sound, Surface tension, etc

» Definition of Classical Probability...the way it evolved

» Definition of Classical Probability...the way it evolved

La théorie des hasards consiste à réduire tous les événements du même genre, à un certain nombre de cas également possibles, c'est-à-dire, tels que nous soyons également indécis sur leur existence; et à déterminer le nombre des cas favorables à l'événement dont on cherche la probabilité. Le rapport de ce nombre à celui de tous les cas possibles, est la mesure de cette probabilité qui n'est ainsi qu'une fraction dont le numérateur est le nombre des cas favorables, et dont le dénominateur est le nombre de tous les cas possibles.

Book: Théorie analytique des probabilités, Laplace, 1812

» Definition of Classical Probability...the way it evolved

La théorie des hasards consiste à réduire tous les événements du même genre, à un certain nombre de cas également possibles, c'est-à-dire, tels que nous soyons également indécis sur leur existence; et à déterminer le nombre des cas favorables à l'événement dont on cherche la probabilité. Le rapport de ce nombre à celui de tous les cas possibles, est la mesure de cette probabilité qui n'est ainsi qu'une fraction dont le numérateur est le nombre des cas favorables, et dont le dénominateur est le nombre de tous les cas possibles.

Book: Théorie analytique des probabilités, Laplace, 1812

Translation of last line: The probability of an event is a **fraction** whose **numerator is the number of favourable cases** and whose **denominator is total number of cases**. In the first line, he also mentions that all the events are **equally possible** (or equally likely).

» Finite Probability Space

Definition

- * The number of outcomes is finite.

» Finite Probability Space

Definition

- * The number of outcomes is finite.
- * Each outcome i has probability $p_i \geq 0$

» Finite Probability Space

Definition

- * The number of outcomes is finite.
- * Each outcome i has probability $p_i \geq 0$
- * Probabilities sum to 1: $\sum_i p_i = 1$

» Finite Probability Space

Definition

- * The number of outcomes is finite.
- * Each outcome i has probability $p_i \geq 0$
- * Probabilities sum to 1: $\sum_i p_i = 1$
- * **Event**: a set of outcomes

» Finite Probability Space

Definition

- * The number of outcomes is finite.
- * Each outcome i has probability $p_i \geq 0$
- * Probabilities sum to 1: $\sum_i p_i = 1$
- * **Event:** a set of outcomes
- * **Probability of the event:** sum of outcome probabilities

» Finite Probability Space

Definition

- * The number of outcomes is finite.
- * Each outcome i has probability $p_i \geq 0$
- * Probabilities sum to 1: $\sum_i p_i = 1$
- * **Event:** a set of outcomes
- * **Probability of the event:** sum of outcome probabilities
- * Is $p_i = 0$ possible?

» Finite Probability Space with Equally Likely Outcomes

Definition

A finite sample space where each outcome is equally likely

» Finite Probability Space with Equally Likely Outcomes

Definition

A finite sample space where each outcome is equally likely

* Let $S = \{s_1, s_2, \dots, s_N\}$, $P(s_i) = P(s_j)$, $\forall i, j$

» Finite Probability Space with Equally Likely Outcomes

Definition

A finite sample space where each outcome is equally likely

- * Let $S = \{s_1, s_2, \dots, s_N\}$, $P(s_i) = P(s_j)$, $\forall i, j$
- * Since all outcomes are equally likely,

$$P(s_i) = \frac{1}{N}, \quad \forall i \in \{1, 2, \dots, N\}$$

» Finite Probability Space with Equally Likely Outcomes

Definition

A finite sample space where each outcome is equally likely

- * Let $S = \{s_1, s_2, \dots, s_N\}$, $P(s_i) = P(s_j)$, $\forall i, j$
- * Since all outcomes are equally likely,

$$P(s_i) = \frac{1}{N}, \quad \forall i \in \{1, 2, \dots, N\}$$

- * If A is any event with cardinality $|A| = M$, then

$$P(A) = \frac{|A|}{|S|} = \frac{M}{N}$$

» Probability and Axioms of Probability

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A .

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is.

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is. If $P(A)$ is close to 0, it is very unlikely that the event A occurs.

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is. If $P(A)$ is close to 0, it is very unlikely that the event A occurs. On the other hand, if $P(A)$ is close to 1, A is very likely to occur.

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is. If $P(A)$ is close to 0, it is very unlikely that the event A occurs. On the other hand, if $P(A)$ is close to 1, A is very likely to occur. The main subject of probability theory is to develop tools and techniques to calculate probabilities of different events.

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is. If $P(A)$ is close to 0, it is very unlikely that the event A occurs. On the other hand, if $P(A)$ is close to 1, A is very likely to occur. The main subject of probability theory is to develop tools and techniques to calculate probabilities of different events.

Probability Axioms...

- * **Axiom 1:** For any event A , $P(A) \geq 0$

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is. If $P(A)$ is close to 0, it is very unlikely that the event A occurs. On the other hand, if $P(A)$ is close to 1, A is very likely to occur. The main subject of probability theory is to develop tools and techniques to calculate probabilities of different events.

Probability Axioms...

- * **Axiom 1:** For any event A , $P(A) \geq 0$
- * **Axiom 2:** Probability of the sample space S is $P(S) = 1$

» Probability and Axioms of Probability

Probability

We assign a **probability measure** $P(A)$ or $\Pr(A)$ to an event A . This is a value between 0 and 1 that shows how likely the event is. If $P(A)$ is close to 0, it is very unlikely that the event A occurs. On the other hand, if $P(A)$ is close to 1, A is very likely to occur. The main subject of probability theory is to develop tools and techniques to calculate probabilities of different events.

Probability Axioms...

- * **Axiom 1:** For any event A , $P(A) \geq 0$
- * **Axiom 2:** Probability of the sample space S is $P(S) = 1$
- * **Axiom 3:** If A_1, A_2, A_3, \dots are disjoint events, then
$$P(A_1 \cup A_2 \cup A_3 \cup \dots) = P(A_1) + P(A_2) + P(A_3) + \dots$$

Quiz

Prove the following:

- * For any event A , $P(A^c) = 1 - P(A)$

Quiz

Prove the following:

- * For any event A , $P(A^c) = 1 - P(A)$
- * The probability of the empty set is zero, i.e., $P(\phi) = 0$

Quiz

Prove the following:

- * For any event A , $P(A^c) = 1 - P(A)$
- * The probability of the empty set is zero, i.e., $P(\phi) = 0$
- * For any event A , $P(A) \leq 1$

Quiz

Prove the following:

- * For any event A , $P(A^c) = 1 - P(A)$
- * The probability of the empty set is zero, i.e., $P(\phi) = 0$
- * For any event A , $P(A) \leq 1$
- * If $A \subseteq B$, then $P(A) \leq P(B)$

Quiz

Prove the following:

- * For any event A , $P(A^c) = 1 - P(A)$
- * The probability of the empty set is zero, i.e., $P(\phi) = 0$
- * For any event A , $P(A) \leq 1$
- * If $A \subseteq B$, then $P(A) \leq P(B)$
- * $P(A - B) = P(A) - P(A \cap B)$

» Calculate Probabilities...

Coin Toss example

A coin is considered fair if the likelihood of getting heads or tails is same. Calculate the probability of obtaining head, when the coin is tossed once.

» Calculate Probabilities...

Coin Toss example

A coin is considered fair if the likelihood of getting heads or tails is same. Calculate the probability of obtaining head, when the coin is tossed once.

Answer

There are two favourable cases, the set of all possible cases is $\{H, T\}$. The number of head possible in one toss of the coin is 1. Hence, the probability of obtaining head is the fraction: $\frac{1}{2}$

Quiz

We roll a fair dice. What is the probability of the event $E = \{1, 6\}$?

» Calculate Probabilities...

Coin Toss example

A coin is considered **fair** if the likelihood of getting heads or tails is **same**.

» Calculate Probabilities...

Coin Toss example

A coin is considered **fair** if the likelihood of getting heads or tails is **same**. Calculate the probability of obtaining at least one head, when two fair coins are tossed simultaneously.

» Calculate Probabilities...

Coin Toss example

A coin is considered **fair** if the likelihood of getting heads or tails is **same**. Calculate the probability of obtaining at least one head, when two fair coins are tossed simultaneously.

Answer

- * Total number possibilities are
 $\{H, H\}, \{H, T\}, \{T, T\}, \{T, H\}$

» Calculate Probabilities...

Coin Toss example

A coin is considered **fair** if the likelihood of getting heads or tails is **same**. Calculate the probability of obtaining at least one head, when two fair coins are tossed simultaneously.

Answer

- * Total number possibilities are $\{H, H\}, \{H, T\}, \{T, T\}, \{T, H\}$
- * Favourable cases are $\{H, H\}, \{H, T\}, \{T, H\}$

» Calculate Probabilities...

Coin Toss example

A coin is considered **fair** if the likelihood of getting heads or tails is **same**. Calculate the probability of obtaining at least one head, when two fair coins are tossed simultaneously.

Answer

- * Total number possibilities are $\{H, H\}, \{H, T\}, \{T, T\}, \{T, H\}$
- * Favourable cases are $\{H, H\}, \{H, T\}, \{T, H\}$
- * Hence the probability of atleast one head is $= \frac{3}{4}$

» Calculate Probabilities...

Coin Toss example

Ten **fair coins** are tossed **simultaneously**. What is the probability of getting **at least one head**?

» Calculate Probabilities...

Coin Toss example

Ten **fair coins** are tossed **simultaneously**. What is the probability of getting **atleast one head**?

Answer

- * Total number possibilities are 2^{10}

» Calculate Probabilities...

Coin Toss example

Ten **fair coins** are tossed **simultaneously**. What is the probability of getting **atleast one head**?

Answer

- * Total number possibilities are 2^{10}
- * Only case with **no head**: $\{T, T, T, T, T, T, T, T, T, T\}$. **Favourable cases** are: $2^{10} - 1$

» Calculate Probabilities...

Coin Toss example

Ten **fair coins** are tossed **simultaneously**. What is the probability of getting **atleast one head**?

Answer

- * Total number possibilities are 2^{10}
- * Only case with **no head**: $\{T, T, T, T, T, T, T, T, T, T\}$. **Favourable cases** are: $2^{10} - 1$
- * Hence the probability of **atleast one head** is $= \frac{2^{10} - 1}{2^{10}}$

» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.



» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.

What did we assume?



» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.



What did we assume?

- * The **outcome** is (x, y) , $x, y \in \{1, 2, \dots, 6\}$

» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.



What did we assume?

- * The **outcome** is (x, y) , $x, y \in \{1, 2, \dots, 6\}$
- * The **number of outcomes** = 36

» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.



What did we assume?

- * The **outcome** is (x, y) , $x, y \in \{1, 2, \dots, 6\}$
- * The **number of outcomes** = 36
- * We assume that all 36 are **equiprobable**

» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.



What did we assume?

- * The **outcome** is (x, y) , $x, y \in \{1, 2, \dots, 6\}$
- * The **number of outcomes** = 36
- * We assume that all 36 are **equiprobable**
- * **Probability space**: all outcomes

» Computing probabilities...

Consider an **experiment** of throwing two dice: blue and red one.



What did we assume?

- * The **outcome** is (x, y) , $x, y \in \{1, 2, \dots, 6\}$
- * The **number of outcomes** = 36
- * We assume that all 36 are **equiprobable**
- * **Probability space**: all outcomes
- * **Event**: some favourable outcomes that we need to define precisely

<https://tinyurl.com/y3ct7ucj>