#### **Topic: Measuring Uncertainty with Probability**

Introduction, Language and Notation

School of Mathematics and Applied Statistics



### How do we measure uncertainty?

Probability is a measure of uncertainty or likelihood.

The probability of an event **certain** to happen is set to 1.

In everyday life, it is often expressed as a percentage:

- There is a 50-50 chance of getting a tail when a fair coin is tossed.
- The weather forecast states: Today there is an 80% chance of rain.
- There is a 20% chance that the train to Sydney from Wollongong is likely to arrive late.

#### What is probability?

**Probability** is used to quantify unpredictability and describe it precisely.

The probability of an event is a number between 0 and 1 indicating how likely it is that the event will occur when an 'experiment' is carried out.

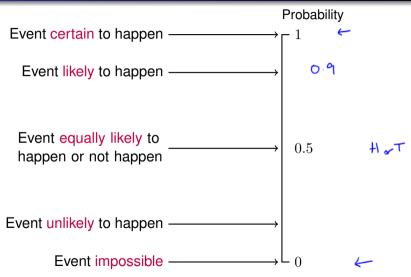
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A probability model describes the uncertainty in an experiment by assigning probabilities to the possible outcomes.

- Weather forecast models
- Artificial intelligence uses statistics to make independent learning decisions where a decision is an outcome that has highest probability.

# **Probability Scale**



- Random phenomenon: cannot be predicted with certainty in advance
- **Experiment**: the observation of any phenomenon that is uncertain
- Outcome is a single observed result of random phenomenon
  - is a result of an experiment which cannot be reduced to simpler results
    Example: getting a Head or Tail on the toss of a coin
- The **sample space** *S* is the set of all possible outcomes or sample points
  - *S* may be finite, countably infinite, or uncountably infinite.
  - A discrete sample space contains a finite or countable number of distinct sample points
  - Example:  $S = \{1, 2, 3, 4, 5, 6\}$  is set of all outcomes for a throw of a die
  - P(S) = 1, as the sample space includes all possibilities.

## Language and Notation: Events

- The subsets of S are called **events**.
  - E is a subset of the sample space  $S:E\subseteq S$
  - Events are collection of outcomes, including both S and  $\varnothing$  (the null or empty set).
  - An event in a discrete sample space S is a collection of sample points, any subset of S
  - e.g. in the die experiment the event 'getting an even number' is the collection of outcomes {2, 4, 6}
- Null event { } or Ø
  - The empty set (no outcomes) is an event which can never occur. e.g. even and odd: Ø
  - $P(\emptyset) = 0$ , as  $\emptyset$  contains no possibilities. P(7) = 0

- Intersection of events:  $P(A \cap B)$ 
  - The event that A and B both occur. e.g. 1 die rolled: P(even **and** greater than 4)
- A:= 52.4,6)
- B: = { 5 (6)
  - €, = S67

- Union of events:  $P(A \overset{\checkmark}{\cup} B)$ 
  - e.g. 1 die rolled: P(even or greater than 4)

- Disjoint events
  - have no outcomes in common
  - If  $A \cap B = \emptyset$ , the events A and B are said to be **disjoint** or mutually exclusive; i.e. they cannot occur simultaneously. 12,4,6} {1,3.5}
  - 1 die rolled: P(even and odd)=0



# **Probability Axioms**

- The **probability** of each individual outcome is a number between 0 ("can't happen") and 1 ("certain to happen"). (1000 happen) i.e. For any event  $E: 0 \leq P(E) \leq 1$
- **Total probability** of all outcomes =1 i.e. P(S)=1 where S represents the sample space
- The probability P(E) of an event E is obtained by adding probabilities of disjoint outcomes in E. i.e.  $P(E_1 \text{ or } E_2 \text{ happens}) = P(E_1 \cup E_2) = P(E_1) + P(E_2)$

From these basic rules of probability (the axioms) other properties of probabilities can be derived.

In this lecture segment we have considered:

- Probability as a measure of uncertainty which is used to quantify unpredictability.
- Language and notation
- Basic probability laws or axioms

Reference: Wackerley D.D., Mendenhall W. & Scheaffer R.L. [WMS] (2008) "Mathematical Statistics with Applications", 7th ed. Duxbury, Belmont . (Library: 519.5/40).