

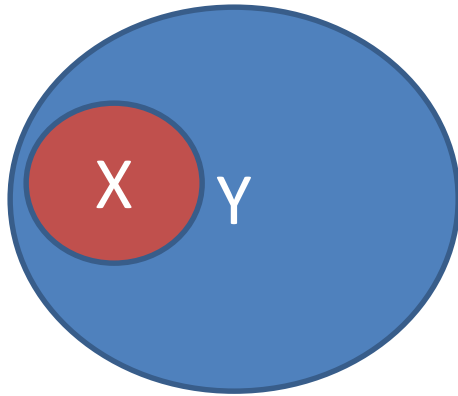
# Axioms of Probability

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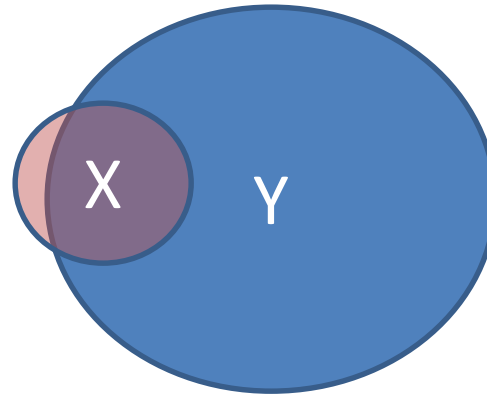
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# Deterministic vs. Nondeterministic



(A)



(B)

- Deterministic: in (A), “if  $Z \in X \Rightarrow Z \in Y$ ”
- Nondeterministic: in (B) the above is not true.
- But in (B), we can say that if  $Z \in X$  then it is very likely  $Z \in Y$

# The Essentials of Probability

- **Random Experiment:** an experiment whose outcome is not deterministic. It can be repeated under the same condition.  
(e.g. throwing a dice)
- **Outcome (or observation):** the result of one single trial of the random experiment. (e.g. 3). *Outcome can be discrete (e.g. dice) or continuous (e.g. height)*
- **Sample space (or outcome space):** all possible outcomes of one single trial of a random experiment. (e.g. 1-6)
- **Event:** any set of possible outcomes of a random experiment  
(e.g. odd numbers)
  - When a random experiment is performed and the outcome is in an event A, then we say that event A has occurred.
- The **probability** is defined on an EVENT:
  - What is the probability that the outcome belongs to an event
  - (e.g. what is the probability the outcome is odd?)

# Example (discrete outcome)

- Random Experiment: toss a coin twice

- Sample space

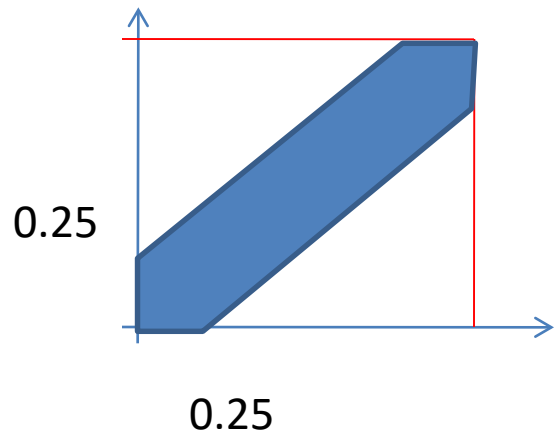
	First Toss	Second Toss
Outcome 1	H	H
Outcome 2	H	T
Outcome 3	T	H
Outcome 4	T	T

- Events

{at least one Head}, {two tosses are equal}, {at least one Tail}, {two or more Tails}, {two or more Heads}...etc

# Example (continues outcome)

- Random Experiment: randomly pick two real numbers in  $[0,1]$ 
  - Event E: they are at most 0.25 apart,  $P(E)=?$



$$P(E)=1-0.75*0.75$$

# Set Theory and Events

- Set (Event) Definitions
  - a set is a collection of objects
  - B is a set that contains 4 elements (1,2,3,4) can be represented as  $B = \{1,2,3,4\}$
  - $x \in B \rightarrow$  element  $x$  is a member of set  $B$

# Set (Event) Definitions

- ***sample space ( $S$ )*** : the collection of all possible outcomes of a random experiment
- ***event ( $A, B, C$ )*** : collections of outcomes

# Set (Event) Definitions

- Example:

$$S=\{x \mid 90 < x < 110\} \quad A=\{x \mid 90 < x < 98\} \quad B=\{x \mid 110 > x \geq 98\}$$

$$C=\{x \mid 90 < x < 95\} \quad D=\{x \mid 95 < x < 100\} \quad E=\{x \mid x=95\}$$

–  $\in$ : “belongs”,  $\notin$ : “does not belong”

$$x_1=97 \Rightarrow x_1 \in A, \quad x_2=104 \Rightarrow x_2 \notin A$$

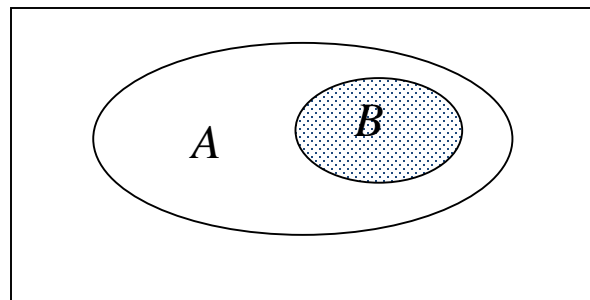
–  $S$  contains **all** outcomes

–  $\phi$  contains **no** outcome, *null event*, *impossible event*



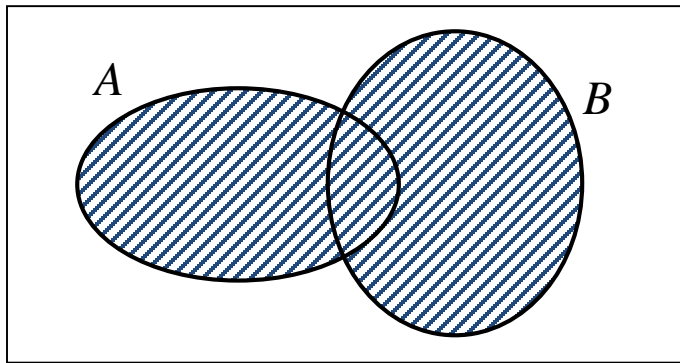
# Events Algebra

- $\subseteq$  : an event is contained in another event
  - $C \subseteq A$  :  $C$  is a **subset** of  $A$
  - $B \subset A$  :  $B$  is a proper subset of  $A$ ,  $A$  has at least one element that is not in  $B$

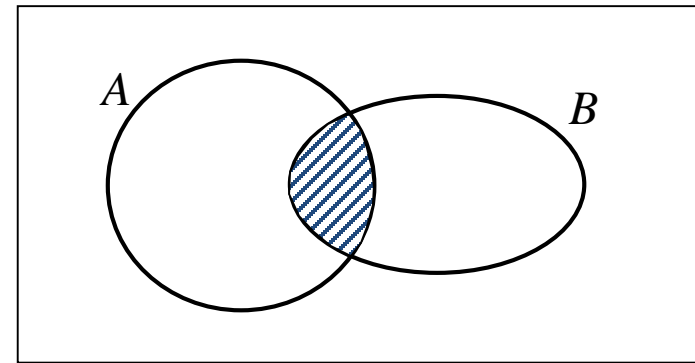


# Events Algebra

- **Union** : the event that contains all the outcomes that are in either  $A$  or  $B$
- **Intersection** : the event that contains all the outcomes that are in both  $A$  and  $B$



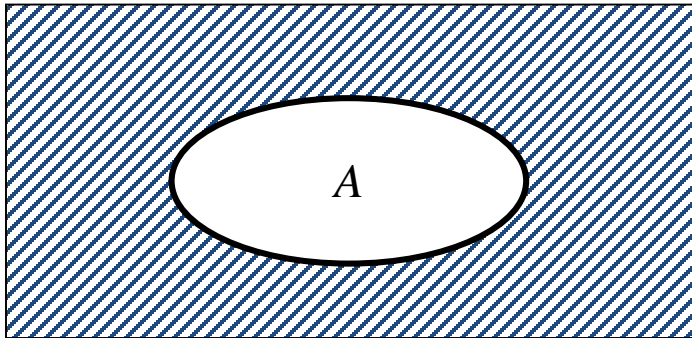
$$A \cup B$$



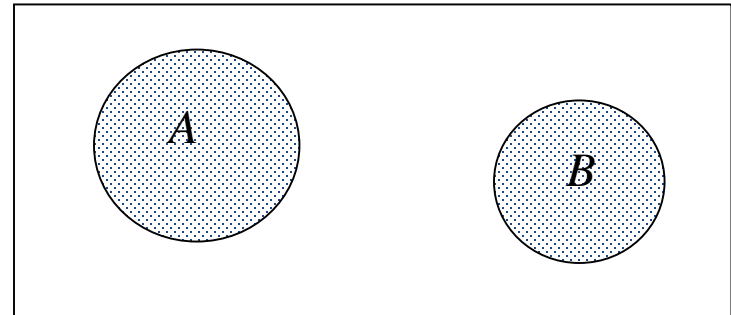
$$A \cap B$$

# Events Algebra

- **Complement** : the event containing all outcomes that are not in a given  $A$
- **Mutually Exclusive Events** : events with no elements in common, (***mutually exclusive*** or ***disjoint***)



$\bar{A}$  or  $A'$



$$A \cap B = \phi$$

$$\Rightarrow A \cap \bar{A} = \phi, A \cup \bar{A} = S$$

# Events Algebra

- **Properties :**

- **Commutative property** : the operations commute

$$A \cup B = B \cup A, A \cap B = B \cap A$$

- **Associative property** : the order of the operations is not important

$$(A \cup B) \cup C = A \cup (B \cup C) = A \cup B \cup C$$

$$(A \cap B) \cap C = A \cap (B \cap C) = A \cap B \cap C$$

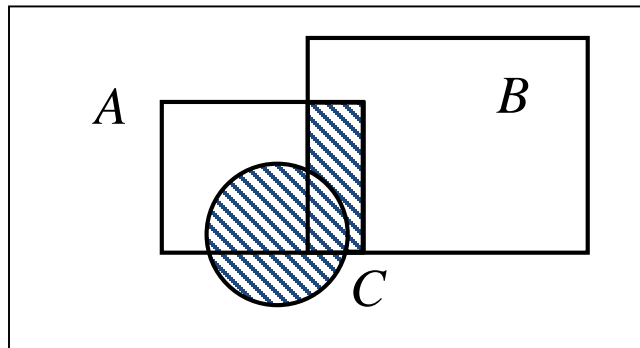
$$A_1 \cup A_2 \cup A_3 \cup \dots \cup A_n = \bigcup_{i=1}^n A_i$$

$$A_1 \cap A_2 \cap A_3 \cap \dots \cap A_n = \bigcap_{i=1}^n A_i$$

# Events Algebra

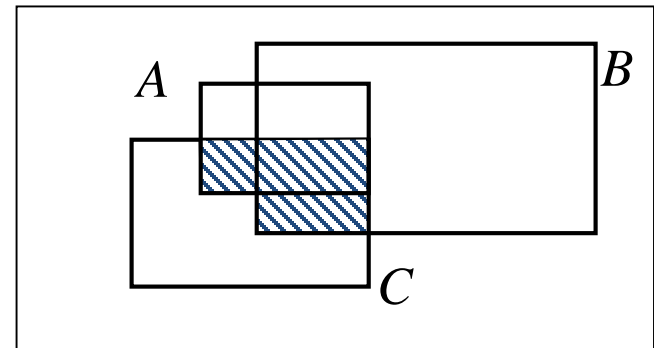
- ***Distributive rule :***

- union of intersecting



$$C \cup (A \cap B) = (C \cup A) \cap (C \cup B)$$

- intersecting of union



$$C \cap (A \cup B) = (C \cap A) \cup (C \cap B)$$

# Events Algebra

- ***De Morgan's Law*** : the complement of an union or an intersection
  - union and intersection interchange
  - event and its complement interchange

$$\overline{(A \cup B)} = \bar{A} \cap \bar{B} \quad \overline{(A \cap B)} = \bar{A} \cup \bar{B}$$

$$\overline{\bigcup A_i} = \bigcap \bar{A}_i \quad \overline{\bigcap A_i} = \bigcup \bar{A}_i$$

# Axioms of Probability

- Given a sample space  $S$ , for any event  $A$ , we define the probability of  $A$  by  $P(A)$  as a real number assigned to the event  $A$ 
  - $P(A) \geq 0$
  - $P(S) = 1$
  - if  $A_1, A_2, A_3, \dots$  are events, and  $A_i \cap A_j = \emptyset$  for all  $i \neq j$ , then  $P(A_1 \cup A_2 \dots \cup A_k) = P(A_1) + P(A_2) + \dots + P(A_k)$*

# Properties

$$1: P(\overline{A}) = 1 - P(A)$$

$$2: P(A) \leq 1$$

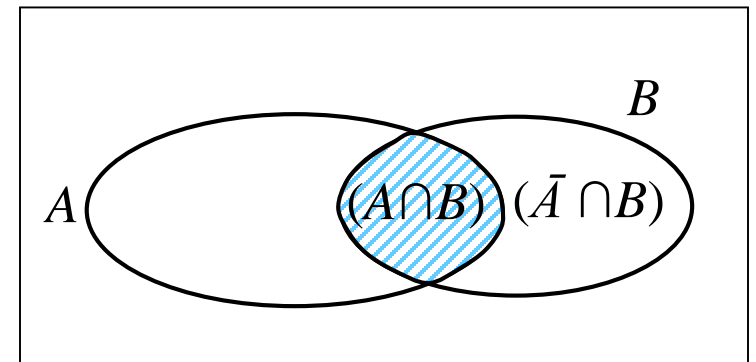
$$3: \text{if } B \subset A \Rightarrow P(B) < P(A)$$

$$4: P(\phi) = 0$$



# Properties

$$5: P(A \cup B) = P(A) + P(B) - P(A \cap B)$$



$$6: P(A \cup B \cup C) = P(A) + P(B) + P(C) - P(A \cap B) - P(B \cap C) - P(A \cap C) + P(A \cap B \cap C)$$

# Game: Non-Transitive Dices

