

Statistical Inference

Descriptive statistics is concerned with summarizing data collected from past events.

We now turn to the second facet of statistics, namely, computing the chance that something will occur in the future. This facet of statistics is called **statistical inference**.

It is rare that a decision maker might have all the information needed to make a good decision.

Earliest contribution to the foundation of probability is by Gerolamo Cardano (1501-1576), Italian mathematician, *Book of Games of Chances*, (1564).

Statistical Inference and Probability

Statistical inference deals with conclusions about a population based on a sample taken from that population.

Because there is uncertainty in decision making, it is important that all the known risks involved be scientifically evaluated.

Helpful in this evaluation is probability theory, which has often been referred to as the science of uncertainty.

Probability theory allows the decision maker with limited information to analyze the risks and benefits associated with a set of decision alternatives.

Hence, why probability concepts are so important to statistical inference.

Probability

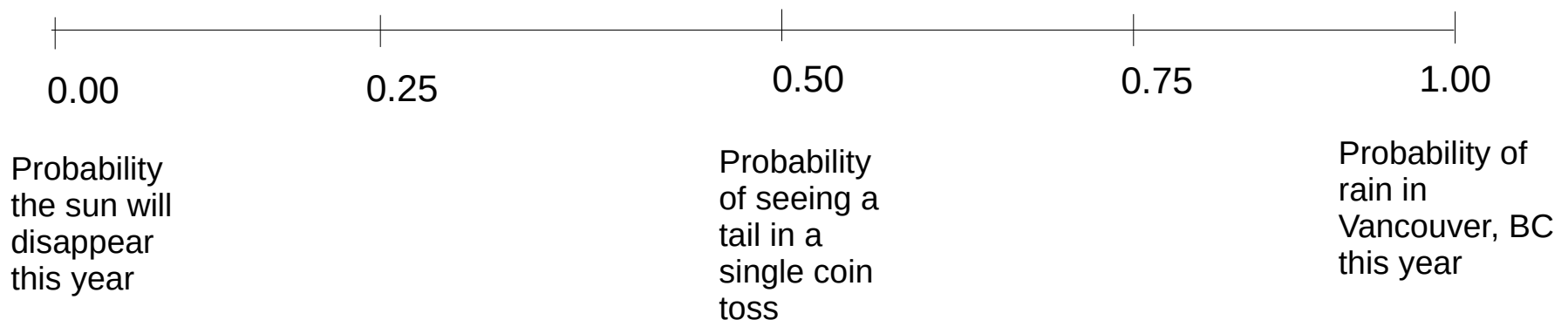
A **probability** is a measure of the likelihood that an event in the future will happen.

It can only assume a value between 0 and 1.

A value near 0 means the event is not likely to happen.

A value near 1 means it is likely to happen.

Other synonymous words include: chance, odds, likelihood...



Some Key Words

In probability, an **experiment** is a process that leads to the occurrence of one of several possible observations

An **outcome** is a particular result of an experiment


An **event** is a collection of one or more outcomes of an experiment

The **sample space** describes all the possible outcomes

A **certain event** is one that is certain to occur

An **impossible event** is one that can never occur

Example of Three Key Words

| | |
|-----------------------|---|
| |  |
| Experiment | Roll a die |
| All possible outcomes | Observe a 1 Observe a 2 Observe a 3 Observe a 4 Observe a 5 Observe a 6 |
| Some possible events | Observe an even number Observe a number greater than 4 Observe a number 3 or less |