Basics of Probability

Outline

- I. Acting under uncertainty
- II. Probability model
- III. Probability distribution

^{*} Figures are from the <u>textbook site</u> or by the instructor.

^{**} A small part of the notes are adapted from those by Dr. Jin Tian.

I. Acting Under Uncertainty

Keeping track of a belief state has several drawbacks:

- * Large belief state full of unlikely possibilities because every possible explanation of the percept needs to be considered.
- ♣ Correct contingent plan growing arbitrarily large to handle every eventuality.
- No successful plan guaranteed sometimes yet action required.

There needs to be a way to compare the merits of plans that are not guaranteed.

I. Acting Under Uncertainty

Keeping track of a belief state has several drawbacks:

- * Large belief state full of unlikely possibilities because every possible explanation of the percept needs to be considered.
- Correct contingent plan growing arbitrarily large to handle every eventuality.
- No successful plan guaranteed sometimes yet action required.

There needs to be a way to compare the merits of plans that are not guaranteed.

Make a rational decision depending on

- relative importance of various goals, and
- likelihood that, and degree to which, they will be achieved.

From Categorical to Uncertain Beliefs

Intelligent behavior requires knowledge about the world.

 Propositional and first-order logics are effective for representing and reasoning with categorical beliefs about the world.

Due to uncertainty, any logical sentence could be true, false or unknown.

Logical approach can break down.

Toothache ⇒ Cavity

Toothache ⇒ Cavity

```
// Wrong rule as some patients with toothaches // have no cavity but gum disease, an abscess, ...
```

```
Toothache ⇒ Cavity

// Wrong rule as some patients with toothaches
// have no cavity but gum disease, an abscess, ...
```

Toothache ⇒ Cavity ∨ Gumproblem ∨ Abscess ∨ ···

// We would have to add an almost unlimited list of possible problems.

```
Toothache ⇒ Cavity

// Wrong rule as some patients with toothaches
// have no cavity but gum disease, an abscess, ...

Toothache ⇒ Cavity ∨ Gumproblem ∨ Abscess ∨ ...

// We would have to add an almost unlimited list of possible problems.

Cavity ⇒ Toothache

// Still not right since not all cavities cause pain.
```

```
Toothache ⇒ Cavity

// Wrong rule as some patients with toothaches
// have no cavity but gum disease, an abscess, ...
```

Toothache ⇒ Cavity ∨ Gumproblem ∨ Abscess ∨ ···

// We would have to add an almost unlimited list of possible problems.

Cavity ⇒ Toothache // Still not right since not all cavities cause pain.

Fix the rule by augment the LHS with all qualifications required for a cavity to cause a toothache!

- ♠ Too much work.
- ♠ Medical science has no complete domain theory.
- ♠ Not all the necessary tests have been or can be run on a patient.

Beliefs

- If a patient has lung cancer, there is a 60% chance that an X-ray test will come back positive; and a 40% percent chance negative.
- If a patient does not have lung cancer, there is 2% percent chance that an X-ray test will come back positive; and a 98% percent chance negative.
- Population cancer rate is 1/1000.

Beliefs

- If a patient has lung cancer, there is a 60% chance that an X-ray test will come back positive; and a 40% percent chance negative.
- If a patient does not have lung cancer, there is 2% percent chance that an X-ray test will come back positive; and a 98% percent chance negative.
- Population cancer rate is 1/1000.

Observation X-ray test came back positive.

Beliefs

- If a patient has lung cancer, there is a 60% chance that an X-ray test will come back positive; and a 40% percent chance negative.
- If a patient does not have lung cancer, there is 2% percent chance that an X-ray test will come back positive; and a 98% percent chance negative.
- Population cancer rate is 1/1000.

Observation X-ray test came back positive.

Inference task What is the chance that the patient has lung cancer?

Beliefs

- If a patient has lung cancer, there is a 60% chance that an X-ray test will come back positive; and a 40% percent chance negative.
- If a patient does not have lung cancer, there is 2% percent chance that an X-ray test will come back positive; and a 98% percent chance negative.
- Population cancer rate is 1/1000.

Observation X-ray test came back positive.

Inference task What is the chance that the patient has lung cancer?

Probability theory provides a framework for representing and reasoning under uncertainty

Probability deals with chance experiments that have a set Ω of distinct outcomes or possible worlds (Ω is called the *sample space*).

• Roll a die: $\Omega = \{1, 2, 3, 4, 5, 6\}$

- Roll a die: $\Omega = \{1, 2, 3, 4, 5, 6\}$
- Toss a coin: == { head, tail}

- Roll a die: $\Omega = \{1, 2, 3, 4, 5, 6\}$
- Toss a coin: == { head, tail}
- Roll two dice: == $\{6, (1, 2), ..., (1, 6), ..., (6, 1), ..., (6, 6)\}$

- Roll a die: $\Omega = \{1, 2, 3, 4, 5, 6\}$
- Toss a coin: == { head, tail}
- Roll two dice: == $\{6, (1, 2), ..., (1, 6), ..., (6, 1), ..., (6, 6)\}$
- $\omega \in \Omega$ is a sample point, possible world, or atomic event.
 - mutually exclusive
 - exhaustive

A *probability space* associates a probability $P(\omega)$ with every possible world ω :

$$0 \le P(\omega) \le 1$$

$$\sum_{\omega \in \Omega} P(\omega) = 1$$

A *probability space* associates a probability $P(\omega)$ with every possible world ω :

$$0 \le P(\omega) \le 1$$
$$\sum_{\omega \in \Omega} P(\omega) = 1$$

- Roll two dice: $\Omega = \{(1,1), (1,2), ..., (6,6)\}$
 - ◆ If both dice are fair, then each possible world has probability 1/36.
 - If the dice are loaded, then the worlds will have uneven probabilities that still sum to 1.

A *probability space* associates a probability $P(\omega)$ with every possible world ω :

$$0 \le P(\omega) \le 1$$
$$\sum_{\omega \in \Omega} P(\omega) = 1$$

- Roll two dice: $\Omega = \{(1,1), (1,2), ..., (6,6)\}$
 - ◆ If both dice are fair, then each possible world has probability 1/36.
 - If the dice are loaded, then the worlds will have uneven probabilities that still sum to 1.

An event (or proposition) ϕ is a subset of Ω .

A *probability space* associates a probability $P(\omega)$ with every possible world ω :

$$0 \le P(\omega) \le 1$$
$$\sum_{\omega \in \Omega} P(\omega) = 1$$

- Roll two dice: $\Omega = \{(1,1), (1,2), ..., (6,6)\}$
 - ◆ If both dice are fair, then each possible world has probability 1/36.
 - If the dice are loaded, then the worlds will have uneven probabilities that still sum to 1.

An *event* (or *proposition*) ϕ is a subset of Ω .

$$P(\phi) = \sum_{\omega \in \phi} P(\omega)$$

A *probability space* associates a probability $P(\omega)$ with every possible world ω :

$$0 \le P(\omega) \le 1$$
$$\sum_{\omega \in \Omega} P(\omega) = 1$$

- Roll two dice: $\Omega = \{(1,1), (1,2), ..., (6,6)\}$
 - ◆ If both dice are fair, then each possible world has probability 1/36.
 - If the dice are loaded, then the worlds will have uneven probabilities that still sum to 1.

An event (or proposition) ϕ is a subset of Ω .

$$P(\phi) = \sum_{\omega \in \phi} P(\omega)$$

• $a = \{2, 4, 6\}$ is the event that the result of rolling one die is an event number. P(a) = P(2) + P(4) + P(6) = 1/2

A *probability space* associates a probability $P(\omega)$ with every possible world ω :

$$0 \le P(\omega) \le 1$$
$$\sum_{\omega \in \Omega} P(\omega) = 1$$

- Roll two dice: $\Omega = \{(1,1), (1,2), ..., (6,6)\}$
 - ◆ If both dice are fair, then each possible world has probability 1/36.
 - If the dice are loaded, then the worlds will have uneven probabilities that still sum to 1.

An event (or proposition) ϕ is a subset of Ω .

$$P(\phi) = \sum_{\omega \in \phi} P(\omega)$$

- $a = \{2, 4, 6\}$ is the event that the result of rolling one die is an event number. P(a) = P(2) + P(4) + P(6) = 1/2
- b is the event that the results of rolling two dice sum to 10.

$$P(\text{Total} = 10) = P(b) = P((4,6)) + P((5,5)) + P((6,4)) = 1/12$$

Prior (or unconditional) probabilities are in the absence of any other information.

$$P(\text{Total} = 10) = 1/12$$

Prior (or unconditional) probabilities are in the absence of any other information.

$$P(\text{Total} = 10) = 1/12$$

Often some evidence has already been revealed.

Prior (or unconditional) probabilities are in the absence of any other information.

$$P(\text{Total} = 10) = 1/12$$

Often some evidence has already been revealed.

The *conditional* (or *posterior*) *probability* of an event (i.e., proposition) a given an event b with P(b) > 0 is

$$P(a \mid b) = \frac{P(a \land b)}{P(b)}$$

Prior (or unconditional) probabilities are in the absence of any other information.

$$P(\text{Total} = 10) = 1/12$$

Often some evidence has already been revealed.

The *conditional* (or *posterior*) *probability* of an event (i.e., proposition) a given an event b with P(b) > 0 is

$$P(a \mid b) = \frac{P(a \land b)}{P(b)}$$

 a refers to the appearance of 4 on a die, and b refers to the appearance of an even number.

$$P(a \mid b) = \frac{1/6}{1/2} = \frac{1}{3}$$

Prior (or unconditional) probabilities are in the absence of any other information.

$$P(\text{Total} = 10) = 1/12$$

Often some evidence has already been revealed.

The *conditional* (or *posterior*) *probability* of an event (i.e., proposition) a given an event b with P(b) > 0 is

$$P(a \mid b) = \frac{P(a \land b)}{P(b)}$$

 a refers to the appearance of 4 on a die, and b refers to the appearance of an even number.

$$P(a \mid b) = \frac{1/6}{1/2} = \frac{1}{3}$$

The prior of a is 1/6, and the posterior of a given b is 1/3.

Go to a dentist for a regular checkup. Consider the prior probability:

$$P(cavity) = 0.2$$

Go to a dentist for a regular checkup. Consider the prior probability:

$$P(cavity) = 0.2$$

Go to a dentist because of a toothache. Consider the posterior probability:

$$P(cavity | toothache) = 0.6$$

Go to a dentist for a regular checkup. Consider the prior probability:

$$P(cavity) = 0.2$$

Go to a dentist because of a toothache. Consider the posterior probability:

$$P(cavity | toothache) = 0.6$$

 If the dentist finds no cavities, we would not want to conclude the above posterior:

$$P(cavity | toothache \land \neg cavity) = 0$$

Go to a dentist for a regular checkup. Consider the prior probability:

$$P(cavity) = 0.2$$

Go to a dentist because of a toothache. Consider the posterior probability:

$$P(cavity | toothache) = 0.6$$

 If the dentist finds no cavities, we would not want to conclude the above posterior:

$$P(cavity \mid toothache \land \neg cavity) = 0$$

The *product rule*:

Go to a dentist for a regular checkup. Consider the prior probability:

$$P(cavity) = 0.2$$

Go to a dentist because of a toothache. Consider the posterior probability:

$$P(cavity | toothache) = 0.6$$

 If the dentist finds no cavities, we would not want to conclude the above posterior:

$$P(cavity \mid toothache \land \neg cavity) = 0$$

The *product rule*:

$$P(a \wedge b) = P(a \mid b)P(b)$$

Random Variable

A *random variable* (r.v.) is a function from the sample space Ω to some *range* – the set of possible values (e.g., real or Boolean) it can take on.

Random Variable

A *random variable* (r.v.) is a function from the sample space Ω to some *range* – the set of possible values (e.g., real or Boolean) it can take on.

• The range of value for one die is $\{1, ..., 6\}$.

- The range of value for one die is $\{1, ..., 6\}$.
- The range of *Total* for two dices is {2, ..., 12}.

- The range of value for one die is {1, ..., 6}.
- The range of *Total* for two dices is {2, ..., 12}.
- The range of Weather might be { sun, rain, cloud, snow }.

- The range of value for one die is {1, ..., 6}.
- The range of *Total* for two dices is {2, ..., 12}.
- The range of Weather might be { sun, rain, cloud, snow }.
- The range of the resistance X of a resistor can be $(0, \infty)$.

- The range of value for one die is {1, ..., 6}.
- The range of *Total* for two dices is {2, ..., 12}.
- The range of Weather might be { sun, rain, cloud, snow }.
- The range of the resistance X of a resistor can be $(0, \infty)$.
- Inequality range: $NumberOfAtomsInUniverse \ge 10^{70}$.

A *random variable* (r.v.) is a function from the sample space Ω to some *range* – the set of possible values (e.g., real or Boolean) it can take on.

- The range of value for one die is {1, ..., 6}.
- The range of *Total* for two dices is {2, ..., 12}.
- The range of Weather might be { sun, rain, cloud, snow }.
- The range of the resistance X of a resistor can be $(0, \infty)$.
- Inequality range: $NumberOfAtomsInUniverse \ge 10^{70}$.

A *probability space P* induces a probability distribution for any random variable *X*.

$$P(X = x) = \sum_{\omega: X(\omega) = x} P(\omega)$$

A *random variable* (r.v.) is a function from the sample space Ω to some *range* – the set of possible values (e.g., real or Boolean) it can take on.

- The range of value for one die is {1, ..., 6}.
- The range of *Total* for two dices is {2, ..., 12}.
- The range of Weather might be { sun, rain, cloud, snow }.
- The range of the resistance X of a resistor can be $(0, \infty)$.
- Inequality range: $NumberOfAtomsInUniverse \ge 10^{70}$.

A *probability space P* induces a probability distribution for any random variable *X*.

$$P(X = x) = \sum_{\omega: X(\omega) = x} P(\omega)$$

$$P(\text{Even} = true) = P(2) + P(4) + P(6) = 1/2$$

A *random variable* (r.v.) is a function from the sample space Ω to some *range* – the set of possible values (e.g., real or Boolean) it can take on.

- The range of value for one die is {1, ..., 6}.
- The range of *Total* for two dices is {2, ..., 12}.
- The range of Weather might be { sun, rain, cloud, snow }.
- The range of the resistance X of a resistor can be $(0, \infty)$.
- Inequality range: $NumberOfAtomsInUniverse \ge 10^{70}$.

A *probability space P* induces a probability distribution for any random variable *X*.

$$P(X = x) = \sum_{\omega: X(\omega) = x} P(\omega)$$

$$P(\text{Even} = true) = P(2) + P(4) + P(6) = 1/2$$

Use of Proportional Logic

```
// The probability that the patient has a cavity, given that // she is a teenager with no toothache, is 0.1. P(cavity \mid \neg toothache \land teen) = 0.1 \bigcirc P(cavity \mid \neg toothache, teen) = 0.1
```

Use of Proportional Logic

```
// The probability that the patient has a cavity, given that // she is a teenager with no toothache, is 0.1. P(cavity \mid \neg toothache \land teen) = 0.1 \bigcirc P(cavity \mid \neg toothache, teen) = 0.1
```

Often in AI applications, random variables are basic elements.

- The sample points are the values of a set of random variables.
- A possible world is an assignment of exactly one value to every random variable.

Use of Proportional Logic

```
// The probability that the patient has a cavity, given that // she is a teenager with no toothache, is 0.1. P(cavity \mid \neg toothache \land teen) = 0.1
P(cavity \mid \neg toothache, teen) = 0.1
```

Often in AI applications, random variables are basic elements.

- The sample points are the values of a set of random variables.
- A possible world is an assignment of exactly one value to every random variable.

Example 4 distinct atomic events (or 4 possible worlds):

```
cavity ∧ toothache
¬cavity ∧ toothache
cavity ∧ ¬ toothache
¬ cavity ∧ ¬ toothache
```

Probabilities of all the possible values of a random variable.

```
P(Weather = sun) = 0.6

P(Weather = rain) = 0.1

P(Weather = cloud) = 0.29

P(Weather = snow) = 0.01
```

Probabilities of all the possible values of a random variable.

$$P(Weather = sun) = 0.6$$

 $P(Weather = rain) = 0.1$
 $P(Weather = cloud) = 0.29$
 $P(Weather = snow) = 0.01$ abbreviated as
 $P(Weather) = \langle 0.6, 0.1, 0.29, 0.01 \rangle$

Probabilities of all the possible values of a random variable.

$$P(Weather = sun) = 0.6$$

 $P(Weather = rain) = 0.1$
 $P(Weather = cloud) = 0.29$
 $P(Weather = snow) = 0.01$ abbreviated as

Probability distribution: $P(Weather) = \langle 0.6, 0.1, 0.29, 0.01 \rangle$

Probabilities of all the possible values of a random variable.

$$P(Weather = sun) = 0.6$$

 $P(Weather = rain) = 0.1$
 $P(Weather = cloud) = 0.29$
 $P(Weather = snow) = 0.01$ abbreviated as

Probability distribution: $P(Weather) = \langle 0.6, 0.1, 0.29, 0.01 \rangle$

P(X | Y) gives the values of $P(X = x_i | Y = y_j)$ for all i,j.

Joint Probability Distribution

Joint probability distribution gives the probability of every atomic event on a set of r.v.s (i.e., every combination of their values).

P(Weather, Cavity) is a 4×2 matrix.

| Weather Cavity | sun | rain | cloud | snow |
|----------------|-------|------|-------|------|
| true | 0.144 | 0.02 | 0.016 | 0.02 |
| false | 0.576 | 0.08 | 0.064 | 0.08 |

Concise P Notation

```
P(Weather, Cavity) = P(Weather | Cavity) P(Cavity)
|
\{ sun, rain, cloud, snow \} \{ true, false \}
```

replaces 8 equations (corresponding to 8 possible worlds)

```
P(W = sun \land C = true) = P(W = sun \mid C = true)P(C = true)

P(W = rain \land C = true) = P(W = rain \mid C = true)P(C = true)

P(W = cloud \land C = true) = P(W = cloud \mid C = true)P(C = true)

P(W = snow \land C = true) = P(W = snow \mid C = true)P(C = true)

P(W = sun \land C = false) = P(W = sun \mid C = true)P(C = false)

P(W = rain \land C = false) = P(W = rain \mid C = true)P(C = false)

P(W = cloud \land C = false) = P(W = cloud \mid C = true)P(C = false)

P(W = snow \land C = false) = P(W = snow \mid C = true)P(C = false)
```

Kolmogorov's Axioms

1. $0 \le P(\omega) \le 1$ for every world $\omega \in \Omega$.

$$2. \qquad \sum_{\omega \in \Omega} P(\omega) = 1$$

3. $P(a \lor b) = P(a) + P(b) - P(a \land b)$ for any two propositions a, b.

The rest of probability theory are built up from these axioms.

Kolmogorov's Axioms

1. $0 \le P(\omega) \le 1$ for every world $\omega \in \Omega$.

$$2. \qquad \sum_{\omega \in \Omega} P(\omega) = 1$$

3. $P(a \lor b) = P(a) + P(b) - P(a \land b)$ for any two propositions a, b. counts $a \land b$ twice.

The rest of probability theory are built up from these axioms.

| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each outcome $\neg a, \neg b$ |
|---|-------------------|---|---|--------------|--------------------|--------------------|-------------------------------|
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | - \$7 | -\$6 \$3 \$2 | \$4 -\$7 \$2 | \$4 \$3 -\$8 |
| | | , , | | -\$11 | -\$1 | -\$1 | -\$1 |

Agent 2 will lose \$4 if $\neg a$

| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | 1 - | | each outcome $\neg a, \neg b$ | ome |
|---|-------------------|---|-------------------|--------------|--------------------|--------------------|-------------------------------|-----|
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$7 on ¬ <i>b</i> | - \$7 | -\$6 \$3 \$2 | \$4 -\$7 \$2 | \$4 \$3 -\$8 | |
| a v 0 | 0.0 | 52 OH (a v b) | \$6 On a v o | -\$11 | -\$1 | | -\$1 | |

| | Agent 1 v \$6 if ¬¬a | |) | | | | | |
|---|-------------------------|---|---|------------------------------|----------------------------|----------------------------|---------------------------|------|
| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each out $\neg a, \neg b$ | come |
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | -\$6 -\$7 \$2 -\$11 | -\$6 \$3 \$2 -\$1 | \$4 -\$7 \$2 -\$1 | \$4 \$3 -\$8 | |

| Agent 2 will lose \$4 if ¬a | | | Agent 1 will lose \$6 if $\neg \neg a = a$ | | | | | |
|---|-------------------|---|---|---------------------|--------------------|--------------------|---------------------------|------|
| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each out $\neg a, \neg b$ | come |
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | -\$6 -\$7 \$2 | -\$6 \$3 \$2 | \$4 -\$7 \$2 | \$4 \$3 -\$8 | |
| | | | | -\$11 | -\$1 | -\$1 | -\$1 | |

Agent 1 has inconsistent beliefs since

$$0.8 = P(a \lor b) > P(a) + P(b) = 0.7$$

| Agent 2 will lose \$4 if ¬a | | | Agent 1 v \$6 if ¬¬a | |) | | | |
|---|-------------------|---|---|------------------------------|----------------------------|----------------------------|----------------------------|------|
| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each outo $\neg a, \neg b$ | come |
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | -\$6 -\$7 \$2 -\$11 | -\$6 \$3 \$2 -\$1 | \$4 -\$7 \$2 -\$1 | \$4 \$3 -\$8 -\$1 | |

Agent 1 has inconsistent beliefs since

$$0.8 = P(a \lor b) > P(a) + P(b) = 0.7$$

Agent 2 can devise a set of bets to guarantee a win.

| Agent 2 will lose \$4 if ¬a | | | Agent 1 v | | • | | | |
|---|-------------------|---|---|------------------------------|----------------------------|----------------------------|----------------------------|------|
| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each outo $\neg a, \neg b$ | come |
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | -\$6 -\$7 \$2 -\$11 | -\$6 \$3 \$2 -\$1 | \$4 -\$7 \$2 -\$1 | \$4 \$3 -\$8 -\$1 | |

Agent 1 has inconsistent beliefs since

$$0.8 = P(a \lor b) > P(a) + P(b) = 0.7$$

Agent 2 can devise a set of bets to guarantee a win.

No rational agent can have beliefs that violate the axioms of probability (following De Finetti's theorem).

| Agent 2 will lose \$4 if $\neg a$ | | | Agent 1 v | ; | | | | |
|---|-------------------|---|---|------------------------------|----------------------------|----------------------------|----------------------------|------|
| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each outo $\neg a, \neg b$ | come |
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | -\$6 -\$7 \$2 -\$11 | -\$6 \$3 \$2 -\$1 | \$4 -\$7 \$2 -\$1 | \$4 \$3 -\$8 -\$1 | |

Agent 1 has inconsistent beliefs since

$$0.8 = P(a \lor b) > P(a) + P(b) = 0.7$$

Agent 2 can devise a set of bets to guarantee a win.

No rational agent can have beliefs that violate the axioms of probability (following De Finetti's theorem).

For more on basics of probability, see http://web.cs.iastate.edu/~cs577/handouts/probability.pdf.

| Agent 2 will lose \$4 if ¬a | | | Agent 1 v | | • | | | |
|---|-------------------|---|---|------------------------------|----------------------------|----------------------------|----------------------------|------|
| Proposition | Agent 1's belief | Agent 2 bets | Agent 1 bets | | | | each outo $\neg a, \neg b$ | come |
| $egin{array}{c} a \ b \ a ee b \end{array}$ | 0.4 0.3 0.8 | \$4 on a \$3 on b \$2 on $\neg(a \lor b)$ | \$6 on $\neg a$ \$7 on $\neg b$ \$8 on $a \lor b$ | -\$6 -\$7 \$2 -\$11 | -\$6 \$3 \$2 -\$1 | \$4 -\$7 \$2 -\$1 | \$4 \$3 -\$8 -\$1 | |

Agent 1 has inconsistent beliefs since

$$0.8 = P(a \lor b) > P(a) + P(b) = 0.7$$

Agent 2 can devise a set of bets to guarantee a win.

No rational agent can have beliefs that violate the axioms of probability (following De Finetti's theorem).

For more on basics of probability, see http://web.cs.iastate.edu/~cs577/handouts/probability.pdf.