

# Stat 230: Probability

## Lecture 1

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# About Me

## Background

- Born and raised in Utah, USA
- Enjoy video games, sports, coding

## Academic

- **Undergraduate:** Utah State University
- **Graduate:** University of Utah and University of Waterloo
  - Research: Time series, change points, functional data

## Industry

- Worked at a startup and government contractor

# Today's Schedule

Course Overview

What is Probability?

Probability Basics

# Course Overview

Syllabus

Tutorials

- **Reminder:** First tutorial quiz next Monday

General Advice for doing well in this course:

- (1) Do the problems in the course notes
- (2) Take all assessments seriously

Piazza

# Probability, Statistics, and a Coin Flip

What is Probability?



Figure: Real Money!

# Probability, Statistics, and a Coin Flip

Coin Flip!!

Question: What is the probability that, when I flip this coin, it will come up heads?

- A 50%
- B 50.4%
- C 100%
- D Something else
- E No idea. Please let me sleep in peace

# Probability, Statistics, and a Coin Flip

Existential question: Does “randomness” really exist?

- Probability: A subdiscipline of mathematics concerned with describing and modeling uncertain experiments.
- Statistics: The study of the collection and analysis of data.

Statistics  $\iff$  Data  $\iff$  Uncertainty  $\iff$  Probability

# Probability, Statistics, and a Coin Flip



Figure: Persi Diaconis, Probability of a coin flip landing Heads (standard US quarter) is approximately 50.4% under “typical” coin flip conditions.



# Probability Definitions

- **Classical Definition:** The probability of some event is

$$\frac{\text{Number of ways event can occur}}{\text{Total number of possible outcomes}}$$

- **Example:** Probability of rolling 6 is  $1/6$  on a die
- **Relative Frequency:** (Limiting) proportion (or fraction) of times event occurs in a long (infinite) series of (independent) repetitions
  - **Example:** After many rolls, probability rolling 6 is  $\sim 1/6$  ( $\frac{986}{6000}$ )
- **Subjective Probability:** Best guess at the chances of an event
  - **Example:** Weather forecast – 30% chance of rain

# Probability Definitions

To apply definitions:

- Know event of interest
- Know all possible events (sample space)
- Know possibility of each event (probability)

# Probability Definitions

## Definition

A **sample space**  $S$  is a set of distinct outcomes of an experiment with the property that in a single trial of the experiment only one of these outcomes occurs.

## Example

Experiment	$S$
Flip a Coin	$\{Heads, Tails\}$
Count LOL games before promotion to platinum	$\{1, 2, 3, 4, \dots\}$
Calculate the run time of a program	$\{t \in \mathbb{R}, t > 0\}$

# Probability Definitions

## Definition

A sample space  $S$  is said to be **discrete** if it is finite, or “countably infinite” (countable), namely it can be put into one-to-one correspondence with the natural numbers. Otherwise a sample space is said to be **non-discrete**.

## Example

$S$	Discrete/Non-Discrete
$\{Heads, Tails\}$	discrete
$\{1, 2, 3, 4, \dots\}$	discrete
$\{t, t > 0\}$	non-discrete

# Probability Definitions

## Definition

An **event** is a subset of a sample space  $S$ .

*Notation: We say  $A$  is an event if  $A \subset S$  or  $A \subseteq S$ . Said “ $A$  is a subset of  $S$ ”, or “ $A$  is contained in  $S$ .”*

## Example

Event	Subset
The coin flip is “Heads”	$A = \{Heads\}$
You make plat in 20 games or less	$A = \{1, 2, \dots, 20\}$
Program takes longer than 30 seconds to run	$A = \{t, t > 30\}$

# Probability Definitions

## Definition

*A simple event contains only one sample point*

## Definition

*A compound event contains two or more sample points. It occurs if any of the simple events occurs*

# Probability Definitions

Other set notation: Suppose  $A, B, A_1, A_2, \dots$  are events.

- Element of:  $x \in A$  if the outcome  $x$  is in the event  $A$ .
- Union:  $A \cup B = \{x \mid x \in A \text{ or } x \in B\}$
- Intersection:  $A \cap B = \{x \mid x \in A \text{ and } x \in B\}$
- Complement:  $\bar{A} = \{x \mid x \in S, x \notin A\}$
- Empty event/set: The empty set is denoted  $\emptyset$
- Disjointedness: Two events  $A$  and  $B$  are said to be disjoint if  $A \cap B = \emptyset$ . This is also referred to in our textbook as **mutual exclusivity**.

Infinite set versions:

$$\cap_{i=1}^{\infty} A_i \quad \cup_{i=1}^{\infty} A_i$$

# Probability Definitions

## Example

Suppose two, distinct, six sided die are rolled, and the number of dots face up on each die are recorded:

- (1) Compute  $S$
- (2) Compute the event  $A = \text{"The sum of the dots is 7"}$
- (3) Compute the event  $\bar{B}$ , where  
 $B = \text{"The sum of the numbers is at least 4"}$
- (4) Compute  $A \cap \bar{B}$ , and  $A \cup \bar{B}$ .

Probabilities are defined for such events.



# Probability Axioms



Figure: A.N. Kolmogorov, 1963. Developed the Axioms of Probability (1933)

He is my Great, Great, Great, Great (Math) Grandpa: Jeremy VanderDoes  
– Greg Rice – Lajos Horváth – Sándor Csörgö – Anatoli Skorokhod –  
Eugene Dynkin – Andrei Kolmogorov

# Probability Axioms

## Definition

Let  $\mathcal{S}$  denote the set of all events of a sample space  $S$ .

Example:  $S = \{\text{Heads}, \text{Tails}\}$ ,  $\mathcal{S} = \{\emptyset, \{\text{Heads}\}, \{\text{Tails}\}, S\}$ .

A **Probability** defined on  $\mathcal{S}$  is a real valued function

$$P : \mathcal{S} \rightarrow \mathbb{R},$$

that satisfies the following three conditions (Axioms):

- (1) *Scale*: If  $A$  is an event,  $0 \leq P(A) \leq 1$
- (2) *Something happens*:  $P(S) = 1$
- (3) *Additivity (Infinite)* : If  $A_1, A_2, \dots$  is a sequence of disjoint events  $P(A_i \cap A_j) = \emptyset$ ,  $i \neq j$ , then

$$P(\cup_{i=1}^{\infty} A_i) = \sum_{i=1}^{\infty} P(A_i)$$

# Probability Axioms

If  $S$  is discrete, then  $S = \{a_1, a_2, a_3, \dots\}$ . In this case, (**probabilities**)  $P(a_i)$ ,  $i = 1, 2, 3, \dots$  may be “assigned” to each of the outcomes  $a_i$  so that

$$(1) \quad 0 \leq P(a_i) \leq 1$$

$$(2) \quad \sum_{\text{all } i} P(a_i) = 1$$

then the set of probabilities  $\{P(a_i), i = 1, 2, \dots\}$  is called a **probability distribution on  $S$** , and will satisfy the axioms of probability so long as additivity holds.

# Probability Axioms

## Example

Three components of a map labelled  $A$ ,  $B$ , and  $C$  have been scrambled up at random and pasted together in sequence to form a (possibly incoherent) map.

- (1) What is the sample space for this experiment?
- (2) What are some consistent assignments of probability to this sample space?

# Probability Axioms

A few elementary facts about the probability function:

(1)  $P(\emptyset) = 0$

(2) (Finite Additivity) If  $A_1, A_2, \dots, A_n$  are disjoint events (i.e.  $A_i \cap A_j = \emptyset$  if  $i \neq j$ ), then

$$P(\cup_{i=1}^n A_i) = \sum_{i=1}^n P(A_i).$$

(3)  $P(\bar{A}) = 1 - P(A).$

# Probability Definitions

## Definition

A **probability model** *contains a sample space, set of events, and a way of assigning probabilities.*

A **probability model** *models a random experiment*

## Definition

A **random experiment** *is a trial under controlled conditions of some phenomena*

(1) *Possible Outcomes*

(1) *Repeatable*