

PART 1: MATH REVIEW

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- Set with no elements: \emptyset
- **Don't disrespect the Venn Diagram!**

- **Factorial:** $n! = n \cdot (n - 1) \cdot (n - 2) \cdot \dots \cdot 2 \cdot 1$
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- **Exponents**
 - ▶ $e \approx 2.17$ (used in growth and construction of key distributions)
 - ▶ **Negative exponents** are interpreted as **reciprocals**: $x^{-2} = \frac{1}{x^2}$
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- **Logarithms**
 - ▶ $\log_x(y) = ? \Rightarrow$ how many powers of x give you y ?
 - ▶ Example: $\log_{10}(100) = ?$
 - ▶ **Natural logarithm** is the inverse of the exponential, e.x.:
 $\ln(e^5) = e^{\ln(5)} = 5$
 - ▶ **Other log properties:** $\ln(xy), \ln(x/y), \ln(x^2), \ln(x + y)$

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- **Some properties of summation notation:**
 - ▶ $\sum_{i=1}^n (ax_i + by_i) = a \sum_{i=1}^n x_i + b \sum_{i=1}^n y_i$
 - ▶ $\sum_{i=1}^n x = nx$
 - ▶ **Geometric sums** $\sum_{i=0}^{\infty} r^i = \frac{1}{1-r}$ as long as $|r| < 1$

Product Notation (and More!)

- Any linear operation can be generalized in this way:

$$\prod_{i=1}^n x_i = x_1 \cdot x_2 \cdot \dots \cdot x_n$$

$$\bigcap_{i=1}^n A_i = A_1 \cap A_2 \cap \dots \cap A_n, \quad \bigcup_{i=1}^n A_i = A_1 \cup A_2 \cup \dots \cup A_n$$

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- Some properties of product notation:

- ▶ $\prod_{i=1}^n x = x^n$
- ▶ $\prod_{i=1}^n e^{x_i} = e^{\sum_{i=1}^n x_i}$
- ▶ **Important!** The log of products becomes summation

$$\begin{aligned}\ln\left(\prod_{i=1}^n x_i\right) &= \ln(x_1 \cdot x_2 \cdot \dots \cdot x_n) \\ &= \ln(x_1) + \ln(x_2) + \dots + \ln(x_n) \\ &= \sum_{i=1}^n \ln(x_i)\end{aligned}$$

Functions are **pathways** between two spaces

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- Examples of **real-valued** functions
 - ▶ $f : \mathbb{R} \rightarrow \mathbb{R}$ given by $f(x) = x^2$
 - ▶ $f : \mathbb{R}^2 \rightarrow \mathbb{R}$ given by $f(x, y) = x^2 + y^2$
 - ▶ $f : \ell^\infty \rightarrow \mathbb{R}$ given by $U(c_1, c_2, \dots) = \sum_{i=1}^{\infty} u(c_i)$

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Some things to review for other classes: continuity, injective/surjective/bijective. Not needed here.

- Derivatives capture notions of **rates of change** or slope
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- Refresher on **common derivatives**:
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- Other **derivative rules** to know:
 - ▶ **Product rule:** $\frac{d}{dx} [f(x)g(x)] = f(x)g'(x) + f'(x)g(x)$
 - ▶ **Chain rule:** $\frac{d}{dx} [f(g(x))] = f'(g(x))g'(x)$
 - ▶ **Quotient rule:** $\frac{d}{dx} [f(x)/g(x)] = \frac{g(x)f'(x) - f(x)g'(x)}{g(x)^2}$
 - ▶ $f^{(k)}(x)$ denotes the k -th derivative of $f(x)$

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Useful tips:

- Organization helps you *and* me!
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 - ▶ Contrapositive

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"Anything is possible when you fly on the wings of mathematics!"

SECTION 2.1-2.3: BASICS OF PROBABILITY

Building blocks in the language of probability:

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Building blocks in the language of probability:

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- 3 **Event**, E : Any subset of outcomes in \mathcal{S} . Events are stored in a collection, $E \in \mathcal{E}$
- 4 Assigning relative likelihood of events in \mathcal{S} is **probability** (P)

A triple $(\mathcal{S}, \mathcal{E}, P)$ is a **probability space**

- Flipping a coin $\Rightarrow \mathcal{S} = \{H, T\}$

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- What about rolling dice?
- Two gas stations with 6 pumps each. We measure how many pumps are in use at each station at 9:17 am on a Saturday.
What does the sample space look like?

A Complicated Sample Space

First Station	Second Station						
	0	1	2	3	4	5	6
0	(0, 0)	(0, 1)	(0, 2)	(0, 3)	(0, 4)	(0, 5)	(0, 6)
1	(1, 0)	(1, 1)	(1, 2)	(1, 3)	(1, 4)	(1, 5)	(1, 6)
2	(2, 0)	(2, 1)	(2, 2)	(2, 3)	(2, 4)	(2, 5)	(2, 6)
3	(3, 0)	(3, 1)	(3, 2)	(3, 3)	(3, 4)	(3, 5)	(3, 6)
4	(4, 0)	(4, 1)	(4, 2)	(4, 3)	(4, 4)	(4, 5)	(4, 6)
5	(5, 0)	(5, 1)	(5, 2)	(5, 3)	(5, 4)	(5, 5)	(5, 6)
6	(6, 0)	(6, 1)	(6, 2)	(6, 3)	(6, 4)	(6, 5)	(6, 6)

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- Rolling only even numbers
- Exactly 4 pumps in use at the first station

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An event can be **simple** ($|E| = 1$) or **compound** ($|E| > 1$).

The collection of all events, \mathcal{E} , is the **power set** of \mathcal{S} when the state space is discrete¹

¹When \mathcal{S} is not discrete, \mathcal{E} needs to satisfy some special closure conditions, so that it is a [\$\sigma\$ -algebra](#).

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Okay, so what?

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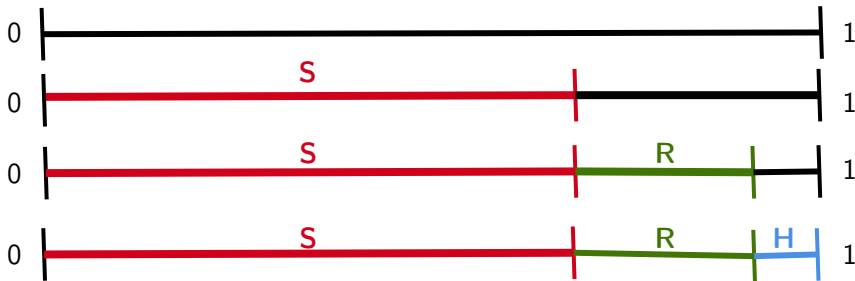
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For an event A , denote the probability that A occurs by $P(A)$

A **probability measure** is a function $p : \mathcal{S} \rightarrow \mathbb{R}$ that satisfies 3 axioms (building blocks of theory):

A1 For all $A \in \mathcal{S}$, $P(A) \geq 0$

A2 $P(\mathcal{S}) = 1$

A3 For any **infinite** collection of **disjoint** events $\{A_1, A_2, \dots\}$,
 $P(\bigcup_{i=1}^{\infty} A_i) = \sum_{i=1}^{\infty} P(A_i)$ (countable additivity)

Questions about the axioms: What do we think? Why don't we need finiteness in A3? Etc?

Proposition: Null Events have 0 Probability

What we want to show: $P(\emptyset) = 0$

Proof: Use Axiom 3, taking as our infinite collection $\{\emptyset, \emptyset, \dots\}$. Notice that $\emptyset \cap \emptyset = \emptyset$, so the events are **disjoint**.

Then, $P(\bigcup_{i=1}^{\infty} \emptyset) = P(\emptyset) = \sum_{i=1}^{\infty} P(\emptyset)$.

But we can't have $x = \sum_{i=1}^{\infty} x$ unless $x = 0$. Hence, $P(\emptyset) = 0$.

□

Proposition: Axiom 3 holds for *finite* collections

What we want to show: If $\{A_1, \dots, A_k\}$ is a **finite** collection of disjoint events, then $P\left(\bigcup_{i=1}^k A_i\right) = \sum_{i=1}^k P(A_i)$.

Proof: Take a finite collection of events $\{A_1, \dots, A_k\}$. Make this an **infinite** collection by appending \emptyset 's!

That is, $\{A_1, \dots, A_k\} \Rightarrow \{A_1, A_2, \dots, A_k, \emptyset, \emptyset, \dots\}$.

Then the third axiom says

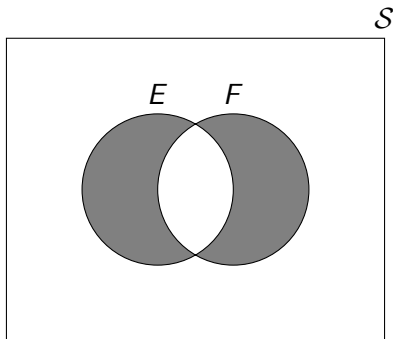
$$P\left(\bigcup_{i=1}^k A_i\right) = P\left(\bigcup_{i=1}^{\infty} A_i\right) = \sum_{i=1}^{\infty} P(A_i) = \sum_{i=1}^k P(A_i) + 0.$$



More Probability Properties

- 1 For all $E \in \mathcal{E}$, $P(E) = 1 - P(\overline{E})$
- 2 For all $E \in \mathcal{E}$, $P(E) \leq 1$
- 3 For any two events E, F ,
$$P(E \cup F) = P(E) + P(F) - P(E \cap F)$$

Can you prove these?



This is something to **watch out for!**

Some examples

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When in doubt, **list and count!**

How to use this to your advantage: there are 8760 hours in a year.

But you need time for...

	Hrs Needed (day)	Hrs Needed (year)	Hours Left
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Sleeping	8	2920	5840

Inclusion-Exclusion & the Double Counting Fallacy

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Working	8	2000	-269

So you have to be **about an hour late** to work every day!

SECTION 2.4: CONDITIONAL PROBABILITY

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What questions can probability answer about Panacea? What would we like to know in order to approve it?

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What happens when **new information** comes along?

- Patient started taking Panacea, has canceled 3 appointments
- Migraine patient has a history of headaches

How do we **use this info** to update desired probabilities?

When we have two events A and B , it is helpful to distinguish:

- **Marginal probabilities:** $P(A)$ and $P(B)$
- **Joint probability:** $P(A \cap B)$
- **Conditional probabilities:** $P(A|B)$, $P(B|A)$

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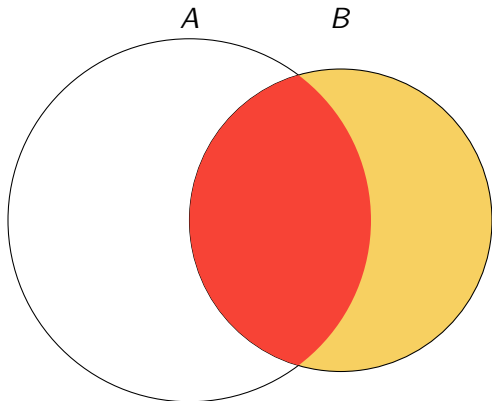
Symptom Repression	Side Effects	
	No	Yes
No	15	10
Yes	70	5

How effective is this drug? (What is $P(\text{SymptomRepression})$?)

What if the patient is reporting side effects? (What is $P(SR|SE)$?)

A Formula for Conditional Probability

$$P(A|B) = \frac{P(A \cap B)}{P(B)}$$



Example 1

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You know that 70% of the restaurants in Boston sell french fries, and that 40% still make the cake you like. Googling tells you that 30% of restaurants do both.

If you go to a restaurant with french fries, **what is the probability you can still have your cake?**

Example 1

You're on a date and want to choose a restaurant. You're craving a flour-less chocolate cake (ours really is the best!), but your date is insistent on getting french fries.

You know that 70% of the restaurants in Boston sell french fries, and that 40% still make the cake you like. Googling tells you that 30% of restaurants do both.

If you go to a restaurant with french fries, **what is the probability you can still have your cake?**

	C	\overline{C}	<i>Marginal</i>
FF	—	—	0.7
\overline{FF}	—	—	0.3
<i>Marginal</i>	0.4	0.6	1

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Example 1: Applying conditional probabilities

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Hence,

	C	\bar{C}	<i>Marginal</i>
FF	0.3	0.4	0.7
\overline{FF}	0.1	0.2	0.3
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Hence, if you choose FF , then $P(C|FF) = 3/7 \approx 0.49$. Those odds are **better** than your marginal odds!

Example 2

Check out [this cool site](#) for a visualization of conditional probability

SECTION 2.5: INDEPENDENCE

Two events A and B are *independent* if $P(A|B) = P(A)$. Otherwise, they are *dependent*.

Some consequences of independence:

- $P(B|A) = P(B)$ (symmetry)
- \bar{A} and B are independent
- B and \bar{A} are independent
- \bar{A} and \bar{B} are independent

If two events are independent:

$$P(A \cap B) \Leftrightarrow P(A|B)P(B) \Leftrightarrow P(A)P(B)$$

Hence, when the **intersection** of two events has the same probability as the **product** of the two events, they are independent

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Q: What is the prob. of drawing a **red** card that is **not an ace**?

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Q: What is the prob. of drawing a **red** card that is **not an ace**?

	R	\bar{R}	
A	$2/52$	$2/52$	$4/52$
\bar{A}	$24/52$	$24/52$	$48/52$
	$26/52$	$26/52$	1

Example: Playing Cards

Q: What is the prob. of drawing a red card that is not an ace?

	R	\bar{R}	
A	$1/26$	$1/26$	$1/13$
\bar{A}	$6/13$	$6/13$	$12/13$
	$1/2$	$1/2$	1

Example: Playing Cards

Q: What is the prob. of drawing a **red** card that is **not an ace**?

	R	\bar{R}	
A	$1/26$	$1/26$	$1/13$
\bar{A}	$6/13$	$6/13$	$12/13$
	$1/2$	$1/2$	1

A: Hence, $P(\bar{A} \cap R) = 6/13$.

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A: Take product of the marginals:

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A: Hence, the two events **are independent**.

QUESTIONS?