Notes on Probability and Statistics

- **Experiment** is any procedure that can be infinitely repeated and has a well-defined set of possible outcomes, known as the sample space (S).
- Event (E) is a subset of the sample space of an experiment. i.e., E ⊆ S
- Probability (P) is the likelihood of an event occurring and is given as:.

$$P(A) = \frac{no.\ of\ favourable\ outcomes\ to\ A}{Total\ no.\ of\ possible\ outcomes}$$

Mutually Exclusive Events :

If two events are mutually exclusive then the probability of both the events occurring at the same time is equal to zero. i.e. $P(A \cap B) = 0$.

For example, while tossing of a coin, coming up heads or tails are two mutually Exclusive Events.

• Mutually Exhaustive Events: When two events 'A' and 'B' are exhaustive, it means that one of them must occur. i.e. $P(A \cup B) = 1$.

For example, while tossing of a coin, coming up heads or tails are two mutually Exhaustive Events.

• **Independent Events :** Two events are independent if the occurrence of one does not change the probability of the other occurring.

If two events 'A' and 'B' are independent, then : $P(A \cap B) = P(A).P(B)$

• Conditional Probability: is defined as the likelihood of an event or outcome occurring, based on the occurrence of a previous event or outcome.

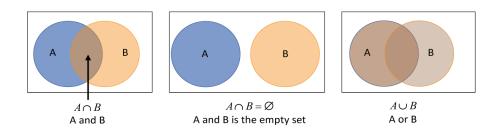
P(Event A will occur given that Event B has already occurred) = $P(A|B) = \frac{P(A \cap B)}{P(B)}$ Two events A and B are mutually independent if P(A|B) = P(A). also, $P(A|B) \neq P(B|A)$.

• Basic rules of probability:

 $\text{Addition rule}: \ \ P(A \cup B) = P(A) + P(B) - P(A \cap B)$

 $\text{Multiplication rule}: \ P(A\cap B) = P(A|B).P(B) = P(B|A).P(A)$

Complement rule : $P(A^c) = 1 - P(A)$



 Bayes Theorem: Conditional probability of each of a set of possible causes (B), given an observed outcome (A) is given as:

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

E.g. A man speaks truth ¾ times. He draws a card and reports 'King'. What is the probability of it actually being a king?

P(Man speak truth)= P(T) = $\frac{3}{4}$, P(drawing a king)=P(K)= $\frac{4}{52}$ = $\frac{1}{4}$

P(drawing a king given that the man speaks truth) = P(K|T)

$$P(K|T) = \frac{P(T|K).p(K)}{P(T)} = \frac{(3/4).(1/13)}{(1/13).(3/4) + (12/13).(1/4)} = 0.2$$

Types of a Random variable :

Discrete random variable: A random variable with a finite or countable number of possible values. e.g. random variable of the outcome when a dice is thrown. It can take integer values in range 1 to 6. **Continuous random variable:** A random variable that can take an infinite number of possible values. E.g. a random variable representing the height of students in a class.

- Probability Distribution Function (PDF) is a function that is used to give the probability of all the
 possible values that a random variable can take.
 - If the random variable is discrete, then it is called **Probability Mass Function**.
 - For the continuous random variable, it is called **Probability Density Function**.
- Cumulative Distribution Function (CDF): returns the probability that a random variable will take a value less than or equal to x.
- **Expectation** of a discrete random variable(X) having a Probability mass function P(x) is the weighted average of possible values that X can take.

i.e.
$$E(X) = \sum_{1}^{n} x_i . P(x_i)$$

Note: For a uniformly distributed random variable, Expectation is equal to the mean.

Properties of Expectation:

$$E(aX) = a. E(X)$$

$$E(X + b) = E(X) + b$$

$$E(aX + b) = a. E(X) + b$$

• **Variance** is a statistical measurement that is used to determine the spread of numbers in a data set with respect to the average value or the mean. It is given as:

$$Var(X) = \sigma^2 = \frac{1}{n} \sum_{i=1}^{n} (x_i - \overline{x})^2$$

Where, σ is the **standard deviation**. Therefore,

$$Variance = (Standard Deviation)^2$$

For a random variable X, **Variance** can be given as :

$$Var(X) = E(X^2) - [E(X)]^2$$

Properties of variance:

- 1. $Var(k.X) = k^2.Var(X)$
- 2. Assuming that the samples were collected independently.

$$Var(X_1 + X_2 + X_3 + ...) = Var(X_1) + Var(X_2) + Var(X_3) + ...$$

- 3. Var(X+c) = Var(X)
- Covariance is the variance of two quantities with respect to each other. It is a measure of how much two random variables vary together.

$$Cov(X,Y) = \frac{1}{n} \sum_{i=1}^{n} (x_i - \overline{x})(y_i - \overline{y})$$

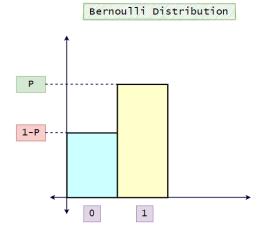
- Discrete probability distributions:
- **1. Bernoulli distribution:** The distribution of a random variable which takes a binary, boolean output: 1 with probability p, and 0 with probability (1-p).

Let X follows the Bernoulli distribution, i.e. $X \sim Bern(p)$ then,

$$P(X=x) = \begin{cases} 1-p &, & x=0\\ p &, & x=1 \end{cases}$$

and

$$E(X) = p$$
$$Var(X) = p(1 - p)$$



2. Binomial distribution: It is the probability distribution of getting x successes in n Bernoulli trials. Let X follows the Binomial distribution, i.e. $X \sim B(n, p)$

where, n = number of trials

p = probability of success

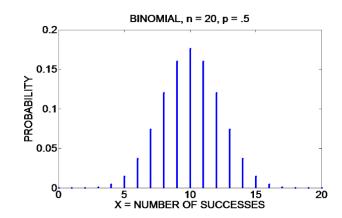
then,

$$P(X = x) = {}^{n}C_{x}.p^{x}.(1-p)^{n-x}$$

and

$$E(X) = n.p$$
$$Var(X) = n.p.(1 - p)$$

E.g. Probability Distribution of number of heads in 20 coin flips.

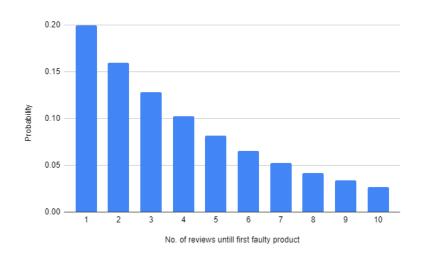


3. Geometric distribution: It is the probability distribution of number of Bernoulli trials needed to get one success.

Its Probability mass function is given as:

$$P(k) = (1 - p)^{k-1}.p$$

E.g. The probability of getting a faulty product after reviewing k non-faulty products.



4. Poisson distribution: It gives the probability of an event happening a certain number of times (x) within a given interval.

$$P(X = x) = \frac{\lambda^x \cdot e^{-\lambda}}{x!}$$

Expectation, mean and variance are all equal to λ .