

# University of the Pacific ENGR 250 Notes

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January 26, 2026

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# 1 Week 1

## 1.1 Set Theory

A **set** is a collection of things. For example:

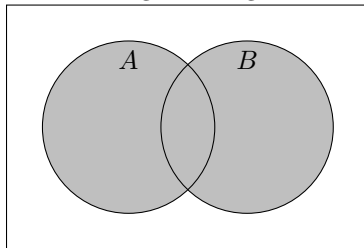
- Collection of all natural numbers  $\mathbb{N} = \{1, 2, 3, 4, 5, \dots\}$
- Even natural numbers less than or equal to 6:  $E = \{2, 4, 6\}$ .

Elements of a set are denoted using lowercase letters. For example if  $x = 4$  belongs to  $E$  we would denote that with  $x \in E$ . To denote an element is **not** in a set you dash the epsilon:  $5 \notin E$ .

### 1.1.1 Set Operations

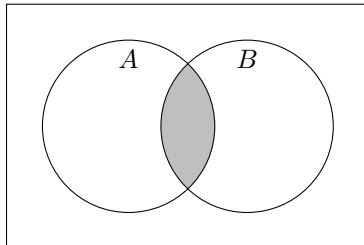
#### Set Union:

The union of two sets  $A$  and  $B$  is the set of all elements which is either in  $A$  or  $B$ . Behaves similar to logical OR from digital design. Formal Defintion:  $A \cup B = \{x | (x \in A) \vee (x \in B)\}$ .

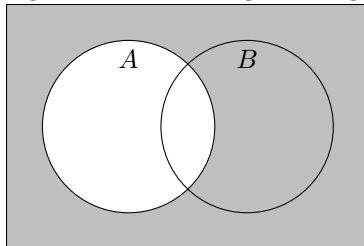


#### Set Intersection:

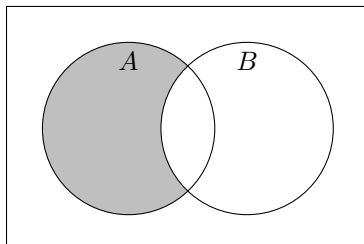
$A \cap B$  is the intersection of two sets, and contains every element that is both in  $A$  and  $B$ . Behaves similarly to logical AND from digital design. Formal Defintion:  $A \cap B = \{x | (x \in A) \wedge (x \in B)\}$



**Set Compliment:**  $A^c$  is the compliment of  $A$  and contains every element not in  $A$ . Behaves similar to logical NOT from digital design. Formal Definition:  $A^c = \{x | x \notin A\}$ .



**Set Difference:**  $A - B = A \cap B^c$ . Contains every element of  $A$  that is not in  $B$ .



### 1.1.2 Other Definitions

A collection of sets  $A_1, \dots, A_n$  is **mutually exclusive** if and only if:

$$A_i \cap A_j = \emptyset \quad i \neq j$$

A collection of sets  $A_1, \dots, A_n$  is **collectively exhaustive** if and only if

$$A_1 \cup A_2 \cup \dots \cup A_n = S$$

Two sets are equal to each other if and only if

$$(A \subseteq B) \wedge (B \subseteq A)$$

**De Morgan's Law:** De Morgan's law relates all three basic set operations

$$(A \cup B)^c = A^c \cap B^c$$

**Proof:** Let  $x \in (A \cup B)^c$ . Then as  $x \notin A \cup B$  therefore  $x \notin A$  and  $x \notin B$ . Therefore  $x \in A^c \cap B^c$ . Therefore  $(A \cup B)^c \subseteq A^c \cap B^c$ . Now assume  $x \in A^c \cap B^c$ . Then  $x \notin A$  and  $x \notin B$ , and therefore  $x \notin (A \cup B)$ . Thus  $x \in (A \cup B)^c$ . Therefore  $(A \cup B)^c = A^c \cap B^c$ .  $\square$

$$(A \cap B)^c = A^c \cup B^c$$

**Proof:** Let  $x \in (A \cap B)^c$ . Then  $x$  is either in  $A$  not in  $B$ , in  $B$  not in  $A$ , or not in either  $A$  or  $B$ . Therefore  $x \in A^c \cup B^c$  and thus  $(A \cap B)^c \subseteq A^c \cup B^c$ . Now let  $x \in A^c \cup B^c$ . Then by definition  $x$  is either in  $A^c$  or  $B^c$ . Thus  $x$  is not in both  $A$  and  $B$ . Therefore  $x \in (A \cap B)^c$  and thus  $A^c \cup B^c \subseteq (A \cap B)^c$ . As  $A^c \cup B^c \subseteq (A \cap B)^c$  and  $(A \cap B)^c \subseteq A^c \cup B^c$ ,  $(A \cap B)^c = A^c \cup B^c$ .  $\square$

## 1.2 Applying Set Theory to Probability

An **experiment** consists of a procedure and observations.

| Experiment | Procedure     | Observation  |
|------------|---------------|--|
| Coin Flip  | Flip the coin | heads or tails                                       |
| Dice Rolls | Roll the die  | the number face up on the die                        |
| Networking | Send packets  | Record the packets that successfully get transmitted |

The **sample space** of an experiment is the finest-grain, mutually exclusive, collectively exhaustive set of all possible outcomes.

|                   |                                |
|-------------------|--------------------------------|
| Roll a die        | $S = D = \{1, 2, 3, 4, 5, 6\}$ |
| Flip a coin       | $S = C = \{H, T\}$             |
| Flip a coin twice | $S = F = \{HH, HT, TH, TT\}$   |

An **event** is a set of desired outcomes of an experiment. Example: Roll a die, you win if you roll an even number.  $E = \{2, 4, 6\}$ .

## 1.3 Axioms

Probability  $P$  maps the events from a sample space to real numbers such that

1.  $P(A) \geq 0$  where  $A$  is an event in the sample space  $S$
2.  $P(S) = 1$  where  $S$  is the universal set
3. For a countable collections of mutually exclusive sets  $A_1, A_2, A_3, \dots, A_n \in S$ ,  $P(A_1 \cup A_2 \cup \dots \cup A_n) = P(A_1) + P(A_2) + \dots + P(A_n)$

## 1.4 Theorems

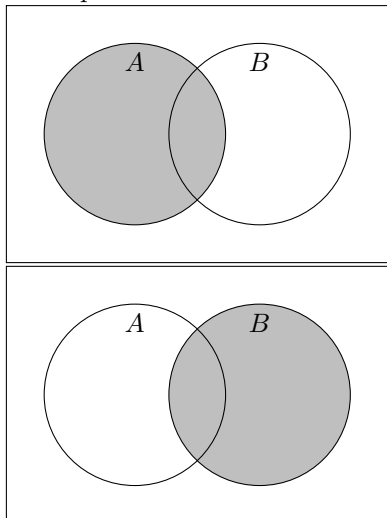
### Theorem 1.4

$$P(A^c) = 1 - P(A).$$

For any two sets  $A$  and  $B$  not necessarily mutually exclusive:

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$

Visual Explanation:



Here we see the intersection of  $A$  and  $B$  could be counted twice if we add  $P(A)$  and  $P(B)$  so we have to subtract the intersection so it is only counted once.

### 1.4.1 Theorem 1.5

The probability of event  $B = \{s_1, s_2, \dots, s_m\}$  is the sum of probabilities contained in the event:

$$P(B) = \sum_{i=1}^m P(\{s_i\})$$

Follows from axiom 3 as each  $s_i$  is mutually exclusive.

### 1.4.2 Theorem 1.6

For an experiment with sample space  $S = \{s_1, \dots, s_n\}$  in which each outcome  $s_i$  is equally likely,

$$P(s_i) = 1/n \quad 1 \leq i \leq n$$

Where  $n$  is the number of outcomes in the sample space (same as  $n$  is equal to the cardinality of  $S$ )

### 1.4.3 Theorem 1.7

If outcomes in an experiment are equally likely, then probability of event  $A$  is given by:

$$P(A) = \frac{|A|}{|S|}$$

Where  $||$  denotes the cardinality (number of elements) of the set.

## 1.5 Conditional Probability

The **conditional probability** of the event  $A$  given the occurrence of the event  $B$  is

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

## 1.6 Law of Total Probability

You use the law of total probability when your desired outcome may come from multiple sources with certain probability and the sources themselves have probability of being chosen.

### 1.6.1 Theorem 1.10:

For an event space  $\{B_1, B_2, \dots, B_m\}$  with  $P(B_i) > 0$  for all  $i$

$$P(A) = \sum_{i=1}^m P(A|B_i)P(B_i)$$

This can be shown using the conditional probability formula as

$$P(A) = \sum_{i=1}^m P(A|B_i)P(B_i) = \sum_{i=1}^m \frac{P(A \cap B_i)}{P(B_i)}P(B_i) = \sum_{i=1}^m P(A \cap B_i)$$

### 1.6.2 Example: Problem 2.2

**Problem:** A company has three machines  $B_1, B_2, B_3$  making 1k resistors. It is observed that 80% of the resistors by  $B_1$ , 90% of resistors by  $B_2$  and 60% of resistors are acceptable. Each hour  $B_1$  produces 3000 resistors,  $B_2$  produces 4000 resistors, and  $B_3$  produces 3000 resistors. What is the probability that the company ships an acceptable resistor.

**Solution:** Let  $P(B_i)$  be the probability of a resistor coming from a specific machine, and let  $P(A_i)$  be the probability that machine produced an acceptable resistor. Then from the problem statement we get that  $10000 = 3000 + 4000 + 3000$  resistors are produced every hour, which gives us our  $P(B_i)$ 's as

$$P(B_1) = \frac{3000}{10000} = 0.3 \quad P(B_2) = \frac{4000}{10000} = 0.4 \quad P(B_3) = \frac{3000}{10000} = 0.3$$

Then also from the problem statement we get our  $A_i$ 's to be that

$$P(A_1) = 0.8 \quad P(A_2) = 0.9 \quad P(A_3) = 0.6$$

From this we can compute our probability of an acceptable resistor  $P(R)$  as

$$P(R) = P(B_1)P(A_1) + P(B_2)P(A_2) + P(B_3)P(A_3) = (0.3)(0.8) + (0.4)(0.9) + (0.3)(0.6) = 0.24 + 0.36 + 0.18 = 0.78$$

## 1.7 Bayes' theorem

### 1.7.1 Theorem 1.11

Bayes's theorem is that the probability of an event  $B$  given event  $A$  occurred can be given by

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

Which we can easily confirm as  $P(A|B)P(B) = P(A \cap B) = P(B \cap A)$  and  $P(B|A) = \frac{P(B \cap A)}{P(A)}$  by definition.

### 1.7.2 Example: Problem 2.3

**Problem:** In the previous problem (2.2) what is the probability that the acceptable resistor came from  $B_3$ .

**Solution:** From Problem 2.2 as  $P(R|P(B_3)) = 0.60$  as 0.60 of the resistors produced by  $B_3$  are acceptable. From this we can apply bayes' theorem to get

$$P(B_3|R) = \frac{P(R|B_3)(P(B_3))}{P(R)} = \frac{0.18}{0.77} \approx 0.234$$

## 1.8 Independence

**Definition:** Two events are independent if and only if

$$P(A \cap B) = P(A)P(B)$$

**Definition:** Three events  $A_1, A_2$  and  $A_3$  are independent if and only if

1.  $A_1$  and  $A_2$  are independent
2.  $A_2$  and  $A_3$  are independent
3.  $A_1$  and  $A_3$  are independent
4.  $P(A_1 \cap A_2 \cap A_3) = P(A_1)P(A_2)P(A_3)$

**Definition:** Multiple events  $A_1, A_2, \dots, A_n$  are independent if and only if both

$$P(A_i \cap A_j) = P(A_i)P(A_j) \text{ and } P\left(\bigcap_{i=1}^n A_i\right) = \prod_{i=1}^n P(A_i)$$

For all pairs  $i, j$   $1 \leq i \leq n, 1 \leq j \leq n$  where  $i \neq j$ .

## 1.9 Independent Trials

**Properties:**

1. They are identical subexperiments in a sequential experiment
2. The probability models of all subexperiments are identical and independent of the outcomes in other subexperiments (iid)

If you have an event that is  $S = \{0, 1\}$  and you want to find the outcome of  $k$  successes in  $n$  trials with  $P(1) = p$  in a specific ordering

$$P(n_1 = k) = p^k(1-p)^{n-k}$$

If you don't care about the order of the successes you will add a binomial term, as you will be choosing  $k$  successes out of  $n$  trials

$$P(n_1 = k) = \binom{n}{k} p^k(1-p)^{n-k}$$

The probability of at least  $k$  successes in  $n$  trials with each event having probability of successes  $p$  is

$$P(n_1 \geq k) = \sum_{i=0}^{n-k} \binom{n}{k+i} (p)^{k+i} (1-p)^{n-k-i}$$

Extending this to the multinomial case we get that if a sub experiment has sample spaces  $S = \{s_0, \dots, s_{m-1}\}$ , the probability of  $s_0$  appearing  $n_0$  times,  $s_1$  appearing  $n_1$  times and  $s_m$  appearing  $n_m$  times is:

$$P(E_{n_0, n_1, \dots, n_m}) = \binom{n}{n_0, n_1, \dots, n_m} P(s_0)^{n_0} P(s_1)^{n_1} \dots P(s_m)^{n_m}$$

Where  $n = \sum_{i=0}^m n_i$ .

### 1.10 Problem 3.1

To communicate one bit information reliably, cellular phones transmit the same binary symbol 5 times. The receiver detects the correct information if three or more binary symbols are received correctly. What is the information error probability  $P(E)$  if the binary symbol error is probability  $q = 0.1$

$$P(E) = 1 - \binom{5}{3}(0.9)^3(0.1)^2 + \binom{5}{4}(0.9)^4(0.1) + (0.9)^5 = \binom{5}{1}(0.9)(0.1)^4 + \binom{5}{2}(0.9)^2(0.1)^3$$

### 1.11 Problem 3.2

There are 8 VMs in a lab. Each computer can be in idle (I) with probability 0.2, suspended (S) with probability 0.2 and probability of active (A) with probability 0.6. What is the probability there are an equal number of idle and suspended VMs and at least 4 active VMs?

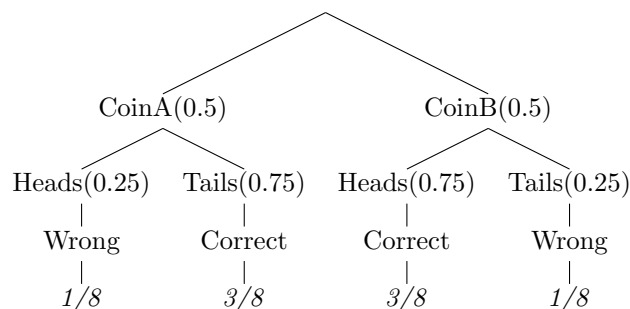
$$\begin{aligned} P(I = S \wedge A \geq 4) &= P(I = 2, S = 2, A = 4) + P(I = 1, S = 1, A = 6) + P(I = 0, S = 0, A = 8) \\ &= \binom{8}{2, 2, 4}(0.2)^2(0.2)^2(0.6)^4 + \binom{8}{1, 1, 6}(0.2)(0.2)(0.6)^6 + \binom{8}{0, 0, 8}(0.6)^8 \end{aligned}$$



## 2 Week 2

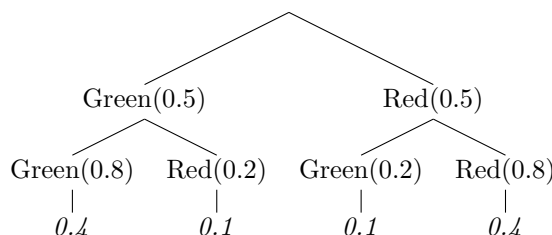
### 2.1 Problem 2.4

You have two biased coins. Coin A comes up with heads with probability 0.25. Coin B comes up heads with probability 0.75. However you are not sure which is which so you choose a coin randomly and you flip it. If the flip is heads you guess Coin B. If tails you guess Coin A. What is the probability  $P(C)$  that your guess is correct.



### 2.2 Problem 2.5:

Traffic engineers have coordinated the timing of two traffic lights to encourage the run of green lights. With probability of 0.8 a driver will find the 2nd light to have the same color as the first. Assuming that the first light is equally likely to be red or green:



Part A: What is the probability  $P(G2)$  that the second light is green?

$$P(G2) = P(G2 \cap G1) + P(G2 \cap R1) = 0.4 + 0.1 = 0.5$$

Part B: What is the probability  $P(W)$  that you wait for at least one of the first two lights:

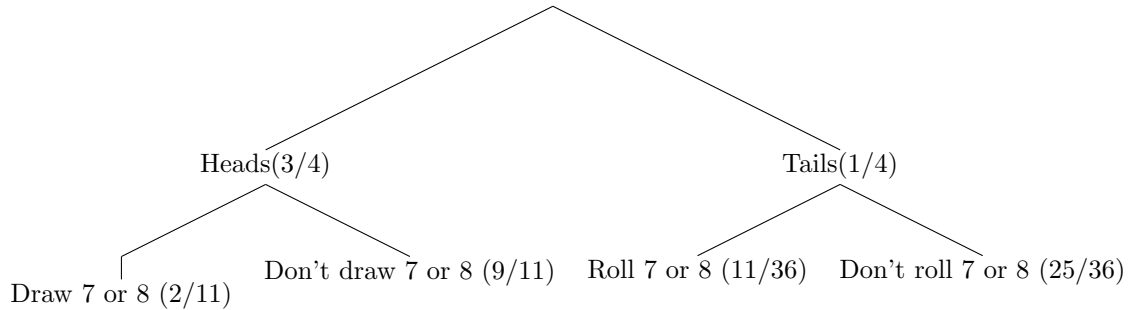
$$P(W) = P(R2 \cap G1) + P(R1) = 0.1 + 0.5 = 0.6$$

Part C: What is  $P(G1|R2)$ .

$$P(G1|R2) = \frac{P(G1 \cap R2)}{P(R2)} = 0.1/0.5 = 0.2$$

### 2.3 Problem 2.6:

You have a shuffled deck of cards labeled 2 to 12. You also have two fair dice. You toss a biased coin (heads with probability 0.75). If the result is heads then you draw a card from the shuffled deck of cards. Otherwise, you roll two dice and add the numbers. What's the probability that you get a 7 or 8.



$$P(7/8) = P(H \cap (7/8)) + P(T \cap (7/8)) = \left(\frac{3}{4}\right)\left(\frac{2}{11}\right) + \left(\frac{1}{4}\right)\left(\frac{11}{36}\right) = \frac{6}{44} + \frac{11}{144} = 0.213$$

## 2.4 Counting Principles

### 2.4.1 Counting Principle 1

An experiment consists of two subexperiments. If one subexperiment has  $k$  outcomes and the other subexperiment has  $n$  outcomes, then the experiment has  $nk$  outcomes.

### 2.4.2 Counting Principle 2

A sampling without replacement technique where you pick  $k$  objects out of  $n$  distinguishable objects such that the order of picking does matter.

$$P(n, k) = {}^n P_k = \frac{n!}{(n-k)!}$$

### 2.4.3 Counting Principle 3

When you pick  $k$  objects from  $n$  objects, each way contains  $k$  objects that can be permuted  $k!$  ways. The number of ways to **choose**  $k$  objects out of  $n$  distinguishable objects is:

$$\binom{n}{k} = \frac{n!}{(n-k)!k!}$$

## 2.5 Problem 2.7

In a game of yummy you are dealt a seven card hand.

### 2.5.1 Part A

**Q:** what is the probability  $P(R_7)$  that your hand only has red cards.

$$P(R_7) = \frac{\binom{26}{7}}{\binom{52}{7}} = \frac{26!}{(26-7)!7!} \cdot \frac{(52-7)!7!}{52!} = \frac{26!45!}{19!52!} = 0.00492$$

### 2.5.2 Part B

**Q:** What is the probability  $P(F)$  that your hand has only face cards

$$P(F) = \frac{\binom{12}{7}}{\binom{52}{7}} = 5.91 \times 10^{-6}$$

## 2.6 Problem 2.8

### 2.6.1 Part A

**Q:** In a game of poker you are dealt a five of card hand. What is the probability of a full house: "Three of a kind and two of a kind"

$$P(FH) = \frac{13 \binom{4}{3} \cdot 12 \binom{4}{2}}{\binom{52}{5}} = 0.00144 = 0.14\%$$

This comes from there being 13 suites and you pick one of them, then choose 3 from the 4 cards in that suite, then for the pair you have a different suite and you pick 2 from the 4 in that new suite. Note  $\binom{n}{1} = n$ .

### 2.6.2 Part B

**Q:** In a game of poker you are dealt a five of card hand. What is the probability of a 4 of a kind

$$P(4oK) = \frac{13 * 48}{\frac{52}{5}} = 0.000240 = 0.02\%$$

This comes from there being 13 ways to make a 4 of a kind, and then 48 different cards remaining in your deck of 52

## 2.7 Counting Principle Number 4

The number of observation sequences for  $n$  subexperiments with sample space  $S = \{0, 1\}$  with 0 appearing  $n_0$  times and 1 appearing  $n_1 = n - n_0$  times is

$$\binom{n}{n_1}$$

### 2.7.1 Example Problem:

Consider a 32 digit binary value, and you test each bit. How many binary codes with exactly 8 1s exist.

$$P(n_1 = 8) = \binom{32}{8}$$

We get this as  $n = 32$  from the fact its a 32 bit value and each bit is a 0 or 1 value.

## 2.8 Counting Principle 5 (Multinomial)

For  $n$  repeating subexperiments with Sample Space  $S = \{s_0, \dots, s_{m-1}\}$  the number of length  $n = n_0 + n_1 + \dots + n_{m-1}$  observation sequences with  $s_i$  appearing  $n_i$  times is

$$\binom{n}{n_0, n_1, \dots, n_{m-1}} = \frac{n!}{n_0! n_1! \dots n_{m-1}!}$$

## 2.9 Problem 2.10

**Q:** Consider testing each of the 16 elements where each element can be in high voltage state (H), low holtage state (L) and high impedance state (Z). In how many ways can you observe 6H, 8L and 2Z elements?

$$P(6H, 8L, 2Z) = \binom{16}{6, 8, 2} = \frac{16!}{6! 8! 2!}$$

## 3 Week 3

### 3.1 Discrete Random Variables