Robability: 1 lecture - 5 Sept Tuesclay · Introcludion: - Just descussed why to study probability What is probability?:-Consider the following example that illustrates that this A Box has 6 sed and 4 green marbles. A marble is selected at Random. What is the probability that marble selected is Red? Maible S Example 1 First; Observe that it is difficult to define probability as a limiting relative Juguency in this rase 6/10 = lim le as N >00 = limit of propostion of times IV we would get a

Red as no of trials goes to or: Whe don't know it

such limit exist and if It is a lays 6/10 no Malter

NYDR what segmence TIDR Talks about Theory of large numbers

we think in towns of Frequency and hence forced to think in terms of frequency. We will see hence, by the end of the course to interpret it as limiting frequency [Not Define]

	adolle : L'ectue : s'Ent lander	
•	Next task is to give Mathematical defination to probability and prove some theorems of the defination	
ict Set abra 1	A set: A = { u; u ∈ A} in probability an event will be a set and a Point in sethatic set will be called an elementum outcome] a) if A & B are two sets, then A ∩ B is = { u; u ∈ A & w∈ B }	
tessor	:- Do not use trees cause he doesn't want you to lese Probablistic reasoning.	6 6 6
	3) AUB = {w; wEA or wEB or WEANB}	0
	4) West Say ACB [A contained in B] if	0
	4) West Say ACB [A contained in B] if WEA WEB [implies it is also in B] S) All discussions are in context of a Universal Set denoted as S	
	[will be called Simple Space]	•

6) A' = A' = { w & A and w & S} or is in sample space but not in set A: 7' empty set denoted as p. Remember AND = 1 OR = U JARGON: IF A 1 B = \$; A, B are Disjoint on mutually exclusive. The Collowing results VIP: 10 De Morgans Laws. De Moagons laurs [DM] 1) (AUB) = A n B casy b prove using the properties
2) (A N B) = A UB OR MENIN DIAGRAM Professors: We START OUR Probability Journey by explaining NOTE what a Rondom expairment is. We make observations on outcome that are uncertain Before we perform the experiment