

# Probability

1 / 11

# Basics

## Experiment

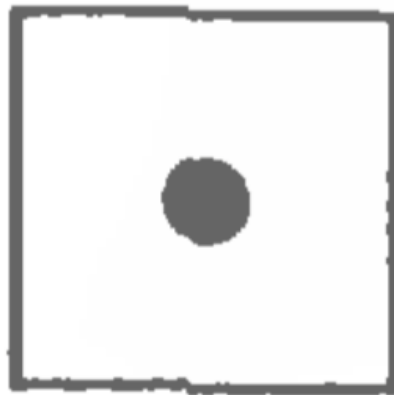
- Observation of random occurrence
- Toy examples:
  - Rolling a die, tossing a coin
- Serious examples:
  - Dropping a ball and a feather in vacuum
  - Measuring light distortion
- How about these?
  - Measuring economic effect of earthquakes
  - Vietnam draft lottery effect on education and wages

# Basics

## Experiment

- Each unique possible outcome
- Toy example:

## Elementary outcomes



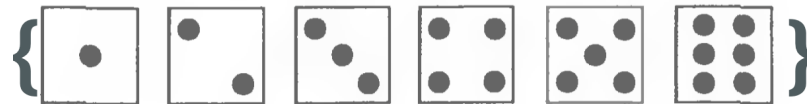
3 / 11

# Basics

## Experiment

- The **sample space** is the set of elementary outcomes, usually denoted by  $\Omega$

## Elementary outcomes



- An **event** is a subset of the sample space.

## Sample space and event

- \* A set is a collection of distinct objects

# Basics

## Experiment

### Remember your set operations?

## Elementary outcomes

Let  $A = \{1, 2, 3\}$ ,  $B = \{2, 4, 5\}$  be two subsets of  $\Omega = \{1, \dots, 10\}$

$$A \cup B$$

$$A \cap B$$

$$A - B = A \setminus B$$

$$A^c$$

$$|A|$$

$$\emptyset = \{\}$$

## Sample space and event

# Basics

## Experiment

## Elementary outcomes

## Sample space and event

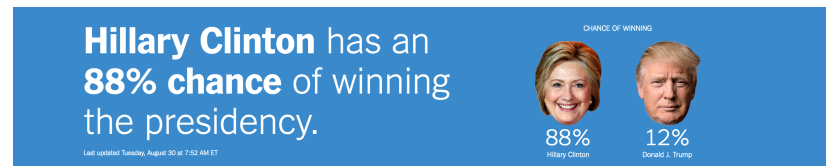
## Probability

### Defining probability

That's hard! Our first impulse is to talk about **frequencies**:

If we toss a coin an infinite number of times, heads will come up 50% of the time.

However\*:



We need a working definition.

\*See more on page 35 of the textbook.

# Probability

## Naive definition

### Classical or Naive probability

$$P_{\text{Classical}}(A) = \frac{|A|}{|\Omega|} = \frac{\# \text{ Favorable outcomes}}{\# \text{ Total outcomes}}$$

When is this definition applicable?

- Symmetry
- Design

When is it not applicable?

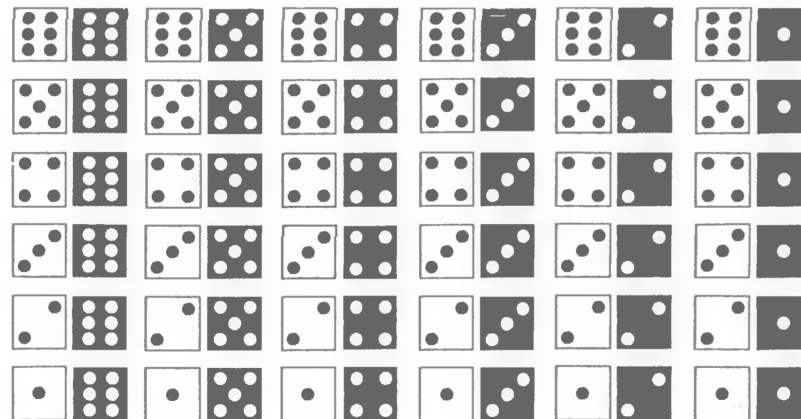
# Probability

## Naive definition

### Two dice are rolled

Take the sum of the pips. Is an 11 more likely than a 12?

## Examples



8 / 11



# Probability

## Naive definition

## Examples

## Counting

### Multiplication rule

In English: There are 6 ways of pairing 2 entrees and 3 deserts

- When an experiment E can be split into two sub-experiments A and B, the total number of outcomes in E equals the numbers of outcomes in A and B multiplied.

"Proof": Tree branching.

Applications [ ]:

- Sampling with replacement
- Permutations
- Sampling without replacement

# Probability

## Naive definition

### Kolmogorov's axioms:

Let  $\Omega$  be the sample space, and let  $A$  be an event.

## Examples

#### 1. Positivity

$$P(A) \geq 0$$

## Counting

#### 2. Unitarity

$$P(\Omega) = 1$$

## Non-naive definition

#### 3. Additivity\* If $A$ and $B$ are disjoint

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

All other properties can be derived from these [ ]

\* Actually, Kolmogorov's axioms hold for an infinite collection of sets.

# Probability

## Naive definition

## Proving properties

Let's prove that

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

## Examples

The probability of A not happening equals 1 minus the probability of it happening

## Counting

$$P(\Omega) = 1 \quad \text{From axiom 2}$$

$$P((\Omega \setminus A) \cup A) = 1 \quad \text{Def of union}$$

$$P(A^c \cup A) = 1 \quad \text{Def of complement}$$

$$P(A^c) + P(A) = 1 \quad \text{Axiom 3}$$

$$P(A^c) = 1 - P(A) \quad \text{Rearranging}$$

## Proof example

Done! Have fun doing your homeworks.