



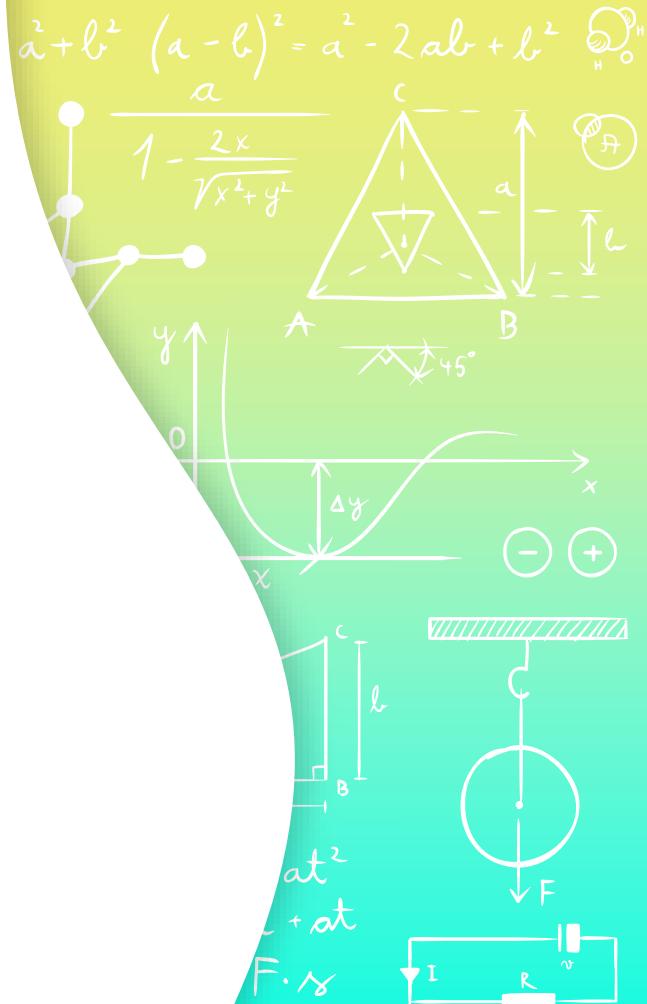
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Chapter 2: Axioms of Probability

MATH204: Probability and Statistics I

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Axioms of Probability

Section 1



Sample space and events

Axioms of probability



Section 2

Section 3



Simple propositions

Sample spaces having equally likely outcomes



Section 4

$$\begin{aligned}ut + \frac{1}{2}at^2 \\v = u + at \\w = F \cdot t\end{aligned}$$

2.1

Sample space and events



$$\begin{aligned}e &= f^2(x+4gh)^2(s) \cdot (x)^3 \div (gh)^2 - x^2 \rightarrow \\f &= gh^2 + (s)(x+2h)^3 \times 4x^2(h)e^3 + x^2 - 2x^2 \quad dh(x) = bc \\g &= x^2 \div (x)(2x)^2 + (hfe)^2 4x^3(3h) \quad (x)^2 = ab \\h &= e^2 f g^2 - (x)^2 + (3)^2 (f)^3 + x(4x)\end{aligned}$$

$$a = x(s^1) + (h)(c) + (d)(ef)^2 = x^2$$

$$(h)(d) \div (s^1)(h^2)(b)^2 = 4x^2 hd$$

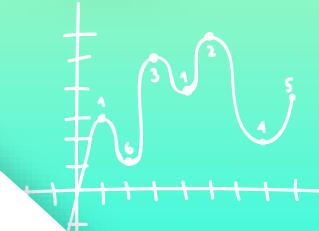
$$x^3 \div (x)(x)^2 2x \quad 2s+4x$$

$$c^2(h)$$

$$ab = \frac{4x^2 + (ef)^2}{hc \cdot s^2(x)_3}$$

$$x^2 + ab(s)^3$$

$$- (x)(s)^1$$



$$\begin{aligned}(x)^2 &= ab \\(x) &= bc\end{aligned}$$

2.1. Sample space and events

Definition 1

A random experiment is a phenomenon whose outcome cannot be predicted with certainty

Example 1

Roll a die \longrightarrow 1 – 2 – 3 ...

Roll a die three times \longrightarrow 1 2 3 – 2 2 2 – 2 1 3 ...

Roll three dice once \longrightarrow {1,2,3} – {2,2,2} – {1,6,6} ...

Flip a coin \longrightarrow T – F

Definition 2

An outcome is a result of a random experiment

2.1. Sample space and events

Definition 3

The sample space of a random experiment is the set of all its possible outcomes

Example 2

Roll a die

$$\Omega = \{1, 2, 3, 4, 5, 6\}$$

Roll a die three times

$$\Omega = \{111, 112, 113, 114, 115, 116, 121, 122, \dots, 666\}$$

Roll three dice once

$$\Omega = \{\{1, 1, 1\}, \{1, 1, 2\}, \{1, 1, 3\}, \dots, \{6, 6, 6\}\}$$

Flip a coin

$$\Omega = \{T, F\}$$

2.1. Sample space and events

Definition 4

An event is a subset of the sample space. We say that an event A occurs if the outcome of the experiment is an element of A .

Example 3

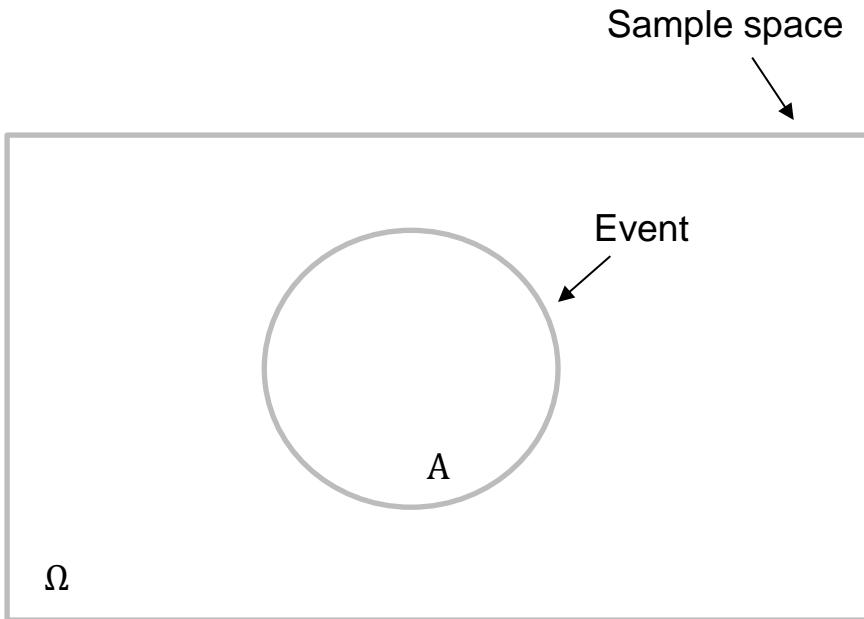
Experiment: Roll a die

Sample space: $\Omega = \{1,2,3,4,5,6\}$

Events: $A_1 = \{1,2,5\}$

$A_2 = \{2\}$

$A_3 = \{4,6\}$



2.1. Sample space and events

Definition 5

For any two events A and B , we define the events:

- A union B , denoted by $A \cup B$, that consists of all outcomes that are either in A or in B .
- The intersection of A and B , denoted by $A \cap B$, that consists of all outcomes that are in both A and B .

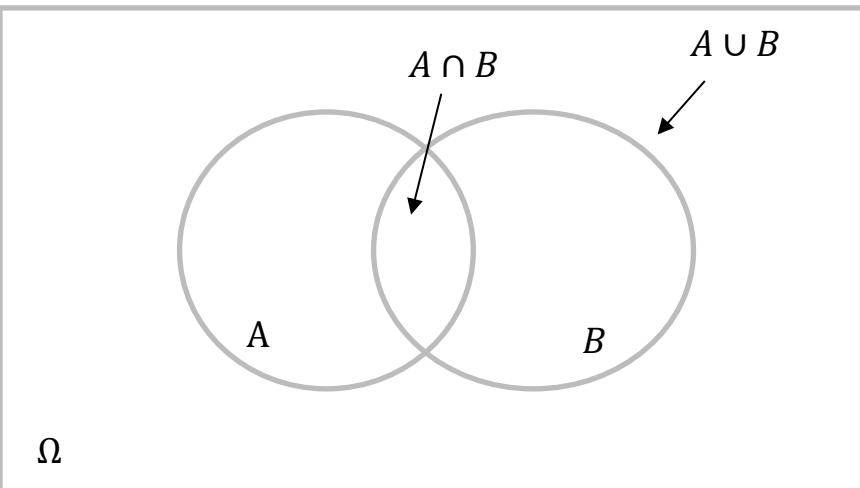
Example 4

We flip successively two coins. Consider the events:

A : "The first coin lands a head"

B : "The second coin land a head"

- i. Write the sample space.
- ii. Write all outcomes of A and B .
- iii. Find $A \cup B$ and $A \cap B$.



2.1. Sample space and events

Laws

Commutative laws: $A \cup B = B \cup A$

$$A \cap B = B \cap A$$

Associative laws: $A \cup (B \cup C) = (A \cup B) \cup C$

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

Distributive laws: $A \cup (B \cap C) = (A \cup B) \cap (A \cup C)$

$$A \cap (B \cup C) = (A \cap B) \cup (A \cap C)$$

De Morgan's laws: $(A \cup B)^c = A^c \cap B^c$

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

2.1. Sample space and events

Definition 7

- The events A_1, A_2, \dots, A_n are said to be mutually exclusive (or disjoint) if $A_i \cap A_j = \emptyset$ for all $i \neq j$
- A partition of Ω is a collection of mutually exclusive events A_1, A_2, \dots, A_n such that $\bigcup_{i=1}^n A_i = \Omega$

