# Introduction To Probability

 $\begin{array}{c} {\rm David\ Armstrong} \\ {\rm \ UCI} \end{array}$ 

#### **Statistics**

- Statistics is the mathematical science of learning from data, and of measuring, controlling, and communicating uncertainty.
- It is concerned with developing methods for collecting and analyzing empirical data.
- In many fields of the physical and social sciences, empirical data will naturally have variability and randomness.
- Probability theory provides a substantial part of the underlying framework used to describe variability and randomness, and therefore provides a foundation for the tools developed in statistics.

## Probability



- In a frequency framework, probability of an event (P) is defined to be the proportion of times the event is observed under repeated observation.
- Assume we conduct an experiment of flipping a coin n times. Let the number of heads, X, be recorded.
- The probability of getting a head from flipping the coin is  $P = \lim_{n \to \infty} \frac{X}{n}$ .
- It can be viewed as the long run average of the number of "success".
- If we flip the coin a very large number of times, the proportion of success'  $(\frac{X}{n})$  will converge to the true probability of a single success. This is a loose statement of the *law of large numbers*.
- When the event cannot be repeated, it is a little difficult to intuitively view probability from a frequency standpoint.
  - An example is if it will rain on a specific day.
- As such, there is another interpretation of probability referred to as the *Bayesian* interpretation.
- In this framework, the probability of an event is the degree of one's belief (between 0 and 1) the event will occur.
  - Example: There is a 24% chance it will rain tomorrow.
  - Example: There is a 99% chance that a certain subject will recover from surgery.

# Isolated points on a number line

## Sample Space

For now, let us only concern ourselves with discrete and categorical outcomes.

- The set of all possible outcomes in a random experiment is the **Sample Space**, *S*.
- Determine the sample space for the following situations.
  - Example: Flip a coin once.

$$S = \{H,T\}$$

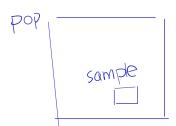
- Example: Roll a die once.

- Example: Flip a coin 3 times.

$$S = \{ HHH, HHT, HTH, THH, HTT, THT, TTH, TTT \}$$
  
 $S = 2^3$ 

- Example: Roll a pair of dice.

$$S = \{(x, y) : x = 1, 2, ..., 6, y = 1, 2, ..., 6\}.$$



#### **Event Space**

An event, A, is a subset of the sample space. Also known as a sample point.

**Examples** Determine the event space for the following situations.

• Assume you roll a die one time. Let the event A be the event that the number the die lands on is even.  $S = \{1, 2, 3, 4, 5, 6\}$ 

• Assume you roll a die one time. Let the event A be the event that the number the die lands on is greater than 4.

- Assume you flip a coin three times. Let the event B be the event that the first coin flip is a head.

## Set Theory Basics



Let A and B be sets.

- $\varnothing$  is the **Empty Set**. A set that has no elements in it. I.e.  $\varnothing = \{\}$ .
- A is a **Subset** of B if  $s \in A$  implies  $s \in B$ . That is to say whatever is in A is also in B.
  - Notationally this is presented as  $A \subset B$ .
  - Example:  $A = \{1, 2, 3\}$  and  $B = \{1, 2, 3, 4\}$ .
- The **Union** of A and B is denoted as  $A \cup B$ . When translating we say A or B.
  - If  $s \in A$  or  $s \in B$ , then  $s \in A \cup B$ .
  - Example: Let  $S = \{1, 2, 3, 4, 5, 6\}, A = \{1, 2, 3\}, \text{ and } B = \{3, 4, 5\}$
  - Find  $A \cup B$

- The Intersection of A and B is denoted as  $A \cap B$ . It is the overlap of the two sets. When translating we say A and B.
  - If  $s \in A \cap B$ , then  $s \in A$  and also  $s \in B$ .
  - Example: Let  $S = \{1, 2, 3, 4, 5, 6\}, A = \{1, 2, 3\}, \text{ and } B = \{3, 4, 5\}$
  - $\operatorname{Find} A \cap B \quad \left\{ 3 \right\}$

#### **Set Theory Basics**

Let A and B be sets.

- The **Complement** of A is denoted as  $A^c$ . It is the collection of elements that are not in A. When translating we say not in A.
  - If  $s \in A$ , then  $s \notin A^c$ .

  - $\operatorname{Find} A^c = \left\{ 4,5,6 \right\}$
  - Note  $(A^c)^c = A$  and  $A \cup A^c = S$ .
- $(A \cup B)^c = A^c \cap B^c$   $(A^c \cup B)^c = A \cap B^c$   $(A^c \cup B^c)^c = A \cap B$ 
  - Example: Let  $S = \{1, 2, 3, 4, 5, 6\}, A = \{1, 2, 3\}, \text{ and } B = \{3, 4, 5\}$
  - Find  $B^c$

- Find  $A^c \cap B^c$ 

$$- \operatorname{Find} (A \cup B)^{c} = A^{\mathsf{C}} \cap B^{\mathsf{C}}$$

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

## **Set Theory Basics**

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

NOR

- Example: Assume you roll a die one time. Let A be the event you roll a 1 or 2 on a die, and B is the event you roll a 3 or a 4.
  - The event you don't roll a 1 or a 2 NOR a 3 or a 4 is  $(A \cup B)^c$ .
- Example: Let A be the event someone has blue eyes and B be the event they are a computer science major.
  - The event that someone is not blue eyed nor a computer science major is  $(A \cup B)^c$

Two double negative

# Probability Theory Basics

# 4 Decimals

A probability distribution is the rule that assigns a number  $(P(\cdot))$  to each possible outcome in the sample space  $(s \in S)$ , with the following conditions.

• 
$$0 \le P(s) \le 1$$
 for all  $s \in S$ 

$$\bullet \sum_{s \in S} P(s) = 1$$

$$P(B) = 1$$
 Always

- $\bullet$  As an example, assume you rolla die one time. Each event in S= $\{1, 2, 3, 4, 5, 6\}$  has probability of 1/6. = 0, 166
  - Note: The sum of all the probabilities is equal to  $1\left(\frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6} + \frac{1}{6}\right)$ .
  - Thus, we call this a valid probability distribution.

Let A and B be events in the sample space S.

- $P(A \cup B) = P(A) + P(B) P(A \cap B)$ .
  - In the equation above, solve for  $P(A \cap B)$ .

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

$$P(AVB) + P(ANB) = P(A) + P(B)$$

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

- $P(A) + P(A^c) = 1$ 
  - As a result:  $P(A) = 1 P(A^c)$ .  $P(A^c) = 1 P(A)$
- $P(B) = P(B \cap A) + P(B \cap A^c)$ .

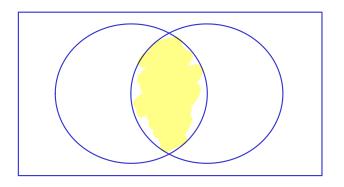
Total Probability

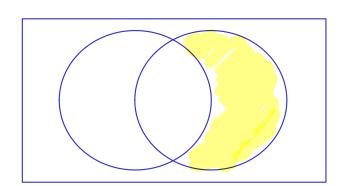
# Venn Diagrams

EXAMPLE: Let A and B be events in the sample space S. Draw a venn-diagram for each probability:

 $P(A \cap B)$ 

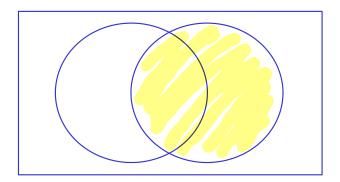


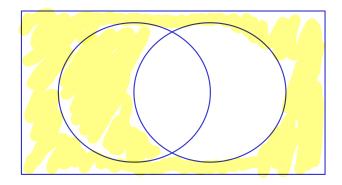




P(B)

 $P(B^c)$ 

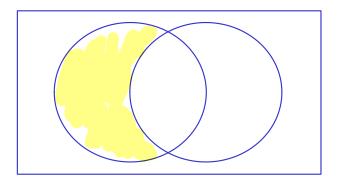




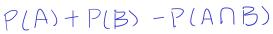
## Venn Diagrams

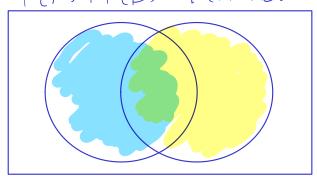
EXAMPLE: Let A and B be events in the sample space S. Draw a venn-diagram for each probability:

 $P(A \cap B^c)$ 



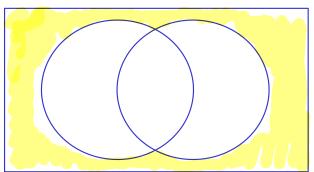
 $P(A \cup B)$ 





P(ANB')+P(ANB)+P(A'NB)

 $P(A \cup B)$   $P(A \cap B^{c})$ 



 $A_1, A_2, A_3$  Partition S

A <sub>(</sub>			

#### **Probability Theory Basics**

Example: Assume we sample UCI Information and Computer Science students. Let P(A) = 0.7 where A is the event someone is an Undergrad. Let P(B) = 0.8 where B is the event someone is a computer science major. And let  $P(A \cap B) = 0.6$ .

• What is the probability someone is a grad student?

$$P(G) = P(A^{c}) = 1 - P(A) = 1 - 0.7 = 0.3$$

• What is the probability someone is an undergrad or a computer science major?

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$
  
= 0.7 + 0.8 - 0.6 = 0.9

• What is the probability someone is a grad student and a computer science major?

$$P(A^{c} \cap B) = P(B) - P(A \cap B)$$
  
= 0.8 - 0.6 = 0.2

• What is the probability someone is a computer science grad student?

$$P(B \cap A^c) = 0.2$$

#### Mutually Exclusive Events

Let A and B be sets.

- We say that sets (or events) are **Mutually Exclusive** if the two sets (or events) cannot occur at the same time.
- Notationally this is  $A \cap B = \emptyset$ .
  - Example: Assume you roll one die once. Let A be the event that the number showing on the die is odd and B be the event that the number is a 2. Find  $A \cap B$
- We say events A and  $A^c$  form a partition of the sample space if they are mutually exclusive and if  $A \cup A^c = S$ .

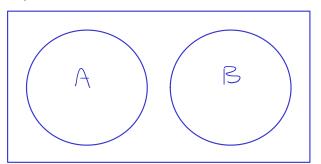
Let  $A_1, A_2, A_3, ...$  be sets. (You can also think of sets A, B, C, ...).

- We say that sets (or events) are mutually exclusive if the intersection between any of these two sets is the null set.
- Notationally  $A_i \cap A_j = \emptyset$  for all  $i \neq j$ .

#### Mutually Exclusive Events

Let A and B be events in the sample space S.

- $P(\varnothing) = 0$ .
- Note that this means that A and B are mutually exclusive if and only if  $P(A\cap B)=0$ .



Let sets  $A_1, A_2, A_3, ..., A_M$  (or can think of sets A, B, C, ..., M) be mutually exclusive events.

- $P(A_1 \cup A_2 \cup A_3 \cup ... \cup A_M) = P(A_1) + P(A_2) + P(A_3) + ... + P(A_M)$ .
- If  $A_1, A_2, A_3, ...A_M$  form a partition of the sample space, then  $P(A_1 \cup A_2 \cup A_3 \cup ... \cup A_M) = P(S) = 1$ .

