J. Alexander Branham

Fall 2017

WHAT IS PROBABILITY?

 $\boldsymbol{\cdot}$  Frequency with which an event occurs

- · Frequency with which an event occurs
- Typically:

$$Pr(A) = P(A) = \pi(A) = \frac{\text{Number of ways an event can occur}}{\text{Total number of possible outcomes}}$$

- · Frequency with which an event occurs
- Typically:

$$Pr(A) = P(A) = \pi(A) = \frac{\text{Number of ways an event can occur}}{\text{Total number of possible outcomes}}$$

· There are other ways of thinking about probability, but we'll stick with this one

• First: 
$$Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$$

- First:  $Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$ 
  - where F is the event space

- First:  $Pr(E) \in \mathbb{R}$ ,  $Pr(E) \ge 0$   $\forall E \in F$ 
  - where F is the event space
  - · Probabilities must be non-negative

- First:  $Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$ 
  - where F is the event space
  - · Probabilities must be non-negative
- Second:  $Pr(\Omega) = 1$

• First: 
$$Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$$

- where F is the event space
- · Probabilities must be non-negative
- Second:  $Pr(\Omega) = 1$ 
  - Where  $\Omega$  is the sample space

• First: 
$$Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$$

- where F is the event space
- · Probabilities must be non-negative
- Second:  $Pr(\Omega) = 1$ 
  - $\cdot$  Where  $\Omega$  is the sample space
  - Something has to happen

• First: 
$$Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$$

- where *F* is the event space
- · Probabilities must be non-negative
- Second:  $Pr(\Omega) = 1$ 
  - $\cdot$  Where  $\Omega$  is the sample space
  - Something has to happen
  - Probabilities sum/integrate to 1

• First: 
$$Pr(E) \in \mathbb{R}, Pr(E) \ge 0 \quad \forall E \in F$$

- where F is the event space
- · Probabilities must be non-negative
- Second:  $Pr(\Omega) = 1$ 
  - · Where  $\Omega$  is the sample space
  - Something has to happen
  - · Probabilities sum/integrate to 1
- · Third:  $Pr\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} Pr(E_i)$

• First: 
$$Pr(E) \in \mathbb{R}$$
,  $Pr(E) \ge 0$   $\forall E \in F$ 

- where *F* is the event space
- · Probabilities must be non-negative
- Second:  $Pr(\Omega) = 1$ 
  - · Where  $\Omega$  is the sample space
  - · Something has to happen
  - Probabilities sum/integrate to 1
- Third:  $Pr\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} Pr(E_i)$ 
  - The probability of disjoint (mutually exclusive) sets is equal to their sums

1

**PROBABILITY DISTRIBUTIONS** 



• What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3)=\frac{1}{6}$$

· What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3) = \frac{1}{6}$$

· If one roll of the die is an "experiment"

4

• What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3)=\frac{1}{6}$$

- · If one roll of the die is an "experiment"
- · We can think of a 3 as a "success"

• What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3) = \frac{1}{6}$$

- · If one roll of the die is an "experiment"
- · We can think of a 3 as a "success"
- And Y  $\sim$  Bernoulli  $\left(\frac{1}{6}\right)$

4

• What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3) = \frac{1}{6}$$

- · If one roll of the die is an "experiment"
- · We can think of a 3 as a "success"
- And Y  $\sim$  Bernoulli  $\left(\frac{1}{6}\right)$
- · Fair coins are  $\sim$  Bernoulli(.5) for example

· What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3) = \frac{1}{6}$$

- · If one roll of the die is an "experiment"
- · We can think of a 3 as a "success"
- And Y  $\sim$  Bernoulli  $\left(\frac{1}{6}\right)$
- Fair coins are  $\sim$  Bernoulli(.5) for example
- $\cdot$  More generally  $\mathit{Bernoulli}(\pi)$

· What's the probability that we'll roll a 3 on one die roll:

$$Pr(y=3) = \frac{1}{6}$$

- · If one roll of the die is an "experiment"
- · We can think of a 3 as a "success"
- And Y  $\sim$  Bernoulli  $\left(\frac{1}{6}\right)$
- Fair coins are  $\sim$  Bernoulli(.5) for example
- $\cdot$  More generally  $\mathit{Bernoulli}(\pi)$ 
  - ·  $\pi$  represents the probability of success

• Before we ran the experiment just once

- · Before we ran the experiment just once
- · What happens if we run it multiple times?

$$Pr(y_1 = 3, y_2 = 3) = \frac{1}{6} * \frac{1}{6}$$

- · Before we ran the experiment just once
- · What happens if we run it multiple times?

$$Pr(y_1 = 3, y_2 = 3) = \frac{1}{6} * \frac{1}{6}$$

• Now Y ~ Binomial  $\left(2, \frac{1}{.6}\right)$ 

- Before we ran the experiment just once
- · What happens if we run it multiple times?

$$Pr(y_1 = 3, y_2 = 3) = \frac{1}{6} * \frac{1}{6}$$

- Now Y ~ Binomial  $\left(2, \frac{1}{.6}\right)$ 
  - Generally, Y  $\sim$  Binomial(n,p)

- Before we ran the experiment just once
- · What happens if we run it multiple times?

$$Pr(y_1 = 3, y_2 = 3) = \frac{1}{6} * \frac{1}{6}$$

- Now Y ~ Binomial  $\left(2, \frac{1}{.6}\right)$ 
  - Generally, Y  $\sim$  Binomial(n, p)
  - n = number of trials, p = probability of success

- · Before we ran the experiment just once
- · What happens if we run it multiple times?

$$Pr(y_1 = 3, y_2 = 3) = \frac{1}{6} * \frac{1}{6}$$

- Now Y ~ Binomial  $\left(2, \frac{1}{.6}\right)$ 
  - Generally,  $Y \sim Binomial(n, p)$
  - n = number of trials, p = probability of success
- · PMF:

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

# YOU TRY!

1. What's the probability of getting dealt the ace of spades?

# YOU TRY!

- 1. What's the probability of getting dealt the ace of spades?
- 2. What's the probability of rolling six five's in a row?

# You TRY (ANSWERS)

1.

# YOU TRY (ANSWERS)

1.

2

$$\binom{6}{6} \frac{1}{6}^{6} \left(1 - \frac{1}{6}\right)^{6-6} \approx 0.00002$$

**CONTINUOUS DISTRIBUTIONS** 

# THE BASICS

· What happens when our outcome is continous

# THE BASICS

- · What happens when our outcome is continous
- · Much harder to think about...

- · What happens when our outcome is continous
- · Much harder to think about...
- There are infinity possible outcomes

- · What happens when our outcome is continous
- · Much harder to think about...
- There are infinity possible outcomes
- · Makes the denominator of our fraction difficult to work with

- · What happens when our outcome is continous
- · Much harder to think about...
- There are infinity possible outcomes
- · Makes the denominator of our fraction difficult to work with
- What's the probability that you make 15,293.19/year?

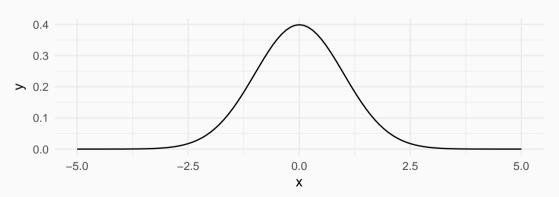
- · What happens when our outcome is continous
- · Much harder to think about...
- There are infinity possible outcomes
- · Makes the denominator of our fraction difficult to work with
- What's the probability that you make 15,293.19/year?
- · Probability of the whole space must equal 1

- · What happens when our outcome is continous
- · Much harder to think about...
- There are infinity possible outcomes
- · Makes the denominator of our fraction difficult to work with
- What's the probability that you make 15,293.19/year?
- Probability of the whole space must equal 1
- Even if all events equally likely,  $\frac{1}{\infty} = 0$

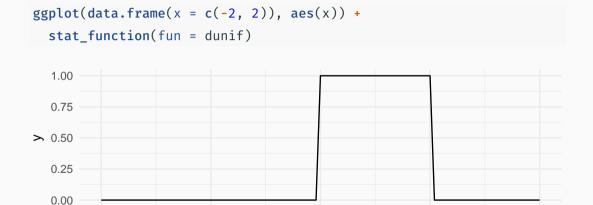
- · What happens when our outcome is continous
- · Much harder to think about...
- There are infinity possible outcomes
- · Makes the denominator of our fraction difficult to work with
- What's the probability that you make 15,293.19/year?
- Probability of the whole space must equal 1
- Even if all events equally likely,  $\frac{1}{\infty} = 0$ 
  - · Kinda...

#### **CONTINUOUS DISTRIBUTIONS - NORMAL**

```
ggplot(data.frame(x = c(-5, 5)), aes(x)) +
stat_function(fun = dnorm)
```



### **CONTINUOUS DISTRIBUTIONS - UNIFORM**



Х

-1

# PROBABILIES AND CONTINUOUS DISTRIBUTIONS

$$\cdot Pr(y=c)=0$$

#### PROBABILIES AND CONTINUOUS DISTRIBUTIONS

$$Pr(y=c)=0$$

· 
$$Pr(y = c) = 0$$
  
·  $Pr(0 < y < .5)$ 

$$= \int_0^{.5} f(y) dy$$

#### PROBABILIES AND CONTINUOUS DISTRIBUTIONS

$$Pr(y=c)=0$$

• 
$$Pr(0 < y < .5)$$

$$= \int_0^{.5} f(y) dy$$

• For uniform from previous slide, Pr(0 < y < .5) = 0.5

## CDF

• CDF = Cumulative Distribution Function

## CDF

- CDF = Cumulative Distribution Function
- $\cdot F_X(x) = Pr(X \le x)$

# DISCRETE

•  $Y \sim Binom(10, .5)$ 

## **DISCRETE**

- $Y \sim Binom(10, .5)$
- What's the probability that  $y \le 5$ ?

## **DISCRETE**

- $Y \sim Binom(10, .5)$
- What's the probability that  $y \leq 5$ ?

.

$$\sum_{i=1}^{5} Pr(Y=y_i)$$

# $Pr(y \leq 5)$

$$\begin{pmatrix} 10 \\ 0 \end{pmatrix} .5^{0} (1 - .5)^{10-0} +$$

$$\begin{pmatrix} 10 \\ 1 \end{pmatrix} .5^{1} (1 - .5)^{10-1} +$$

$$\begin{pmatrix} 10 \\ 2 \end{pmatrix} .5^{2} (1 - .5)^{10-2} +$$

$$\begin{pmatrix} 10 \\ 3 \end{pmatrix} .5^{3} (1 - .5)^{10-3} +$$

$$\begin{pmatrix} 10 \\ 4 \end{pmatrix} .5^{4} (1 - .5)^{10-4} +$$

$$\begin{pmatrix} 10 \\ 5 \end{pmatrix} .5^{5} (1 - .5)^{10-5}$$

## **CONTINUOUS**

• We can't sum probabilities for continuous distributions (remember the 0 problem)

## **CONTINUOUS**

- We can't sum probabilities for continuous distributions (remember the 0 problem)
- · Solution: integration

#### **CONTINUOUS**

- We can't sum probabilities for continuous distributions (remember the 0 problem)
- · Solution: integration
- $F_Y(y) = \int_{-\infty}^y f(y) dy$



• The *Pr* of an event occurring:

- The *Pr* of an event occurring:
  - · Pr(A)

- The *Pr* of an event occurring:
  - Pr(A)
- Unconditional probability

- The *Pr* of an event occurring:
  - · Pr(A)
- Unconditional probability
- Probability of drawing a red card from a standard deck:

$$Pr(red) = \frac{1}{2}$$



 $\cdot$  The probability of both A and B

- The probability of both A and B
  - · Pr(A, B)

- The probability of both A and B
  - Pr(A, B)
- · This is the intersection of the two sets

- The probability of both A and B
  - Pr(A, B)
- · This is the intersection of the two sets
- $Pr(A \cap B)$

- The probability of both A and B
  - $\cdot Pr(A, B)$
- · This is the intersection of the two sets
- $Pr(A \cap B)$ 
  - Probability of drawing a red card and a 4:

- The probability of both A and B
  - $\cdot Pr(A, B)$
- · This is the intersection of the two sets
- $Pr(A \cap B)$ 

  - Probability of drawing a red card and a 4:  $Pr(red, 4) = \frac{2}{52} = \frac{1}{26}$



 $\boldsymbol{\cdot}$  The probability of some event happening  $\boldsymbol{\mathsf{given}}$  some other event having occurred

- $\boldsymbol{\cdot}$  The probability of some event happening  $\boldsymbol{\mathsf{given}}$  some other event having occurred
  - · Pr(A|B)

- · The probability of some event happening **given** some other event having occurred
  - Pr(A|B)
- · You've drawn a red card. What's the probability it's a four?

#### **CONDITIONAL PROBABILITY**

- $\cdot$  The probability of some event happening **given** some other event having occurred
  - · Pr(A|B)
- · You've drawn a red card. What's the probability it's a four?

• 
$$Pr(4|red) = \frac{2}{26} = \frac{1}{13}$$

# HOW TO CONVERT MARGINAL, JOINT, AND CONDITIONAL PROBABILITIES

$$Pr(A|B) = \frac{Pr(A,B)}{Pr(B)}$$

The conditional probability is equal to the joint probability over the probability of the condition

BAYES' LAW (THEOREM)

### BAYES LAW

$$Pr(A|B) = \frac{Pr(B|A)Pr(A)}{Pr(B)} = \frac{Pr(B|A)Pr(A)}{Pr(B|A)Pr(A) + Pr(B|\neg A)Pr(\neg A)}$$

 $\boldsymbol{\cdot}$  Police set up roadblock to randomly screen for potentially drunk drivers

- · Police set up roadblock to randomly screen for potentially drunk drivers
- Person stopped and fails breathalyzer test

- · Police set up roadblock to randomly screen for potentially drunk drivers
- Person stopped and fails breathalyzer test
  - $\boldsymbol{\cdot}$  Test gives positive 98 percent of the time when person is drunk

- · Police set up roadblock to randomly screen for potentially drunk drivers
- Person stopped and fails breathalyzer test
  - Test gives positive 98 percent of the time when person is drunk
  - · Also gives positive 5 percent of the time when the person is actually sober

- · Police set up roadblock to randomly screen for potentially drunk drivers
- Person stopped and fails breathalyzer test
  - Test gives positive 98 percent of the time when person is drunk
  - · Also gives positive 5 percent of the time when the person is actually sober
  - $\boldsymbol{\cdot}$  We think that 1 percent of people going through the checkpoint are drunk

- · Police set up roadblock to randomly screen for potentially drunk drivers
- Person stopped and fails breathalyzer test
  - Test gives positive 98 percent of the time when person is drunk
  - · Also gives positive 5 percent of the time when the person is actually sober
  - We think that 1 percent of people going through the checkpoint are drunk
- What is the probability that the man was actually drunk?

• Since he's randomly stopped, we think there is a 1 percent change he's drunk

- $\boldsymbol{\cdot}$  Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01

- Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01
- Test accuracy:

- · Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01
- Test accuracy:
  - Pr(positive|drunk) = 0.98

- · Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01
- Test accuracy:
  - Pr(positive|drunk) = 0.98
  - $Pr(positive|\neg drunk) = 0.05$

- · Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01
- Test accuracy:
  - Pr(positive|drunk) = 0.98
  - $Pr(positive|\neg drunk) = 0.05$
- Want to know:

- · Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01
- · Test accuracy:
  - Pr(positive|drunk) = 0.98
  - $Pr(positive | \neg drunk) = 0.05$
- · Want to know:
  - $\cdot \ \textit{Pr(drunk|positive)} = \frac{\textit{Pr(drunk)Pr(positive|drunk)}}{\textit{Pr(positive)}}$

- · Since he's randomly stopped, we think there is a 1 percent change he's drunk
  - Pr(drunk) = 0.01
- Test accuracy:
  - Pr(positive|drunk) = 0.98
  - $Pr(positive|\neg drunk) = 0.05$
- · Want to know:
  - $\cdot Pr(drunk|positive) = \frac{Pr(drunk)Pr(positive|drunk)}{Pr(positive)}$
- Everything known, except Pr(positive)

# Pr(positive)

$$Pr(positive) = Pr(positive|drunk)Pr(drunk)$$
  
  $+ Pr(positive|\neg drunk)Pr(\neg drunk)$   
  $= .98(.01) + .05(.99)$   
  $\approx .0593$ 

$$\cdot \ Pr(drunk|positive) = \frac{Pr(drunk)Pr(positive|drunk)}{Pr(positive)}$$

• 
$$Pr(drunk|positive) = \frac{Pr(drunk)Pr(positive|drunk)}{Pr(positive)}$$
  
•  $Pr(drunk|positive) = \frac{0.01(.98)}{.0593}$ 

• 
$$Pr(drunk|positive) = \frac{Pr(drunk)Pr(positive|drunk)}{Pr(positive)}$$
  
•  $Pr(drunk|positive) = \frac{0.01(.98)}{.0593}$   
• .165

• 
$$Pr(drunk|positive) = \frac{Pr(drunk)Pr(positive|drunk)}{Pr(positive)}$$
•  $Pr(drunk|positive) = \frac{0.01(.98)}{.0593}$ 
• .165

 $\cdot$  So there is a 16.5 percent chance that the man is drunk given that he tested positive

• Let's Make a Deal was a game show where contestants were asked to choose one of three doors (A, B, and C). Behind one is a car and behind the other two are goats

- Let's Make a Deal was a game show where contestants were asked to choose one of three doors (A, B, and C). Behind one is a car and behind the other two are goats
- Once contestants chose a door, Monty would open one of the doors they didn't choose that had a goat behind it

- Let's Make a Deal was a game show where contestants were asked to choose one of three doors (A, B, and C). Behind one is a car and behind the other two are goats
- Once contestants chose a door, Monty would open one of the doors they didn't choose that had a goat behind it
- The contestant could then either stick with their original choice or switch to the unopened door

- Let's Make a Deal was a game show where contestants were asked to choose one of three doors (A, B, and C). Behind one is a car and behind the other two are goats
- Once contestants chose a door, Monty would open one of the doors they didn't choose that had a goat behind it
- The contestant could then either stick with their original choice or switch to the unopened door
- Does switching doors increase your probability of winning?

- Let's Make a Deal was a game show where contestants were asked to choose one of three doors (A, B, and C). Behind one is a car and behind the other two are goats
- Once contestants chose a door, Monty would open one of the doors they didn't choose that had a goat behind it
- The contestant could then either stick with their original choice or switch to the unopened door
- Does switching doors increase your probability of winning?
  - YES!

- Let's Make a Deal was a game show where contestants were asked to choose one of three doors (A, B, and C). Behind one is a car and behind the other two are goats
- Once contestants chose a door, Monty would open one of the doors they didn't choose that had a goat behind it
- The contestant could then either stick with their original choice or switch to the unopened door
- Does switching doors increase your probability of winning?
  - · YES!
  - Nearly 10,000 people wrote in refusing to believe this (including 1,000 PhDs!)

$$Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$$
 (prior belief about where the car is)

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$  (prior belief about where the car is) WLOG assume contestant picks door A

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$  (prior belief about where the car is) WLOG assume contestant picks door A
- · WLOG assume Monty opens door B

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$  (prior belief about where the car is) WLOG assume contestant picks door A

- WLOG assume Monty opens door B Then:  $Pr(B_{Monty}|A) = \frac{1}{2}$  and  $Pr(B_{Monty}|B=0)$  and  $Pr(B_{Monty}|C) = 1$

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$  (prior belief about where the car is) WLOG assume contestant picks door A

- WLOG assume Monty opens door B Then:  $Pr(B_{Monty}|A) = \frac{1}{2}$  and  $Pr(B_{Monty}|B=0)$  and  $Pr(B_{Monty}|C) = 1$

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$  (prior belief about where the car is)
- · WLOG assume contestant picks door A
- WLOG assume Monty opens door B
- Then:  $Pr(B_{Monty}|A) = \frac{1}{2}$  and  $Pr(B_{Monty}|B=0)$  and  $Pr(B_{Monty}|C) = 1$

$$Pr(B_{Monty}, A) = Pr(B_{Monty}|A)Pr(A) = \frac{1}{2} * \frac{1}{3} = \frac{1}{6}$$
 $Pr(B_{Monty}, B) = Pr(B_{Monty}|B)Pr(B) = 0 * \frac{1}{3} = 0$ 
 $Pr(B_{Monty}, C) = Pr(B_{Monty}|C)Pr(C) = 1 * \frac{1}{3} = \frac{1}{3}$ 

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$  (prior belief about where the car is)
- WLOG assume contestant picks door A
- · WLOG assume Monty opens door B
- Then:  $Pr(B_{Monty}|A) = \frac{1}{2}$  and  $Pr(B_{Monty}|B=0)$  and  $Pr(B_{Monty}|C) = 1$

$$Pr(B_{Monty}, A) = Pr(B_{Monty}|A)Pr(A) = \frac{1}{2} * \frac{1}{3} = \frac{1}{6}$$
  
 $Pr(B_{Monty}, B) = Pr(B_{Monty}|B)Pr(B) = 0 * \frac{1}{3} = 0$   
 $Pr(B_{Monty}, C) = Pr(B_{Monty}|C)Pr(C) = 1 * \frac{1}{3} = \frac{1}{3}$ 

• Note that 
$$Pr(B_{Monty}) = Pr(B_{Monty}, A) + Pr(B_{Monty}, B) + Pr(B_{Monty}, C) = \frac{1}{6} + 0 + \frac{1}{3} = \frac{1}{2}$$

# $Pr(A|B_{Monty})$ and $Pr(C|B_{Monty})$

$$Pr(A|B_{Monty}) = \frac{Pr(A)Pr(B_{Monty}|A)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * \frac{1}{2}}{\frac{1}{2}} = \frac{1}{3}$$

# $Pr(A|B_{Monty})$ and $Pr(C|B_{Monty})$

$$Pr(A|B_{Monty}) = \frac{Pr(A)Pr(B_{Monty}|A)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * \frac{1}{2}}{\frac{1}{2}} = \frac{1}{3}$$

$$Pr(C|B_{Monty}) = \frac{Pr(C)Pr(B_{Monty}|C)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * 1}{\frac{1}{2}} = \frac{2}{3}$$

# $Pr(A|B_{Monty})$ and $Pr(C|B_{Monty})$

$$Pr(A|B_{Monty}) = \frac{Pr(A)Pr(B_{Monty}|A)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * \frac{1}{2}}{\frac{1}{2}} = \frac{1}{3}$$

$$Pr(C|B_{Monty}) = \frac{Pr(C)Pr(B_{Monty}|C)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * 1}{\frac{1}{2}} = \frac{2}{3}$$

$$So switch!$$