

PROBABILITY

J. Alexander Branham

Fall 2016

```
##  
## Attaching package: 'dplyr'  
  
## The following objects are masked from 'package:stats':  
##  
##      filter, lag  
  
## The following objects are masked from 'package:base':  
##  
##      intersect, setdiff, setequal, union
```

WHAT IS PROBABILITY?

- 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: $Pr(E) \in \mathbb{R}, Pr(E) \geq 0 \quad \forall E \in \mathcal{F}$

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

KOLMOGOROV'S AXIOMS

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

KOLMOGOROV'S AXIOMS

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

KOLMOGOROV'S AXIOMS

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

KOLMOGOROV'S AXIOMS

- First: $Pr(E) \in \mathbb{R}, Pr(E) \geq 0 \quad \forall E \in F$
 - where F is the event space
 - Probabilities must be non-negative
- Second: $Pr(\Omega) = 1$
 - Where Ω is the sample space
 - Something has to happen

KOLMOGOROV'S AXIOMS

- First: $Pr(E) \in \mathbb{R}, Pr(E) \geq 0 \quad \forall E \in F$
 - where F is the event space
 - Probabilities must be non-negative
- Second: $Pr(\Omega) = 1$
 - Where Ω is the sample space
 - Something has to happen
 - Probabilities sum/integrate to 1

KOLMOGOROV'S AXIOMS

- First: $Pr(E) \in \mathbb{R}, Pr(E) \geq 0 \quad \forall E \in F$
 - where F is the event space
 - Probabilities must be non-negative
- Second: $Pr(\Omega) = 1$
 - Where Ω is the sample space
 - Something has to happen
 - Probabilities sum/integrate to 1
- Third: $Pr(\bigcup_{i=1}^{\infty} E_i) = \sum_{i=1}^{\infty} Pr(E_i)$

KOLMOGOROV'S AXIOMS

- First: $Pr(E) \in \mathbb{R}, Pr(E) \geq 0 \quad \forall E \in F$
 - where F is the event space
 - Probabilities must be non-negative
- Second: $Pr(\Omega) = 1$
 - Where Ω is the sample space
 - Something has to happen
 - Probabilities sum/integrate to 1
- Third: $Pr(\bigcup_{i=1}^{\infty} E_i) = \sum_{i=1}^{\infty} Pr(E_i)$
 - The probability of disjoint (mutually exclusive) sets is equal to their sums

PROBABILITY DISTRIBUTIONS

DISCRETE

- 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”

- 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 $Y \sim \text{Bernoulli}\left(\frac{1}{6}\right)$

- 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 $Y \sim \text{Bernoulli}\left(\frac{1}{6}\right)$
- Fair coins are $\sim \text{Bernoulli}(.5)$ 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 $Y \sim \text{Bernoulli}\left(\frac{1}{6}\right)$
- Fair coins are $\sim \text{Bernoulli}(.5)$ for example
- More generally $\text{Bernoulli}(\pi)$

- 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 $Y \sim \text{Bernoulli}\left(\frac{1}{6}\right)$
- Fair coins are $\sim \text{Bernoulli}(.5)$ for example
- More generally $\text{Bernoulli}(\pi)$
 - π represents the probability of success

- Before we ran the experiment just once

BINOMIAL DISTRIBUTIONS

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

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

BINOMIAL DISTRIBUTIONS

- 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 $Y \sim \text{Binomial}\left(2, \frac{1}{6}\right)$

BINOMIAL DISTRIBUTIONS

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

BINOMIAL DISTRIBUTIONS

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

BINOMIAL DISTRIBUTIONS

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

$$\frac{1}{52}$$

YOU TRY (ANSWERS)

1.

$$\frac{1}{52}$$

2.

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

CONTINUOUS DISTRIBUTIONS

- What happens when our outcome is continuous

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

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

- What happens when our outcome is continuous
- 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 continuous
- 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?

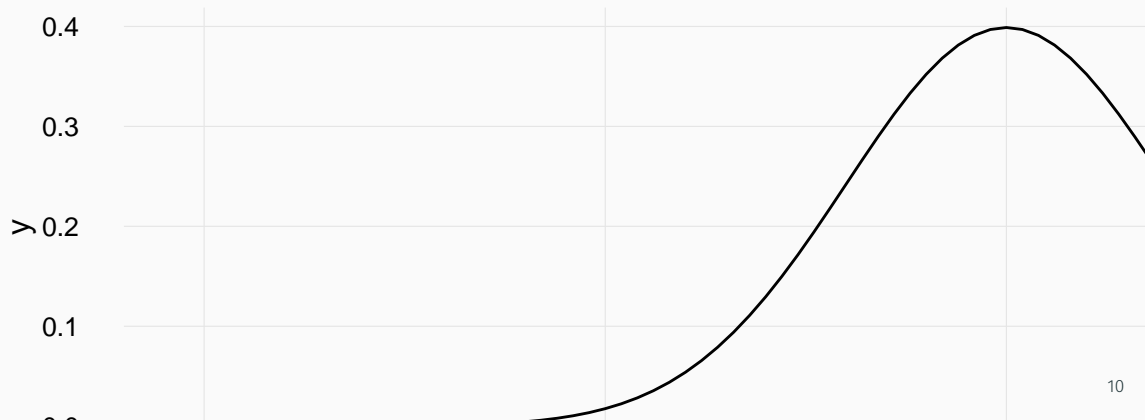
- What happens when our outcome is continuous
- Much harder to think about...
- There are infinity possible outcomes
- Makes the denominator of our fraction difficult to work with
- What's the probability that you make 15,293.19/year?
- Probability of the whole space must equal 1

- What happens when our outcome is continuous
- 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 continuous
- 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...

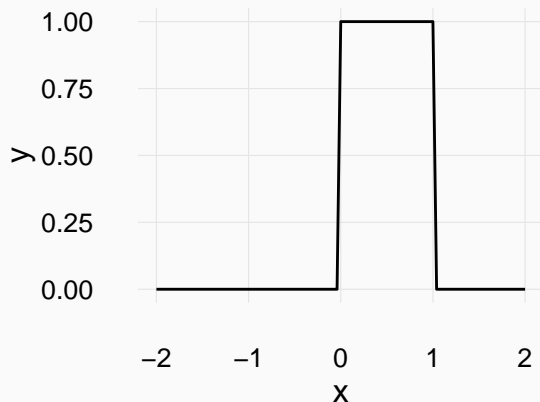
CONTINUOUS DISTRIBUTIONS - NORMAL

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



CONTINUOUS DISTRIBUTIONS - UNIFORM

```
ggplot(data.frame(x = c(-2, 2)), aes(x)) +  
  stat_function(fun = dunif)
```



- $Pr(y = c) = 0$

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

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

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

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

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

- CDF = Cumulative Distribution Function

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

- $Y \sim \text{Binom}(10, .5)$

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

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

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

$$Pr(y \leq 5)$$

$$\begin{aligned} & \binom{10}{1} .5^1 (1 - .5)^{10-1} + \\ & \binom{10}{2} .5^2 (1 - .5)^{10-2} + \\ & \binom{10}{3} .5^3 (1 - .5)^{10-3} + \\ & \binom{10}{4} .5^4 (1 - .5)^{10-4} + \\ & \binom{10}{5} .5^5 (1 - .5)^{10-5} \end{aligned}$$

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

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

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

MARGINAL PROBABILITY

- 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:

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

JOINT PROBABILITY

- 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
 - $Pr(A, B)$
- 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
 - $Pr(A, B)$
- This is the intersection of the two sets
- $Pr(A \cap B)$
 - Probability of drawing a red card and a 4:
 - $Pr(red, 4) = \frac{2}{52} = \frac{1}{26}$

CONDITIONAL PROBABILITY

- The probability of some event happening **given** some other event having occurred

- The probability of some event happening **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?

- 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)

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

- 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
 - 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
 - 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 chance he's drunk

- Since he's randomly stopped, we think there is a 1 percent chance he's drunk
 - $Pr(drunk) = 0.01$

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

- Since he's randomly stopped, we think there is a 1 percent chance 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 chance 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 chance 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 chance he's drunk

- $Pr(drunk) = 0.01$

- Test accuracy:

- $Pr(positive|drunk) = 0.98$

- $Pr(positive|\neg drunk) = 0.05$

- Want to know:

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

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

$$\begin{aligned} Pr(\text{positive}) &= Pr(\text{positive}|\text{drunk})Pr(\text{drunk}) \\ &\quad + Pr(\text{positive}|\neg\text{drunk})Pr(\neg\text{drunk}) \\ &= .98(.01) + .05(.99) \\ &\approx .0593 \end{aligned}$$

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

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

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

- $Pr(drunk|positive) = \frac{Pr(drunk)Pr(positive|drunk)}{Pr(positive)}$
- $Pr(drunk|positive) = \frac{0.01(.98)}{.0593}$
- .165
- So there is a 16.5 percent chance that the man is drunk given that he tested positive

EXAMPLE, TAKE TWO: MONTY HALL

- *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

EXAMPLE, TAKE TWO: MONTY HALL

- *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

EXAMPLE, TAKE TWO: MONTY HALL

- *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

EXAMPLE, TAKE TWO: MONTY HALL

- *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?

EXAMPLE, TAKE TWO: MONTY HALL

- *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!

EXAMPLE, TAKE TWO: MONTY HALL

- *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!)

BAYES'S SOLUTION TO MONTY HALL

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

BAYES'S SOLUTION TO MONTY HALL

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

BAYES'S SOLUTION TO MONTY HALL

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

BAYES'S SOLUTION TO MONTY HALL

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$ (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 $Pr(B_{Monty}|C) = 1$

BAYES'S SOLUTION TO MONTY HALL

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$ (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 $Pr(B_{Monty}|C) = 1$

BAYES'S SOLUTION TO MONTY HALL

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$ (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 $Pr(B_{Monty}|C) = 1$

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

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

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

BAYES'S SOLUTION TO MONTY HALL

- $Pr(A) = Pr(B) = Pr(C) = \frac{1}{3}$ (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 $Pr(C|B_{Monty})$

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

$Pr(A|B_{Monty})$ AND $Pr(C|B_{Monty})$

$$\begin{aligned} \cdot Pr(A|B_{Monty}) &= \frac{Pr(A)Pr(B_{Monty}|A)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * \frac{1}{2}}{\frac{1}{2}} = \frac{1}{3} \\ \cdot Pr(C|B_{Monty}) &= \frac{Pr(C)Pr(B_{Monty}|C)}{Pr(B_{Monty})} = \frac{\frac{1}{3} * 1}{\frac{1}{2}} = \frac{2}{3} \end{aligned}$$

$Pr(A|B_{Monty})$ AND $Pr(C|B_{Monty})$

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

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

• So switch!