Basics of probability

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Why probability?

- Probability is a mathematical language to talk about uncertainty
- ► Enables us to describe uncertainty in a rigorous and precise fashion
- Base language of statistics

Axiomatic probability

- In order to make our statements precise, we will define all the concepts
- ► These concepts may not always correspond exactly to the colloquial notion
- ► Will make extensive use of mathematical notation, especially from set theory

Sample space

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Die roll

For a die roll, six possible outcomes, 1 to 6. Write

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

Sometimes, sample space will be too large to describe. This is not a problem.



Event

- Events are the main building blocks of probability.
- Objects for which we can ask the probability of.
- ▶ Mathematically expressed as a subset of Ω , and usually named A, B, etc.
- ▶ Write the probability of the event P(A)

Event

Example - Coin Flip

- ▶ The sample space is $\Omega = \{H, T\}$.
- ► *A* = {*H*} is an event.
- ▶ Also have the event $\emptyset = \{\}$, and the event $\{H, T\} = \Omega$.

The last two events exist in all sample spaces.

Event

Example - Die Roll

- The sample space is $\Omega = \{1, 2, 3, 4, 5, 6\}$.
- $A = \{1\}$, the event that the die lands on 1.
- ▶ B = {1,3,5}, the event that that the die lands on a odd number.
- $ightharpoonup \varnothing$ and Ω are also events as always.

Probability of events

Assign probability to events.

Fair coin

$$P({H}) = P({T}) = 0.5$$

 $P(\Omega) = 1$
 $P(\emptyset) = 0$

Probability of events

Assign probability to events.

Die

$$P(\{1\}) = 1/6$$
 $P(\{1,3,5\}) = 1/2$ $P(\Omega) = 1$ $P(\varnothing) = 0$

Probability of events

Assign probability to events – can have different possible probabilities for same sample space.

Biased coin

$$P({H}) = 0.7$$

$$P({T}) = 0.3$$

$$P(\Omega) = 1$$

$$P(\emptyset) = 0$$

Probability

Probabilities obey the following basic properties:

$$P(\Omega) = 1$$

$$P(\emptyset) = 0$$

$$0 \le P(A) \le 1$$

Calculus of probability

Relate the probabilities of related events

Additivity rule

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If A and B cannot both happen at the same time, then we have that:

$$P(A \cup B) = P(A) + P(B) \tag{3}$$

We say A and B are disjoint or mutually exclusive. Mathematically, we write $A \cap B = \emptyset$.

Complement of an event

For every event A, we may define an event A^C , the event that "A does not happen". We have

$$P(A^C) = 1 - P(A) \tag{4}$$

Inclusion-exclusion

Additivity rule requires mutually exclusive condition. What about A and B in general? The Inclusion-exclusion principle gives:

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$
 (5)

Independence

Independence is the notion that events do not affect each other. Mathematically, we say \boldsymbol{A} and \boldsymbol{B} are independent if

$$P(A \cap B) = P(A) P(B)$$
 (6)

Conditional probability

Conditional probability encodes the idea of partial knowledge of events.

Mathematically, we define the probability of A given B by

$$P(A \mid B) = \frac{P(A \cap B)}{P(B)} \tag{7}$$

Note that we must have P(B) > 0.

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$$P(A \mid B) = P(A) \tag{8}$$

Conditional probability and additivity

Additivity rule for conditional probability. If A and B are mutually exclusive, then we have

$$P(A \cup B \mid C) = P(A \mid C) + P(B \mid C)$$
(9)

In general, conditional probabilities behave like probabilities

Law of total probability

The law of total probability allows to relate the probability of an event to that of its conditional probabilities.

$$P(A) = P(A | B) P(B) + P(A | B^{C}) P(B^{C})$$
 (10)

Bayes Rule

The Bayes rule allows us to relate the two probabilities $P(A \mid B)$ and $P(B \mid A)$.

$$P(A \mid B) = \frac{P(B \mid A) P(A)}{P(B)}$$
 (11)