

## **Statistical Sciences**

# DoSS Summer Bootcamp Probability Module 1

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### Roadmap

#### A bridge connecting undergraduate probability and graduate probability

#### **Undergraduate-level probability**

- Concrete;
- Examples and scenarios;
- Rely on computation...

#### **Graduate-level probability**

- Abstract (measure theory);
- Laws and properties;
- Rely on construction and inference...



### Roadmap

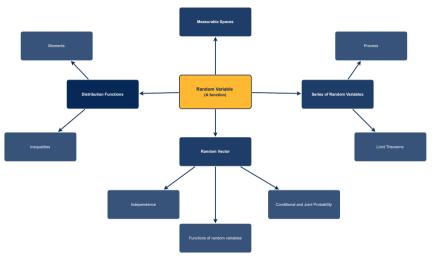




Figure: Roadmap



### **Outline**

- Measurable spaces
  - ▶ Sample Space
  - ▷ Sigma-algebra
- Probability measures
  - $\triangleright$  Measures on  $\sigma$ -field
  - Basic results
- Conditional probability
  - ▶ Bayes' rule



### Measurable spaces

### Sample Space

The sample space  $\Omega$  is the set of all possible outcomes of an experiment.

#### **Examples:**

- Toss a coin: {*H*, *T*}
- Roll a die: {1, 2, 3, 4, 5, 6}

#### **Event**

An event is a collection of possible outcomes (subset of the sample space).

#### **Examples:**

- Get head when tossing a coin: {*H*}
- Get an even number when rolling a die: {2, 4, 6}



### Measurable spaces

### $\sigma$ -algebra

A  $\sigma$ -algebra ( $\sigma$ -field)  $\mathcal F$  is a non-empty collection of subsets of such that

- If  $A \in \mathcal{F}$ , then  $A^c \in \mathcal{F}$ ,
- If  $A_1, A_2, \dots \in \mathcal{F}$ , then  $\bigcup_{i=1}^{\infty} A_i \in \mathcal{F}$ .

Remark:  $\varnothing, \Omega \in \mathcal{F}$ 

#### Measures on $\sigma$ -field

A function  $\mu: \mathcal{F} \to R^+ \cup \{+\infty\}$  is called a measure if

- $\mu(\varnothing)=0$ ,
- If  $A_1, A_2, \dots \in \mathcal{F}$  and  $A_i \cap A_j = \emptyset$ , then  $\mu(\bigcup_{i=1}^{\infty} A_i) = \sum_{i=1}^{\infty} \mu(A_i)$ .

If  $\mu(\Omega) = 1$ , then  $\mu$  is called a probability measure.

#### **Properties:**

- Monotonicity:  $A \subseteq B \Rightarrow \mu(A) \leq \mu(B)$
- Subadditivity:  $A \subseteq \bigcup_{i=1}^{\infty} A_i \quad \Rightarrow \quad \mu(A) \leq \sum_{i=1}^{\infty} \mu(A_i)$
- Continuity from below:  $A_i \nearrow A \Rightarrow \mu(A_i) \nearrow \mu(A)$
- Continuity from above:  $A_i \setminus A$  and  $\mu(A_i) < \infty \Rightarrow \mu(A_i) \setminus \mu(A)$



Proof of continuity from below:



**Proof of continuity from above:** 

**Remark:**  $\mu(A_i) < \infty$  is vital.

#### **Examples:**

$$\Omega = \{\omega_1, \omega_2, \cdots\}, \ A = \{\omega_{a_1}, \cdots, \omega_{a_i}, \cdots\} \Rightarrow \mu(A) = \sum_{j=1}^{\infty} \mu(\omega_{a_j}).$$
 Therefore, we only need to define  $\mu(\omega_j) = p_j \geq 0$ . If further  $\sum_{i=1}^{\infty} p_i = 1$ , then  $\mu$  is a probability measure.

• Toss a coin:

• Roll a die:

### **Conditional probability**

### Original problem:

- What is the probability of some event *A*?
- P(A) is determined by our probability measure.

#### New problem:

- Given that B happens, what is the probability of some event A?
- $P(A \mid B)$  is the conditional probability of the event A given B.

### **Example:**

• Roll a die:  $P(\{2\} \mid \text{even number})$ 



### **Conditional probability**

### Bayes' rule

$$P(A \mid B) = \frac{P(A \cap B)}{P(B)}, \quad P(B) > 0$$

**Remark:** Does conditional probability  $P(\cdot \mid B)$  satisfy the axioms of a probability measure?



### **Conditional probability**

### Multiplication rule

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

#### Generalization:

### Law of total probability

Let  $A_1, A_2, \cdots, A_n$  be a partition of  $\omega$ , such that  $P(A_i) > 0$ , then

$$P(B) = \sum_{i=1}^{n} P(A_i)P(B \mid A_i)$$

### **Problem Set**

**Problem 1:** Prove that for a  $\sigma$ -field  $\mathcal{F}$ , if  $A_1, A_2, \dots \in \mathcal{F}$ , then  $\bigcap_{i=1}^{\infty} A_i \in \mathcal{F}$ .

**Problem 2:** Prove monotonicity and subadditivity of measure  $\mu$  on  $\sigma$ -field.

**Problem 3:** (Monty Hall problem) Suppose you're on a game show, and you're given the choice of three doors: Behind one door is a car; behind the others, goats. You pick a door, say No. 1, and the host, who knows what's behind the doors, opens another door, say No. 3, which has a goat. He then says to you, "Do you want to pick door No. 2?" Is it to your advantage to switch your choice?

