

# Paradoxes in probability theory

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# The problem

## Monty Hall's game

- There are three doors called  $a$ ,  $b$  or  $c$ . One has a car, the others have a goat.
- Player chooses a door. Without loss of generality choose  $a$ .
- Game master opens one of the remaining doors. That door has a goat.
- Player is asked to switch to the other unopened door.
- Player wins contents of the door he ultimately chooses.

What is the probability of the other door having a car?

# Early 'solutions'

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Answer is  $\frac{1}{2}$ :

- There are two doors when the player can switch.
- One has a car, the other not.
- The other door has  $\frac{1}{2}$  chance of having a car.

Answer is  $\frac{2}{3}$ :

- Chance of doors  $b$  and  $c$  having a car is  $\frac{2}{3}$ .
- One of them is opened.
- Thus the other door has chance  $\frac{2}{3}$  of having a car.

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# Probability spaces

## Definition ( $\sigma$ -algebra)

Let  $\Omega$  be a set and  $\mathcal{P}(\Omega)$  its power set.

The set  $\Sigma \subseteq \mathcal{P}(\Omega)$  is a  $\sigma$ -algebra iff

- 1  $\Omega \in \Sigma$ ,
- 2  $\Sigma$  is closed under countable unions,
- 3  $\Sigma$  is closed under countable intersections and
- 4  $\Sigma$  is closed under complement.

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Let  $\Omega$  be a set and  $\Sigma$  a  $\sigma$ -algebra on  $\Omega$ . Let  $\mathbb{P}$  be a probability measure on  $\Sigma$ .

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# Conditional expectation

We need to extend  $\mathbb{P}[A|B] = \frac{\mathbb{P}[A \cap B]}{\mathbb{P}[B]}$ .

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Let  $(\Omega, \Sigma, \mathbb{P})$  be a probability space.

Let  $\Sigma' \subseteq \Sigma$  be a sub- $\sigma$ -algebra of  $\Sigma$ .

The *expectation value of  $X$  conditioned on  $\Sigma'$*  is  $Y = \mathbb{E}[X|\Sigma']$  s.t.

- $Y$  is  $\Sigma'$ -measurable,
- $\mathbb{E}[|Y|]$  is finite and
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## Definition (Conditional probability)

The *probability of  $A$  conditioned on  $\Sigma'$*  is  $\mathbb{P}[A|\Sigma'] = \mathbb{E}[1_A|\Sigma']$ .

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# Back to Monty Hall

The situation:

- $\mathcal{X} = \{a, b, c\}$  is set of doors player can choose.
- Take  $\Omega = \mathcal{X}$ .
- $\sigma$ -algebra is  $\mathcal{P}(\Omega)$ .
- Condition on smallest  $\sigma$ -algebra having  $\{a, b\}$  and  $\{a, c\}$ .

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# Extending the set of possibilities

The situation:

- $\mathcal{X} = \{a, b, c\}$  is set of doors player can choose.
- $\mathcal{Y} = \{b, c\}$  is set of doors Monty Hall can open.
- Take  $\Omega = \mathcal{X} \times \mathcal{Y}$ .
- $\sigma$ -algebra is  $\mathcal{P}(\Omega)$ .
- $X$ : r.v. on  $\mathcal{X}$  player choosing a door.
- $Y$ : r.v. on  $\mathcal{Y}$  which door to open after player's choice.

Then

$$\begin{aligned}\mathbb{P}[X = a|Y = b] &= \frac{\mathbb{P}[X = a, Y = b]}{\mathbb{P}[Y = b]} \\ &= \frac{\mathbb{P}[X = a, Y = b]}{\sum_{x \in \mathcal{X}} \mathbb{P}[Y = b|X = x]\mathbb{P}[X = x]}.\end{aligned}$$

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# Example

## Probability $\frac{1}{2}$

If

- the car is distributed uniformly between the doors,
- door  $a$  is first chosen,
- door  $a$  actually has the car and
- Monty Hall never opens door  $b$  in this case,

then probability of having the correct door is  $\frac{1}{2}$ .



# The Borel-Kolmogorov paradox

## The setting of the Borel-Kolmogorov paradox

- Take a sphere and distribute points uniformly.
- Draw a great circle through one point.
- Mask all distributed points.

What is the distribution of the point being on the great circle?

Answer: depends on parametrizations.

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Answer: depends on parametrizations.

# Bayesian probability

Let  $C$  be the great circle and  $E \subset C$  a subset. Then

$$\mathbb{P}[E|C] = \frac{\mathbb{P}[E \cap C]}{\mathbb{P}[C]} = \frac{0}{0}.$$

The conditional probability is undefined!

# Widening our view

Let  $S = [0, 2\pi] \times [0, \pi]$  be the unit sphere with spherical coordinates.

The uniform probability measure on  $A \subseteq S$  is given by

$$\mathbb{P}[A] = \frac{1}{4\pi} \iint_A \sin \psi d\phi d\psi.$$

# Look at longitudes

The  $\sigma$ -algebra of longitudes is

$$\mathfrak{E} = \{[0, 2\pi] \times A \mid A \subseteq [0, \pi] \text{ is measurable}\}.$$

The conditional expectation on  $\mathfrak{E}$  is

$$\mathbb{E}[X|\mathfrak{E}](\phi, \psi) = \frac{1}{2\pi} \int_0^{2\pi} X(\phi', \psi) d\phi'.$$

The conditional probability of  $B = [\phi_1, \phi_2] \times \{\psi'\}$  on  $[0, 2\pi] \times \{\psi'\}$  is

$$\bar{\mathbb{P}}[B] = \frac{\phi_2 - \phi_1}{2\pi},$$

thus the conditional probability stays uniform!

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# Look at meridians

The  $\sigma$ -algebra of meridians is

$$\mathfrak{M} = \{A \times [0, \pi] \mid A \subseteq [0, 2\pi] \text{ is measurable}\}.$$

The conditional expectation on  $\mathfrak{M}$  is

$$\mathbb{E}[X|\mathfrak{M}](\phi, \psi) = \frac{1}{2} \int_0^\pi X(\phi, \psi') \sin \psi' d\psi'.$$

The conditional probability of  $B = \{\phi'\} \times [\psi_1, \psi_2]$  on  $\{\phi'\} \times [0, \pi]$  is

$$\bar{\mathbb{P}}[B] = \frac{1}{2}(\cos \psi_1 - \cos \psi_2),$$

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# Recap

- Looking at longitudes the conditional distribution is uniform.
- Looking at meridians the conditional distribution is cosine.

Which one is right?

## Theorem (Gyenis, Hofer-Szabó, Rédei (2017))

*Consider probability spaces  $(S, \mathfrak{C}, \mathbb{P})$  and  $(S, \mathfrak{M}, \mathbb{P})$ , then those spaces are not isomorphic.*

Proof.

- Let  $f: S \rightarrow S$  any measurable isomorphism.
- Let  $h_f: \mathfrak{C} \rightarrow \mathfrak{M}$  be a Boolean algebra preserving bijection.
- If  $C$  is longitude,  $h_f(C)$  is a meridian.
- All meridians cross in  $m_0$ , set of north and south poles.
- Let  $c_0$  such that  $h_f(c_0) = m_0$ . Note that  $c_0$  are longitudes.
- Then

$$\emptyset = h_f(\emptyset) = h_f(C \cap c_0) = h_f(C) \cap h_f(c_0) = h_f(C) \cap m_0 = m_0.$$



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# Discussion

Our two probability spaces are vastly different! So what now?

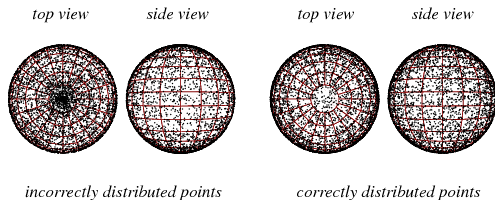


Figure: Simulation by Eric Weisstein

- Simulate the uniform distribution on the sphere by longitudes and meridians.
- If points are placed uniformly on longitudes or cosinely on meridians, the uniform distribution on the sphere is recovered!

# Asking the right question

The question

'what is the conditional distribution on the zero set given I have points there'

is unanswerable.

The question for conditional probability must rather be:

'if I want to simulate the original distribution using this parametrization, what should my conditional probability be?'

# The game

## Two envelope game

- Game master picks a value  $x$ .
- Game master fills one envelope with  $x$ , other with  $2x$ .
- Game master gives an arbitrary envelope to the player.
- Player sees contents of his envelope.
- Player gets the option to switch to the other envelope.
- Should the player switch?

Call the player's envelope  $A$ , then

$$\mathbb{E}[B] = \frac{1}{2} \cdot \frac{x}{2} + \frac{1}{2} \cdot 2x = \frac{5}{4}x.$$

Player must always switch!

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# Playing the game

Can I get two volunteers?



# Probability space

Probability space:

- $\mathcal{X} = \{(x, 2x), (2x, x)\},$
- $\Sigma = \mathcal{P}(\mathcal{X}),$
- $\mathbb{P}$  is uniform.

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# Prior on lowest value

Let  $X$  be the continuous r.v. for the lowest value  $x$  in the envelopes with density  $f$ .

- If  $\mathbb{P}[B = 2a|A = a] = \mathbb{P}[B = \frac{a}{2}|A = a] = \frac{1}{2}$ , then  $X$  is uniform on an unbounded set. This is not possible.
- Suppose  $\mathbb{E}[X] < \infty$  to avoid the St. Petersburg paradox.

# Switching strategies

## Definition (Switching strategy)

Let  $P: (0, \infty) \rightarrow [0, 1]$  be arbitrary. Then  $P$  is a *switching strategy* if the player switches his envelope with probability  $P(a)$  after observing  $a$  in his envelope.

## Definition (Gain)

Using switching strategy  $P$ , the player's *gain* relative to never switching is

$$G = \frac{1}{2} \int_0^\infty x f(x) (P(x) - P(2x)) dx.$$

Never switching has gain  $G = 0$ . If  $G > 0$ , then  $P$  is a better strategy than never switching. If  $G < 0$ , then  $P$  is a worse strategy than never switching.

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# Positive gains

## Lemma

*If  $P$  is decreasing and strictly decreasing on an interval  $I$  with  $f(I) > 0$ , then  $G > 0$ .*

## Example (Threshold switching)

Let  $P(x) = \mathbb{1}_{[0,b]}(x)$ , thus always switch if value lower than  $b$  is encountered. Then  $P$  is decreasing and has non-negative gains. If  $f$  is strictly decreasing, choose  $b$  such that  $f(2b) = \frac{1}{4}f(b)$ . This  $P$  is the best switching strategy possible.

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# Optimize threshold switching

## Theorem (Egozcue and García (2015))

Let  $X$  be continuous with  $\mathbb{E}[X] = \mu$  and  $\mathbb{V}[X] = \sigma^2$ . Let  $m = \mu^2 + \sigma^2$ . Let  $P(x) = \mathbb{1}_{[0,b]}(x)$  be threshold switching.

- ① The gain has lower bound

$$G(b) \geq \frac{3 + 2\sqrt{2}}{b} \left( \frac{3}{2}b\mu - \frac{1}{2}b^2 - m \right).$$

- ② If  $\mu^2 > 8\sigma^2$ , then  $b^* = \sqrt{2m}$  is optimal with gain

$$G(b^*) \geq (3 + 2\sqrt{2}) \left( \frac{3}{2}\mu - \sqrt{2m} \right) > 0.$$

# Trade?

- Countdown from 3, tell if you want to switch.
- Switch when both players agree.
- After possibly switching reveal the contents of your envelopes.