



# CIS 678 - Machine Learning

Basics of Probability

# Basics of Probability

Tossing a fair coin: *Mutually exclusive events*



**Head**



**Tail**

# Basics of Probability

Tossing a fair coin: *Mutually exclusive events*



**Head**



**Tail**

- ▶ A fair coin has two outcomes: Heads and Tails



**Head**



**Tail**

# Basics of Probability

Tossing a fair coin: *Mutually exclusive events*



**Head**



**Tail**

- ▶ A fair coin has two outcomes: Heads and Tails



Head



Tail

- ▶ Each outcome has equal probability:

$$P(H) = \frac{1}{2}, \quad P(T) = \frac{1}{2}$$

# Basics of Probability

Tossing a fair coin: *Mutually exclusive events*



**Head**



**Tail**

- ▶ A fair coin has two outcomes: Heads and Tails



Head



Tail

- ▶ Each outcome has equal probability:

$$P(H) = \frac{1}{2}, \quad P(T) = \frac{1}{2}$$

- ▶ Sums to one (Mutually exclusive):

$$P(H) + P(T) = 1$$

# Basics of Probability

Tossing a fair coin: *Mutually exclusive events*



**Head**



**Tail**

- ▶ A fair coin has two outcomes: Heads and Tails



Head



Tail

- ▶ Each outcome has equal probability:

$$P(H) = \frac{1}{2}, \quad P(T) = \frac{1}{2}$$

- ▶ Sums to one (Mutually exclusive):

$$P(H) + P(T) = 1$$

- ▶ Range:

$$0 \leq P(H) \leq 1$$



# Basics of Probability

Tossing a fair coin: *Mutually **exclusive** events*

## Addition Rule (Independent Events)

$$P(A \cup B) = P(A) + P(B)$$

Example:

►  $P(H \cup T) = P(H) + P(T) = \frac{1}{2} + \frac{1}{2} = 1$



# Basics of Probability

Tossing a fair coin: *Mutually exclusive events*

## Addition Rule (Independent Events)

$$P(A \cup B) = P(A) + P(B)$$

Example:

$$\blacktriangleright P(H \cup T) = P(H) + P(T) = \frac{1}{2} + \frac{1}{2} = 1$$

## Multiplication Rule (Independent Events)

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

Example: Tossing the coin twice

$$\blacktriangleright P(H \text{ on 1st and } H \text{ on 2nd}) = \frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$$



## Let's Try

Tossing a fair dice: *Mutually **not exclusive** event*

What is the probability of getting a 2 or getting an even number when rolling a fair six-sided die?



# Let's Try

Tossing a fair dice: *Mutually **not exclusive** event*



What is the probability of getting a 2 or getting an even number when rolling a fair six-sided die?

- ▶ Sample space:  $S = \{1, 2, 3, 4, 5, 6\}$

# Let's Try

Tossing a fair dice: *Mutually not exclusive event*



What is the probability of getting a 2 or getting an even number when rolling a fair six-sided die?

- ▶ Sample space:  $S = \{1, 2, 3, 4, 5, 6\}$
- ▶ Let  $A$  be the event "Getting a 2":  $A = \{2\}$
- ▶ Let  $B$  be the event "Getting an even number":  $B = \{2, 4, 6\}$

# Let's Try

Tossing a fair dice: *Mutually not exclusive event*



What is the probability of getting a 2 or getting an even number when rolling a fair six-sided die?

- ▶ Sample space:  $S = \{1, 2, 3, 4, 5, 6\}$
- ▶ Let  $A$  be the event "Getting a 2":  $A = \{2\}$
- ▶ Let  $B$  be the event "Getting an even number":  $B = \{2, 4, 6\}$
- ▶ Find:  $P(A \cup B)$

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

# Let's Try

Tossing a fair dice: *Mutually not exclusive event*



What is the probability of getting a 2 or getting an even number when rolling a fair six-sided die?

- ▶ Sample space:  $S = \{1, 2, 3, 4, 5, 6\}$
- ▶ Let  $A$  be the event "Getting a 2":  $A = \{2\}$
- ▶ Let  $B$  be the event "Getting an even number":  $B = \{2, 4, 6\}$
- ▶ Find:  $P(A \cup B)$

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

$$P(A) = \frac{1}{6}, \quad P(B) = \frac{3}{6}, \quad P(A \cap B) = \frac{1}{6}$$

# Let's Try

Tossing a fair dice: *Mutually not exclusive event*



What is the probability of getting a 2 or getting an even number when rolling a fair six-sided die?

- ▶ Sample space:  $S = \{1, 2, 3, 4, 5, 6\}$
- ▶ Let  $A$  be the event "Getting a 2":  $A = \{2\}$
- ▶ Let  $B$  be the event "Getting an even number":  $B = \{2, 4, 6\}$
- ▶ Find:  $P(A \cup B)$

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

$$P(A) = \frac{1}{6}, \quad P(B) = \frac{3}{6}, \quad P(A \cap B) = \frac{1}{6}$$

$$P(A \cup B) = \frac{1}{6} + \frac{3}{6} - \frac{1}{6} = \frac{1}{2}$$



## Let's Try

Tossing a fair coin: *Mutually **not exclusive** event*

What is the probability of getting a 2 **and** getting an even number when rolling a fair six-sided die?



# Let's Try

Tossing a fair coin: *Mutually **not exclusive** event*

What is the probability of getting a 2 **and** getting an even number when rolling a fair six-sided die?

- ▶ Sample space:  $S = \{1, 2, 3, 4, 5, 6\}$
- ▶ Event A: Getting a 2  $A = \{2\}$
- ▶ Event B: Getting an even number  $B = \{2, 4, 6\}$
- ▶ We want  $P(A \cap B)$
- ▶  $A \cap B = \{2\}$
- ▶ This means that getting a 2 automatically satisfies both conditions

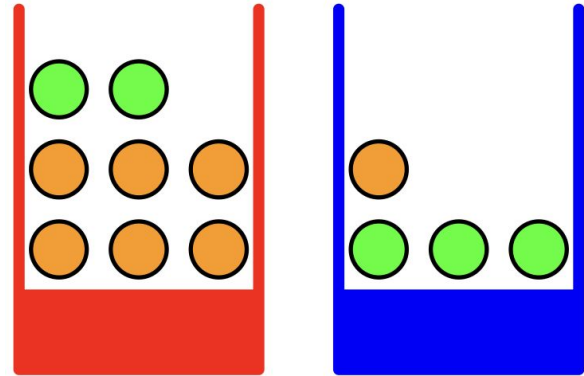
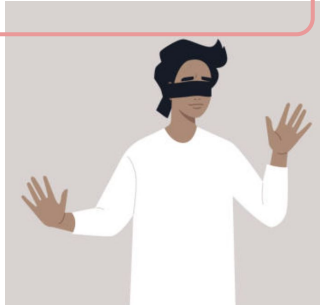
$$P(A \cap B) = \frac{\text{Number of favorable outcomes}}{\text{Total outcomes}} = \frac{1}{6}$$



# Basics of Probability

- There are some **orange** and **green** balls in a **red** and **blue** box
- Someone (blinded) picked up a ball and it found to be with color **orange**
- *What is the probability that the ball came from the **red** box?*

Let's try to solve this question...





# Basics of Probability

You have to apply Bayes Rule

## 6.2. Bayes Rule (Theorem)

Combining equations

$$P(A|B) = \frac{P(A \cap B)}{P(B)} \text{ and } P(B|A) = \frac{P(B \cap A)}{P(A)} \quad (\text{B.17})$$

leads to the **Bayes rule (Bayes theorem)**

$$P(A|B) = \frac{P(B|A)P(A)}{P(B)} \quad (\text{B.18})$$

The Bayes rule is useful to swap events in conditional probability evaluation. The conditional probability  $P(A|B)$  can be expressed by the conditional probability  $P(B|A)$ ,  $P(A)$  and  $P(B)$ .

The Bayes rule can be extended to a collection of events  $A_1, \dots, A_n$  conditioned on the event  $B$

$$P(A_i|B) = \frac{P(B|A_i)P(A_i)}{P(B)} = \frac{P(B|A_i)P(A_i)}{\sum_{i=1}^n [P(A_i)P(B|A_i)]} \quad (\text{B.19})$$

where

$$P(B) = \sum_{i=1}^n [P(B|A_i)P(A_i)] \quad (\text{B.20})$$



# Basics of Probability

**Solution:** Bishop: [Pattern Recognition and Machine Learning](#).

(Section 1.2: Probability Theory); e-copy.