

# Probability

Ryan Miller



1. Basic definitions
  - ▶ random process, sample space, events
2. Probability laws
  - ▶ disjoint events, compliment rule, addition rule, independence, multiplication rule

- ▶ *Statistical inference*, the process of using sample data to reach a conclusion, inherently involves *uncertainty*
  - ▶ Which cases from the population ended up in the sample data?
  - ▶ Which cases ended up in the treatment and control groups?
  - ▶ Could the data generation process have unfolded differently?

# Basic Definitions

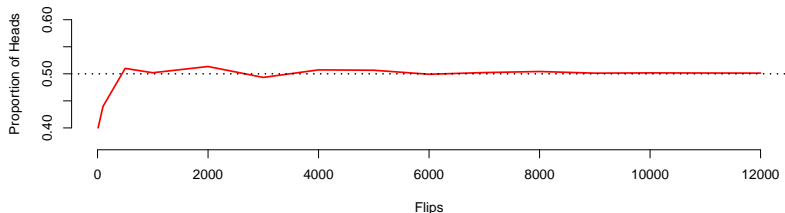
- ▶ A **random process** describes any phenomenon whose *outcome* cannot be predicted with certainty
- ▶ A **sample space** refers to the collection of possible outcomes of a random process
- ▶ An **event** describes the realization of one (or more) outcomes from a random process

Process	Space	Event
Flipping a Coin	$\{H, T\}$	Seeing H
Rolling a 6-sided Die	$\{1, 2, 3, 4, 5, 6\}$	Seeing an odd number
Person takes Vaccine	$\{\text{Disease, No Disease}\}$	No Disease

- ▶ **Probability** describes the long-run relative frequency of an event over infinitely many repetitions of a random process

# Probability

- ▶ **Probability** describes the long-run relative frequency of an event over infinitely many repetitions of a random process
- ▶ The theoretical justification for this definition is the **Law of Large Numbers**, which states that the proportion of times an outcome is observed will converge to its probability
  - ▶ For example, when flipping a fair coin we'll say  $P(\text{Heads}) = 0.5$  because the proportion of heads will converge to 0.5 if the random process is repeated many times



# Disjoint events

- ▶ Two events are **disjoint** or *mutually exclusive* if they cannot both occur simultaneously
  - ▶ If we flip a single coin, “Heads” and “Tails” are disjoint
  - ▶ If we roll a six-sided die, “Odd” and “ $\geq 4$ ” are *not* disjoint

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  - ▶ If we flip a single coin, “Heads” and “Tails” are disjoint
  - ▶ If we roll a six-sided die, “Odd” and “ $\geq 4$ ” are *not* disjoint
- ▶ We can express the probability of disjoint events using the notation:  $P(A_1 \cap A_2) = 0$ 
  - ▶ In words, the probability of observing both  $A_1$  and  $A_2$  simultaneously is zero



# Probability distributions

- ▶ **Probability distributions** are used to map disjoint events to probabilities
  - ▶ Here is an example for the sum of two rolls of a six-sided die:

Event	2	3	4	5	6	7	8	9	10	11	12
Probability	1/36	2/36	3/36	4/36	5/36	6/36	5/36	4/36	3/36	2/36	1/36

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Probability	1/36	2/36	3/36	4/36	5/36	6/36	5/36	4/36	3/36	2/36	1/36

- ▶ A *valid* probability distribution must satisfy *all* of the following:
  - ▶ All events must be *disjoint*
  - ▶ Each event must have a probability  $\geq 0$
  - ▶ The probability of the entire set of events (sample space) sums to exactly 1

## Addition rule (disjoint events)

If two events are disjoint, the probability that *either* event occurs is given by:

$$P(A_1 \cup A_2) = P(A_1) + P(A_2)$$

For example, for a single coin flip:

$$P(\text{Heads} \cup \text{Tails}) = P(\text{Heads}) + P(\text{Tails}) = 0.5 + 0.5 = 1$$

## Addition rule (general)

If the events are *not* disjoint, the probability that either event occurs is given by:

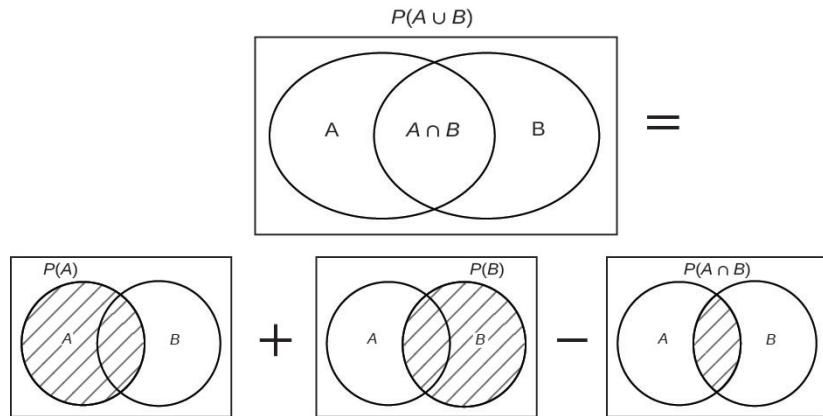
$$P(A_1 \cup A_2) = P(A_1) + P(A_2) - P(A_1 \cap A_2)$$

For example, consider a single roll of a six-sided die:

$$P(>3 \cup \text{Even}) = P(>3) + P(\text{Even}) - P(>3 \cap \text{Even}) = 3/6 + 3/6 - 2/6 = 0.667$$

# Venn diagrams





















































Venn diagrams provide a useful heuristic for understanding the addition rule:



# Practice

A standard deck of playing cards contains 52 cards that belong to 4 different suits:

Example set of 52 poker playing cards

Suit	Ace	2	3	4	5	6	7	8	9	10	Jack	Queen	King
Clubs													
Diamonds													
Hearts													
Spades													

For the random process of drawing a single card, find the following probabilities:

- 1)  $P(\text{Heart} \cap \text{Diamond})$
- 2)  $P(\text{Heart} \cup \text{Diamond})$
- 3)  $P(\text{Heart} \cup \text{Even Number})$

# Practice (solution)

- 1)  $P(\text{Heart} \cap \text{Diamond}) = 0$
- 2)  $P(\text{Heart} \cup \text{Diamond}) = 13/52 + 13/52 = 0.5$
- 3)  $P(\text{Heart} \cup \text{Even Number}) = 13/52 + 20/52 - 5/52 = 0.538$

# Complement rule

- ▶ For any event,  $A$ , we define  $A^C$  as the **complement** of  $A$ 
  - ▶  $A^C$  represents all outcomes in the sample space that *do not* belong to  $A$
  - ▶ For example, if  $A$  is seeing a 6 when rolling a six-sided die,  $A^C$  is rolling either a 1, 2, 3, 4, or 5



# Complement rule





















































- ▶ For any event,  $A$ , we define  $A^C$  as the **complement** of  $A$ 
  - ▶  $A^C$  represents all outcomes in the sample space that *do not* belong to  $A$
  - ▶ For example, if  $A$  is seeing a 6 when rolling a six-sided die,  $A^C$  is rolling either a 1, 2, 3, 4, or 5
- ▶ The **complement rule** states:  $P(A^C) = 1 - P(A)$ 
  - ▶ For example, when rolling a six-sided die:

$$P(1 \cup 2 \cup 3 \cup 4 \cup 5) = 1 - P(6) = 1 - 5/6 = 0.1667$$

# Practice

A standard deck of playing cards contains 52 cards that belong to 4 different suits:

Example set of 52 poker playing cards

Suit	Ace	2	3	4	5	6	7	8	9	10	Jack	Queen	King
Clubs													
Diamonds													
Hearts													
Spades													

For the random process of drawing a single card, find the following probabilities:

- 1)  $P(\text{Heart}^C)$
- 2)  $P(\text{Heart}^C \cup \text{Even Number})$

## Practice (solution)

- 1)  $P(\text{Heart}^C) = 1 - 13/52 = 0.75$
- 2)  $P(\text{Heart}^C \cup \text{Even Number}) =$   
 $P(\text{Heart}^C) + P(\text{Even Number}) - P(\text{Heart}^C \cap \text{Even Number}) =$   
 $39/52 + 20/52 - 15/52 = 0.846$

# Multiplication rule (independence)

- ▶ Two random processes are **independent** if knowing the outcome of one process provides no insight into the outcome of the other
  - ▶ Flipping a fair coin and rolling a six-sided die are *independent* random processes
  - ▶ A single student receiving a calculus test score and a physics test score are not

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  - ▶ Flipping a fair coin and rolling a six-sided die are *independent* random processes
  - ▶ A single student receiving a calculus test score and a physics test score are not
- ▶ If events  $A_1$  and  $A_2$  arise from independent random processes, the **multiplication rule** states:

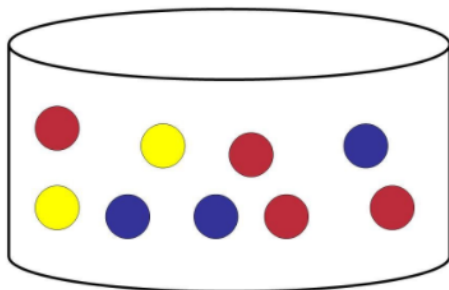
$$P(A_1 \cap A_2) = P(A_1) * P(A_2)$$

# Independent vs. disjoint events

- ▶ Disjoint events generally are *never* independent (aside from the trivial case where one event has zero probability)
  - ▶ If  $A_1$  and  $A_2$  are *disjoint*, then  $P(A_1 \cap A_2) = 0$
  - ▶ If  $A_1$  and  $A_2$  are *independent*, then  $P(A_1 \cap A_2) = P(A_1) * P(A_2)$

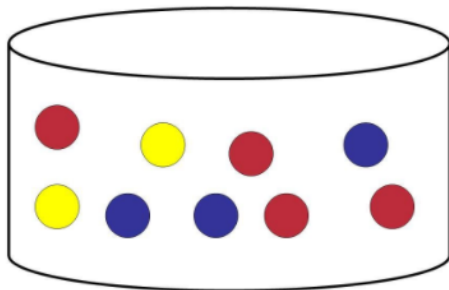
# Dependent events

- ▶ When probability of an event can be influenced by another event, we must use **conditional probability**
  - ▶ A simple example is sampling from a small population
  - ▶ Let  $A_1$  denote the event of randomly drawing a yellow ball, clearly  $P(A_1) = 2/9$



# Sampling from a small population

- ▶ Now let  $A_i$  represent the  $i^{\text{th}}$  draw (without replacement) from the urn being a yellow ball
  - ▶ What is  $P(A_1 \text{ and } A_2)$ ?
  - ▶ What about  $P(A_1 \text{ and } A_2 \text{ and } A_3)$ ?





# An incorrect approach

- ▶ The multiplication rule seemingly suggests:
  - ▶  $P(A_1 \text{ and } A_2) = P(A_1) * P(A_2) = \frac{2}{9} * \frac{2}{9} \approx 0.05$
  - ▶  $P(A_1 \text{ and } A_2 \text{ and } A_3) = P(A_1) * P(A_2) * P(A_3) = (\frac{2}{9})^3 \approx 0.01$

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- ▶ However, observing a yellow ball on the first draw alters the chances of getting a yellow ball on the second or third draw
  - ▶ This is most obviously evidenced by the fact that drawing 3 yellow balls is impossible!
  - ▶ Clearly the multiplication rule needs to be adjusted to work for dependent events

# Multiplication Rule (general)

- ▶ In our example, it's easy to see  $P(A_1) = 2/9$  and  $P(A_2|A_1) = 1/8$ , as well as  $P(A_3|A_1, A_2) = 0$ 
  - ▶ These examples illustrate the concept of *conditional probability*, and they lead us to the **general multiplication rule**:

$$P(A \text{ and } B) = P(A) * P(B|A) = P(A|B) * P(B)$$

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











































It's often useful to rearrange this equation:

$$P(A|B) = \frac{P(A \text{ and } B)}{P(B)}$$

# Practice

A standard deck of playing cards contains 52 cards that belong to 4 different suits:

Example set of 52 poker playing cards

Suit	Ace	2	3	4	5	6	7	8	9	10	Jack	Queen	King
Clubs													
Diamonds													
Hearts													
Spades													

For the random process of drawing a single card, find the following probabilities:

- 1)  $P(\text{Heart}|\text{Red})$
- 2)  $P(\text{Ten}|\geq \text{Seven})$

# Practice (solution)

- 1)  $P(\text{Heart}|\text{Red}) = P(\text{Heart} \cap \text{Red})/P(\text{Red}) = \frac{13/52}{26/52} = 0.5$
- 2)  $P(\text{Ten}|\geq \text{Seven}) = P(\text{Ten} \cap \geq \text{Seven})/P(\geq \text{Seven}) = \frac{4/52}{16/52} = 0.25$

# Estimating probabilities from contingency tables

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  - ▶ We saw that *row proportions* or *column proportions* were particularly useful in describing potential associations

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	death	not
black	38	142
white	46	152

- ▶ In the Florida Death Penalty study (the table shown above), we might estimate  $P(\text{Death}|\text{WhiteOffender}) = 46/(152 + 46) = 0.232$

# Marginal, joint, and conditional probabilities

Contingency tables can help us understand three distinct types of probabilities used in scenarios involving two variables (ie: two random processes)

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- 1) A **marginal probability** only considers a single variable, for example:  $P(\text{Death}) = 84/378 = 0.222$

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- 2) A **joint probability** simultaneously considers both variables, for example:  $P(\text{Death} \cap \text{WhiteOffender}) = 46/278 = 0.165$

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- 2) A **joint probability** simultaneous considers both variables, for example:  $P(\text{Death} \cap \text{WhiteOffender}) = 46/278 = 0.165$
- 3) A **conditional probability** considers one variable, under the assumption that the other has already been observed, for example:  $P(\text{Death}|\text{WhiteOffender}) = 46/198 = 0.232$

# Practice

The table below describes survival of residents of Boston, MA in 1721 that were exposed to smallpox. Some of these residents had been inoculated using a controlled strain of smallpox:

	Lived	Died	Total
Inoculated	238	6	244
Not Inoculated	5136	884	6020
Total	5374	890	6264

State whether each of the following is a marginal, joint, or conditional probability, then estimate it using the data presented above:

- 1) That a resident died from their exposure
- 2) That a resident died given they'd been inoculated
- 3) That a resident had been inoculated given they've died
- 4) That a randomly chosen resident was both inoculated and ended up dying

# Practice (solution)

- 1)  $P(\text{Died}) = 890/6264$ , marginal
- 2)  $P(\text{Died}|\text{Inoculated}) = 6/244$ , conditional
- 3)  $P(\text{Inoculated}|\text{Died}) = 6/890$ , conditional
- 4)  $P(\text{Inoculated} \cap \text{Died}) = 6/6264$ , joint

- ▶ We need to understand probability because most of the data we analyze is the consequence of one or more *random processes*:
  - ▶ Sampling from a population, randomly assigning treatment and control groups, etc.

- ▶ We need to understand probability because most of the data we analyze is the consequence of one or more *random processes*:
  - ▶ Sampling from a population, randomly assigning treatment and control groups, etc.
- ▶ At its most basic level, probability involves three major rules:
  - ▶ The *addition rule*:  $P(A \cup B) = P(A) + P(B) - P(A \cap B)$
  - ▶ The *complement rule*:  $P(A^C) = 1 - P(A)$
  - ▶ The *multiplication rule*:  
 $P(A \text{ and } B) = P(A) * P(B|A) = P(A|B) * P(B)$