

Probability!

Week 5 Lecture 1
Math 122L Section 2

Why study probability?

- what's the weather like tomorrow?
- what are the chances of a drug working?
- is it a boy or girl?
- applications in modern scientific research, compressed sensing, random matrix theory, etc.

Important principle

- Probability of any event is in $[0,1]$.

P 79. CP.

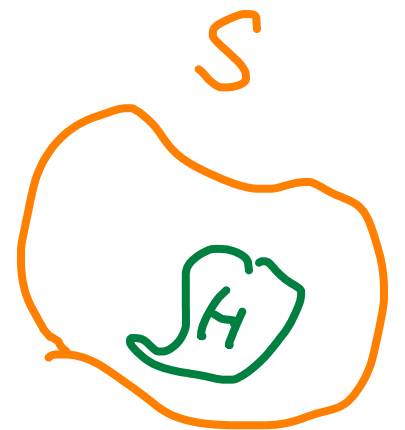
- Sum of probability of all possible outcomes is 1

$$\sum_{\text{all possible}} P(\text{outcome}) = 1$$

- Definition: sample space - the set of all possible outcomes

Basic set theory

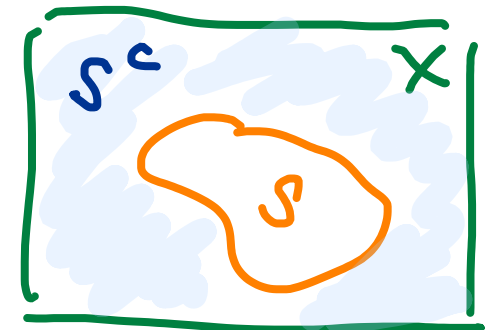
- Set S : collection of objects
 - example: all the outcomes of a single six-sided die. $S = \{1, 2, 3, 4, 5, 6\}$ \leftarrow sample space.
 - example: empty set ϕ
- Subset H : if every element of H is also in S



Set operations

- Complement of S

- all elements in X not in S

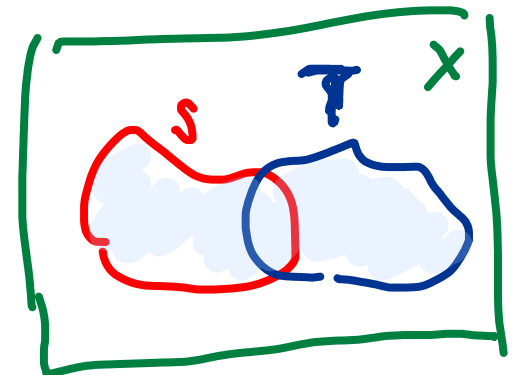


- Union of sets S, T

$$S \cup T$$

union

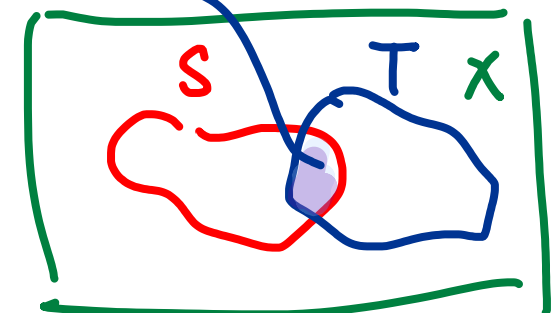
- all elements in S or T or both



- Intersection of sets S, T

$$S \cap T$$

- all elements in both S and T



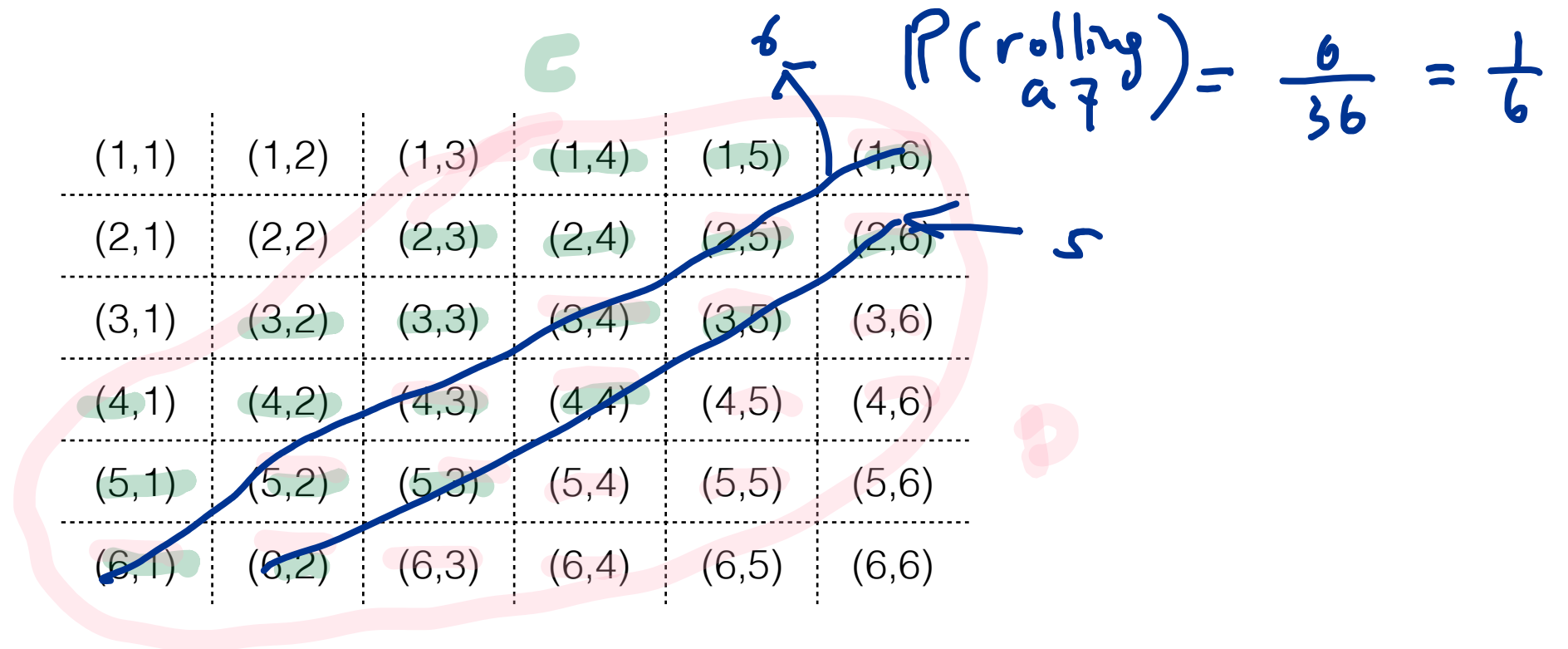
Probability models

- Sample space: set of all the possible outcomes
 - can't overlap
 - must be exhaustive
- Events: subsets of sample space
- Probabilities: how likely events are

Example: roll of two dice

What's the sample space of a roll of two dice?

How many different outcomes?



★ $P(A \text{ and } B) = P(A) P(B) \therefore = \text{Independent}$

Random Variable

- S is the sample space
- A random variable, X , is a function that assigns a real number to each element of the sample space. $X: S \rightarrow R$
- Example:

S = possible outcomes of flipping a coin 3 times

$= \overset{3}{\text{H}}\overset{2}{\text{H}}\overset{2}{\text{T}}\overset{2}{\text{H}}, \overset{1}{\text{H}}\overset{1}{\text{T}}\overset{1}{\text{T}}, \overset{0}{\text{T}}\overset{0}{\text{T}}\overset{0}{\text{T}}$
 $= \{\text{HHH}, \text{HHT}, \text{HTH}, \text{THH}, \text{HTT}, \text{THT}, \text{TTH}, \text{TTT}\}$

X = number of heads

$\text{range } X = \{0, 1, 2, 3\}$

Example: roll of two dice

Consider the random variable X = sum of two dice and whose domain is S , how many elements are in the domain of X ?

What is the range of X ?

(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)
(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)
(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)
(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)
(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)
(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)

inputs

2	3	4	5	6	7
3	4	5	6	7	8
4	5	6	7	8	9
5	6	7	8	9	10
6	7	8	9	10	11
7	8	9	10	11	12

outputs.

$\text{range}(X)$
 $= \{2, 3, \dots, 12\}$

Mass density

- If Z is a random variable and x a real number, then $p(x) = P(Z = x)$ is called a
 - mass density
 - probability mass density
 - probability density function
 - pdf

Note:

1. sum

2. range

$$\sum_{x \in \mathbb{R}} p(x) = 1$$
$$[0, 1]$$