# Introduction to probability

# Clayton Baker

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# Upcoming Deadline

- Exam due by 11:59 PM on February 22nd.
- Lab in groups on Thursday.

#### Main ideas

- Use formulas to compute probabilities from tabular data
- Compute empirical probabilities in R via simulation

#### **Packages**

#> \$ Age

```
library(tidyverse)
library(usethis)
use_git_config(user.name= "claybaker99", user.email="crb75@duke.edu")
# install.packages("vcd")
library(vcd) # used for Arthritis data
```

#### Computing probabilities

Take a look at the help for Arthritis to understand where this data comes from and the variable meanings.

#> \$ Improved <ord> Some, None, None, Marked, Marked, Marked, None, Marked, N...

<int> 27, 29, 30, 32, 46, 58, 59, 59, 63, 63, 64, 64, 69, 70, 2...

Let's look at the data in a tabular view. Don't worry about understanding these functions, we're only using it to better visualize our data via a table.

```
xtabs(~ Treatment + Improved, data = Arthritis) %>%
addmargins()
```

```
#>
           Improved
#> Treatment None Some Marked Sum
#>
    Placebo 29
                   7
                          7 43
                   7
#>
    Treated
            13
                         21
                             41
                         28 84
#>
    Sum
              42
                  14
```

- How many patients were enrolled in the clinical trial? There are 84 patients in the study.
- What is the probability a randomly selected patient received the placebo? The probability would be 43/84. (marginal prob)
- What is the probability a randomly selected patient received the placebo and had a marked improvement? The probability would be 7/84.
- What is the probability a randomly selected patient received the placebo and the treatment? The probability would be 0.
- What is the probability a randomly selected patient had some improvement or was on the treatment? The probability would (14+41-7)/84.

### Using computer simulations to calculate probabilities

**Example** Recall that a **vector** is the basic building block in R. Let's create a vector called marbles.

```
marbles <- c("red", "red", "white", "red", "blue", "blue", "red", "blue")</pre>
```

Suppose we draw a single marble from our imaginary box, where all the marbles are equally likely to be selected. What is the probability the marble is blue? How about white? It is 3/8.

We can simulate this "drawing" with the sample() function.

```
sample(marbles, size = 1)
```

```
#> [1] "blue"
```

We produced one random outcome from this experiment. To estimate the probability of say getting a white marble, we need to repeat this experiment many many times.

In the sample() function we can change the size argument and set replace = TRUE. Setting replace = TRUE allows to draw from our population of eight marbles each time. This way we can easily simulate our marble-drawing experiment.

```
draw_results <- sample(marbles, size = 10000000, replace = TRUE)
counts <- table(draw_results)
prop.table(counts)</pre>
```

```
#> draw_results
#> blue red white
#> 0.3748301 0.5000609 0.1251090
```

How close is this value to the "true" probability? This is very close to the expected probability.

#### To summarize our process:

- 1. We defined the sample space for our experiment marbles
- 2. We simulated this experiment many many times and recorded the outcomes from each of the simulations.
- 3. We computed the relative frequency of the observed outcomes from our many simulations.

**Another example** What if we want to compute the probability of getting two marbles of the same color if we make two draws with replacement? We haven't discussed how to compute this theoretically yet, but this is what computers are good at.

Before we do this, what is your guess as to what the probability will be? No, it will be less likely.

We'll still use sample() to run our simulation many times, but we'll use dplyr functions to compute the relative frequencies.

```
two_draw_results <- tibble(</pre>
  draw_1 = sample(marbles, size = 10000, replace = TRUE),
  draw_2 = sample(marbles, size = 10000, replace = TRUE)
two_draw_results
#> # A tibble: 10,000 x 2
#>
      draw_1 draw_2
#>
      <chr> <chr>
#>
             red
   1 blue
#>
   2 red
             blue
#>
  3 red
            red
#> 4 blue
           white
#> 5 blue
            white
#> 6 white red
#> 7 blue
#> 8 red
             blue
#> 9 white red
#> 10 red
             red
#> # ... with 9,990 more rows
How can we add a variable to two_draw_results to see if draw_1 and draw_2 match? We can add a boolean
to see if the colors are the same.
two_draw_results <- two_draw_results %>%
  mutate(color_match = draw_1 == draw_2)
two_draw_results
#> # A tibble: 10,000 x 3
#>
      draw_1 draw_2 color_match
#>
      <chr> <chr> <lgl>
#>
   1 blue
                    FALSE
             red
#>
    2 red
             blue
                    FALSE
#> 3 red
             red
                    TRUE
#> 4 blue
           white FALSE
            white FALSE
#> 5 blue
    6 white red
                    FALSE
#>
#>
  7 blue
           red
                    FALSE
#>
   8 red
             blue FALSE
#> 9 white red
                    FALSE
#> 10 red
             red
                    TRUE
#> # ... with 9,990 more rows
All that remains is to compute the relative frequency of the observed outcomes from our many simulations.
two_draw_results %>%
  count(color_match) %>%
  mutate(proportion = n / sum(n))
#> # A tibble: 2 x 3
   color_match
                    n proportion
#> * <lgl>
                            <dbl>
                 <int>
                            0.589
#> 1 FALSE
                  5887
#> 2 TRUE
                  4113
                            0.411
```

#### **Practice**

Suppose you roll two fair six-sided dice. Which has a higher probability: the square of dice roll 1 is equal to dice roll 2; or the absolute value of the difference between dice roll 1 and dice roll 2 is equal to 4.

Perform a simulation to compute this empirical probability.

Write down your guess to the answer before you calculate it. I think the difference, since only 1 pair of square and other is value.

```
dice <-c(1,2,3,4,5,6)
two_roll_results <- tibble(</pre>
  roll_1 = sample(dice, size = 100000, replace = TRUE),
 roll_2 = sample(dice, size = 100000, replace = TRUE)
two_roll_results
#> # A tibble: 100,000 x 2
#>
      roll_1 roll_2
#>
       <dbl> <dbl>
#>
   1
           2
                   6
#>
    2
           1
                   2
           3
#>
    3
                   5
#>
   4
           5
                   4
#>
   5
           3
           4
#>
   6
                   6
#>
    7
           1
                   3
#>
   8
           2
                   5
#>
   9
           4
                   2
           4
#> 10
                   6
#> # ... with 99,990 more rows
roll_results <- tibble(</pre>
  die_1 = replicate(n=100000, expr = sample(1:6, size=1)),
  die_2 = replicate(n=100000, expr = sample(1:6, size=1))
roll_results
#> # A tibble: 100,000 x 2
#>
      die_1 die_2
#>
      <int> <int>
#>
          3
                 6
    1
#>
   2
          2
                 4
#>
                 4
    3
          4
#>
    4
          1
                 5
#>
   5
          3
                 5
#>
   6
          5
                 6
    7
#>
          5
                 4
#>
    8
          6
                 6
#>
    9
          5
                 2
                 3
#> 10
          1
#> # ... with 99,990 more rows
roll_results <- roll_results %>%
  mutate(sq_match = (die_1)^2 == die_2) %>%
  mutate(abs_diff = abs(die_1 - die_2)==4)
```

```
roll_results
#> # A tibble: 100,000 x 4
#>
     die_1 die_2 sq_match abs_diff
      <int> <int> <lgl>
#>
                          <1g1>
#>
   1
         3
               6 FALSE
                          FALSE
   2
         2
               4 TRUE
                          FALSE
#>
#>
   3
         4
               4 FALSE
                          FALSE
#>
  4
         1
               5 FALSE
                          TRUE
#> 5
         3
               5 FALSE
                          FALSE
#> 6
         5
               6 FALSE
                          FALSE
#> 7
         5
               4 FALSE
                          FALSE
#> 8
         6
               6 FALSE
                          FALSE
               2 FALSE
#> 9
         5
                          FALSE
         1
               3 FALSE
#> 10
                          FALSE
#> # ... with 99,990 more rows
roll_results %>%
  summarise(sq_match_prob = mean(sq_match),
            abs_diff_prob = mean(abs_diff))
\#> \# A tibble: 1 x 2
  sq_match_prob abs_diff_prob
            <dbl>
#>
                          <dbl>
#> 1
           0.0553
                          0.111
```

# Additional Resources-please look at before Weds.

 $\bullet\,$  Open Intro Stats Sections 3.1 and 3.2