1 Probability Space

There are often various approaches to probability each with its own advantages and disadvantages.

Experiment→ procedure that can be infinitely repeated and has a well-defined set of possible outcomes, known as the sample space.

The observation/result of the experiment are termed as outcomes.

1.1 Classical Approach

Probability of an event E is defined to be:

$$P(E) = \frac{Number\ of\ outcomes\ in\ E}{Total\ number\ of\ outcomes}$$

Some examples are tossing a coin or rolling a die. Disadvantages:

- Unable to model biases. It says nothing about cases where no physical symmetry exists.
- Doesn't deal with cases where total outcomes are infinite.

1.2 Frequentist Approach

Also known as the relative frequency approach or frequentism. It defines an event's probability as the limit of its relative frequency in many trials.

Probability is defined to be:

$$P(E) = \lim_{n\to\infty} \frac{n_E}{n}$$

where an experiment is conducted n times and event E occurs n_E times. Disadvantages:

- It isn't efficient to conduct an experiment multiple times just to find the probability of an event occuring.
- It is unable to deal with subjective belief. Eg: Suppose a cricket expert says there is a 50% of RCB winning the IPL this year. It doesn't mean that the RCB has won half the titles in the past.

1.3 Axiomatic Approach

1.3.1 Probability Space

The triple (S, F, P) is referred to as a probability space where:

- S : Sample space, set of all possible outcomes of the experiment.
- F : Event Space, collection of events
- P : Probability Measure

S can either be finite or countably infinite or uncountably infinite.