



# STATISTICS FOR DATA SCIENCE

## Probability

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# STATISTICS FOR DATA SCIENCE

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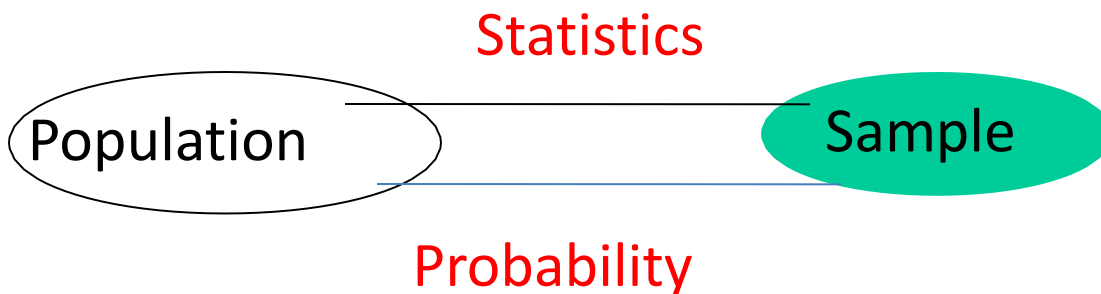
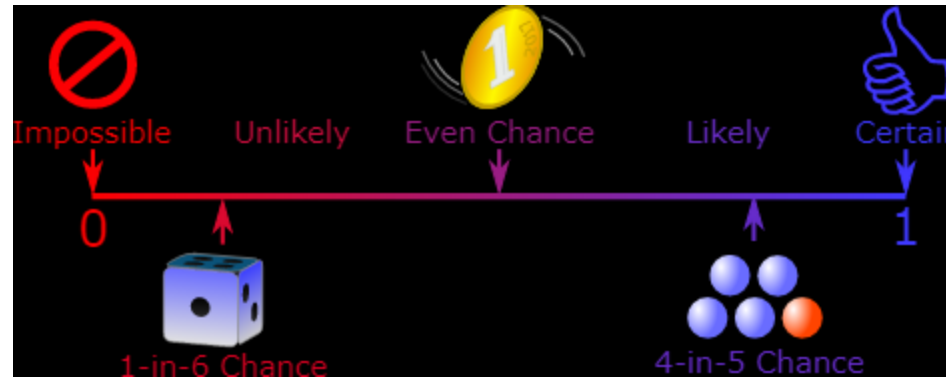
## Probability

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## Why should we learn Probability?

- A probability provides a quantitative description of the chances or likelihoods associated with various outcomes.



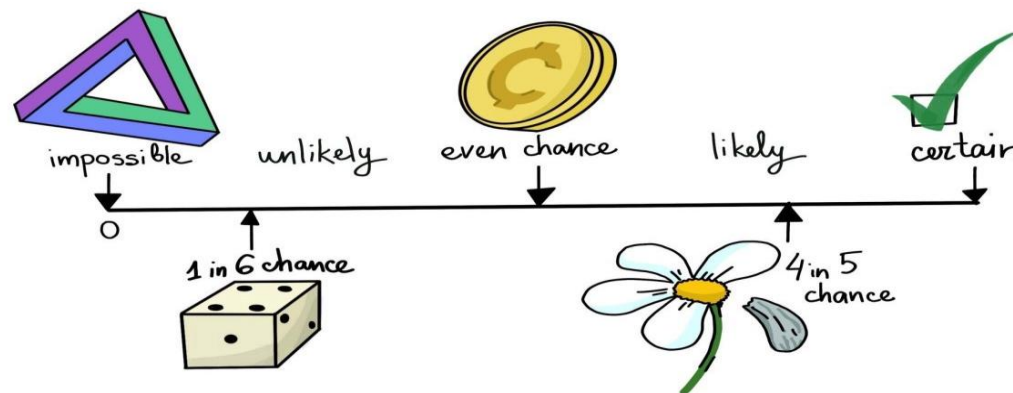
### Probability:

**Definition:** Probability is a numerical index of the likelihood that a certain event will occur.

### Examples:

What is the probability that Good Friday will come on a Monday?

What is the probability that Deepawali will come on a Friday?



### Experiment:

**Definition:** An **experiment** is a process that results in an **outcome** that **cannot be predicted** in advance with certainty.

### Examples:

Rolling a die

Tossing a coin

Weighing the contents of a box of cereal

**Note:** Experiment indicates a process that can result in **only one** of several **possible outcomes**.

**Outcome:** The **result of a single trial** of an **experiment**.

Ex : Getting **Head or Tail** is a result when you toss a coin.

**Event :** A collection of one or more outcomes of an experiment.

(or) A subset of a sample space is called an **event**.

Ex : Getting a sum as 6 when we roll dice.

$A = \{(1,5), (2,4), (3,3), (4,2), (5,1)\}$

**Sample Space:** The set of **all possible outcomes** of an experiment is called the **sample space** for the experiment.

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Ex :  $S = \{1, 2, 3, 4, 5, 6\}$

Note: For any sample space, the **empty set  $\phi$**  is an event, as is the **entire sample space**.

# STATISTICS FOR DATA SCIENCE

## Probability



Experiment	Outcomes	Event	Sample Space
Tossing a coin	Head, Tail	Getting a Head or Getting a Tail	$S=\{\text{Head, Tail}\}$
Rolling a Die once	1, 2, 3, 4, 5 or 6	Getting an even number or Getting an odd number	$S=\{1,2,3,4,5,6\}$
Taking a Test	A, B, C, D, E or F	Passing the Test	$S=\{A,B,C,D,E,F\}$
Tossing a coin twice	(H,H),(H,T),(T,H),(T,T)	Getting at least one head Getting two tails	$S=\{(H,H),(H,T),$ $(T,H),(T,T)\}$
Rolling Dice		Dice add to 6	

- **Subjective Probability**

- Likelihood of a particular event estimated on the basis of individual intuition or some general information or some expert judgement.

Ex. : The probability that Yahoo will buy Google within the next 2 years is 0.1 or 10%.

The probability that RCB wins IPL next time is 0.8 or 80%.



- Objective Probability

The **relative possibility of occurrence** of an event defined as

$$P(A) = \text{number of favorable outcomes} / \text{total number of outcomes} \\ = m / n$$

Ex. : Let A= Getting 5 when you roll a die.

$$P(A) = 1/6$$

- **Event Relations**

The **intersection of two events**, A and B, is the event that both A and B occur when the experiment is performed and denoted by  $A \cap B$ .

Ex.: Let A= An even number turns up

$$A = \{2,4,6\}$$

B= The number that turns up is divisible by 4

$$B = \{4\}$$

$$A \cap B = \{4\}$$

If two events A and B are **mutually exclusive**, then  $P(A \cap B) = 0$ .

Ex. : Drawing a king or an ace from a deck of cards.

The **complement of an event** A consists of all outcomes of the experiment that do not result in event A and written as  $A^c$ .

- **The Additive Rule for Unions**

For any two events A and B, the probability of their union,  $P(A \cup B)$  is

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

When two events A and B are mutually exclusive,

$$P(A \cup B) = P(A) + P(B) \quad \text{and} \quad P(A \cap B) = 0$$

- **Probability for Complement**

For any event A

$$P(A^c) = 1 - P(A)$$

- Independent Events

Two events A and B, said to be **independent** if the occurrence or non-occurrence of one of the events does not change the probability of the occurrence of the other event.

Ex. : Toss a fair coin twice.

Define A : head on first toss

B : head on second toss

**P(A) does not change** whether B happens or not.

- **Conditional Probability**

The probability that A occurs, given that event B has occurred is called the **conditional probability of A given B** and is defined as

$$P(A|B) = P(A \cap B) / P(B) \text{ if } P(B) \neq 0$$

- **Conditional Probability**

**Example :** In a group of 100 sports car buyers, 40 bought alarm systems, 30 purchased bucket seats, and 20 purchased an alarm system and bucket seats. If a car buyer chosen at random bought an alarm system, what is the probability they also bought bucket seats?

**A : Bought bucket seats**

**B : Bought alarm systems**

$$P(A|B) = P(A \cap B) / P(B) = 0.2 / 0.4 = 0.5 = \mathbf{50\%}$$

The **probability that a buyer bought bucket seats, given that they purchased an alarm system**, is **50%**.

**Do It Yourself !!!!**

**Example: In the process of tossing two coins.**

- What is an experiment?
- What is an outcome?
- What is an event?
- What is a sample space?

**Example: In rolling a six-sided die.**

- What is an experiment?
- What is an outcome?
- What is an event?
- What is a sample space?

**Do It Yourself !!!!**

**In the process of rolling a pair of fair dice.**

- What is an experiment?
- What is an outcome?
- What is an event?
- What is a sample space?





**THANK YOU**

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