Lecture 11 – Probability

DSC 10, Fall 2024

Announcements

- Discussion is **today**. New policies starting in two weeks:
 - You must take and upload a photo with your ID for credit. No sign-in sheet option.
 - Submissions will close at 11:59PM the day of discussion and we won't accept your photo outside of this.
- Quiz 2 is on **Wednesday** in your assigned quiz session.
 - Same time as Quiz 1, but new seats. You should get an email tomorrow with your seating assignment.
 - The quiz covers Lecture 5 through 10 and related labs and homeworks.
- Lab 3 is due **Thursday**. Homework 3 is due on **Sunday**.
 - Do as much of these assignments as possible before the quiz.

Agenda

We'll cover the basics of probability theory. This is a math lesson; take written notes .

Probability resources

Probability is a tricky subject. If it doesn't click during lecture or on the assignments, take a look at the following resources:

- Computational and Inferential Thinking, Chapter 9.5.
- Theory Meets Data, Chapters 1 and 2.
- Khan Academy's unit on Probability.

Probability theory

- Some things in life seem random.
 - e.g., flipping a coin or rolling a die 🐼.
- The **probability** of seeing "heads" when flipping a fair coin is $\frac{1}{2}$.
- One interpretation of probability says that if we flipped a coin infinitely many times, then $\frac{1}{2}$ of the outcomes would be heads.

Terminology

- Experiment: A process or action whose result is random.
 - e.g., rolling a die.
 - e.g., flipping a coin twice.
- Outcome: The result of an experiment.
 - e.g., the possible outcomes of rolling a six-sided die are 1, 2, 3, 4, 5, and 6.
 - e.g., the possible outcomes of flipping a coin twice are HH, HT, TH, and TT.
- Event: A set of outcomes.
 - e.g., the event that the die lands on a even number is the set of outcomes {2, 4, 6}.
 - e.g., the event that the die lands on a 5 is the set of outcomes {5}.
 - e.g., the event that there is at least 1 head in 2 flips is the set of outcomes {HH, HT, TH}.

Terminology

- **Probability**: A number between 0 and 1 (equivalently, between 0% and 100%) that describes the likelihood of an event.
 - 0: The event never happens.
 - 1: The event always happens.
- Notation: If A is an event, P(A) is the probability of that event.

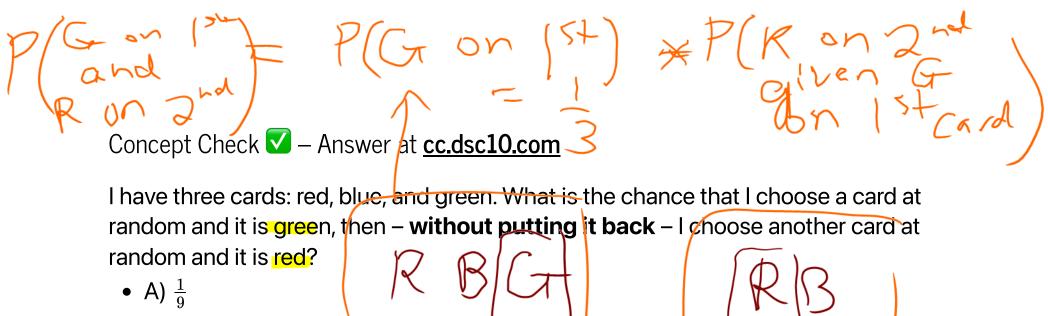
Equally-likely outcomes

ullet If all of the possible outcomes are equally likely, then the probability of A is

$$P(A) = \frac{\text{# of outcomes satisfying } A}{\text{total # of outcomes}} = \frac{\text{# 900 d}}{\text{# 40+al}}$$

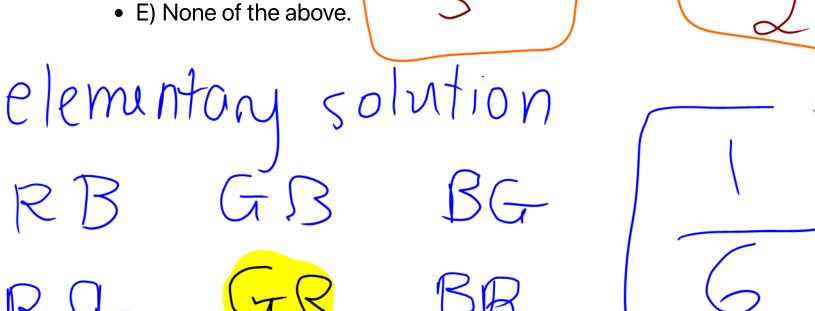
• **Example 1**: Suppose we flip a fair coin 3 times. What is the probability we see exactly 2 heads?





• B)
$$\frac{1}{6}$$

- C) $\frac{1}{3}$
- D) $\frac{2}{3}$

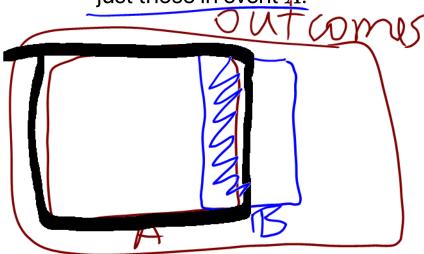


Conditional probabilities

- Two events A and B can both happen. Suppose that we know A has happened, but we don't know if B has.
- If all outcomes are equally likely, then the conditional probability of B given A is:

$$P(B \text{ given } A) = \frac{\# \text{ of outcomes satisfying both } A \text{ and } B}{\# \text{ of outcomes satisfying } A}$$

• Intuitively, this is similar to the definition of the regular probability of B, $P(B) = \frac{\# \text{ of outcomes satisfying } B}{\text{total } \# \text{ of outcomes}}, \text{ if you restrict the set of possible outcomes to be just those in event } A.$

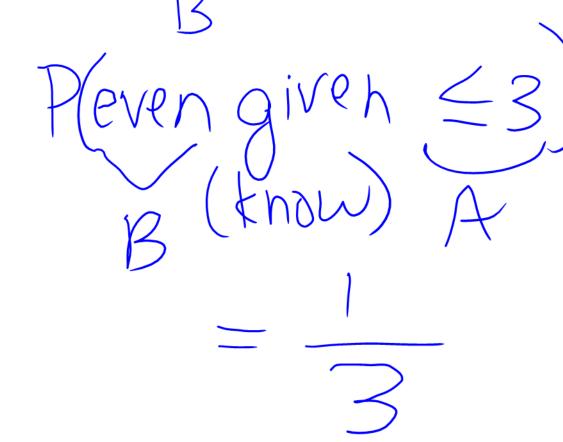


Concept Check ✓ – Answer at <u>cc.dsc10.com</u>

$$P(B \text{ given } A) = \frac{\# \text{ of outcomes satisfying both } A \text{ and } B}{\# \text{ of outcomes satisfying } A}$$

I roll a six-sided die and don't tell you what the result is, but I tell you that it is 3 or less. What is the probability that the result is even?

- A) $\frac{1}{2}$
- B) $\frac{1}{3}$
- C) $\frac{1}{4}$
- D) None of the above.

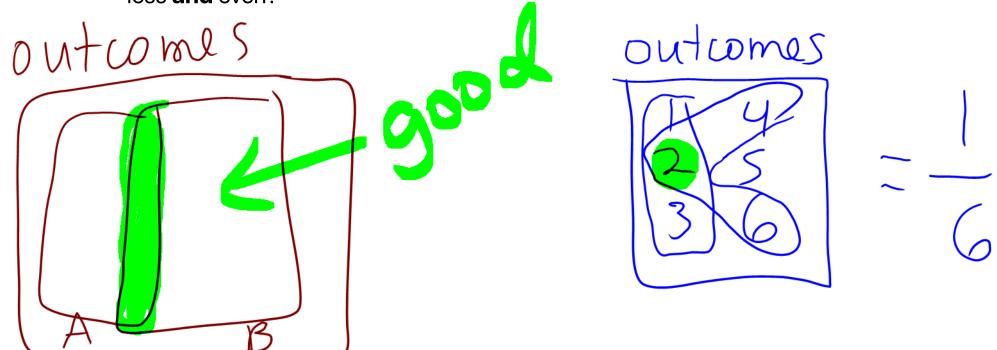


Probability that two events both happen

• Suppose again that A and B are two events, and that all outcomes are equally likely. Then, the probability that both A and B occur is

$$P(A \text{ and } B) = \frac{\# \text{ of outcomes satisfying both } A \text{ and } B}{\text{total } \# \text{ of outcomes}}$$

• **Example 2**: I roll a fair six-sided die. What is the probability that the roll is 3 or less **and** even?



First A then B A
A given A

The multiplication rule

• The multiplication rule specifies how to compute the probability of both A and B happening, even if all outcomes are not equally likely.

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

• **Example 2, again**: I roll a fair six-sided die. What is the probability that the roll is 3 or less and even?

$$P(\leq 3 \text{ and even}) = P(\leq 3) * P(\text{even given } \leq 3)$$

$$= 3 * 1$$

$$= 6$$

$$14$$

$$= 3$$

$$3 * 6$$

$$14$$

$$= 3$$

$$3 * 6$$

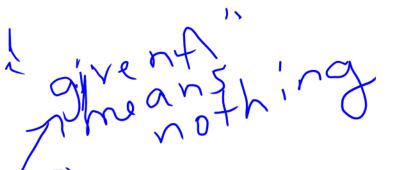
What if A isn't affected by B?

• The multiplication rule states that, for any two events A and B,

$$P(A \text{ and } B) = P(A) \cdot P(B \text{ given } A)$$

- What if knowing that A happens doesn't tell you anything about the likelihood of B happening?
 - Suppose we flip a fair coin three times.
 - The probability that the second flip is heads doesn't depend on the result of the first flip.
- Then, what is P(A and B)?

Independent events



• Two events A and B are independent if P(B given A) = P(B) , or equivalently if

if
$$P(A \text{ and } B) = P(A) \cdot P(B)$$

and=X

• **Example 3**: Suppose we have a coin that is **biased**, and flips heads with probability 0.7. Each flip is independent of all other flips. We flip it 5 times.

What's the probability we see 5 heads in a row?

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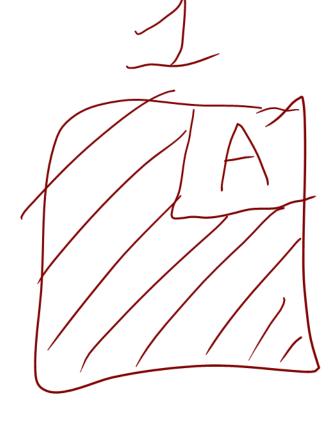
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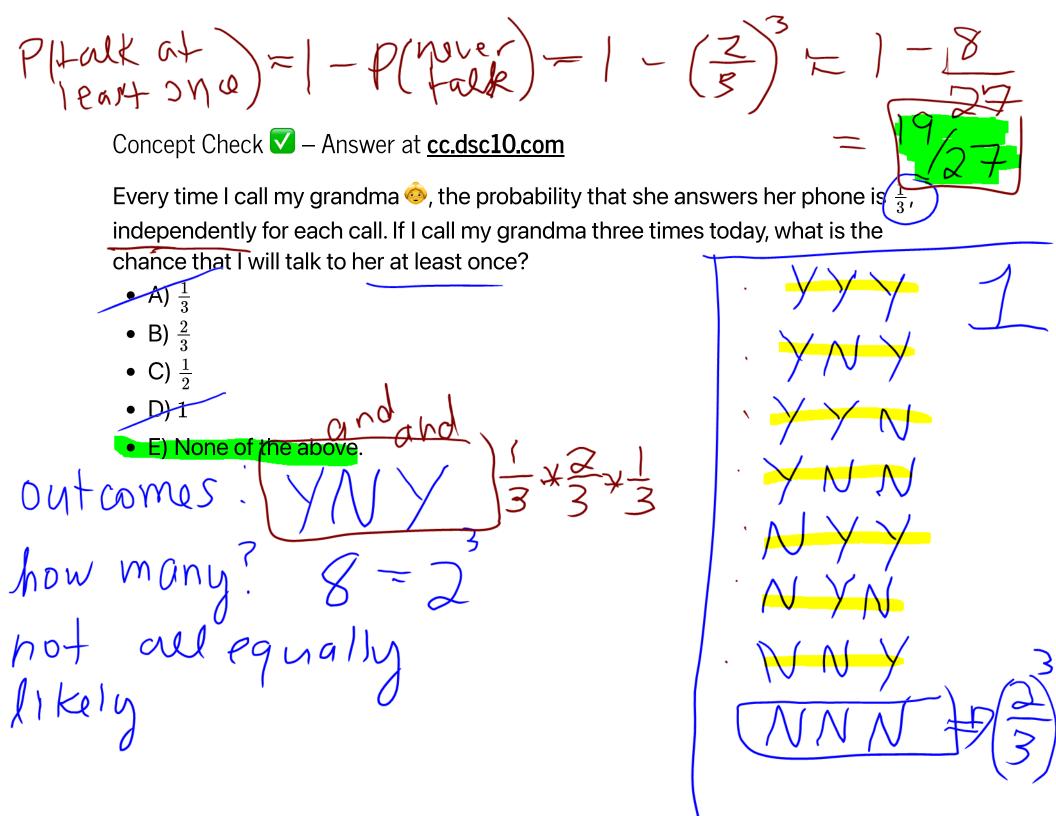
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- [_ 5

Probability that an event *doesn't* happen

- The probability that A doesn't happen is 1-P(A).
- For example, if the probability it is sunny tomorrow is 0.85, then the probability it is not sunny tomorrow is 0.15.



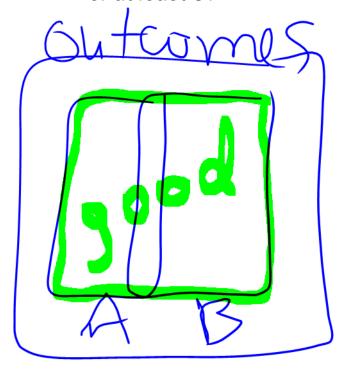


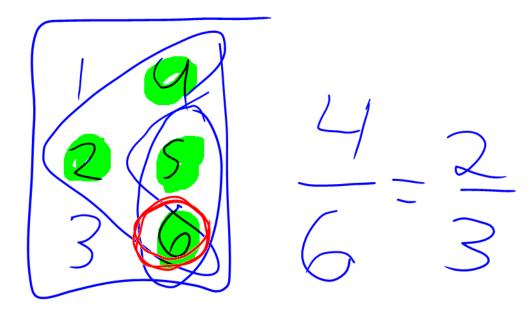
Note if P(even) + P(z5) = 3 + 2 = 5Probability of either of two events happening

• Suppose again that A and B are two events, and that all outcomes are equally likely. Then, the probability that either A or B occur is

$$P(A \text{ or } B) = rac{\# \text{ of outcomes satisfying either } A \text{ or } B}{\operatorname{total} \# \text{ of outcomes}}$$

• **Example 4**: I roll a fair six-sided die. What is the probability that the roll is even or at least 5?





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The addition rule

- ullet Suppose that if A happens, then B doesn't, and if B happens, then A doesn't
 - Such events are called mutually exclusive they have no overlap.
- If A and B are any two mutually exclusive events, then

$$P(A \text{ or } B) = P(A) + P(B)$$

- **Example 5**: Suppose I have two biased coins, coin A and coin B. Coin A flips heads with probability 0.6, and coin B flips heads with probability 0.3. I flip both coins once. What's the probability I see two different faces?
- both coins once. What's the probability I see two different faces?

 We have case I case 2

 Ne have case I case 2

 Ne have case I case 2

 Ne have case I case 2

 P(case I) = 0.6 × 0.

 B > H P(case 2) = 0.4 × 0.

 P(d) If f = (ase) = 0.54

Aside: Proof of the addition rule for equally-likely events

You are not required to know how to "prove" anything in this course; you may just find this interesting.

If A and B are events consisting of equally likely outcomes, and furthermore A and B are mutually exclusive (meaning they have no overlap), then

$$P(A \text{ or } B) = \frac{\# \text{ of outcomes satisfying either } A \text{ or } B}{\text{total } \# \text{ of outcomes}}$$

$$= \frac{(\# \text{ of outcomes satisfying } A) + (\# \text{ of outcomes satisfying } B)}{\text{total } \# \text{ of outcomes}}$$

$$= \frac{(\# \text{ of outcomes satisfying } A)}{\text{total } \# \text{ of outcomes}} + \frac{(\# \text{ of outcomes satisfying } B)}{\text{total } \# \text{ of outcomes}}$$

$$= P(A) + P(B)$$

Summary, next time

- Probability describes the likelihood of an event occurring.
- There are several rules for computing probabilities. We looked at many special cases that involved equally-likely events.
- There are two general rules to be aware of:
 - The **multiplication rule**, which states that for any two events, $P(A \text{ and } B) = P(B \text{ given } A) \cdot P(A)$.
 - The **addition rule**, which states that for any two **mutually exclusive** events, P(A or B) = P(A) + P(B).
- Next time: Simulations.