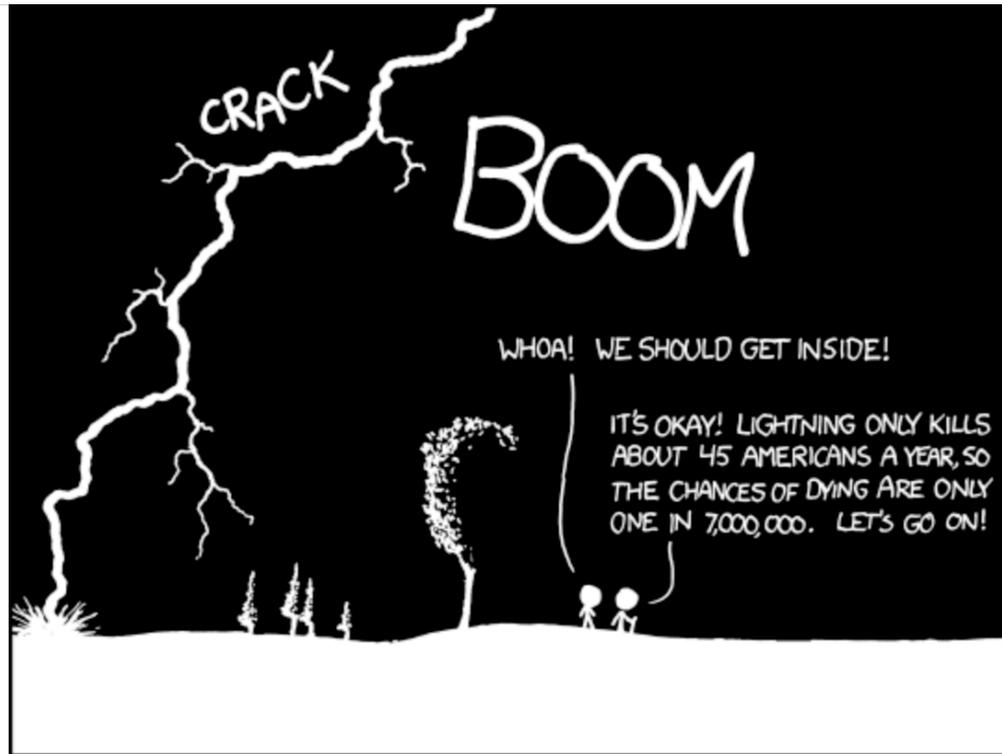


# Stat 88: Probability and Statistics in Data Science



<https://xkcd.com/795/>

THE ANNUAL DEATH RATE AMONG PEOPLE WHO KNOW THAT STATISTIC IS ONE IN SIX.

Lecture 3: 1/25/2022

Axioms of Probability, Intersections,

Sections 1.3, 2.1

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# Agenda

Quick recap of terms

Section 1.2: Exact calculations or bounds

unions vs intersections

addition rule

Section 1.3: Fundamental Rules (the Axioms of Probability)

Notation

Axioms

Consequences of the axioms

De Morgan's Law

# Terminology

- **Experiment**: action that results in exactly one of several possible outcomes or results, and chance or randomness is involved - that is, each time we perform the action, the outcome will be different, and we don't know exactly which outcome will occur.
- A collection of all possible outcomes of an action is called a **sample space** or an **outcome space**. Usually denoted by  $\Omega$  (sometimes also by  $S$ ).
- An **event**  $A$  is a collection of outcomes and  $A \subset \Omega$
- A **distribution** of the outcomes over some categories represents the proportion of outcomes in each category (each outcome appears in one and only one category)
- The **complement** of an event  $A$  is an event consisting of all the outcomes that are not in  $A$ . It is denoted by  $A^C$  and we have that  $P(A^C) = 1 - P(A)$  (**Complement Rule**)

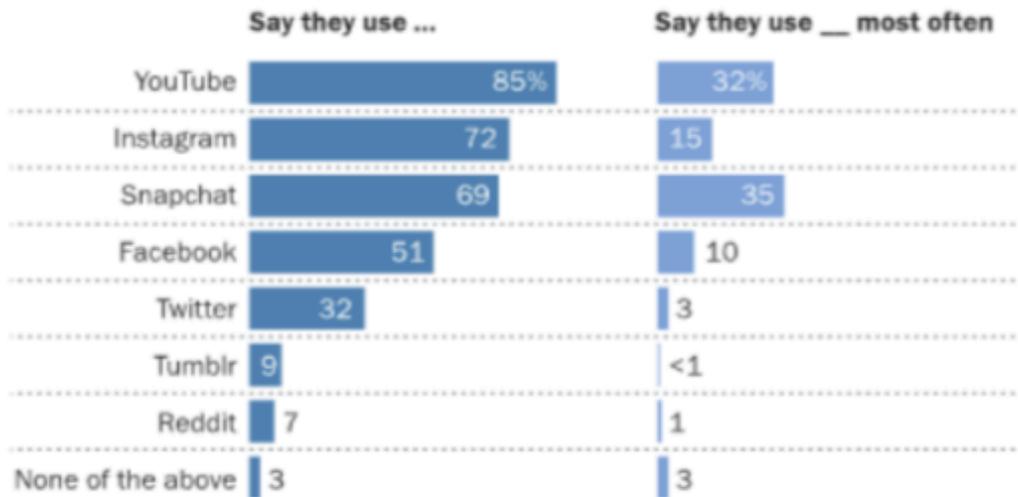
## Terminology & rules

- $P(A) = \frac{\#(A)}{\#(\Omega)}$
- Multiplication: If an experiment is in  $k$  stages, and each stage  $i$  results in  $n_i$  outcomes, then the total number of outcomes is  $n_1 \times n_2 \times \dots \times n_k$
- The **complement** of an event  $A$  is an event consisting of all the outcomes that are not in  $A$ . It is denoted by  $A^C$  and we have that  $P(A^C) = 1 - P(A)$  (Complement Rule)
- $P(A | B) = \frac{\#(A \text{ and } B)}{\#(B)}$  (The conditional probability of  $A$  given  $B$ )
-

# From Friday: Not equally likely outcomes

## YouTube, Instagram and Snapchat are the most popular online platforms among teens

% of U.S. teens who ...



Note: Figures in first column add to more than 100% because multiple responses were allowed. Question about most-used site was asked only of respondents who use multiple sites; results have been recalculated to include those who use only one site. Respondents who did not give an answer are not shown.

Source: Survey conducted March 7-April 10, 2018.

"Teens, Social Media & Technology 2018"

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1. What is the chance that a randomly picked teen uses FB most often?

0.1

2. What is the chance that a randomly picked teen did *not* use FB most often?

0.9

3. What is the chance that FB or Twitter was their favorite?

$0.1 + 0.03 = 0.13$

4. What is the chance that the teen used FB, just not most often?

$0.51 - 0.1 = 0.41$

5. Given that the teen used FB, what is the chance that they used it most often?

$10/51 = 0.1/0.51 \approx 0.2$

## Exercise from Friday

A six-sided fair die is rolled twice:

- If the first roll lands on 1, what is the chance that the second roll lands on a number bigger than 2?

Exercise: Find the probability that the second number is greater than the twice the first number.

## Rules that we used: Addition rule

If all the possible outcomes are *equally likely*, then each outcome has probability  $1/n$ , where  $n$  = number of possible outcomes.

If an event A contains  $k$  possible outcomes,  
then  $P(A) = k/n$ .

Probabilities are between 0 and 1

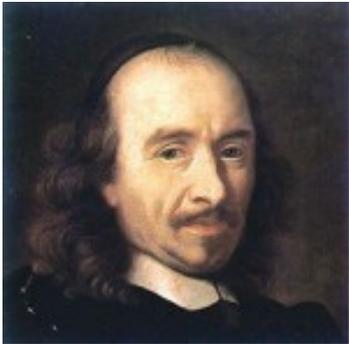
If two events A and B don't overlap, then the probability of A or B =  $P(A) + P(B)$   
(since we can just add the number of outcomes in one and the other, and divide by the number of outcomes in  $\Omega$ )

## Rules of probability

Let's think about what rules we can lay down, based on what we have seen so far.

# Origins of probability: de Méré's paradox

Questions that arose from gambling with dice.



Antoine Gombaud,  
Chevalier de Méré



Blaise Pascal



Pierre de Fermat



The dice players  
Georges de La Tour  
(17<sup>th</sup> century)

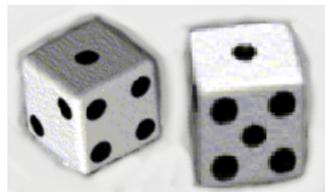
## De Méré's Paradox: in section tomorrow

We can think about probability as a numerical measure of uncertainty, and we will define some basic principles for computing these numbers.

These basic computational principles have been known for a long time, and in fact, gamblers thought about these ideas a lot. Then mathematicians investigated the principles.

Famous problem: will the probability of **at least one six** in **four** throws of a die be equal to prob of **at least a double six** in 24 throws of a pair of dice.

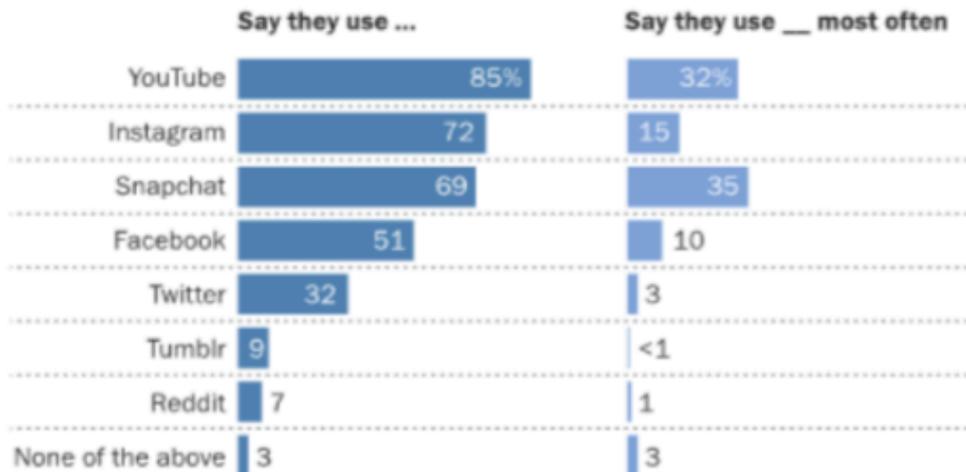
Note: single = die, plural = dice:



## Section 1.2: Exact Calculations, or Bound?

### YouTube, Instagram and Snapchat are the most popular online platforms among teens

*% of U.S. teens who ...*



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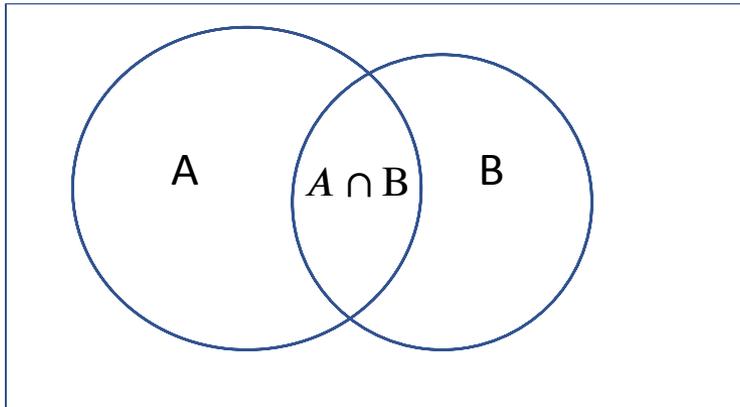
Recall #3 about FB or Twitter. What was the answer? What can you say about the chance that a randomly selected teen used FB or Twitter (not necessarily most often)?

# Bounds

When we get some information about the outcome or event whose probability we want to figure out, our outcome space reduces, incorporating that information.

$P(A \cup B)$  for mutually exclusive events

Bounds on probabilities of unions and intersections when events are **not** mutually exclusive.



$$P(A) = 0.7, P(B) = 0.5$$

$$\underline{\quad} \leq P(A \cup B) \leq \underline{\quad}$$

$$\underline{\quad} \leq P(A \cap B) \leq \underline{\quad}$$

## Example with bounds

Let A be the event that you catch the bus to class instead of walking,  $P(A) = 70\%$

Let B be the event that it rains,  $P(B) = 50\%$

What is the chance of **at least** one of these two events happening?

What is the chance of **both** of them happening?

## Exercise: what about if we have 3 events?

Let A be the event that you catch the bus to class instead of walking,  $P(A) = 70\%$

Let B be the event that it rains,  $P(B) = 50\%$

Let C be the event that you are on time to class,  $P(C) = 10\%$

What is the chance of **at least** one of these three events happening?

What is the chance of **all three** of them happening?

## Notation: Intersections and Unions

When two events  $A$  **and**  $B$  **both** happen, we call this the **intersection** of  $A$  and  $B$  and write it as

$$A \text{ and } B = A \cap B \text{ (also written as } AB)$$

When either  $A$  **or**  $B$  happens, we call this the **union** of  $A$  and  $B$  and write it as

$$A \text{ or } B = A \cup B$$

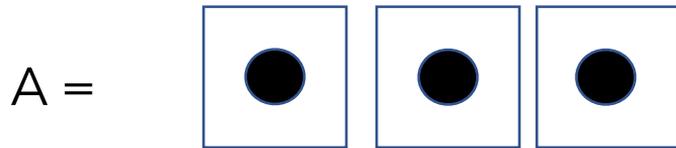
If two events  $A$  and  $B$  **cannot both occur** at the same time, we say that they are **mutually exclusive** or **disjoint**.

$$A \cap B = \emptyset$$

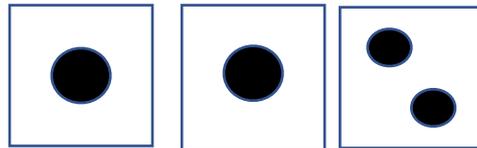
## Example of complements

Roll a die 3 times, let  $A$  be the event that we roll an ace **each** time.

$A^C = \text{not } A$ , or not *all* aces. It is **not equal** to “never an ace”.



What about “not  $A$ ”? Here is an example of an outcome in that set.





## §1.3: Fundamental Rules

Also called “Axioms of probability”, first laid out by Kolmogorov

Recall  $\Omega$ , the outcome space. Note that  $\Omega$  can be finite or infinite.

First, some notation:

Events are denoted (usually) by  $A, B, C \dots$

Recall that  $\Omega$  is itself an event (called the ***certain*** event) and so is the empty set (denoted  $\emptyset$ , and called the ***impossible*** event or the *empty set*)

The ***complement*** of an event  $A$  is everything ***else*** in the outcome space (all the outcomes that are *not* in  $A$ ). It is called “not  $A$ ”, or the complement of  $A$ , and denoted by  $A^c$

# The Axioms of Probability

Think about probability as a **function** on **events**, so put in an event  $A$ , and output  $P(A)$ , a number between 0 and 1 satisfying the axioms below.

Formally:  $A \subseteq \Omega$ ,  $P(A) \in [0,1]$  such that

1. For every event  $A \subseteq \Omega$ , we have  $P(A) \geq 0$
2. The outcome space is certain, that is:  $P(\Omega) = 1$
3. Addition rule: If two events are mutually exclusive, then the probability of their union is the sum of their probabilities:

$$A \cap B = \emptyset \Rightarrow P(A \cup B) = P(A) + P(B)$$

The third axiom is actually more general and says: If we have infinitely many events that are *mutually exclusive* (no pair overlap), then the chance of their union is the sum of their probabilities.

## Consequences of the axioms

1. Complement rule:  $P(A^c) = 1 - P(A)$

What is the probability of **not** rolling a pair of sixes in a roll of a pair of dice?

2. Difference rule: If  $B \subseteq A$ , then  $P(A \setminus B) = P(A) - P(B)$  where  $A \setminus B$  refers to the *set difference between A and B*, that is, all the outcomes that are  $A$  but not in  $B$ .

3. Boole's (and Bonferroni's) inequality: generalization of the fact that the probability of the union of  $A$  and  $B$  is *at most* the sum of the probabilities.

## Exercise: De Morgan's Laws

Exercise: Try to show these using Venn diagrams and shading:

1.  $(A \cap B)^c = A^c \cup B^c$

2.  $(A \cup B)^c = A^c \cap B^c$

