

Lecture 26T

Produced by Dr. Worldwide

Probabilistic Models

- An experiment is an event whose outcome is not known with certainty
- The set of possible outcomes of an experiment is called the sample space which we will denote *S*
- The outcomes themselves are called sample points
- Examples of experiments
 - Flipping a coin $\rightarrow S = \{H, T\}$
 - Tossing a die $\rightarrow S = \{1, 2, 3, 4, 5, 6\}$
 - Flipping a coin 10 times $\rightarrow S = \{strings \ of \ length \ 10 \ with \ letters \ H \ \& T\}$
 - Time waiting on phone for airline to answer $\rightarrow S = [0, \infty)$
 - Score in the next UNC basketball game $\rightarrow S = \{(x, y): x, y \ge 0\}$
- Probability is a measure of how likely an event is to occur



Population vs. Samples

- The total population of an experiment is a set containing all observations
- A sample consists of a subset (usually randomly selected) of total population
- Total population of a random experiment that can be repeated an infinite number of times cannot be observed
- Q: What is an example of an experiment that can be infinitely repeated?
- If the total population is known, we can introduce randomness by considering the experiment of selecting one element (observation) of the population at a time
- The probability of selected an observation exhibiting "property x'' is

 $P(property x) = \frac{\# of \ elements \ exhibiting \ property \ x}{total \ population \ size}$



Interpretations of Probability

- Frequentist approach (classic)
 - Suppose we can repeat an experiment, under the exact conditions as many times as we want
 - We want to assign a value to how likely a specific outcome is
 - Compute the relative frequency of the desired outcome

of times outcome occurs

of experiments

• We can think of the probability as the limit of its relative frequency as the number of repetitions grows to infinity

 $P(Outcome) = \lim_{n \to \infty} \frac{\# \ of \ times \ outcome \ occurs}{n}$

where n is the number of times we repeat the experiment



Interpretations of Probability

- Bayesian approach
 - Define probability as the degree of belief rather than the long-run frequency
 - Degree of belief is based off prior probability (subjective probability) and the relative frequency from observed data
 - Posterior probability is the updated belief on the probability of an event happening given the prior and data observed
- Difference between frequentist and Bayesian approach
 - Consider the experiment where we flip a coin
 - We want to find the probability of heads
 - Frequentist concludes probability is 0.5 under the belief that the relative frequency would get closer to 50% the more the coin is flipped
 - There is an assumption that out of the two outcomes both are equally likely
 - Bayesian would take the 50% as a prior belief with a lot of uncertainty until data has been gathered to back up the claim

Probability Laws

- A probability law P assigns to each event $A \subseteq S$ a value in [0,1]
- Let $\Omega = S$ be the universe and \emptyset denote the empty set
- Notation: U = "or", $\cap = "and"$, and $A^c = A complement''/"not A"$
- Axioms: Let A, $B \subseteq \Omega$
 - $P(A) \ge 0$
 - If $A \cap B = \emptyset$, then $P(A \cup B) = P(A) + P(B)$
 - $P(\Omega) = 1$
- Properties proven from axioms
 - If $A \subseteq B = \emptyset$, then $P(A) \leq P(B)$
 - $P(A \cup B) = P(A) + P(B) P(A \cap B)$
 - $P(\emptyset) = 0$
 - $P(A^c) = 1 P(A)$



Ex: Letter Grades in School

- School collected records of its 3,000 students
- Students in the science class have the following grade distribution (probability law)

Grade	Number of students	Probability
А	300	.10
В	600	.20
С	1500	.50
D	450	.15
F	150	.05

- Experiment = choose at random one of the 3000 students
- Q: What is the probability the student's grade in the science class is an A?
- Q: What is the probability the student's grade is C or higher?
 P(A ∪ B ∪ C) = P(A) + P(B) + P(C) = 0.1 + 0.2 + 0.5 = 0.8 = 1 P(D ∪ F)



Conditional Probability

 For any events A and B in the sample space, with P(B) > 0, the conditional probability of event A given B is defined according to the formula

 $P(A|B) = \frac{P(A \cap B)}{P(B)}$ or $P(A|B)P(B) = P(A \cap B)$

• Visual understanding of conditional probability





Relationships Between Events

- Two events A and B are mutually exclusive if $A \cap B = \emptyset$
- Mutually exclusive refers to events that cannot occur simultaneously
- Events of getting a 3 on a die roll and 4 on the same die roll are mutually exclusive
- Two events A and B are independent if $P(A \cap B) = P(A) \times P(B)$
- If two events are independent,

$$P(A|B) = \frac{P(A \cap B)}{P(B)} = \frac{P(A) \times P(B)}{P(B)} = P(A)$$

- Independence implies that the probability of a random event is not impacted at all by the occurrence of another event
- Events of getting a 3 on a die roll and a 4 on another die roll are independent

Probability Trees

- A probability tree is a diagram used to represent a probability space from a series of experiments (different or repetitive)
- Each path leads to a different outcome
- Numbers on path indicate probability
- Visualization of conditional probability
- Multiply probabilities along path to find the probabilities of different outcomes



Ex: Flippin' Unfair Coins

- A friend of yours has 3 coins in her pocket, two fair coins and one two-headed
- The two of you are trying to decide whether to watch "The Greatest Showman" or "Pitch Perfect" tonight
- You decide to flip a coin and go see "The Greatest Showman" if it is heads
- Your friend takes out one of the coins without looking and flips it
- O: What is the probability that you go see "Pitch Perfect" ?
- Q: What is the probability that you go see "The Greatest Showman"?



Ex: Flippin' Unfair Coins

• Diagram of this example



- Purple indicates the path to watching "Pitch Perfect"
- Teal indicates the path to watching "The Greatest Showman"



Ex: Flippin' Unfair Coins

• Probability of "Pitch Perfect"

$$P(Pitch \ Perfect) = P(Tails) = P(Tails \cap Fair \ Coin)$$
$$= P(Tails | Fair \ Coin)P(Fair \ Coin) = \frac{1}{2} \times \frac{2}{3} = \frac{1}{3} = 0.3333$$

• Probability of "The Greatest Showman"

P(The Greatest Showman) = P(Heads)= $P(Heads \cap Fair Coin) + P(Heads \cap Unfair Coin)$ = P(Heads|Fair Coin)P(Fair Coin) + P(Heads|Unfair Coin)P(Unfair Coin)= $\frac{1}{2} \times \frac{2}{3} + 1 \times \frac{1}{3} = \frac{1}{3} + \frac{1}{3} = \frac{2}{3} = 0.6667 = 1 - 0.3333$







The End



Dale