First Rule of counting:

First Rule of counting: Objects from a sequence of choices:

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting:

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order.

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object.

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars:

First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample k objects with replacement from n.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample k objects with replacement from n. Order doesn't matter.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object.

Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{\nu}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$. RHS: Number of subsets of n+1 items size k.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object.

Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$. RHS: Number of subsets of n+1 items size k. LHS: $\binom{n}{k-1}$ counts subsets of n+1 items with first item.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$. RHS: Number of subsets of n+1 items size k. LHS: $\binom{n}{k-1}$ counts subsets of n+1 items with first item. $\binom{n}{k}$ counts subsets of n+1 items without first item.

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$. RHS: Number of subsets of n+1 items size k. LHS: $\binom{n}{k-1}$ counts subsets of n+1 items with first item. $\binom{n}{k}$ counts subsets of n+1 items without first item. Disjoint

First Rule of counting: Objects from a sequence of choices:

n_i possibilitities for *i*th choice.

 $n_1 \times n_2 \times \cdots \times n_k$ objects.

Second Rule of counting: If order does not matter.

Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.

Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects.

Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$. RHS: Number of subsets of n+1 items size k. LHS: $\binom{n}{k-1}$ counts subsets of n+1 items with first item. $\binom{n}{k}$ counts subsets of n+1 items without first item. Disjoint – so add!

CS70: On to probability.

Modeling Uncertainty: Probability Space

CS70: On to probability.

Modeling Uncertainty: Probability Space

- 1. Key Points
- 2. Random Experiments
- 3. Probability Space

Uncertainty does not mean "nothing is known"

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?
 - Play games of chance

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?
 - Play games of chance
 - Design randomized algorithms.

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?
 - Play games of chance
 - Design randomized algorithms.
- Probability

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?
 - Play games of chance
 - Design randomized algorithms.
- Probability
 - Models knowledge about uncertainty

- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?
 - Play games of chance
 - Design randomized algorithms.
- Probability
 - Models knowledge about uncertainty
 - Optimizes use of knowledge to make decisions

Uncertainty:

Uncertainty: vague,

Uncertainty: vague, fuzzy,

Uncertainty: vague, fuzzy, confusing,

Uncertainty: vague, fuzzy, confusing, scary,

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Uncertainty: vague, fuzzy, confusing, scary, hard to think about. Probability:

Uncertainty: vague, fuzzy, confusing, scary, hard to think about. Probability: Precise,

Uncertainty: vague, fuzzy, confusing, scary, hard to think about. Probability: Precise, unambiguous,

Uncertainty: vague, fuzzy, confusing, scary, hard to think about. Probability: Precise, unambiguous, simple(!)

Uncertainty: vague, fuzzy, confusing, scary, hard to think about. Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.



Uncertainty = Fear

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.



Uncertainty = Fear



Probability = Serenity

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.





Probability = Serenity

Uncertainty = Fear Probability = Se Our mission: help you discover the serenity of Probability,

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.



Uncertainty = Fear



Probability = Serenity

Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.



Uncertainty = Fear



Probability = Serenity

Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Your cost:

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.



Uncertainty = Fear

Probability = Serenity

Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Your cost: focused attention

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability:

Precise, unambiguous, simple(!) way to reason about uncertainty.



Uncertainty = Fear

Probability = Serenity

Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Your cost: focused attention and practice on examples and problems.

Flip a fair coin:

Flip a fair coin: (One flips or tosses a coin)

Flip a fair coin: (One flips or tosses a coin)



Flip a fair coin: (One flips or tosses a coin)



Possible outcomes:

Flip a fair coin: (One flips or tosses a coin)



Possible outcomes: Heads (H)

Flip a fair coin: (One flips or tosses a coin)



Possible outcomes: Heads (H) and Tails (T)

Flip a fair coin: (One flips or tosses a coin)



Possible outcomes: Heads (H) and Tails (T) (One flip yields either 'heads' or 'tails'.)

Flip a fair coin: (One flips or tosses a coin)



- Possible outcomes: Heads (H) and Tails (T) (One flip yields either 'heads' or 'tails'.)
- Likelihoods:

Flip a fair coin: (One flips or tosses a coin)



- Possible outcomes: Heads (H) and Tails (T) (One flip yields either 'heads' or 'tails'.)
- Likelihoods: *H* : 50% and *T* : 50%

Random Experiment: Flip one Fair Coin Flip a fair coin:



What do we mean by the likelihood of tails is 50%?





What do we mean by the likelihood of tails is 50%?

Two interpretations:

Single coin flip: 50% chance of 'tails'



What do we mean by the likelihood of tails is 50%?

Two interpretations:

Single coin flip: 50% chance of 'tails' [subjectivist]



What do we mean by the likelihood of tails is 50%? Two interpretations:

Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip



- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails'



- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist]



- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist]
 Makes sense for many flips



- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist] Makes sense for many flips
- Question:



What do we mean by the likelihood of tails is 50%? Two interpretations:

- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist]

Makes sense for many flips

Question: Why does the fraction of tails converge to the same value every time?



What do we mean by the likelihood of tails is 50%? Two interpretations:

- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist]

Makes sense for many flips

Question: Why does the fraction of tails converge to the same value every time? Statistical Regularity!



What do we mean by the likelihood of tails is 50%? Two interpretations:

- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist]

Makes sense for many flips

Question: Why does the fraction of tails converge to the same value every time? Statistical Regularity! Deep!

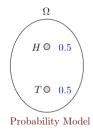
Flip a fair coin:

Flip a fair coin: model

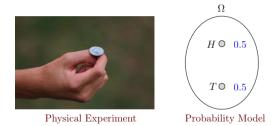
Flip a fair coin: model



Physical Experiment

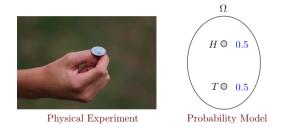


Flip a fair coin: model



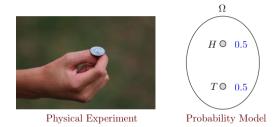
► The physical experiment is complex.

Flip a fair coin: model



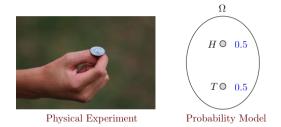
The physical experiment is complex. (Shape, density, initial momentum and position, ...)

Flip a fair coin: model



- The physical experiment is complex. (Shape, density, initial momentum and position, ...)
- ► The Probability model is simple:

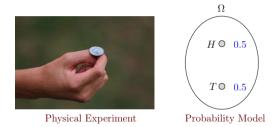
Flip a fair coin: model



- The physical experiment is complex. (Shape, density, initial momentum and position, ...)
- The Probability model is simple:

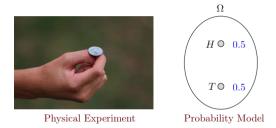
• A set Ω of outcomes: $\Omega = \{H, T\}$.

Flip a fair coin: model



- The physical experiment is complex. (Shape, density, initial momentum and position, ...)
- The Probability model is simple:
 - A set Ω of outcomes: $\Omega = \{H, T\}$.
 - A probability assigned to each outcome:

Flip a fair coin: model



- The physical experiment is complex. (Shape, density, initial momentum and position, ...)
- The Probability model is simple:
 - A set Ω of outcomes: $\Omega = \{H, T\}$.
 - A probability assigned to each outcome: Pr[H] = 0.5, Pr[T] = 0.5.

Flip an unfair (biased, loaded) coin:

Flip an unfair (biased, loaded) coin:



H: 45% T: 55%

Flip an unfair (biased, loaded) coin:



H: 45% T: 55%

Possible outcomes:

Flip an unfair (biased, loaded) coin:



H: 45% T: 55%

Possible outcomes: Heads (H) and Tails (T)

Flip an unfair (biased, loaded) coin:



H: 45% T: 55%

- Possible outcomes: Heads (H) and Tails (T)
- Likelihoods:

Flip an unfair (biased, loaded) coin:



Possible outcomes: Heads (H) and Tails (T)

• Likelihoods: $H: p \in (0,1)$ and T: 1-p

Flip an unfair (biased, loaded) coin:



Possible outcomes: Heads (H) and Tails (T)

- Likelihoods: $H: p \in (0,1)$ and T: 1-p
- Frequentist Interpretation:

Flip an unfair (biased, loaded) coin:



- Possible outcomes: Heads (H) and Tails (T)
- Likelihoods: $H: p \in (0,1)$ and T: 1-p
- Frequentist Interpretation:

Flip many times \Rightarrow Fraction 1 – *p* of tails

Flip an unfair (biased, loaded) coin:



H: 45% T: 55%

- Possible outcomes: Heads (H) and Tails (T)
- Likelihoods: $H: p \in (0,1)$ and T: 1-p
- Frequentist Interpretation:

Flip many times \Rightarrow Fraction 1 – *p* of tails

Question:

Flip an unfair (biased, loaded) coin:



Possible outcomes: Heads (H) and Tails (T)

- Likelihoods: $H: p \in (0,1)$ and T: 1-p
- Frequentist Interpretation:

Flip many times \Rightarrow Fraction 1 – *p* of tails

Question: How can one figure out p?

Flip an unfair (biased, loaded) coin:



- Possible outcomes: Heads (H) and Tails (T)
- Likelihoods: $H: p \in (0, 1)$ and T: 1-p
- Frequentist Interpretation:

Flip many times \Rightarrow Fraction 1 – *p* of tails

Question: How can one figure out p? Flip many times

Flip an unfair (biased, loaded) coin:



Possible outcomes: Heads (H) and Tails (T)

- Likelihoods: $H: p \in (0, 1)$ and T: 1-p
- Frequentist Interpretation:

Flip many times \Rightarrow Fraction 1 – *p* of tails

- Question: How can one figure out p? Flip many times
- Tautology?

Flip an unfair (biased, loaded) coin:



Possible outcomes: Heads (H) and Tails (T)

- Likelihoods: $H: p \in (0, 1)$ and T: 1-p
- Frequentist Interpretation:

Flip many times \Rightarrow Fraction 1 – *p* of tails

- Question: How can one figure out p? Flip many times
- Tautology? No: Statistical regularity!

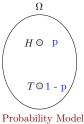
Flip an unfair (biased, loaded) coin: model

Random Experiment: Flip one Unfair Coin

Flip an unfair (biased, loaded) coin: model



Physical Experiment



Possible outcomes:

▶ Possible outcomes: {*HH*, *HT*, *TH*, *TT*}

▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.

- ▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$

- ▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$ and $A^2 := A \times A$.

- Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$ and $A^2 := A \times A$.
- Likelihoods:

- Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$ and $A^2 := A \times A$.
- Likelihoods: 1/4 each.

- Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$ and $A^2 := A \times A$.
- Likelihoods: 1/4 each.





50%

Flips two coins glued together side by side:



50%

Possible outcomes:

Flips two coins glued together side by side:



50%

▶ Possible outcomes: {*HT*, *TH*}.



50%

- Possible outcomes: $\{HT, TH\}$.
- Likelihoods:



50%

- Possible outcomes: {HT, TH}.
- Likelihoods: *HT* : 0.5, *TH* : 0.5.

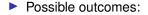


50%

- Possible outcomes: {HT, TH}.
- Likelihoods: HT : 0.5, TH : 0.5.
- Note: Coins are glued so that they show different faces.







Flips two coins attached by a spring:



▶ Possible outcomes: {*HH*, *HT*, *TH*, *TT*}.



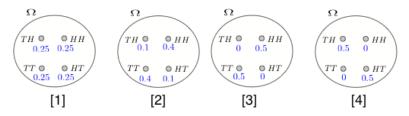
- Possible outcomes: {HH, HT, TH, TT}.
- Likelihoods:



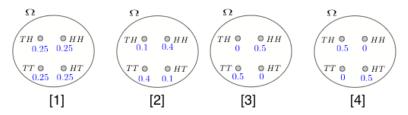
- Possible outcomes: {HH, HT, TH, TT}.
- Likelihoods: HH : 0.4, HT : 0.1, TH : 0.1, TT : 0.4.



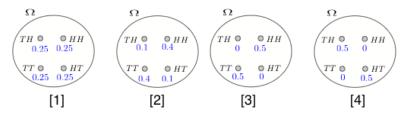
- Possible outcomes: {HH, HT, TH, TT}.
- Likelihoods: HH : 0.4, HT : 0.1, TH : 0.1, TT : 0.4.
- Note: Coins are attached so that they tend to show the same face, unless the spring twists enough.



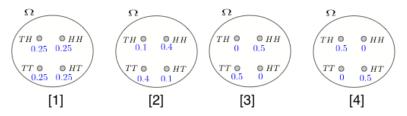
Here is a way to summarize the four random experiments:



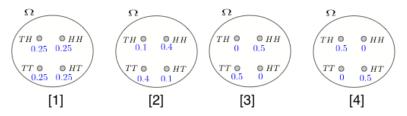
Ω is the set of *possible* outcomes;



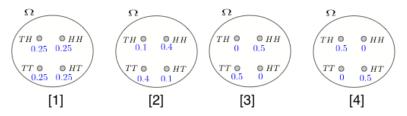
- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);



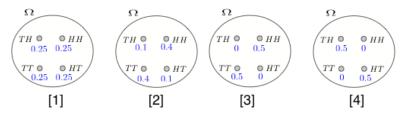
- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;



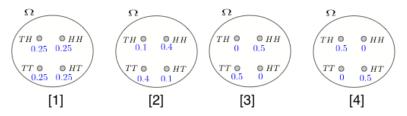
- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;
- Fair coins:



- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;
- Fair coins: [1];

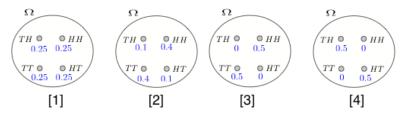


- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;
- Fair coins: [1]; Glued coins:



- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;
- Fair coins: [1]; Glued coins: [3], [4];

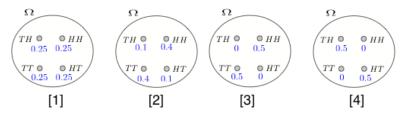
Here is a way to summarize the four random experiments:



- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;
- Fair coins: [1]; Glued coins: [3], [4];

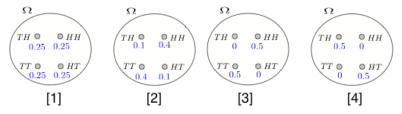
Spring-attached coins:

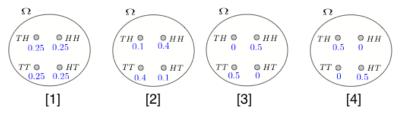
Here is a way to summarize the four random experiments:

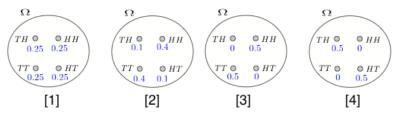


- Ω is the set of *possible* outcomes;
- Each outcome has a probability (likelihood);
- ► The probabilities are ≥ 0 and add up to 1;
- Fair coins: [1]; Glued coins: [3], [4];
 Spring-attached coins: [2];

Flipping Two Coins

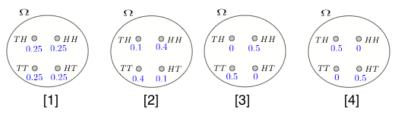




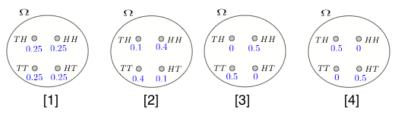


Important remarks:

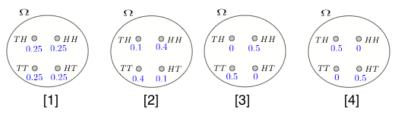
Each outcome describes the two coins.



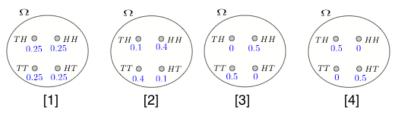
- Each outcome describes the two coins.
- E.g., *HT* is one outcome of each of the above experiments.



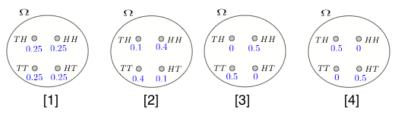
- Each outcome describes the two coins.
- E.g., *HT* is one outcome of each of the above experiments.
- Wrong to think that outcomes are {H, T} and that one picks twice from that set.



- Each outcome describes the two coins.
- E.g., *HT* is one outcome of each of the above experiments.
- Wrong to think that outcomes are {H, T} and that one picks twice from that set.
- Indeed, this viewpoint misses the relationship between the two flips.



- Each outcome describes the two coins.
- E.g., *HT* is one outcome of each of the above experiments.
- Wrong to think that outcomes are {H, T} and that one picks twice from that set.
- Indeed, this viewpoint misses the relationship between the two flips.
- Each $\omega \in \Omega$ describes one outcome of the complete experiment.



- Each outcome describes the two coins.
- E.g., *HT* is one outcome of each of the above experiments.
- Wrong to think that outcomes are {H, T} and that one picks twice from that set.
- Indeed, this viewpoint misses the relationship between the two flips.
- Each $\omega \in \Omega$ describes one outcome of the complete experiment.
- Ω and the probabilities specify the random experiment.

Flipping *n* times Flip a fair coin *n* times (some $n \ge 1$):

Flip a fair coin *n* times (some $n \ge 1$):

Possible outcomes:

Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

▶ Note:
$$\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$$
.

Flipping *n* times Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

▶ Note:
$$\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$$
.
 $A^n := \{(a_1, \dots, a_n) \mid a_1 \in A, \dots, a_n \in A\}.$

Flipping *n* times Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

▶ Note:
$$\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$$
.
 $A^n := \{(a_1, \dots, a_n) \mid a_1 \in A, \dots, a_n \in A\}$. $|A^n| = |A|^n$.

Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

- ► Note: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$. $A^n := \{(a_1, \dots, a_n) \mid a_1 \in A, \dots, a_n \in A\}$. $|A^n| = |A|^n$.
- Likelihoods:

Flip a fair coin *n* times (some $n \ge 1$):

▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

Thus, 2^n possible outcomes.

► Note:
$$\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$$
.

 $A^n := \{(a_1, \ldots, a_n) \mid a_1 \in A, \ldots, a_n \in A\}. \ |A^n| = |A|^n.$

► Likelihoods: 1/2ⁿ each.

Flip a fair coin *n* times (some $n \ge 1$):

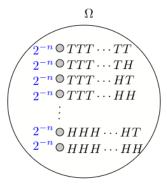
▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

Thus, 2ⁿ possible outcomes.

► Note: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$.

 $A^n := \{(a_1, \ldots, a_n) \mid a_1 \in A, \ldots, a_n \in A\}. \ |A^n| = |A|^n.$

► Likelihoods: 1/2ⁿ each.



Roll a balanced 6-sided die twice:

Possible outcomes:

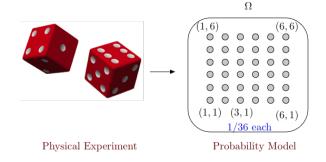
Roll a balanced 6-sided die twice:

• Possible outcomes: $\{1, 2, 3, 4, 5, 6\}^2 = \{(a, b) \mid 1 \le a, b \le 6\}.$

- Possible outcomes: $\{1, 2, 3, 4, 5, 6\}^2 = \{(a, b) \mid 1 \le a, b \le 6\}.$
- Likelihoods:

- Possible outcomes: $\{1, 2, 3, 4, 5, 6\}^2 = \{(a, b) \mid 1 \le a, b \le 6\}.$
- Likelihoods: 1/36 for each.

- Possible outcomes: $\{1, 2, 3, 4, 5, 6\}^2 = \{(a, b) \mid 1 \le a, b \le 6\}.$
- Likelihoods: 1/36 for each.



1. A "random experiment":

A "random experiment":
 (a) Flip a biased coin;

1. A "random experiment":

(a) Flip a biased coin;(b) Flip two fair coins;

1. A "random experiment":

(a) Flip a biased coin;

(b) Flip two fair coins;

(c) Deal a poker hand.

1. A "random experiment":

(a) Flip a biased coin;(b) Flip two fair coins;

(c) Deal a poker hand.

- 1. A "random experiment":
 - (a) Flip a biased coin;(b) Flip two fair coins;(c) Deal a poker hand.
- 2. A set of possible outcomes: Ω .

(a) $\Omega = \{H, T\};$

- 1. A "random experiment":
 - (a) Flip a biased coin;(b) Flip two fair coins;(c) Deal a poker hand.
- 2. A set of possible outcomes: Ω .

(a)
$$\Omega = \{H, T\};$$

(b) $\Omega = \{HH, HT, TH, TT\};$

- 1. A "random experiment":
 - (a) Flip a biased coin;(b) Flip two fair coins;(c) Deal a poker hand.

(a)
$$\Omega = \{H, T\};$$

(b) $\Omega = \{HH, HT, TH, TT\}; |\Omega| =$

- 1. A "random experiment":
 - (a) Flip a biased coin;(b) Flip two fair coins;(c) Deal a poker hand.

(a)
$$\Omega = \{H, T\};$$

(b) $\Omega = \{HH, HT, TH, TT\}; |\Omega| = 4;$

- 1. A "random experiment":
 - (a) Flip a biased coin;
 - (b) Flip two fair coins;
 - (c) Deal a poker hand.

- 1. A "random experiment":
 - (a) Flip a biased coin;
 - (b) Flip two fair coins;
 - (c) Deal a poker hand.

2. A set of possible outcomes: Ω .

- 1. A "random experiment":
 - (a) Flip a biased coin;
 - (b) Flip two fair coins;
 - (c) Deal a poker hand.
- 2. A set of possible outcomes: Ω .

- 1. A "random experiment":
 - (a) Flip a biased coin;
 - (b) Flip two fair coins;
 - (c) Deal a poker hand.
- 2. A set of possible outcomes: Ω .

(a)
$$Pr[H] = p, Pr[T] = 1 - p$$
 for some $p \in [0, 1]$

- 1. A "random experiment":
 - (a) Flip a biased coin;
 - (b) Flip two fair coins;
 - (c) Deal a poker hand.
- 2. A set of possible outcomes: Ω .

(a)
$$Pr[H] = p, Pr[T] = 1 - p$$
 for some $p \in [0, 1]$
(b) $Pr[HH] = Pr[HT] = Pr[TH] = Pr[TT] = \frac{1}{4}$

- 1. A "random experiment":
 - (a) Flip a biased coin;
 - (b) Flip two fair coins;
 - (c) Deal a poker hand.
- 2. A set of possible outcomes: Ω .

(a)
$$Pr[H] = p$$
, $Pr[T] = 1 - p$ for some $p \in [0, 1]$
(b) $Pr[HH] = Pr[HT] = Pr[TH] = Pr[TT] = \frac{1}{4}$
(c) $Pr[\underline{A \triangleq A \diamondsuit A \clubsuit A \heartsuit K \triangleq}] = \cdots = 1/\binom{52}{5}$

 Ω is the **sample space**.

Ω is the sample space. $ω \in Ω$ is a sample point.

 Ω is the **sample space**.

 $\omega \in \Omega$ is a sample point. (Also called an outcome.)

 Ω is the **sample space**.

 $ω \in Ω$ is a **sample point**. (Also called an **outcome**.) Sample point ω has a probability Pr[ω] where

 Ω is the **sample space**.

 $ω \in Ω$ is a **sample point**. (Also called an **outcome**.) Sample point ω has a probability Pr[ω] where

► $0 \leq Pr[\omega] \leq 1;$

 Ω is the **sample space**.

 $\omega \in \Omega$ is a **sample point**. (Also called an **outcome**.) Sample point ω has a probability $Pr[\omega]$ where

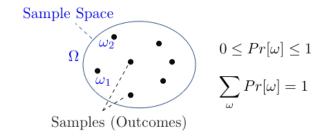
►
$$0 \leq Pr[\omega] \leq 1;$$

 $\blacktriangleright \sum_{\omega \in \Omega} \Pr[\omega] = 1.$

 Ω is the **sample space**.

 $\omega \in \Omega$ is a **sample point**. (Also called an **outcome**.) Sample point ω has a probability $Pr[\omega]$ where

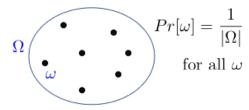
- ► $0 \leq Pr[\omega] \leq 1;$
- $\blacktriangleright \sum_{\omega \in \Omega} \Pr[\omega] = 1.$



In a **uniform probability space** each outcome ω is equally probable: $Pr[\omega] = \frac{1}{|\Omega|}$ for all $\omega \in \Omega$.

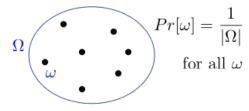
In a **uniform probability space** each outcome ω is equally probable: $Pr[\omega] = \frac{1}{|\Omega|}$ for all $\omega \in \Omega$.

Uniform Probability Space



In a **uniform probability space** each outcome ω is equally probable: $Pr[\omega] = \frac{1}{|\Omega|}$ for all $\omega \in \Omega$.

Uniform Probability Space

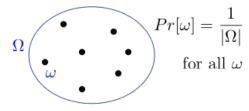


Examples:

 Flipping two fair coins, dealing a poker hand are uniform probability spaces.

In a **uniform probability space** each outcome ω is equally probable: $Pr[\omega] = \frac{1}{|\Omega|}$ for all $\omega \in \Omega$.

Uniform Probability Space



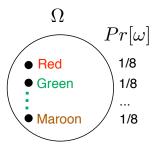
Examples:

- Flipping two fair coins, dealing a poker hand are uniform probability spaces.
- Flipping a biased coin is not a uniform probability space.

Simplest physical model of a uniform probability space:

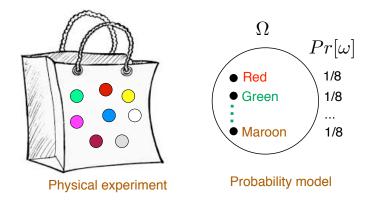
Simplest physical model of a uniform probability space:





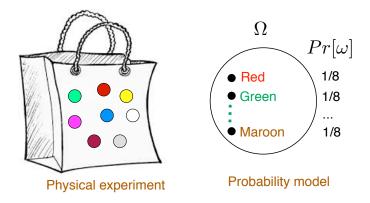
Probability model

Simplest physical model of a uniform probability space:



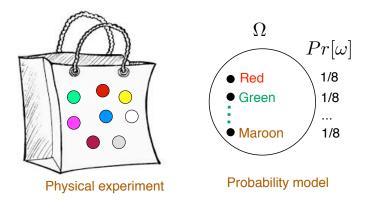
A bag of identical balls, except for their color (or a label).

Simplest physical model of a uniform probability space:



A bag of identical balls, except for their color (or a label). If the bag is well shaken, every ball is equally likely to be picked.

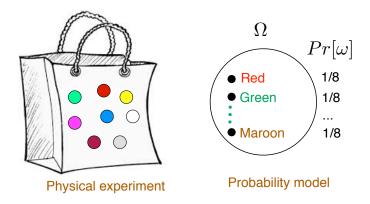
Simplest physical model of a uniform probability space:



A bag of identical balls, except for their color (or a label). If the bag is well shaken, every ball is equally likely to be picked.

 $\Omega = \{$ white, red, yellow, grey, purple, blue, maroon, green $\}$

Simplest physical model of a uniform probability space:

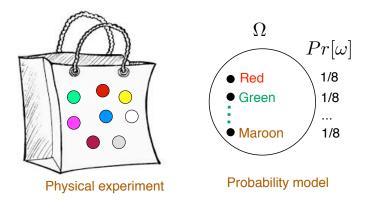


A bag of identical balls, except for their color (or a label). If the bag is well shaken, every ball is equally likely to be picked.

 $\Omega = \{$ white, red, yellow, grey, purple, blue, maroon, green $\}$

Pr[blue] =

Simplest physical model of a uniform probability space:

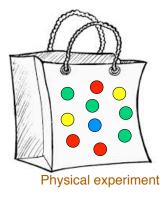


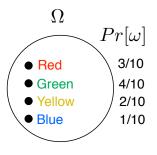
A bag of identical balls, except for their color (or a label). If the bag is well shaken, every ball is equally likely to be picked.

 $\Omega = \{$ white, red, yellow, grey, purple, blue, maroon, green $\}$ Pr[blue $] = \frac{1}{8}.$

Simplest physical model of a non-uniform probability space:

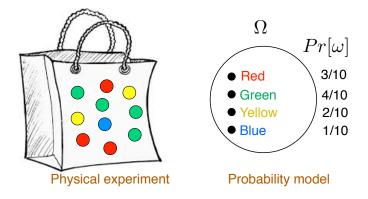
Simplest physical model of a non-uniform probability space:





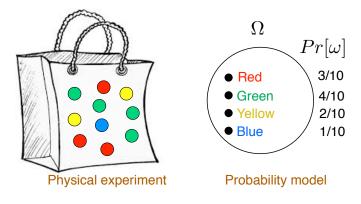
Probability model

Simplest physical model of a non-uniform probability space:



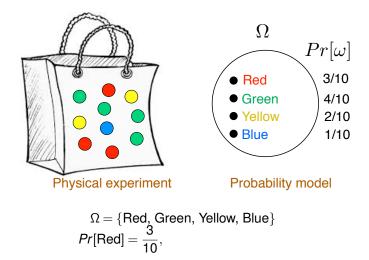
 $\Omega = \{\text{Red, Green, Yellow, Blue}\}$

Simplest physical model of a non-uniform probability space:

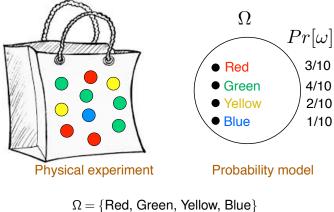


 $\Omega = \{ \text{Red, Green, Yellow, Blue} \}$ Pr[Red] =

Simplest physical model of a non-uniform probability space:

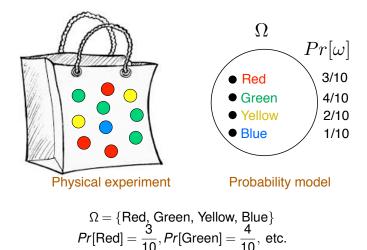


Simplest physical model of a non-uniform probability space:

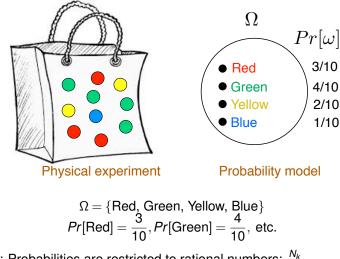


 $\Omega = \{\text{Red, Green, Yellow, Blue}\}\$ $Pr[\text{Red}] = \frac{3}{10}, Pr[\text{Green}] =$

Simplest physical model of a non-uniform probability space:



Simplest physical model of a non-uniform probability space:



Note: Probabilities are restricted to rational numbers: $\frac{N_k}{N}$.

Physical model of a general non-uniform probability space:

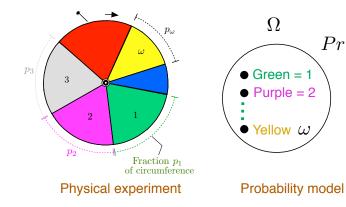
Physical model of a general non-uniform probability space:

 $Pr[\omega]$

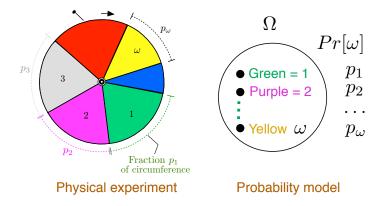
 p_1

 p_2

 p_{ω}

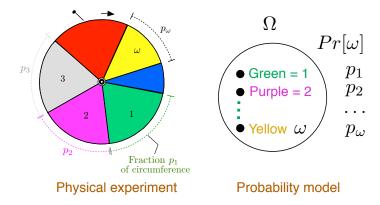


Physical model of a general non-uniform probability space:



The roulette wheel stops in sector ω with probability p_{ω} .

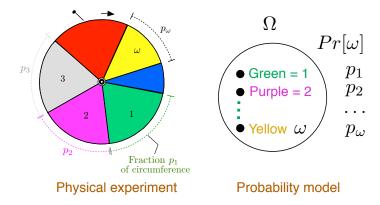
Physical model of a general non-uniform probability space:



The roulette wheel stops in sector ω with probability p_{ω} .

$$\Omega = \{\mathbf{1}, \mathbf{2}, \mathbf{3}, \dots, \mathbf{N}\},\$$

Physical model of a general non-uniform probability space:



The roulette wheel stops in sector ω with probability p_{ω} .

$$\Omega = \{1, 2, 3, \dots, N\}, \Pr[\omega] = p_{\omega}.$$

The random experiment selects one and only one outcome in Ω.

- The random experiment selects one and only one outcome in Ω.
- For instance, when we flip a fair coin twice

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \quad \Omega = \{HH, TH, HT, TT\}$

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \Omega = \{HH, TH, HT, TT\}$

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \ \Omega = \{HH, TH, HT, TT\}$

- The experiment selects *one* of the elements of Ω .
- In this case, its wrong to think that Ω = {H, T} and that the experiment selects two outcomes.

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \quad \Omega = \{HH, TH, HT, TT\}$

- The experiment selects *one* of the elements of Ω .
- In this case, its wrong to think that Ω = {H, T} and that the experiment selects two outcomes.

► Why?

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \quad \Omega = \{HH, TH, HT, TT\}$

- In this case, its wrong to think that Ω = {H, T} and that the experiment selects two outcomes.
- Why? Because this would not describe how the two coin flips are related to each other.

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \ \Omega = \{HH, TH, HT, TT\}$

- In this case, its wrong to think that Ω = {H, T} and that the experiment selects two outcomes.
- Why? Because this would not describe how the two coin flips are related to each other.
- For instance, say we glue the coins side-by-side so that they face up the same way.

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \ \Omega = \{HH, TH, HT, TT\}$

- In this case, its wrong to think that Ω = {H, T} and that the experiment selects two outcomes.
- Why? Because this would not describe how the two coin flips are related to each other.
- For instance, say we glue the coins side-by-side so that they face up the same way. Then one gets HH or TT with probability 50% each.

The random experiment selects one and only one outcome in Ω.

For instance, when we flip a fair coin twice

 $\blacktriangleright \ \Omega = \{HH, TH, HT, TT\}$

- In this case, its wrong to think that Ω = {H, T} and that the experiment selects two outcomes.
- Why? Because this would not describe how the two coin flips are related to each other.
- For instance, say we glue the coins side-by-side so that they face up the same way. Then one gets HH or TT with probability 50% each. This is not captured by 'picking two outcomes.'

Modeling Uncertainty: Probability Space

1. Random Experiment

- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.

- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.
- 3. Uniform Probability Space: $Pr[\omega] = 1/|\Omega|$ for all $\omega \in \Omega$.

- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.
- 3. Uniform Probability Space: $Pr[\omega] = 1/|\Omega|$ for all $\omega \in \Omega$.

Onwards in Probability.

Events, Conditional Probability, Independence, Bayes' Rule

CS70: On to Events.

Events, Conditional Probability, Independence, Bayes' Rule

CS70: On to Events.

Events, Conditional Probability, Independence, Bayes' Rule

Today: Events.

Setup:

Random Experiment.

Setup:

Random Experiment.
 Flip a fair coin twice.

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - **Sample Space:** Set of outcomes, Ω.

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - Sample Space: Set of outcomes, Ω . $\Omega = \{HH, HT, TH, TT\}$

Setup:

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.

Sample Space: Set of outcomes, Ω.
 Ω = {HH, HT, TH, TT}
 (Note: Not Ω = {H, T} with two picks!)

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - Sample Space: Set of outcomes, Ω.
 Ω = {HH, HT, TH, TT}
 (Note: Not Ω = {H, T} with two picks!)
 - **Probability:** $Pr[\omega]$ for all $\omega \in \Omega$.

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - Sample Space: Set of outcomes, Ω.
 Ω = {HH, HT, TH, TT}
 (Note: Not Ω = {H, T} with two picks!)
 - **Probability:** $Pr[\omega]$ for all $\omega \in \Omega$. $Pr[HH] = \cdots = Pr[TT] = 1/4$

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - Sample Space: Set of outcomes, Ω.
 Ω = {HH, HT, TH, TT}
 (Note: Not Ω = {H, T} with two picks!)
 - ► **Probability:** $Pr[\omega]$ for all $\omega \in \Omega$. $Pr[HH] = \cdots = Pr[TT] = 1/4$ 1. $0 \le Pr[\omega] \le 1$.

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - Sample Space: Set of outcomes, Ω.
 Ω = {HH, HT, TH, TT}
 (Note: Not Ω = {H, T} with two picks!)
 - ▶ **Probability:** $Pr[\omega]$ for all $\omega \in \Omega$. $Pr[HH] = \cdots = Pr[TT] = 1/4$ 1. $0 \le Pr[\omega] \le 1$. 2. $\sum_{\omega \in \Omega} Pr[\omega] = 1$.

- Random Experiment.
 Flip a fair coin twice.
- Probability Space.
 - Sample Space: Set of outcomes, Ω.
 Ω = {HH, HT, TH, TT}
 (Note: Not Ω = {H, T} with two picks!)
 - ▶ **Probability:** $Pr[\omega]$ for all $\omega \in \Omega$. $Pr[HH] = \cdots = Pr[TT] = 1/4$ 1. $0 \le Pr[\omega] \le 1$. 2. $\sum_{\omega \in \Omega} Pr[\omega] = 1$.

Ω

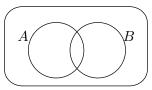


Figure: Two events

Ω

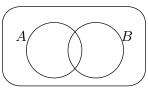


Figure: Two events

 Ω

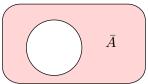
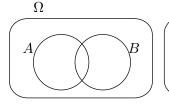


Figure: Complement (not)



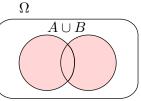


Figure: Two events

Figure: Union (or)

Ω

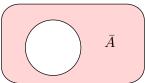
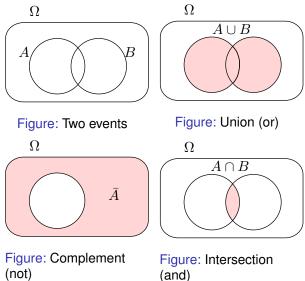
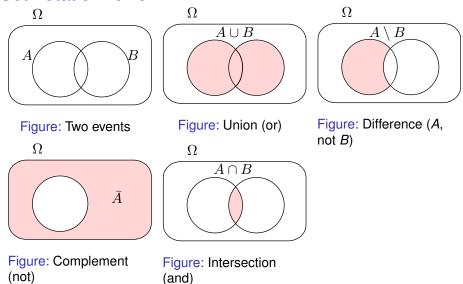


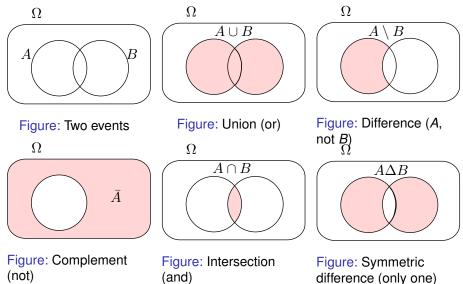
Figure: Complement (not)



Set notation review



Set notation review



Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

This leads to a definition!

Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

This leads to a definition! **Definition**:

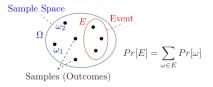
• An event, *E*, is a subset of outcomes: $E \subset \Omega$.

Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

- An event, *E*, is a subset of outcomes: $E \subset \Omega$.
- The **probability of** *E* is defined as $Pr[E] = \sum_{\omega \in E} Pr[\omega]$.

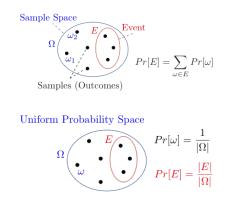
Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

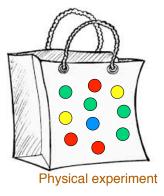
- An event, *E*, is a subset of outcomes: $E \subset \Omega$.
- The **probability of** *E* is defined as $Pr[E] = \sum_{\omega \in E} Pr[\omega]$.

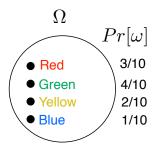


Idea: Sum the probabilities of all the different outcomes that have exactly one 'heads': *HT*, *TH*.

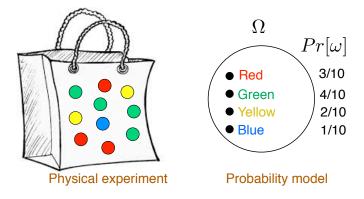
- An event, *E*, is a subset of outcomes: $E \subset \Omega$.
- The **probability of** *E* is defined as $Pr[E] = \sum_{\omega \in E} Pr[\omega]$.



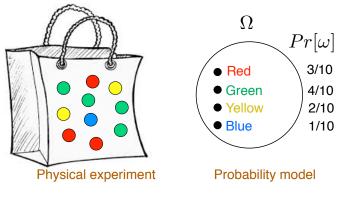




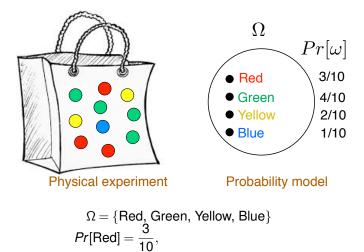
Probability model

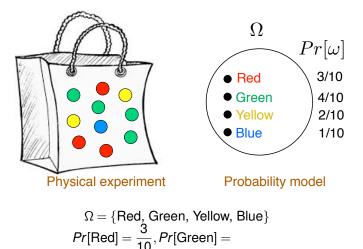


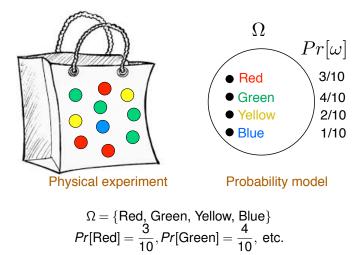
 $\Omega = \{\text{Red, Green, Yellow, Blue}\}$

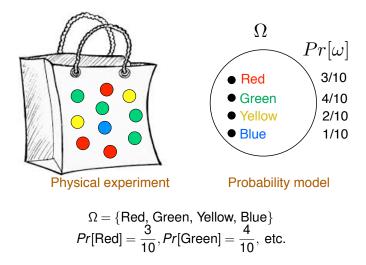


 $\Omega = \{ \text{Red, Green, Yellow, Blue} \}$ Pr[Red] =

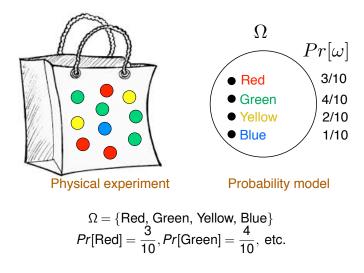




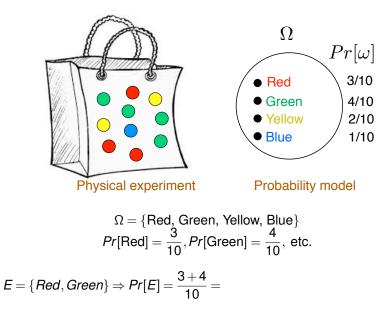


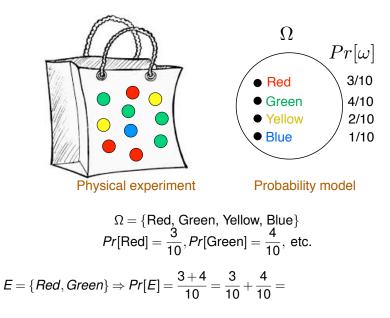


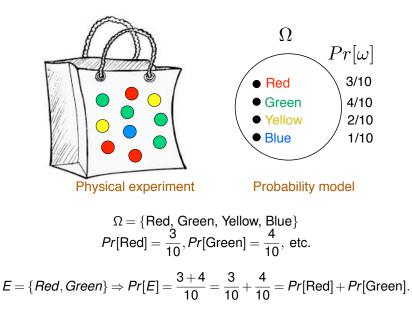
 $E = \{Red, Green\}$



 $E = \{Red, Green\} \Rightarrow Pr[E] =$





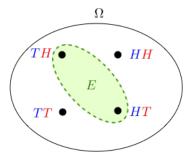


Sample Space, $\Omega = \{HH, HT, TH, TT\}$.

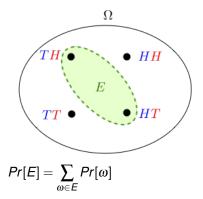
Sample Space, $\Omega = \{HH, HT, TH, TT\}$.

Uniform probability space: $Pr[HH] = Pr[HT] = Pr[TH] = Pr[TT] = \frac{1}{4}$.

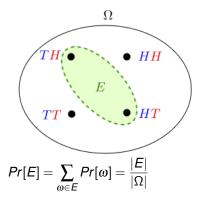
Sample Space, $\Omega = \{HH, HT, TH, TT\}$.



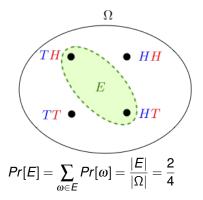
Sample Space, $\Omega = \{HH, HT, TH, TT\}$.



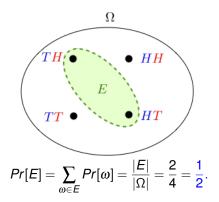
Sample Space, $\Omega = \{HH, HT, TH, TT\}$.



Sample Space, $\Omega = \{HH, HT, TH, TT\}.$

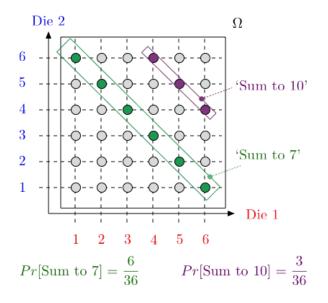


Sample Space, $\Omega = \{HH, HT, TH, TT\}$. Uniform probability space: $Pr[HH] = Pr[HT] = Pr[TH] = Pr[TT] = \frac{1}{4}$. Event, *E*, "exactly one heads": $\{TH, HT\}$.



Roll a red and a blue die.

Roll a red and a blue die.



20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$

20 coin tosses

Sample space: $\Omega = \text{set of 20 fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20};$

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer:

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

 (E_1) Twenty Hs out of twenty, or

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

 (E_1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

Why?

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

Why? There are many sequences of 20 tosses with ten Hs;

20 coin tosses

 $\begin{aligned} & \text{Sample space: } \Omega = \text{set of } 20 \text{ fair coin tosses.} \\ & \Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; \ |\Omega| = 2^{20}. \end{aligned}$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

Why? There are many sequences of 20 tosses with ten Hs; only one with twenty Hs.

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

$$|E_2| =$$

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

Answer: Ten Hs out of twenty.

$$|E_2| = \binom{20}{10} =$$

20 coin tosses

Sample space: $\Omega = \text{set of } 20 \text{ fair coin tosses.}$ $\Omega = \{T, H\}^{20} \equiv \{0, 1\}^{20}; |\Omega| = 2^{20}.$

What is more likely?

Answer: Both are equally likely: $Pr[\omega_1] = Pr[\omega_2] = \frac{1}{|\Omega|}$.

What is more likely?

(E1) Twenty Hs out of twenty, or

(E₂) Ten Hs out of twenty?

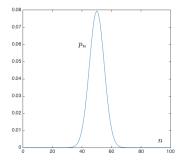
Answer: Ten Hs out of twenty.

$$|E_2| = \binom{20}{10} = 184,756.$$

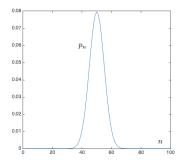
$$\Omega = \{H, T\}^{100};$$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$

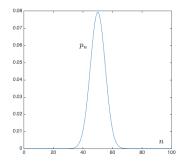


$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



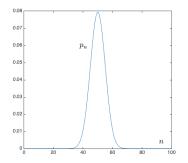
Event $E_n = n$ heads';

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



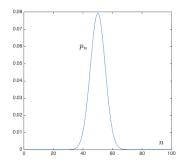
Event $E_n = n$ heads'; $|E_n| =$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



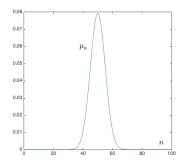
Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



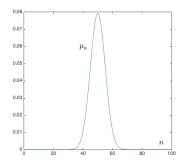
Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] =$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



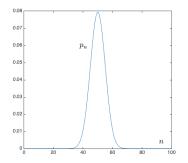
Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] = \frac{|E_n|}{|\Omega|} =$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



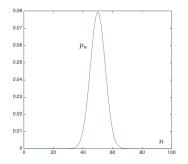
Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] = \frac{|E_n|}{|\Omega|} = \frac{\binom{100}{n}}{2^{100}}$

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] = \frac{|E_n|}{|\Omega|} = \frac{\binom{100}{n}}{2^{100}}$ Observe:

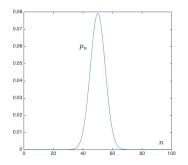
$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] = \frac{|E_n|}{|\Omega|} = \frac{\binom{100}{n}}{2^{100}}$ Observe:

Concentration around mean:

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$

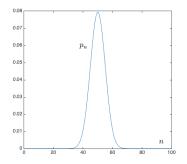


Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] = \frac{|E_n|}{|\Omega|} = \frac{\binom{100}{n}}{2^{100}}$

Observe:

 Concentration around mean: Law of Large Numbers;

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$

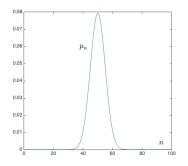


Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := \Pr[E_n] = \frac{|E_n|}{|\Omega|} = \frac{\binom{100}{n}}{2^{100}}$ Observe:

 Concentration around mean: Law of Large Numbers;

Bell-shape:

$$\Omega = \{H, T\}^{100}; \ |\Omega| = 2^{100}.$$



Event $E_n = n$ heads'; $|E_n| = \binom{100}{n}$ $p_n := Pr[E_n] = \frac{|E_n|}{|\Omega|} = \frac{\binom{100}{2100}}{2100}$

Observe:

- Concentration around mean: Law of Large Numbers;
- Bell-shape: Central Limit Theorem.

Sample space: $\Omega = \text{set of 100 coin tosses}$

Sample space: Ω = set of 100 coin tosses = {*H*, *T*}¹⁰⁰.

Sample space: Ω = set of 100 coin tosses = {*H*, *T*}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2$

Sample space: Ω = set of 100 coin tosses = {H, T}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$.

Sample space: Ω = set of 100 coin tosses = {H, T}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$.

Uniform probability space: $Pr[\omega] = \frac{1}{2^{100}}$.

Sample space: Ω = set of 100 coin tosses = {H, T}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$.

Uniform probability space: $Pr[\omega] = \frac{1}{2^{100}}$.

Event E = "100 coin tosses with exactly 50 heads"

Sample space: Ω = set of 100 coin tosses = {H, T}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$.

Uniform probability space: $Pr[\omega] = \frac{1}{2^{100}}$.

Event E = "100 coin tosses with exactly 50 heads"

|E|? Choose 50 positions out of 100 to be heads.

Sample space: Ω = set of 100 coin tosses = {H, T}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$.

Uniform probability space: $Pr[\omega] = \frac{1}{2^{100}}$.

Event E = "100 coin tosses with exactly 50 heads"

|E|? Choose 50 positions out of 100 to be heads. $|E| = \binom{100}{50}$.

Sample space: Ω = set of 100 coin tosses = {H, T}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$.

Uniform probability space: $Pr[\omega] = \frac{1}{2^{100}}$.

Event E = "100 coin tosses with exactly 50 heads"

|E|? Choose 50 positions out of 100 to be heads. $|E| = \binom{100}{50}$.

$$Pr[E] = \frac{\binom{100}{50}}{2^{100}}.$$

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$

$$\binom{2n}{n} \approx \frac{\sqrt{4\pi n}(2n/e)^{2n}}{[\sqrt{2\pi n}(n/e)^n]^2}$$

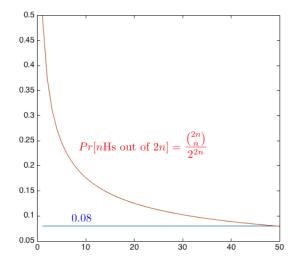
$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$
$$\binom{2n}{n} \approx \frac{\sqrt{4\pi n}(2n/e)^{2n}}{[\sqrt{2\pi n}(n/e)^n]^2} \approx \frac{4^n}{\sqrt{\pi n}}.$$

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$
$$\binom{2n}{n} \approx \frac{\sqrt{4\pi n}(2n/e)^{2n}}{[\sqrt{2\pi n}(n/e)^n]^2} \approx \frac{4^n}{\sqrt{\pi n}}.$$
$$\Pr[E] = \frac{|E|}{|\Omega|} =$$

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$
$$\binom{2n}{n} \approx \frac{\sqrt{4\pi n}(2n/e)^{2n}}{[\sqrt{2\pi n}(n/e)^n]^2} \approx \frac{4^n}{\sqrt{\pi n}}.$$
$$\Pr[E] = \frac{|E|}{|\Omega|} = \frac{|E|}{2^{2n}} =$$

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$
$$\binom{2n}{n} \approx \frac{\sqrt{4\pi n} (2n/e)^{2n}}{[\sqrt{2\pi n} (n/e)^n]^2} \approx \frac{4^n}{\sqrt{\pi n}}.$$
$$\Pr[E] = \frac{|E|}{|\Omega|} = \frac{|E|}{2^{2n}} = \frac{1}{\sqrt{\pi n}} =$$

$$n! \approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n.$$
$$\binom{2n}{n} \approx \frac{\sqrt{4\pi n} (2n/e)^{2n}}{[\sqrt{2\pi n} (n/e)^n]^2} \approx \frac{4^n}{\sqrt{\pi n}}.$$
$$\Pr[E] = \frac{|E|}{|\Omega|} = \frac{|E|}{2^{2n}} = \frac{1}{\sqrt{\pi n}} = \frac{1}{\sqrt{50\pi}} \approx .08.$$





1. Random Experiment



- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.

Summary.

- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.
- 3. Uniform Probability Space: $Pr[\omega] = 1/|\Omega|$ for all $\omega \in \Omega$.

Summary.

- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.
- 3. Uniform Probability Space: $Pr[\omega] = 1/|\Omega|$ for all $\omega \in \Omega$.
- 4. Event: "subset of outcomes."

Summary.

- 1. Random Experiment
- 2. Probability Space: Ω ; $Pr[\omega] \in [0, 1]$; $\sum_{\omega} Pr[\omega] = 1$.
- 3. Uniform Probability Space: $Pr[\omega] = 1/|\Omega|$ for all $\omega \in \Omega$.
- 4. Event: "subset of outcomes." $A \subseteq \Omega$. $Pr[A] = \sum_{w \in A} Pr[\omega]$
- 5. Some calculations.