

# 03: Intro to Probability

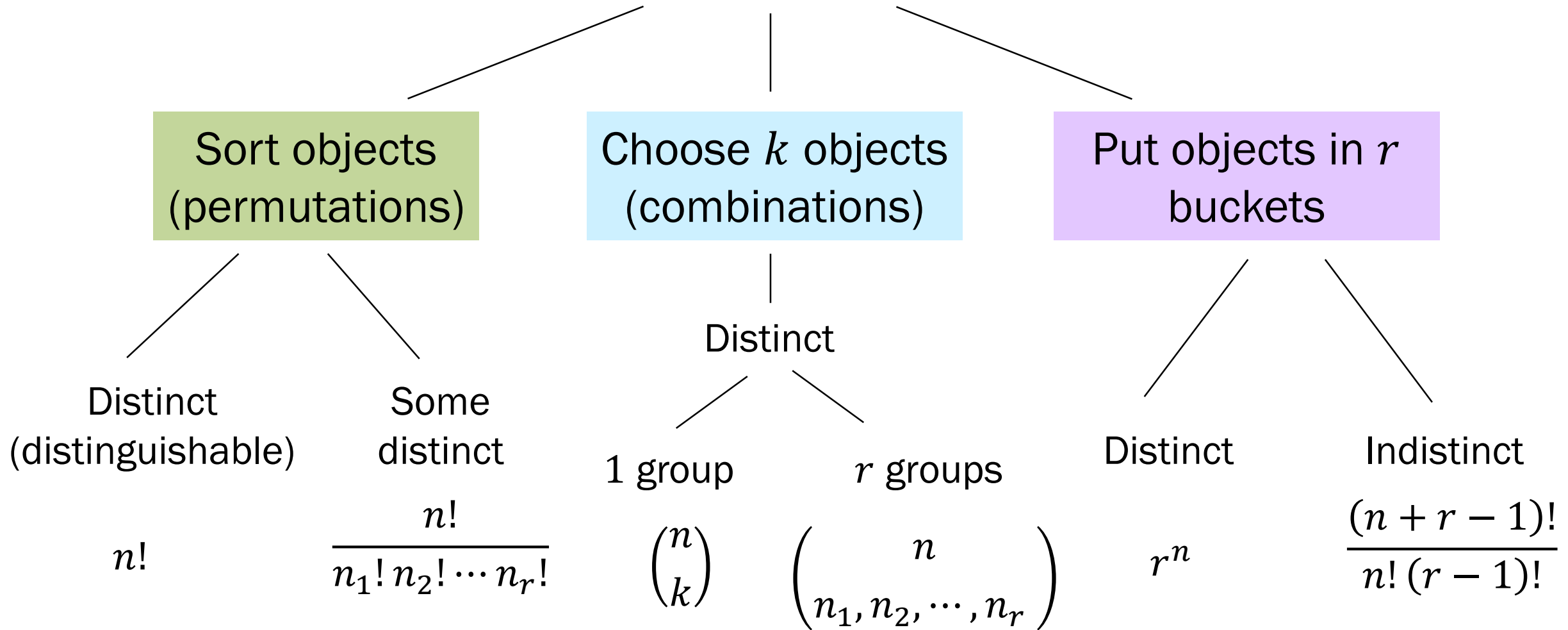
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January 10, 2020

Adapted from slides by Lisa Yan

## Counting tasks on $n$ objects



The number of ways to distribute  $n$  indistinct objects into  $r$  buckets is equivalent to the number of ways to permute  $n + r - 1$  objects such that  $n$  are indistinct objects, and  $r - 1$  are indistinct dividers:

$$\begin{aligned} \text{Total} &= (n + r - 1)! \times \frac{1}{n!} \times \frac{1}{(r-1)!} \\ &= \binom{n + r - 1}{r - 1} \end{aligned}$$

# Integer solutions to equations

Divider method  
( $n$  indistinct objects,  $r$  buckets)  $\binom{n+r-1}{r-1}$

How many integer solutions are there to the following equation:

$$x_1 + x_2 + \cdots + x_r = n,$$

where for all  $i$ ,  $x_i$  is an integer such that  $0 \leq x_i \leq n$ ?

Positive integer equations can be solved with the divider method.

# Venture capitalists

Divider method  
( $n$  indistinct objects,  $r$  buckets)  $\binom{n+r-1}{r-1}$

You have \$10 million to invest in 4 companies (in \$1 million increments).

1. How many ways can you fully allocate your \$10 million?

Set up

$$x_1 + x_2 + x_3 + x_4 = 10$$

$x_i$ : amount invested in company  $i$

$$x_i \geq 0$$

# Venture capitalists

Divider method  
( $n$  indistinct objects,  $r$  buckets)  $\binom{n+r-1}{r-1}$

You have \$10 million to invest in 4 companies (in \$1 million increments).

1. How many ways can you fully allocate your \$10 million?
2. What if you want to invest at least \$3 million in company 1?

Set up

$$x_1 + x_2 + x_3 + x_4 = 10$$

$x_i$ : amount invested in company  $i$

  $3 \leq x_1$

$x_i \geq 0$  for  $i = 2, 3, 4$

# Venture capitalists

Divider method  
( $n$  indistinct objects,  $r$  buckets)  $\binom{n+r-1}{r-1}$

You have \$10 million to invest in 4 companies (in \$1 million increments).

1. How many ways can you fully allocate your \$10 million?
2. What if you want to invest at least \$3 million in company 1?
3. What if you don't invest all your money?

Set up

$$x_1 + x_2 + x_3 + x_4 \leq 10$$

$x_i$ : amount invested in company  $i$

$$x_i \geq 0$$

# Today's plan

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→ Key definitions: sample spaces and events

Axioms of Probability

Equally likely outcomes (counting)

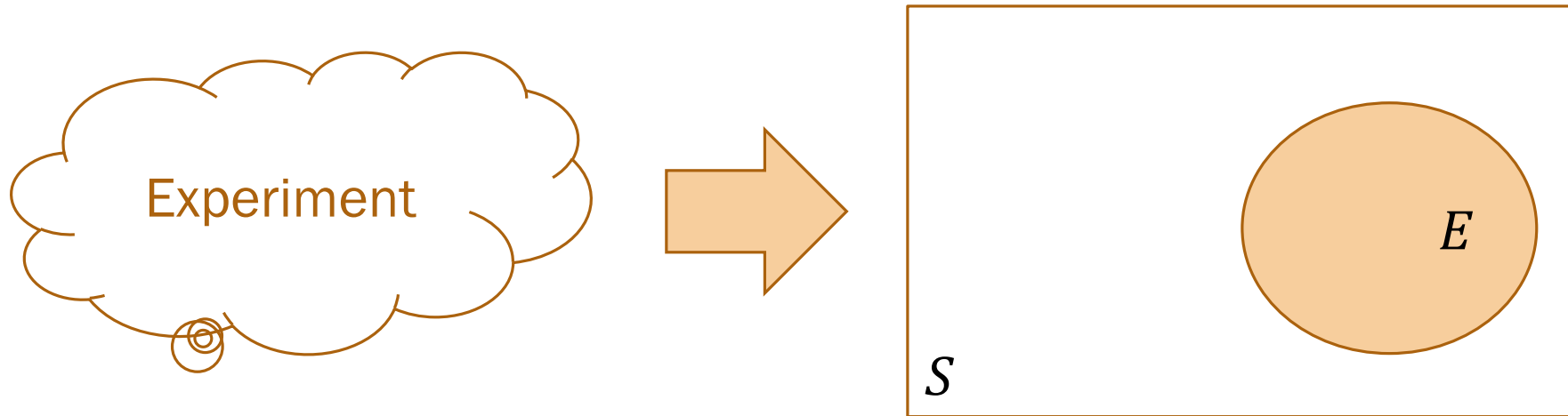
Corollaries of Axioms of Probability



# Key definitions

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An experiment in probability:



**Sample Space,  $S$ :** The set of all possible **outcomes** of an **experiment**

**Event,  $E$ :** Some subset of  $S$  ( $E \subseteq S$ ).

# Key definitions

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## Sample Space, $S$

- Coin flip  
 $S = \{\text{Heads, Tails}\}$
- Flipping two coins  
 $S = \{(H,H), (H,T), (T,H), (T,T)\}$
- Roll of 6-sided die  
 $S = \{1, 2, 3, 4, 5, 6\}$
- # emails in a day  
 $S = \{x \mid x \in \mathbb{Z}, x \geq 0\}$
- YouTube hours in a day  
 $S = \{x \mid x \in \mathbb{R}, 0 \leq x \leq 24\}$

## Event, $E$

- Flip lands heads  
 $E = \{\text{Heads}\}$
- $\geq 1$  head on 2 coin flips  
 $E = \{(H,H), (H,T), (T,H)\}$
- Roll is 3 or less:  
 $E = \{1, 2, 3\}$
- Low email day ( $\leq 20$  emails)  
 $E = \{x \mid x \in \mathbb{Z}, 0 \leq x \leq 20\}$
- Wasted day ( $\geq 5$  YT hours):  
 $E = \{x \mid x \in \mathbb{R}, 5 \leq x \leq 24\}$

# What is a probability?

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A number between 0 and 1  
to which we ascribe meaning.\*

\*our belief that an event  $E$  occurs.

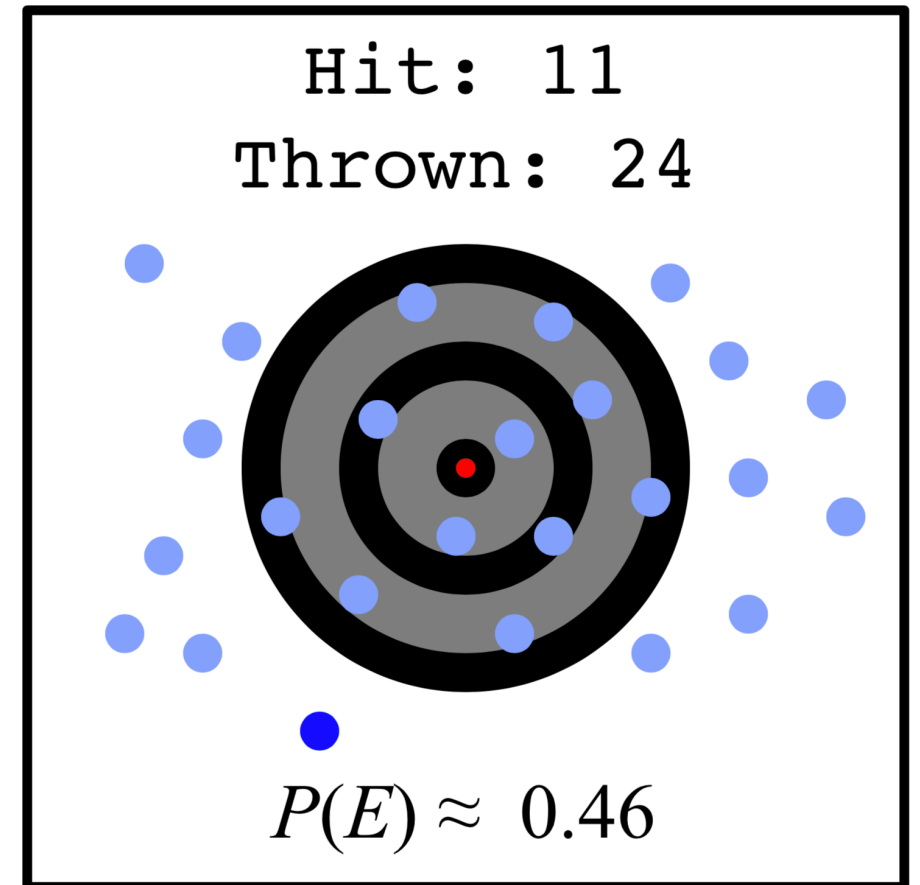
# What is a probability?

$$P(E) = \lim_{n \rightarrow \infty} \frac{n(E)}{n}$$

$n$  = # of total trials

$n(E)$  = # trials where  $E$  occurs

Let  $E$  = the set of outcomes where you hit the target.



# Today's plan

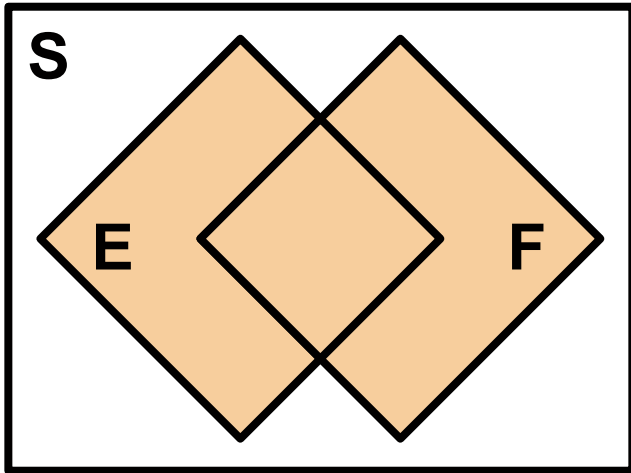
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Key definitions: sample spaces and events

→ Axioms of Probability

Equally likely outcomes (counting)

Corollaries of Axioms of Probability



$E$  and  $F$  are events in  $S$ .

Experiment:

Dice roll

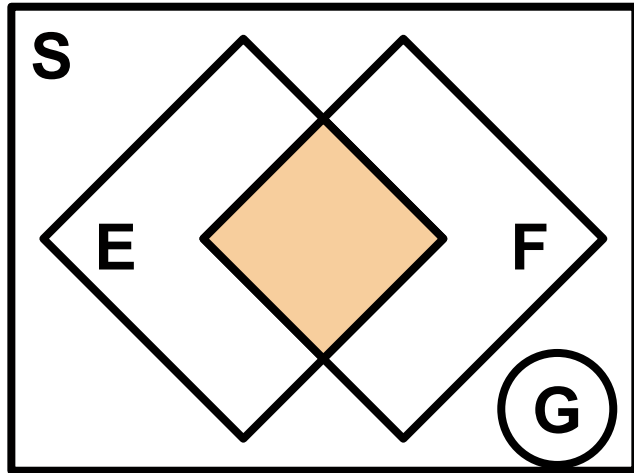
$$S = \{1, 2, 3, 4, 5, 6\}$$

$$\text{Let } E = \{1, 2\}, \text{ and } F = \{2, 3\}$$

def **Union** of events,  $E \cup F$

The event containing all outcomes in  $E$  or  $F$ .

$$E \cup F = \{1, 2, 3\}$$



$E$  and  $F$  are events in  $S$ .

Experiment:

Dice roll

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

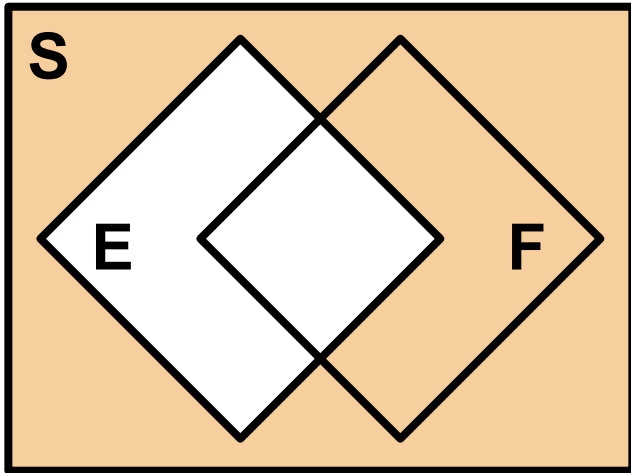
$$\text{Let } E = \{1, 2\}, \text{ and } F = \{2, 3\}$$

def **Intersection** of events,  $E \cap F$

The event containing all outcomes in  $E$  **and**  $F$ .

$$E \cap F = EF = \{2\}$$

def **Mutually exclusive** events  $F$  and  $G$  means that  $F \cap G = \emptyset$



$E$  and  $F$  are events in  $S$ .

Experiment:

Dice roll

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

$$\text{Let } E = \{1, 2\}, \text{ and } F = \{2, 3\}$$

def **Complement** of event  $E$ ,  $E^C$

The event containing all outcomes in  $S$  that are not in  $E$ .

$$E^C = \{3, 4, 5, 6\}$$



# 3 Axioms of Probability

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Definition of probability:  $P(E) = \lim_{n \rightarrow \infty} \frac{n(E)}{n}$

**Axiom 1:**

**Axiom 2:**

**Axiom 3:**

# Axiom 3 is the (analytically) useful Axiom

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**Axiom 3:**

If  $E$  and  $F$  are mutually exclusive ( $E \cap F = \emptyset$ ),  
then  $P(E \cup F) = P(E) + P(F)$

More generally, for any sequence of  
mutually exclusive events  $E_1, E_2, \dots$  :

$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} P(E_i)$$

(like the Sum Rule  
of Counting, but for  
probabilities)

# Today's plan

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Key definitions: sample spaces and events

Axioms of Probability

→ Equally likely outcomes (counting)

Corollaries of Axioms of Probability

# Equally Likely Outcomes

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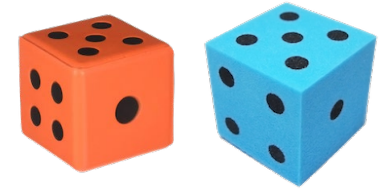
Some sample spaces have equally likely outcomes.

- Coin flip:  $S = \{\text{Head, Tails}\}$
- Flipping two coins:  $S = \{(H, H), (H, T), (T, H), (T, T)\}$
- Roll of 6-sided die:  $S = \{1, 2, 3, 4, 5, 6\}$

# Roll two dice

$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

Roll two 6-sided dice. What is  $P(\text{sum} = 7)$ ?



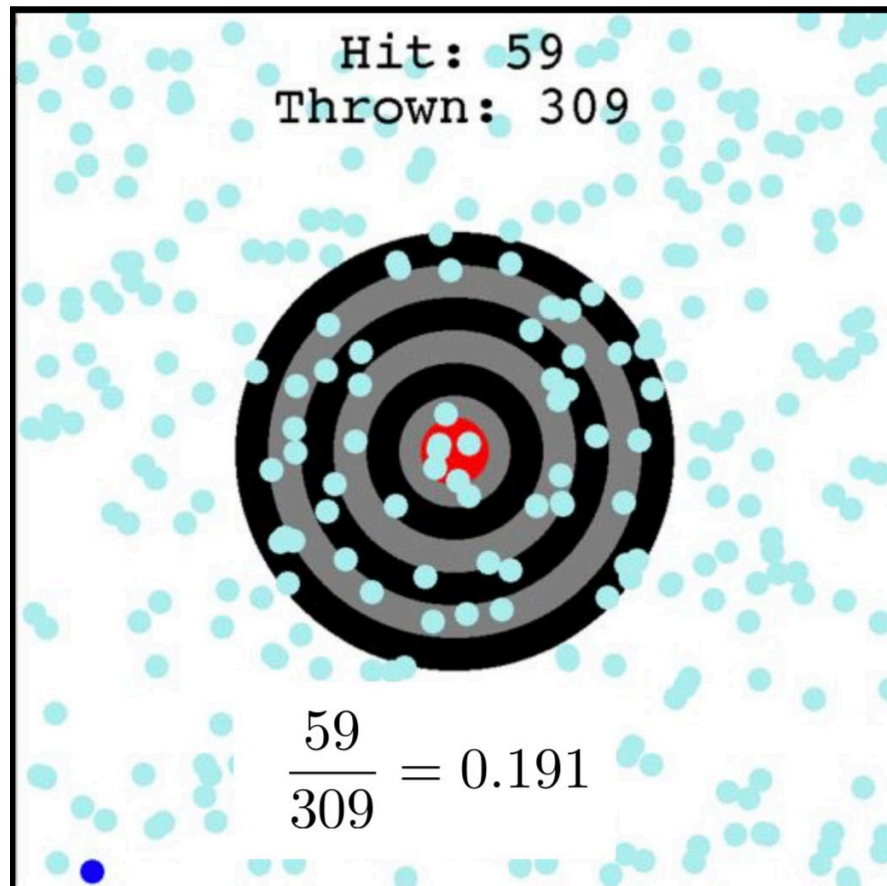
# Target revisited

$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

Let  $E$  = the set of outcomes where you hit the target.

The dart is equally likely to land anywhere on the screen.

What is  $P(E)$ , the probability of hitting the target?



$$\text{Screen size} = 800 \times 800 \quad |S| = 800^2$$

$$\text{Radius of target: } 200 \quad |E| = \pi \cdot 200^2$$

$$P(E) = \frac{|E|}{|S|} = \frac{\pi \cdot 200^2}{800^2} \approx 0.1963$$

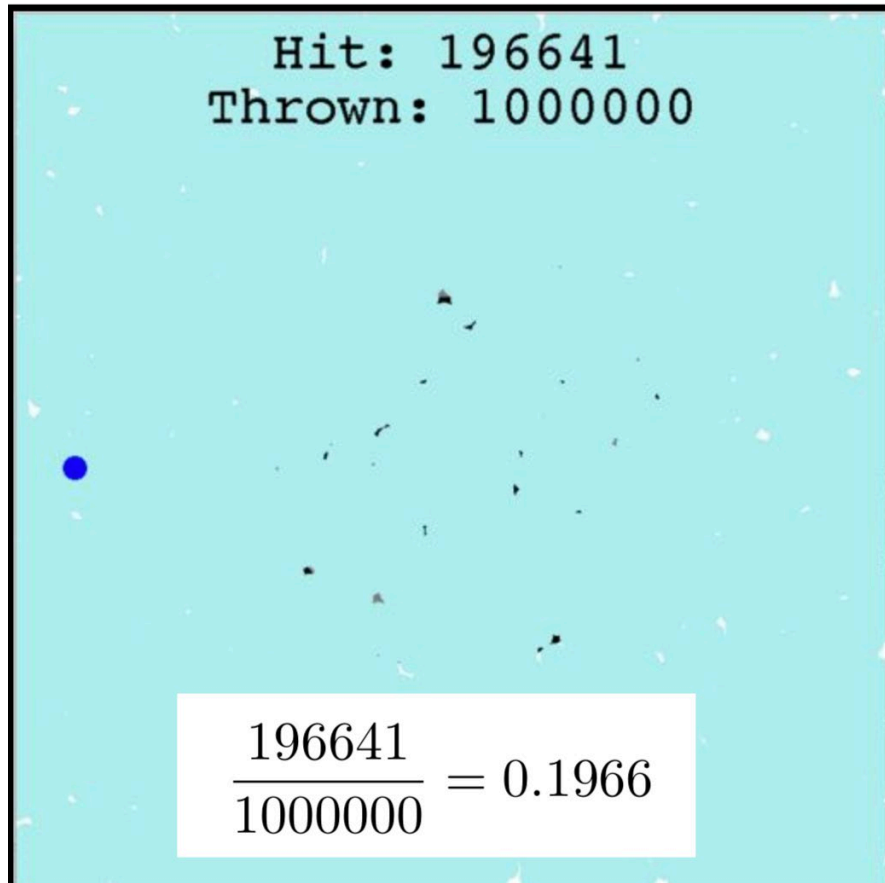
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$$\text{Radius of target: } 200 \quad |E| = \pi \cdot 200^2$$

$$P(E) = \frac{|E|}{|S|} = \frac{\pi \cdot 200^2}{800^2} \approx 0.1963$$

# Not equally likely outcomes

$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

Play the lottery.  
What is  $P(\text{win})$ ?



$$S = \{\text{Lose}, \text{Win}\}$$

$$E = \{\text{Win}\}$$

$$P(E) = \frac{|E|}{|S|} = \frac{1}{2} = 50\%?$$

The hard part: defining equally likely outcomes *consistently* across sample space and events



# Cats and carrots

$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

4 cats and 3 carrots in a bag. 3 drawn.

What is  $P(1 \text{ cat and } 2 \text{ carrots drawn})$ ?

**Note:** Do indistinct objects give you an equally likely sample space?

# Cats and carrots (ordered solution)

$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

4 cats and 3 carrots in a bag. 3 drawn.

What is  $P(1 \text{ cat and } 2 \text{ carrots drawn})$ ?

## Define

- $S =$  Pick 3 distinct items
- $E =$  1 distinct cat,  
2 distinct carrots

# Cats and carrots (unordered solution)

$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

4 cats and 3 carrots in a bag. 3 drawn.

What is  $P(1 \text{ cat and } 2 \text{ carrots drawn})$ ?

## Define

- $S =$  Pick 3 distinct items
- $E =$  1 distinct cat,  
2 distinct carrots

# Announcements

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## Section sign-ups

Preference form: out  
Due: Saturday 1/11  
Results: latest Monday

## Python tutorial

When: Friday 3:30-4:20pm  
Location: 420-040  
Notes: to be posted online  
Installation: On Piazza

# Any Poker Straight

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Consider 5-card poker hands.

- “straight” is 5 consecutive rank cards of any suit

What is  $P(\text{Poker straight})$ ?

- What is an example of an outcome?
- Is each outcome equally likely?
- Should objects be ordered or unordered?

# Any Poker Straight

---

Consider 5-card poker hands.

- “straight” is 5 consecutive rank cards of any suit

What is  $P(\text{Poker straight})$ ?

Define

- $S$  (unordered)
- $E$  (unordered,  
consistent with  $S$ )

# “Official” Poker Straight

---

Consider 5-card poker hands.

- “straight” is 5 consecutive rank cards of any suit
- “straight flush” is 5 consecutive rank cards of **same** suit

What is  $P(\text{Poker straight, but not straight flush})$ ?

**Define**

- $S$  (unordered)
  
- $E$  (unordered,  
consistent with  $S$ )

# Chip defect detection

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$n$  chips are manufactured, 1 of which is defective.  
 $k$  chips are randomly selected from  $n$  for testing.

What is  $P(\text{defective chip is in } k \text{ selected chips?})$

## Define

- $S$  (unordered)
- $E$  (unordered,  
consistent with  $S$ )



# Chip defect detection (solution 2)

---

$n$  chips are manufactured, 1 of which is defective.  
 $k$  chips are randomly selected from  $n$  for testing.

What is  $P(\text{defective chip is in } k \text{ selected chips?})$

## Redefine experiment

1. Choose  $k$  indistinct chips (1 way)
2. Wave a wand and make one defective

## Define

- $S$  (unordered)
- $E$  (unordered,  
consistent with  $S$ )

# Today's plan

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Key definitions: sample spaces and events

Axioms of Probability

Equally likely outcomes (counting)

→ Corollaries of Axioms of Probability

Definition of probability:  $P(E) = \lim_{n \rightarrow \infty} \frac{n(E)}{n}$

**Axiom 1:**  $0 \leq P(E) \leq 1$

**Axiom 2:**  $P(S) = 1$

**Axiom 3:** If  $E$  and  $F$  are mutually exclusive ( $E \cap F = \emptyset$ ), then  $P(E \cup F) = P(E) + P(F)$

# 3 Corollaries of Axioms of Probability

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**Corollary 1:**

$$P(E^C) = 1 - P(E)$$

# Proof of Corollary 1

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**Corollary 1:**

$$P(E^C) = 1 - P(E)$$

Proof:

$E, E^C$  are mutually exclusive

Definition of  $E^C$

$$P(E \cup E^C) = P(E) + P(E^C)$$

Axiom 3

$$S = E \cup E^C$$

Everything must either be in  $E$  or  $E^C$ , by definition

$$1 = P(S) = P(E) + P(E^C)$$

Axiom 2

$$P(E^C) = 1 - P(E)$$

Rearrange

# 3 Corollaries of Axioms of Probability

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**Corollary 1:**  $P(E^C) = 1 - P(E)$

**Corollary 2:** If  $E \subseteq F$ , then  $P(E) \leq P(F)$

**Corollary 3:**  $P(E \cup F) = P(E) + P(F) - P(EF)$   
(Inclusion-Exclusion Principle for Probability)

# Inclusion-Exclusion Principle (Corollary 3)

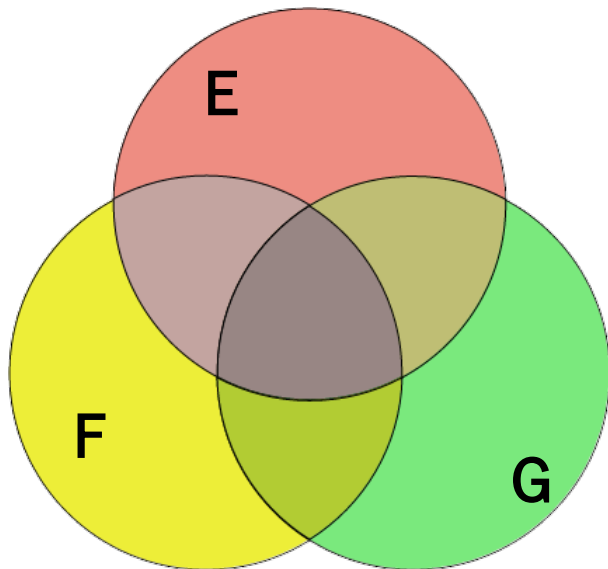
**Corollary 3:**

$$P(E \cup F) = P(E) + P(F) - P(EF)$$

(Inclusion-Exclusion Principle for Probability)

General form:

$$P\left(\bigcup_{i=1}^n E_i\right) = \sum_{r=1}^n (-1)^{r+1} \sum_{i_1 < \dots < i_r} P\left(\bigcap_{j=1}^r E_{i_j}\right)$$



$$P(E \cup F \cup G) =$$

$$r = 1: \quad P(E) + P(F) + P(G)$$

$$r = 2: \quad - P(E \cap F) - P(E \cap G) - P(F \cap G)$$

$$r = 3: \quad + P(E \cap F \cap G)$$

# Selecting Programmers

$$P(E \cup F) = P(E) + P(F) - P(EF)$$

Inclusion-  
Exclusion

- $P(\text{student programs in Java}) = 0.28$
- $P(\text{student programs in Python}) = 0.07$
- $P(\text{student programs in Java and Python}) = 0.05.$

What is  $P(\text{student does not program in (Java or Python)})$ ?

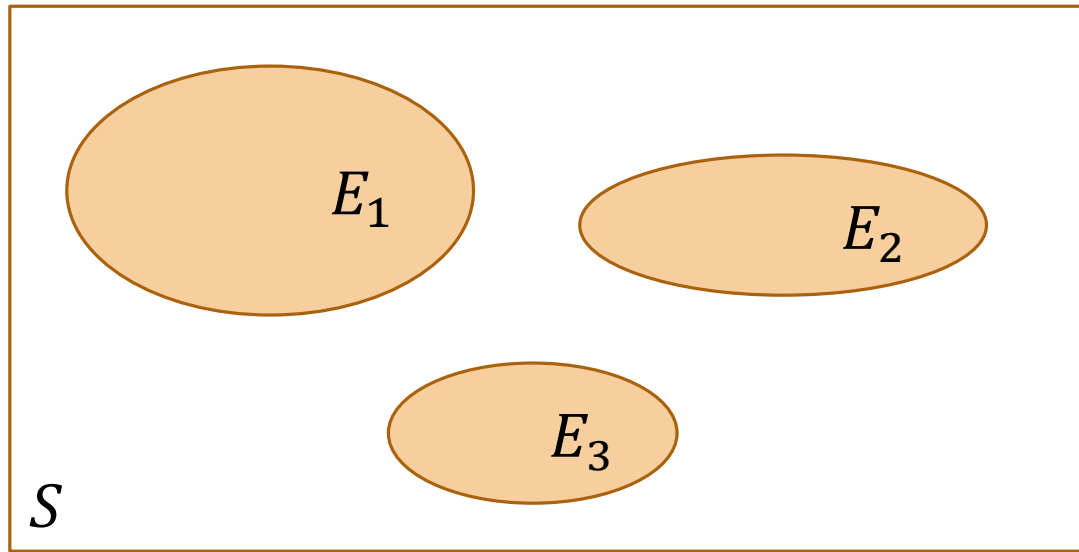
1. Define events  
& state goal

2. Identify known  
probabilities

3. Solve

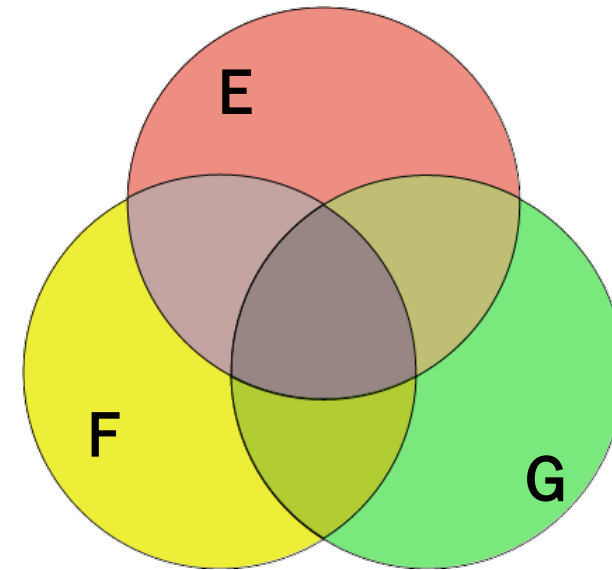


# Takeaway: Mutually exclusive events



Axiom 3,  
Mutually exclusive events

$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} P(E_i)$$



Inclusion-Exclusion Principle

$$P\left(\bigcup_{i=1}^n E_i\right) = \sum_{r=1}^n (-1)^{(r+1)} \sum_{i_1 < \dots < i_r} P\left(\bigcap_{j=1}^r E_{i_j}\right)$$

Design your experiment to compute easier probabilities.

# Serendipity

---

- The population of Stanford is  $n = 17,000$  people.
- You are friends with  $r = 100$  people.
- Walk into a room, see  $k = 268$  random people.
- Assume you are equally likely to see each person at Stanford.

What is the probability that you see someone you know?

# Serendipity

- The population of Stanford is  $n = 17,000$  people.
- You are friends with  $r = 100$  people.
- Walk into a room, see  $k = 268$  random people.
- Assume you are equally likely to see each person at Stanford.

What is the probability that you see someone you know?

## Define

- $S$  (unordered)
- $E$ : see  $\geq 1$  friend in the room

$$|S| = \binom{n}{k} = \binom{17000}{268}$$

How should we compute  $P(E)$ ?    A.  $P(\text{exactly } 1) + P(\text{exactly } 2) + P(\text{exactly } 3) + \dots$

It is often much easier to compute  $P(E^c)$ .

B.  $1 - P(\text{see no friends})$

# The Birthday Paradox Problem

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What is the probability that in a set of  $n$  people, at least one pair of them will share the same birthday?

For you to think about (and discuss in section!)

