

# 03: Intro to Probability

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Lisa Yan

April 10, 2020

# Quick slide reference

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3	Defining Probability	03a_definitions
13	Axioms of Probability	03b_axioms
20	Equally likely outcomes	03c_elo
30	Corollaries	03d_corollaries
37	Exercises	LIVE

Today's discussion thread: <https://us.edstem.org/courses/109/discussion/24492>

# Defining Probability

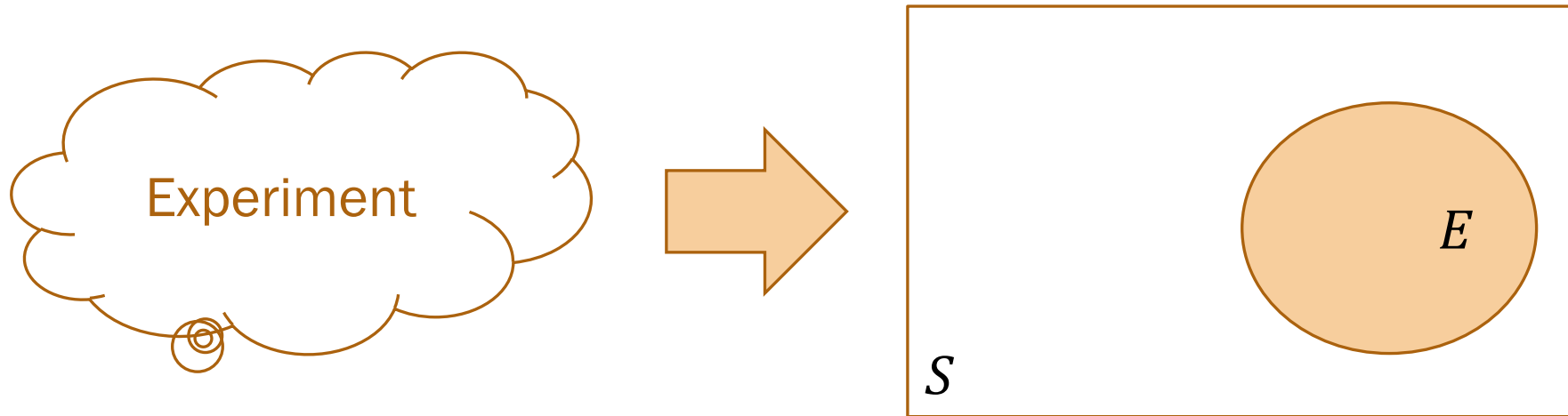
Gradescope quiz, blank slide deck, etc.

<http://cs109.stanford.edu/>

# 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  
 $S = \{x \mid x \in \mathbb{Z}, x \geq 0\}$
- TikTok 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 ( $\geq 5$  TT 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?

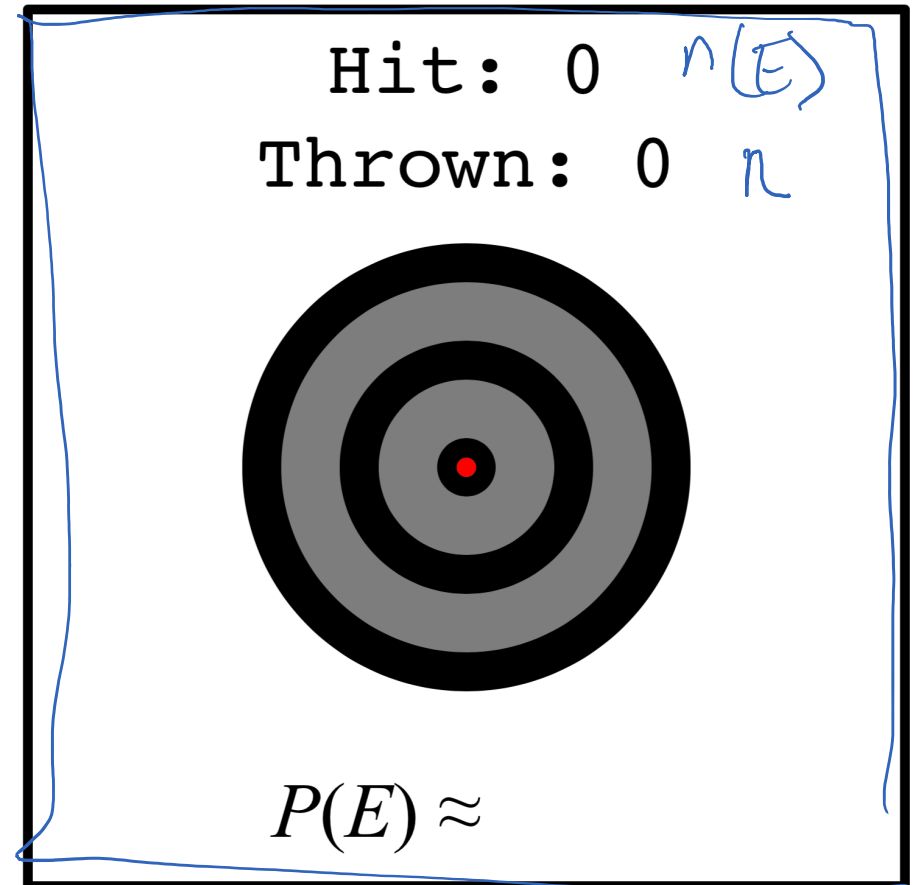
frequentist

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

$n$  = # of total trials

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

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



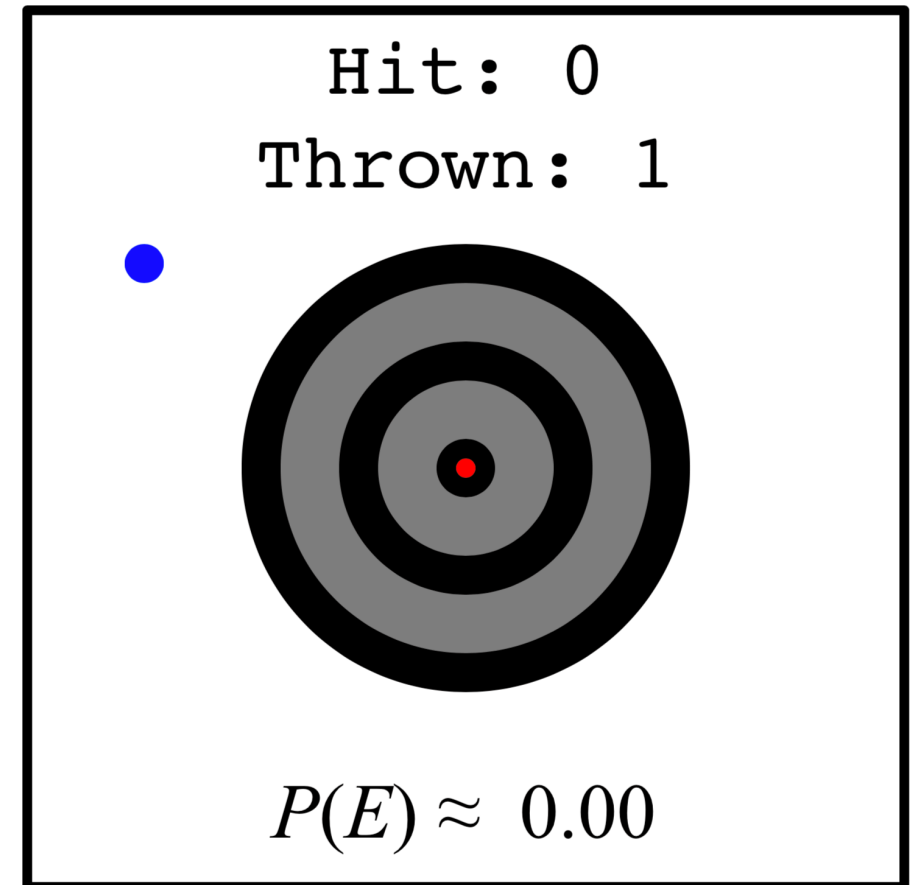
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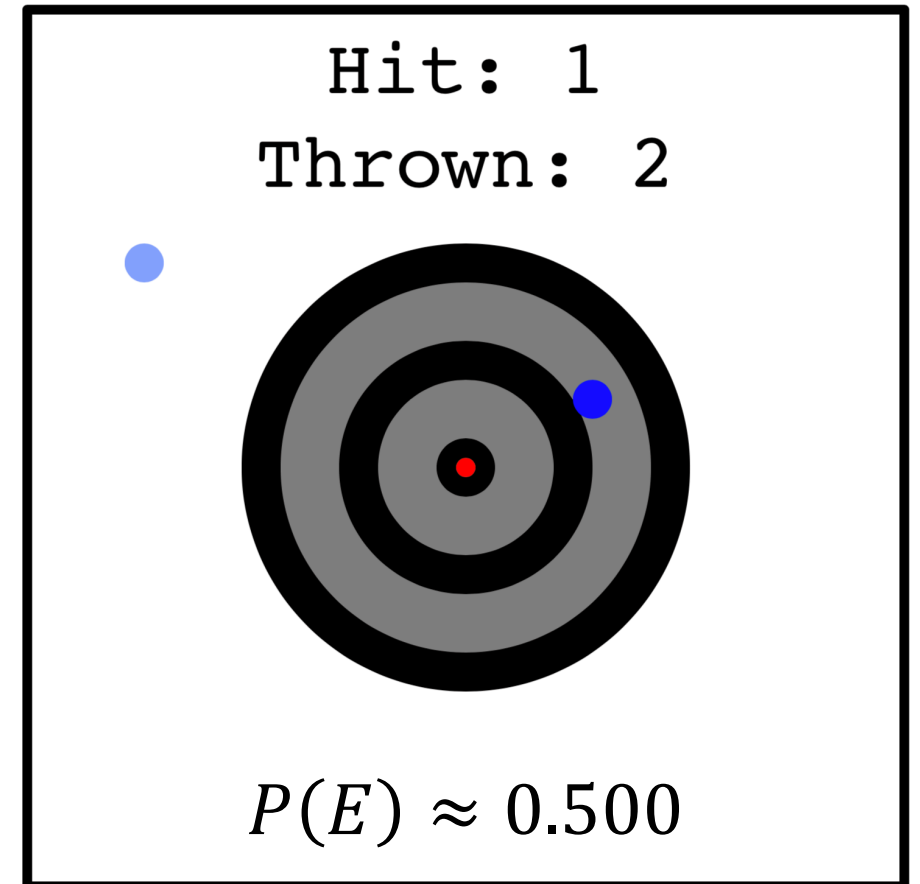
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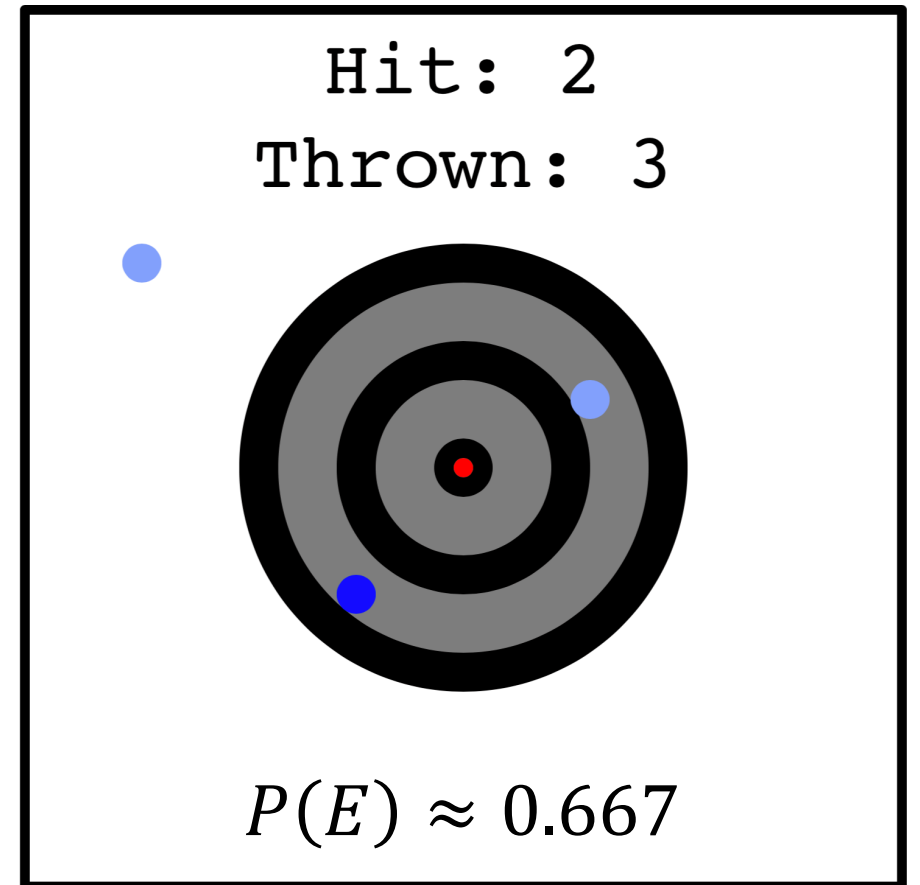
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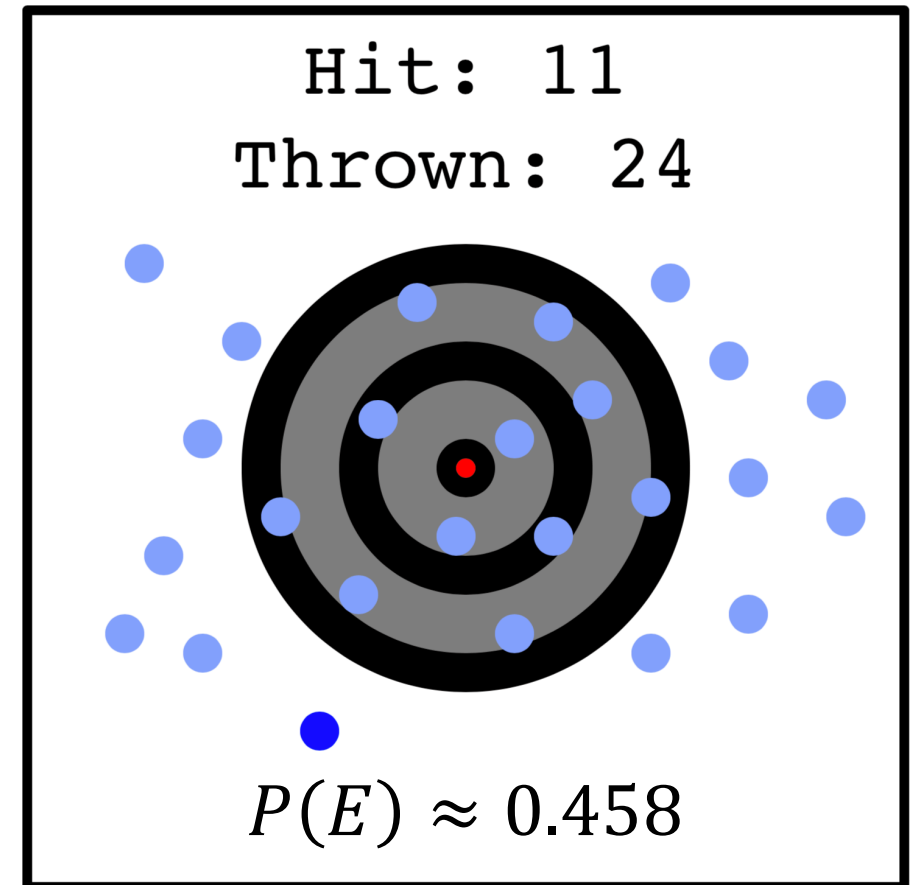
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$$P(E) = \lim_{n \rightarrow \infty} \frac{n(E)}{n}$$

$n$  = # of total trials

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

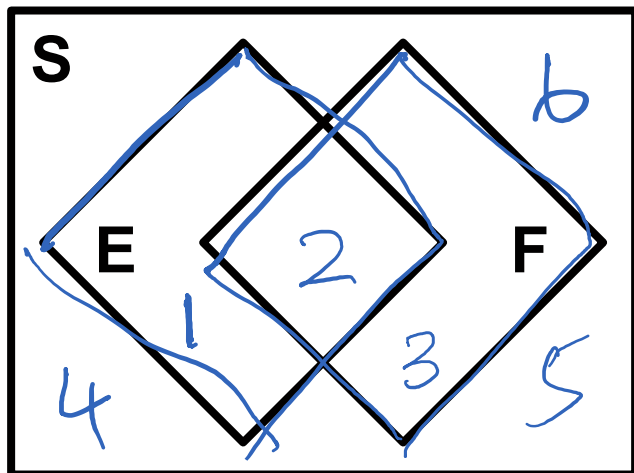
Let  $E$  = the set of outcomes where you hit the target.





Not just yet...

# Axioms of Probability



Venn  
diagram

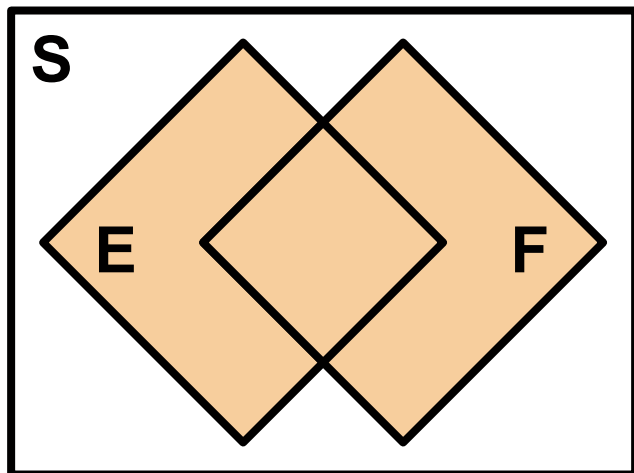
$E$  and  $F$  are events in  $S$ .

Experiment:

Die roll

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

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



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

Experiment:

Die roll

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

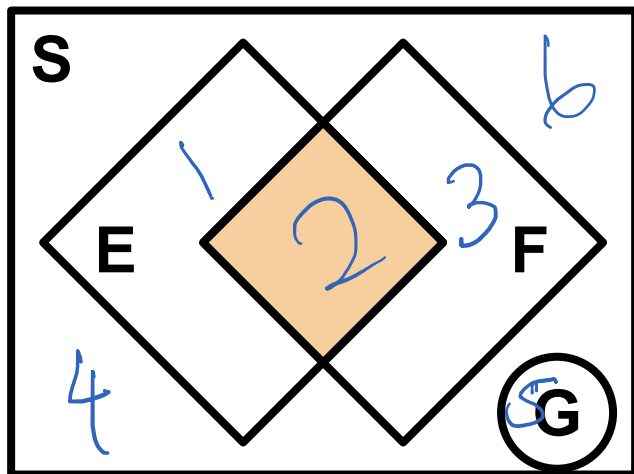
$$\text{Let } E = \{1, 2\}, \text{ and } F = \{2, 3\}$$

def **Union** of events,  $E \cup F$   
The event containing all outcomes  
in  $E$  **or**  $F$ .

*↑ cup*

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

# Quick review of sets



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

Experiment:

Die 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**  $F$ .

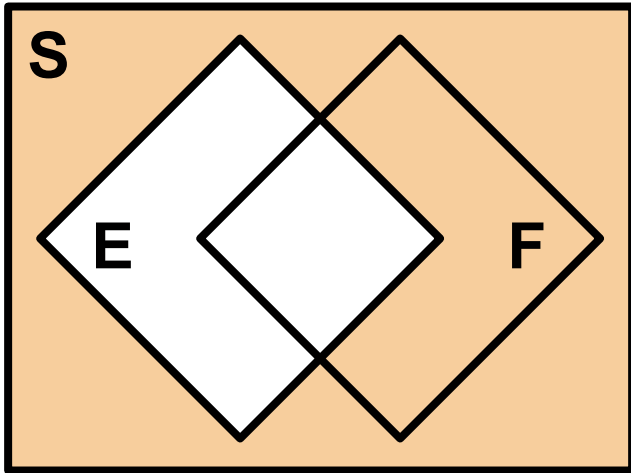
def **Mutually exclusive** events  $F$  and  $G$  means that  $F \cap G = \emptyset$

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

↑  
↑  
cap

$$G = \{5\}$$





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

Experiment:

Die 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 that are not in  $E$ .

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

# 3 Axioms of Probability

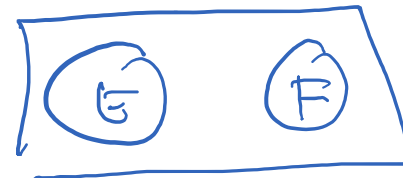
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Definition of probability:  $P(E) = \lim_{n \rightarrow \infty} \frac{n(E)}{n}$

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

Axiom 2:  $P(S) = 1$

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

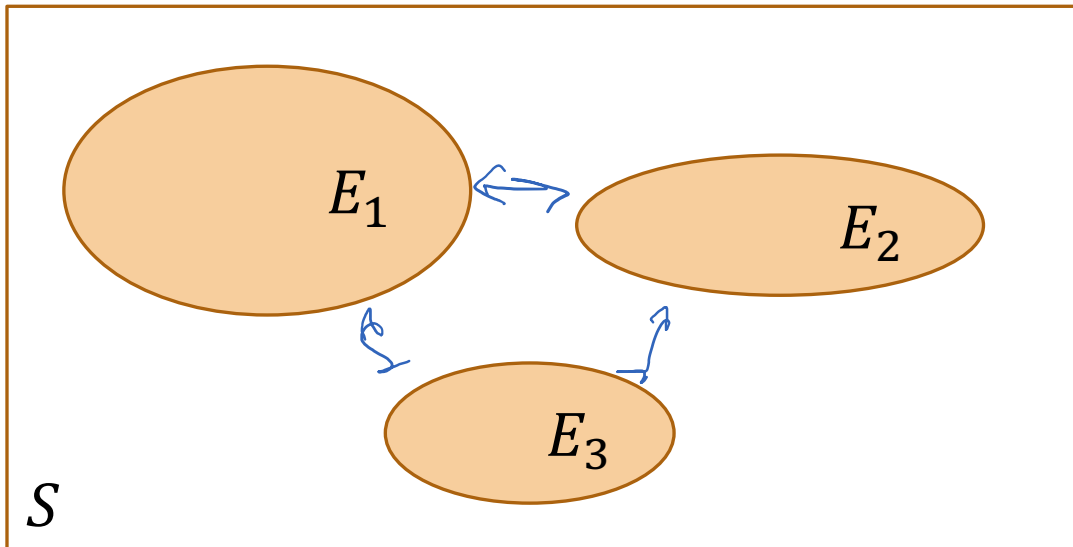


# Axiom 3 is the (analytically) useful Axiom

**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  $E_1, E_2, \dots$ :



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

$$P(E_1 \cup E_2 \cup E_3) = P(E_1) + P(E_2) + P(E_3)$$

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

# Equally Likely Outcomes

# Equally Likely Outcomes

Some sample spaces have **equally likely outcomes**.

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

If we have equally likely outcomes, then  $P(\text{Each outcome}) = \frac{1}{|S|}$

Therefore  $P(E) = \frac{\# \text{ outcomes in } E}{\# \text{ outcomes in } S} = \frac{|E|}{|S|}$  (by Axiom 3)

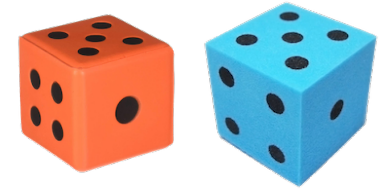
$E$ : 3 or lower  
 $E = \{1, 2, 3\}$   
 $E_1 = \{1\}, E_2 = \{2\}, E_3 = \{3\}, P(E_i) = \frac{1}{|S|}$

$$P(E) = P(E_1 \cup E_2 \cup E_3) = P(E_1) + P(E_2) + P(E_3)$$
$$= 3 \cdot \frac{1}{|S|}$$
$$= |E| \cdot \frac{1}{|S|} = \frac{|E|}{|S|}$$

# Roll two dice

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

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



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

$$|S| = 36$$

$E = \{ (1, 6), (2, 5), (3, 4), (4, 3), (5, 2), (6, 1) \}$   $|E| = 6$

$\uparrow$   
sum is 7

$$P(E) = \frac{6}{36} = \frac{1}{6}$$

# Target revisited

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# Target revisited

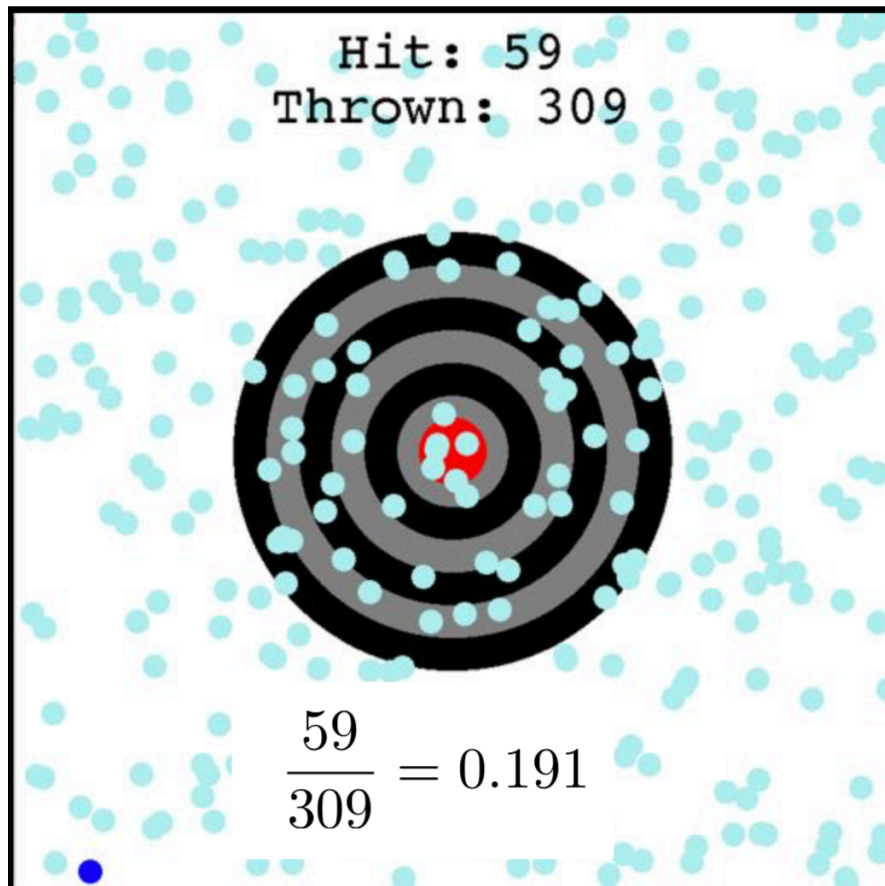
$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

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

Screen size =  $800 \times 800$

Radius of target: 200

The dart is equally likely to land anywhere on the screen. What is  $P(E)$ , the probability of hitting the target?



$$|S| = 800^2 \quad |E| \approx \pi \cdot 200^2$$

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



# Target revisited

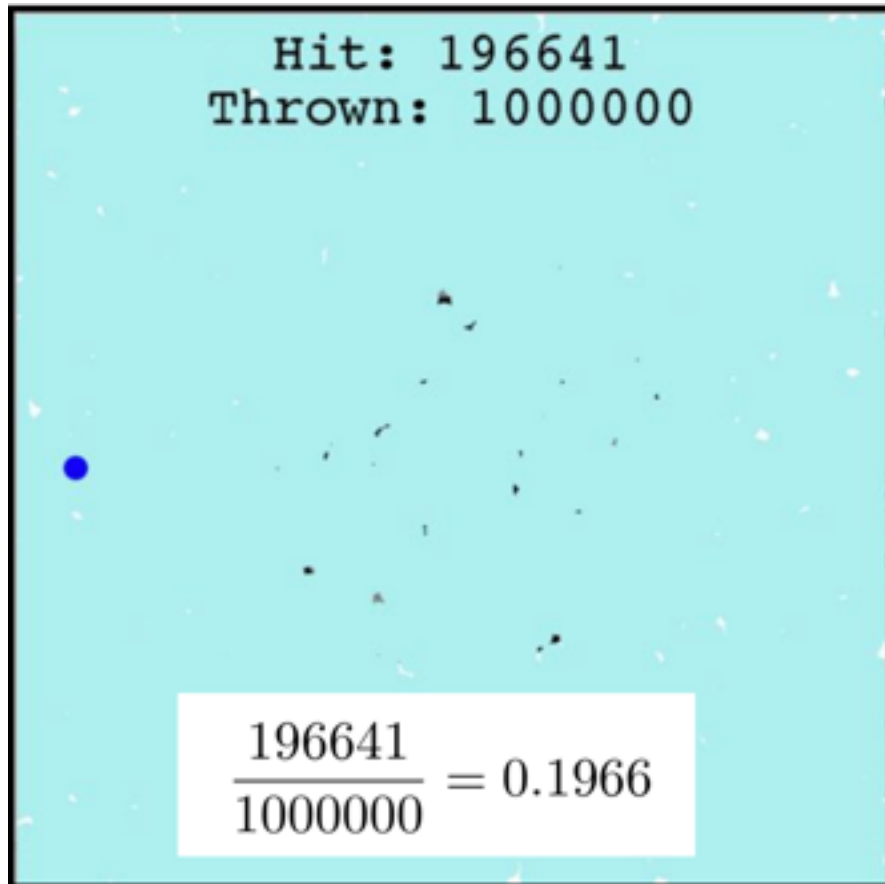
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$$|S| = 800^2 \qquad |E| \approx \pi \cdot 200^2$$

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

# Not equally likely outcomes

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

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



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

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

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

41,416,355 tickets sold  
1 winning

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

# Cats and sharks

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

4 cats and 3 sharks in a bag. 3 drawn.  
What is  $P(1 \text{ cat and } 2 \text{ sharks drawn})$ ?

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

CCC  
CBS  
CSS  
SSS

(No)

Make indistinct items distinct to get equally likely outcomes.

- A.  $\frac{3}{7}$
- B.  $\frac{1}{4} \cdot \frac{2}{3}$
- C.  $\frac{4}{7} + 2 \cdot \frac{3}{6}$
- D.  $\frac{12}{35}$
- E. Zero/other



# Cats and sharks (ordered solution)

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

4 cats and 3 sharks in a bag. 3 drawn.  
What is  $P(1 \text{ cat and } 2 \text{ sharks drawn})$ ?

Make indistinct items distinct to get equally likely outcomes.

## Define

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

$$\underline{7} \cdot \underline{6} \cdot \underline{5} \quad |S| = 210$$

$$\left\{ \begin{array}{l} \text{pick C first: } \frac{4}{C} \cdot \frac{3}{S} \cdot \frac{2}{S} \\ \text{pick C second } \frac{3}{S} \cdot \frac{4}{C} \cdot \frac{2}{S} \\ \text{pick C third } \frac{3}{S} \cdot \frac{2}{S} \cdot \frac{4}{C} \end{array} \right. +$$

---

$$|E| = 72$$

$$P(E) = \frac{72}{210} = \frac{12}{35}$$

# Cats and sharks (unordered solution)

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

4 cats and 3 sharks in a bag. 3 drawn.  
What is  $P(1 \text{ cat and } 2 \text{ sharks drawn})$ ?

Make indistinct items distinct to get equally likely outcomes.

## Define

- $S$  = Pick 3 distinct items

$$|S| = \binom{7}{3} = \frac{7!}{3!4!} = 35$$

- $E$  = 1 distinct cat, 2 distinct sharks

$$|E| = \binom{4}{1} \binom{3}{2} = 4 \cdot 3 = 12$$

$$P(E) = \frac{12}{35}$$

# Corollaries 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

Corollary 1:

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

Proof:

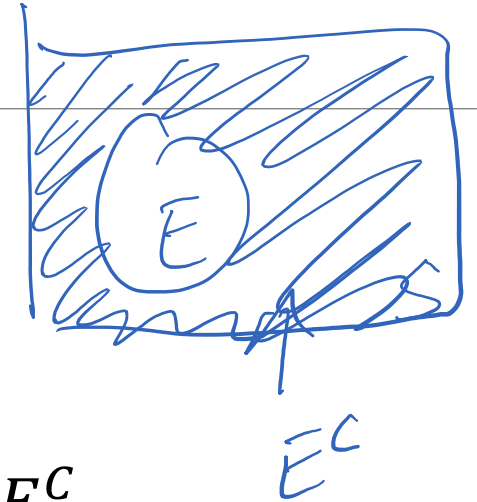
$E, E^C$  are mutually exclusive

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

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

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

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



Definition of  $E^C$

Axiom 3

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

Axiom 2

Rearrange

# 3 Corollaries of Axioms of Probability

---

Corollary 1:

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

Corollary 2:

$$\text{If } E \subseteq F, \text{ then } P(E) \leq P(F)$$



Corollary 3:

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

(Inclusion-Exclusion Principle for Probability)



# Selecting Programmers

- $P(\text{student programs in Java}) = 0.28 = P(E)$
- $P(\text{student programs in Python}) = 0.07 = P(F)$
- $P(\text{student programs in Java and Python}) = 0.05 = P(E \cap F) = P(EF)$

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

1. Define events  
& state goal

2. Identify known  
probabilities

3. Solve

$E$ : Java

$F$ : Python

$P((E \cup F)^c) \leftarrow$   
↑ ↑  
Java Python

Corollary 1:  $P((E \cup F)^c) = 1 - P(\underline{E \cup F})$

Corollary 3:  $P(\underline{E \cup F}) = P(E) + P(F) - P(EF)$   
 $= 0.28 + 0.07 - 0.05$   
 $= 0.3$

$P((E \cup F)^c) = \boxed{0.7}$

# Inclusion-Exclusion Principle (Corollary 3)

Corollary 3:

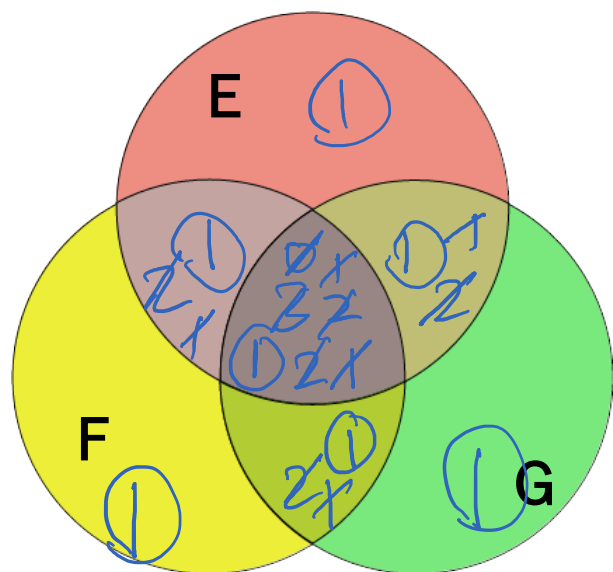
$$P(E \cup F) = P(E) + P(F) - P(EF)$$

(Inclusion-Exclusion Principle for Probability)

General form:

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

*# of sets in intersection*



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

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

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

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

# 03: Intro to Probability (live)

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Lisa Yan

April 10, 2020

# Reminders: Lecture with

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- Turn on your camera if you are able, mute your mic in the big room
- Virtual backgrounds are encouraged (classroom-appropriate)

## Breakout Rooms for meeting your classmates

- ~~Just like sitting next to someone new~~ Our best approximation to sitting next to someone new

## We will use Ed instead of Zoom chat

- Lots of activity and questions, thank you all!

Today's discussion thread: <https://us.edstem.org/courses/109/discussion/24492>

Holy crap, are all of the pre-lecture videos going to be this long??

dang these breakout rooms are awkward

(1) This course is packed to the brim with content, and the early half is definitely definition-heavy.

(2) Our videos will get closer and closer to the cumulative estimated 30 minutes as we get better at recording 😊

We know this cannot compare to an in-person discussion! Hopefully these will become smoother once we all adjust to the online format.



The Count



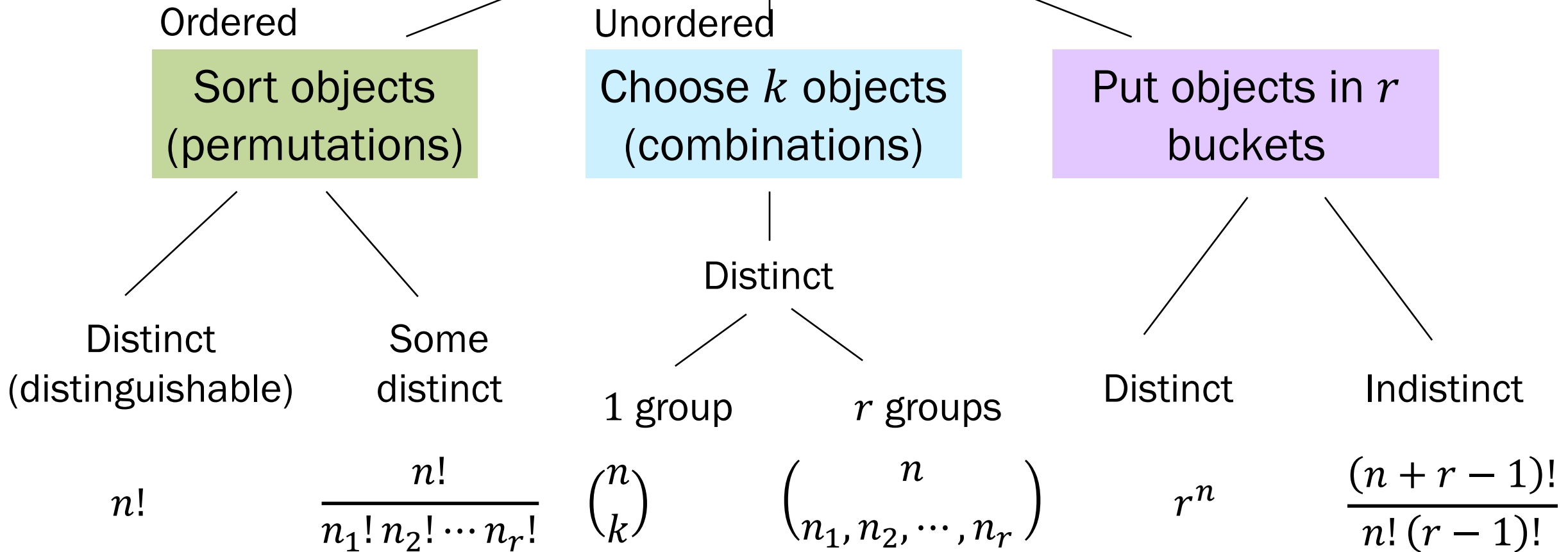
Chance The Rapper



# Summary so far

## Counting tasks on $n$ objects

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



# Indistinguishable? Distinguishable? Probability?

We choose 3 books from a set of 4 distinct (distinguishable) and 2 indistinct (indistinguishable) books.

6 books

Let event  $E$  = our choice does not include both indistinct books.

1. What is  $|E|$ ?

more likely!

one indistinct  $1 \cdot \binom{4}{2} = \frac{\binom{2}{1} \binom{4}{2}}{2} = 6$

~~neither~~ indistinct  $\binom{4}{3} = 4$

$|E| = 10$

2. What is  $P(E)$ ?

$S_{\text{distinct}} : |S_{\text{dist}}| = \binom{6}{3} = 20$

$E_{\text{distinct}} : |E_{\text{dist}}| = \binom{2}{1} \binom{4}{2} + \binom{4}{3} = 12 + 4 = 16$

$P(E) = \frac{|E_{\text{dist}}|}{|S_{\text{dist}}|} = \frac{16}{20} = 0.8$

distinguishable, equally likely outcomes



report count unique outcomes



compute probability

# Think, then Breakout Rooms

Then check out the question on the next slide (Slide 44). Post any clarifications here!

<https://us.edstem.org/courses/109/discussion/24492>

Think by yourself: 2 min

Breakout rooms: 5 min. Introduce yourself!



# Poker Straights and Computer Chips

1. 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?

2. Consider the “official” definition of a Poker Straight:

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

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

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

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



# Any Poker Straight

1. Consider 5-card poker hands.
  - “straight” is 5 consecutive rank cards of any suit

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

A 2 3 4 5  
2 3 4 5 6  
3 4 5 6 7  
⋮  
9 10 J Q K  
10 J Q K A

Define

- $S$  (unordered)  $|S| = \binom{52}{5}$

- $E$  (unordered, consistent with  $S$ )  $|E| = 10 \cdot \binom{4}{1}^5$

Compute  $P(\text{Poker straight}) = \frac{10 \cdot \binom{4}{1}^5}{\binom{52}{5}} \approx 0.00294$

# “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)

$$|S| = \binom{52}{5}$$

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

$$|E| = 10 \cdot \binom{4}{1}^5 - 10 \cdot \binom{4}{1}$$

$$P(E) = \frac{10 \cdot \binom{4}{1}^5 - 10 \cdot \binom{4}{1}}{\binom{52}{5}} \approx 0.00392$$

Compute

$$P(\text{Official Poker straight}) = \frac{|E|}{|S|}$$

# Chip defect detection

$n$  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  $S$ )

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

$$|E| = \binom{1}{1} \cdot \binom{n-1}{k-1}$$

defective      non-defective

## Compute

$$P(E) = \frac{|E|}{|S|} = \frac{\binom{n-1}{k-1}}{\binom{n}{k}} = \frac{\frac{(n-1)!}{(k-1)! (n-k)!}}{\frac{n!}{k! (n-k)!}} = \frac{k! (n-k)!}{n \cdot (n-k)!} = \frac{k}{n}$$

# 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. Throw a dart and make one defective

label all indistinct chips



## Define

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





# Interlude for jokes/announcements

# Announcements

## Section sign-ups

Preference form:

Due:

Results:

*out yesterday*

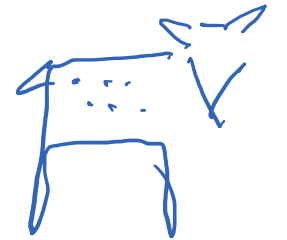
~~later today~~

Saturday 4/11

latest Monday

Please fill this out even if you don't plan to attend section this quarter.

Joke



*no eye deer*

## Handout: Calculation

### Reference

[http://web.stanford.edu/class/cs109/handouts/H02\\_calculation\\_ref.pdf](http://web.stanford.edu/class/cs109/handouts/H02_calculation_ref.pdf)

Geometric series:

$$\sum_{i=0}^n x^i = \frac{1-x^{n+1}}{1-x}$$

$$\sum_{i=m}^n x^i = \frac{x^{n+1}-x^m}{x-1}$$

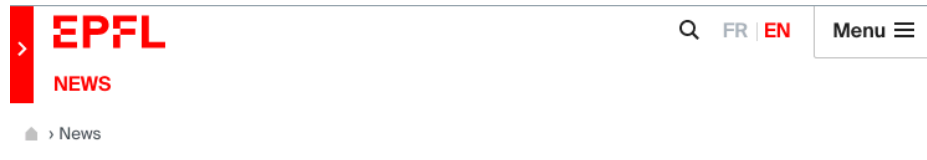
$$\sum_{i=0}^{\infty} x^i = \frac{1}{1-x} \text{ if } |x| < 1$$

Integration by parts (everyone's favorite!):

Choose a suitable  $u$  and  $dv$  to decompose the integral of interest:

$$\int u \cdot dv = u \cdot v - \int v \cdot du$$

# Interesting probability news



## Decoding Beethoven's music style using data science



“The study finds that **very few chords govern most of the music, a phenomenon that is also known in linguistics**, where very few words dominate language corpora.... It characterizes Beethoven's specific composition style for the String Quartets, through a distribution of all the chords he used, **how often they occur**, and how they commonly transition from one to the other.”

Find something cool, submit for extra credit on Problem Set #1 😊

<https://actu.epfl.ch/news/decoding-beethoven-s-music-style-using-data-science/>

# 3 Corollaries of Axioms of Probability

**Corollary 1:**

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

**Corollary 2:**

If  $E \subseteq F$ , then  $P(E) \leq P(F)$

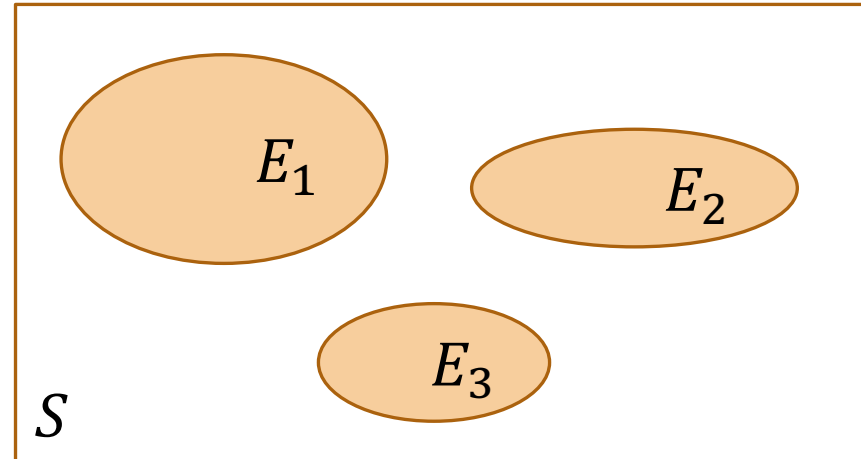
**Corollary 3:**

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

(Inclusion-Exclusion Principle for Probability)

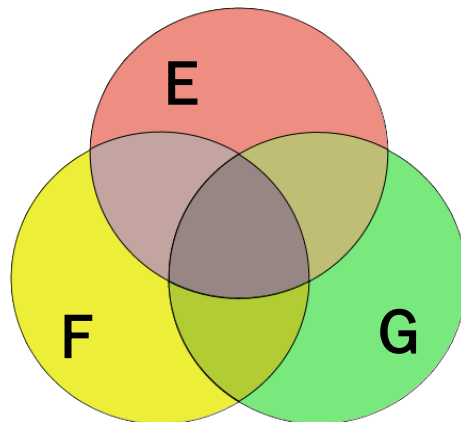
# Takeaway: Mutually exclusive events

Axiom 3,  
Mutually exclusive  
events



$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = P(E_1) + P(E_2) + P(E_3) + \dots$$

Inclusion-  
Exclusion  
Principle



$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = P(E_1) + P(E_2) + P(E_3) + \dots - P(E_1 \cap E_2) - P(E_1 \cap E_3) - \dots - P(E_2 \cap E_3) - \dots + P(E_1 \cap E_2 \cap E_3) + P(E_1 \cap E_2 \cap E_4) + \dots$$

The challenge of probability is in defining events.  
Some event probabilities are easier to compute than others.

# Serendipity

Let it find you.

## SERENDIPITY

the effect by which one accidentally stumbles upon something truly wonderful, especially while looking for something entirely unrelated.



**WHEN YOU MEET YOUR BEST FRIEND**

Somewhere you didn't expect to.

# Serendipity

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- The population of Stanford is  $n = 17,000$  people.
- You are friends with  $r =$       people.
- Walk into a room, see  $k = 360$  random people.
- Assume you are equally likely to see each person at Stanford.

What is the probability that you see someone you know in the room?

<http://web.stanford.edu/class/cs109/demos/serendipity.html>

# Breakout Rooms

Check out the question on the next slide (Slide 57). Post any clarifications here!

<https://us.edstem.org/courses/109/discussion/24492>

Breakout rooms: <sup>3</sup>~~5~~ min. Introduce yourself if you haven't yet!





# Serendipity

- The population of Stanford is  $n = 17,000$  people.
- You are friends with  $r = 100$  people.
- Walk into a room, see  $k = 360$  random people.
- Assume you are equally likely to see each person at Stanford.

What is the probability that you see someone you know in the room?

$\geq 1$  friend?

## Define

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

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

What strategy should you use?

A.  $P(\overset{(100)}{\downarrow} \text{exactly } 1) + P(\overset{(360)}{\downarrow} \text{exactly } 2) + P(\text{exactly } 3) + \dots$

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



# Serendipity

- The population of Stanford is  $n = 17,000$  people.
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## Define

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

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

$$P(E^c) = \frac{\binom{16900}{360}}{\binom{17000}{360}}$$
$$P(E) = 1 - \frac{\binom{16900}{360}}{\binom{17000}{360}}$$

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

# 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!)



# Card Flipping

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In a 52 card deck, cards are flipped one at a time.

After the first ace (of any suit) appears, consider the next card.

Is  $P(\text{next card} = \text{Ace Spades}) < P(\text{next card} = 2 \text{ Clubs})$ ?

Once you think you have an answer, you can vote on pollEverywhere:

<http://www.pollev.com/cs109>

<https://us.edstem.org/courses/109/discussion/24492>

Check out Lectures Notes!



**In a 52 card deck, cards are flipped one at a time. After the first ace (of any suit) appears, consider the next card.**

$P(\text{next card} = \text{Ace Spades})$   
 $< P(\text{next card} = 2 \text{ Clubs})$

$P(\text{next card} = \text{Ace Spades})$   
 $> P(\text{next card} = 2 \text{ Clubs})$

$P(\text{next card} = \text{Ace Spades})$   
 $= P(\text{next card} = 2 \text{ Clubs})$