

03: Intro to Probability

Lisa Yan and Jerry Cain
September 18, 2020

Quick slide reference

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

Today's discussion thread: <https://us.edstem.org/courses/2678/discussion/124598>

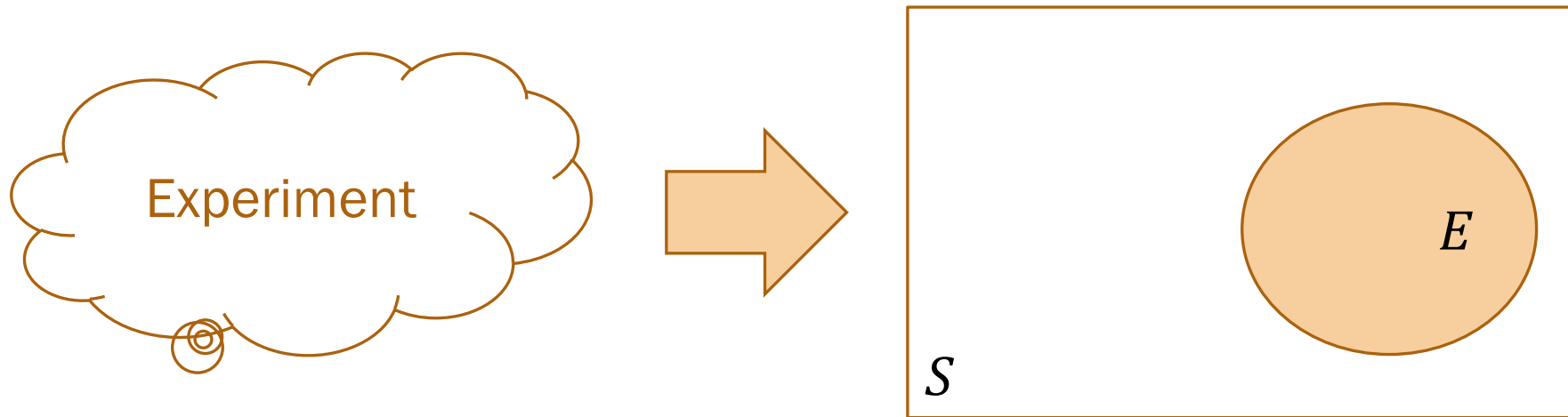
Defining Probability

Gradescope quiz, blank slide deck, etc.

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

Key definitions

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

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
 $E = \{\text{Heads}\}$
- ≥ 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 (≤ 20 emails)
 $E = \{x \mid x \in \mathbb{Z}, 0 \leq x \leq 20\}$
- Wasted day (≥ 5 TT hours):
 $E = \{x \mid x \in \mathbb{R}, 5 \leq x \leq 24\}$

What is a probability?

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

*our belief that an event E occurs.

What is a probability?

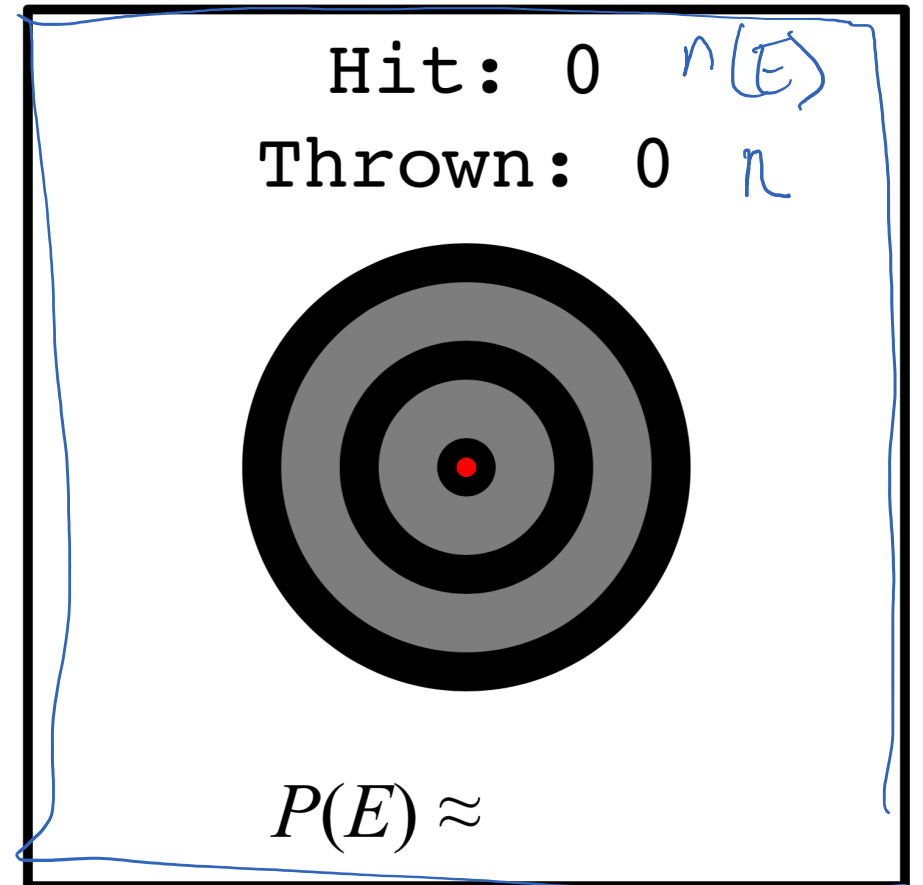
frequentist

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

n = # of total trials

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

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



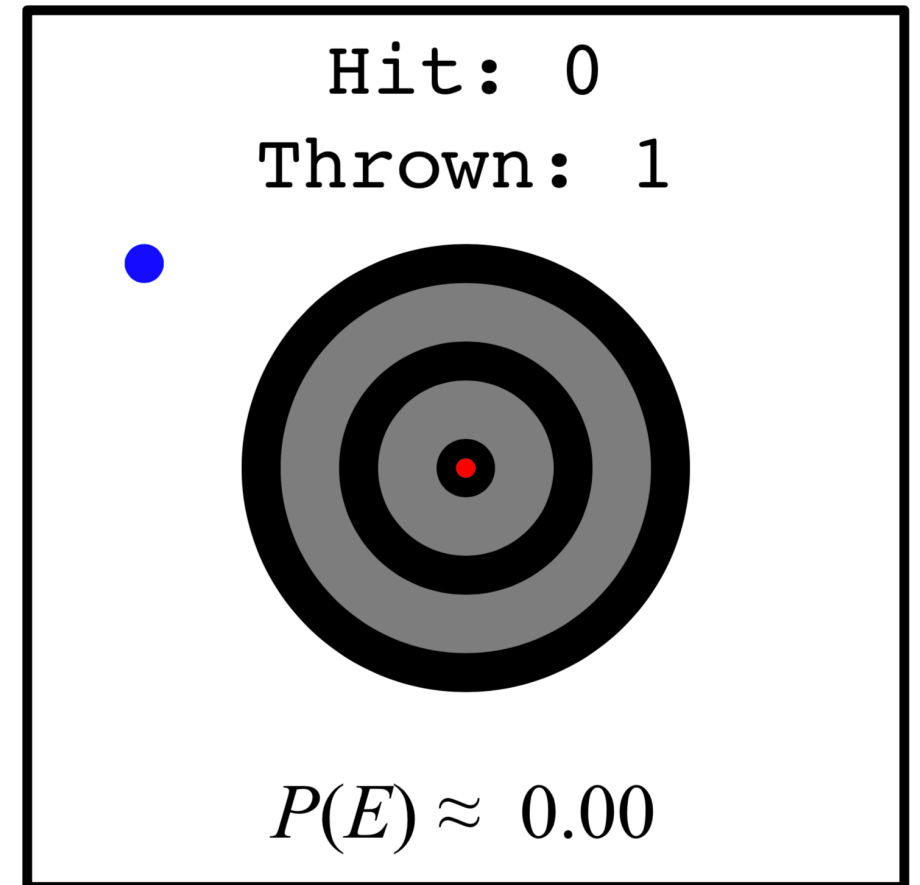
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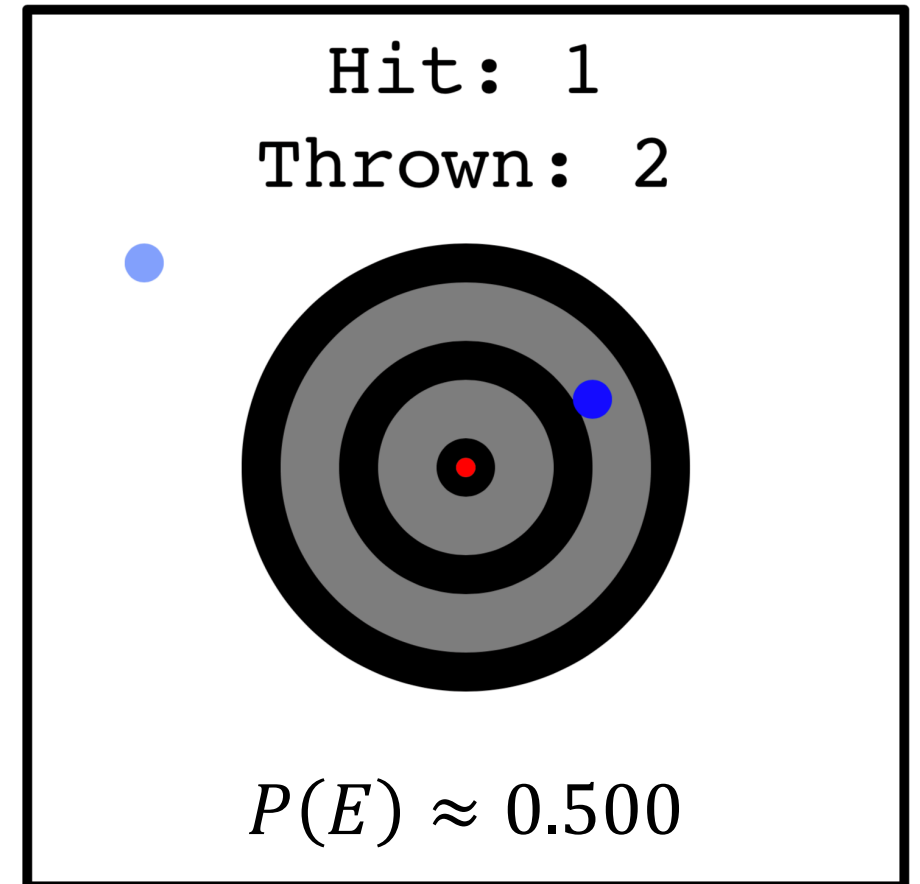
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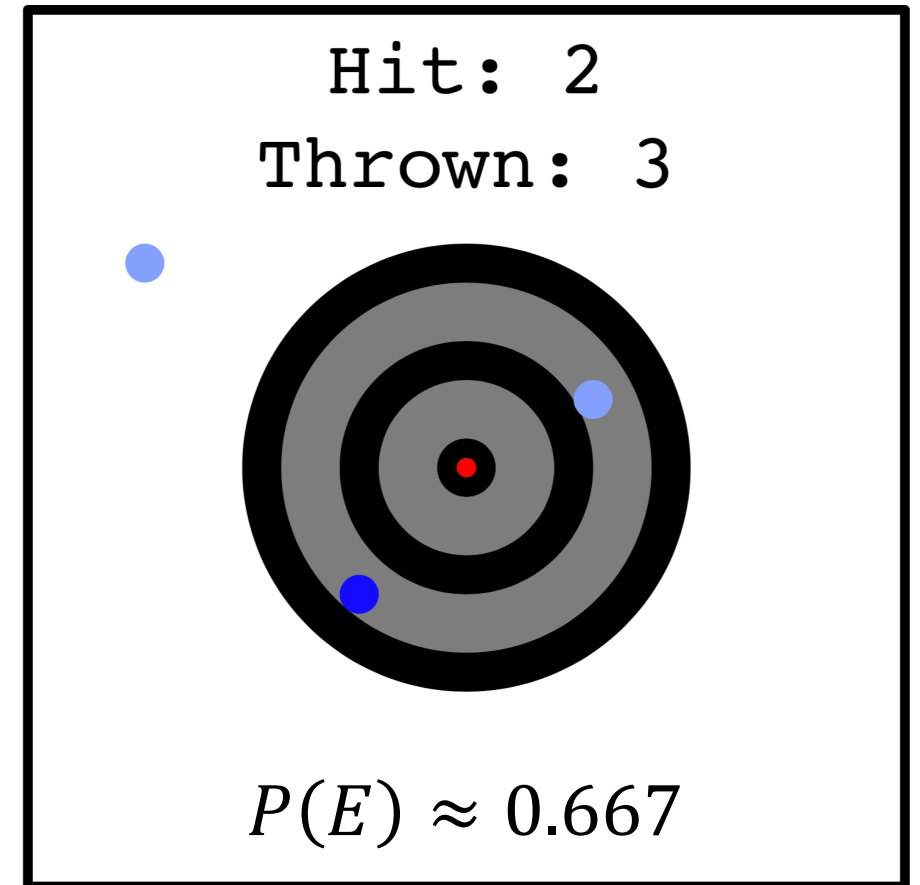
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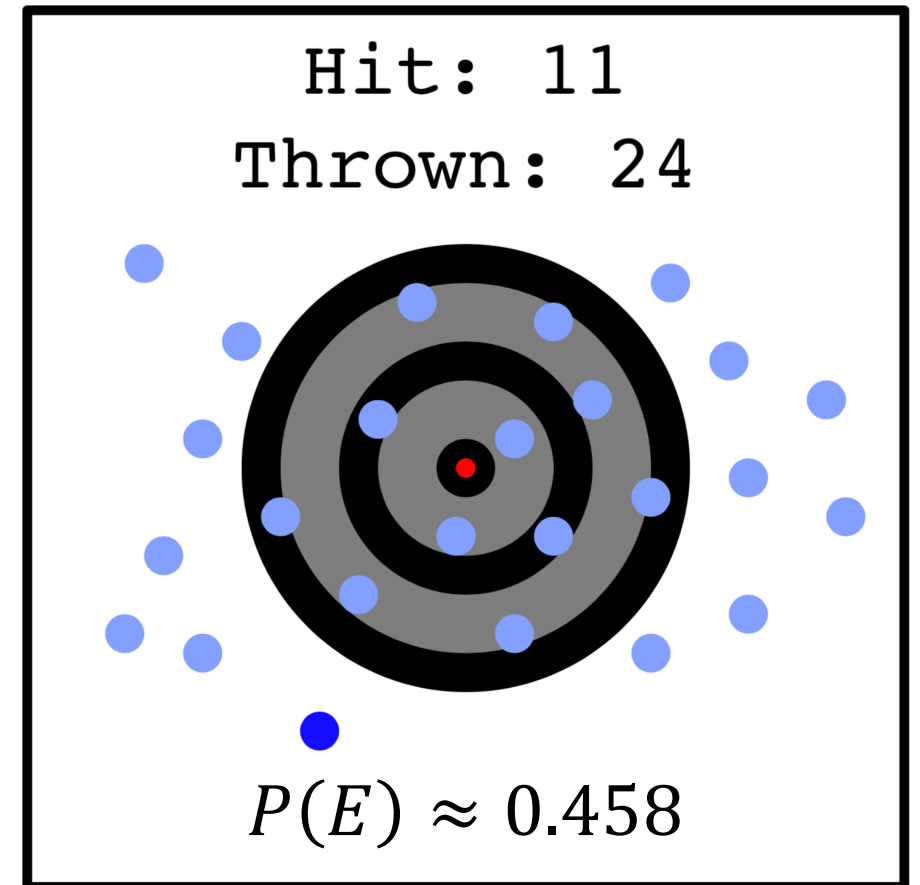
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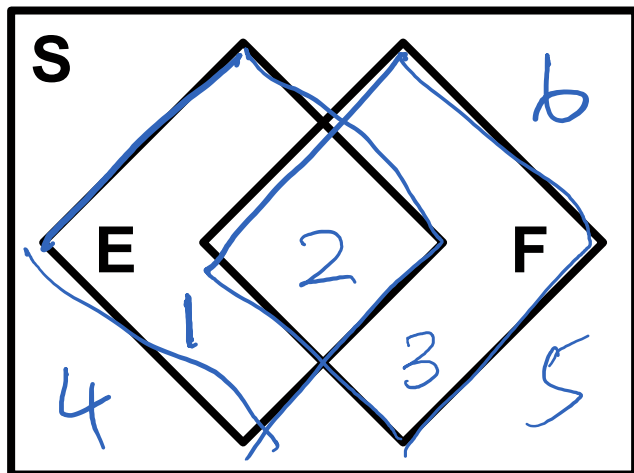
Let E = the set of outcomes where you hit the target.





Not just yet...

Axioms of Probability



Venn
diagram

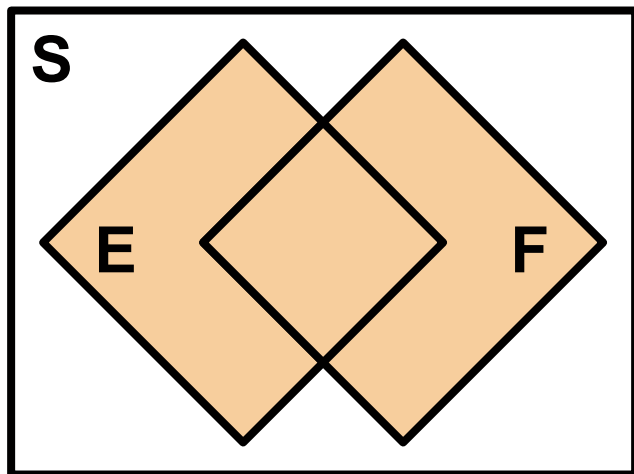
E and F are events in S .

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

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

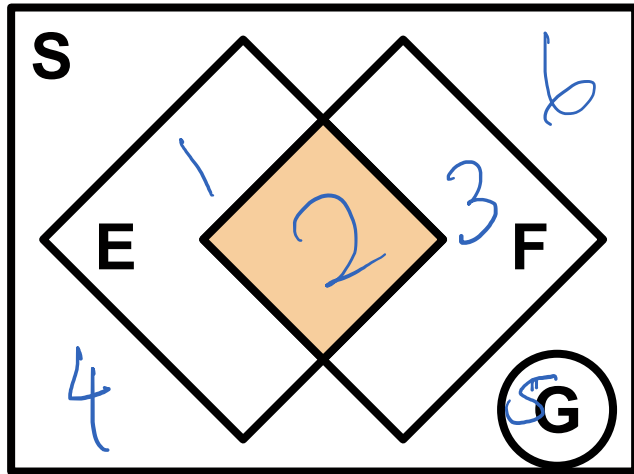
$$\text{Let } E = \{1, 2\}, \text{ and } F = \{2, 3\}$$

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, $E \cap F$

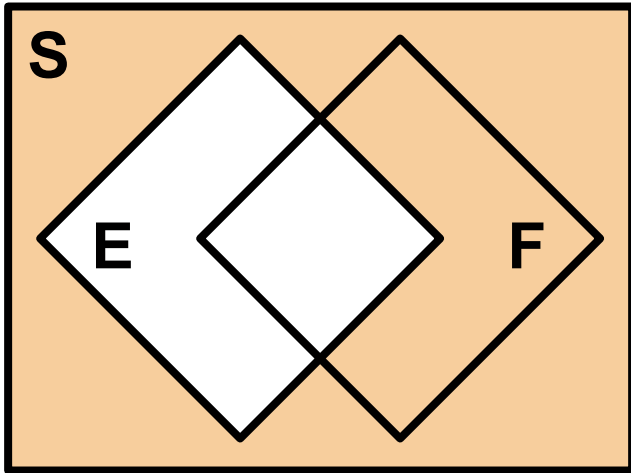
The event containing all outcomes in E **and** F .

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 .

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

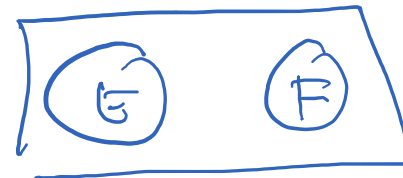
3 Axioms of Probability

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

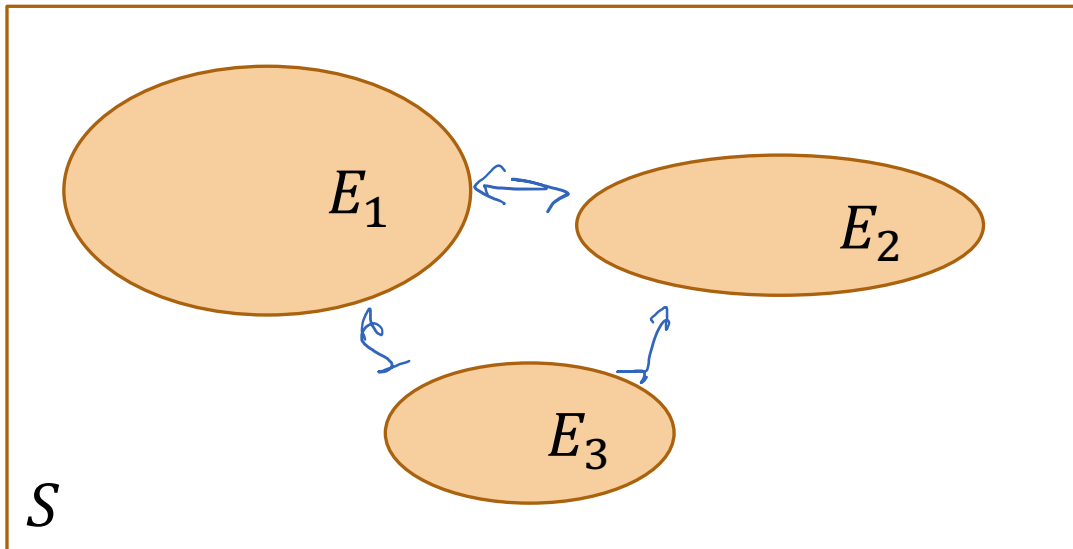


Axiom 3 is the (analytically) useful Axiom

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**.

- ^{fair} Coin flip: $S = \{\text{Head, Tails}\}$ $P(\text{Heads}) = 1/2$
- ^{fair} Flipping two coins: $S = \{(H, H), (H, T), (T, H), (T, T)\}$ $P(\{(H, H)\}) = 1/4$
- ^{fair} 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
$$P(E) = \frac{\# \text{ outcomes in } E}{\# \text{ outcomes in } S} = \frac{|E|}{|S|} \quad (\text{by Axiom 3})$$

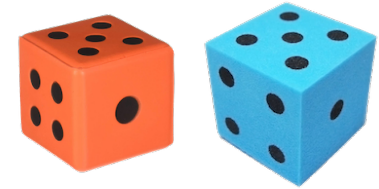
E : 3 or lower
 $E = \{1, 2, 3\}$
 $E_1 = \{1\}, E_2 = \{2\}, E_3 = \{3\}, P(E_i) = \frac{1}{|S|}$

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

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



Target revisited

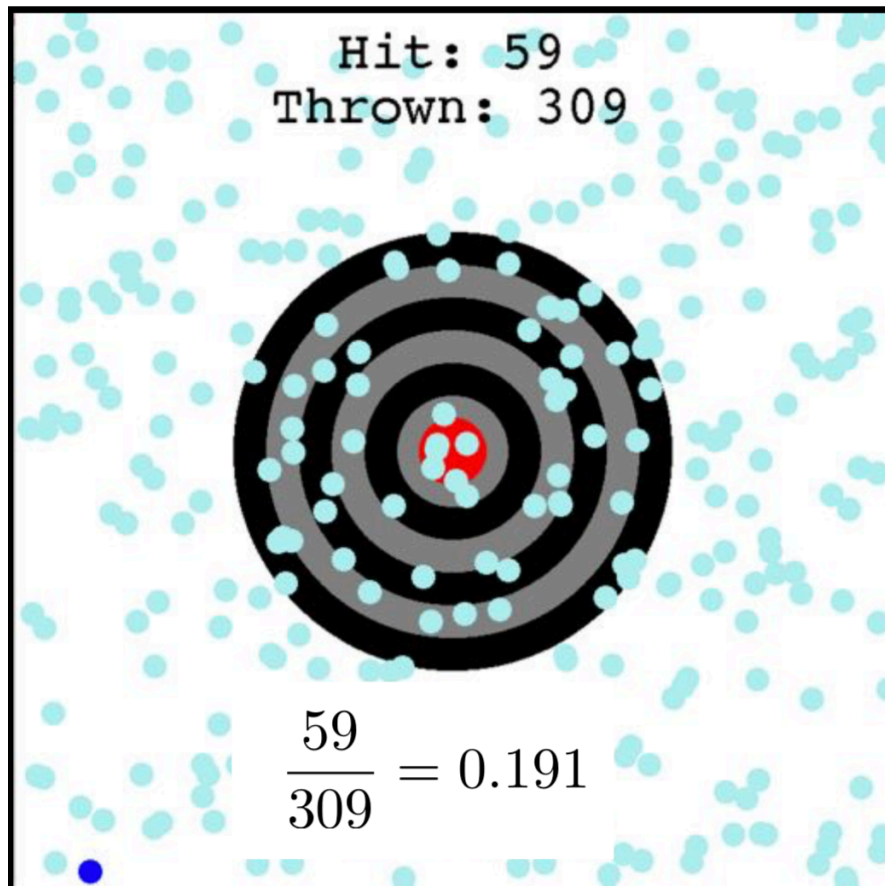
$$P(E) = \frac{|E|}{|S|} \text{ Equally likely outcomes}$$

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

Screen size = 800×800

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?



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

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

Target revisited

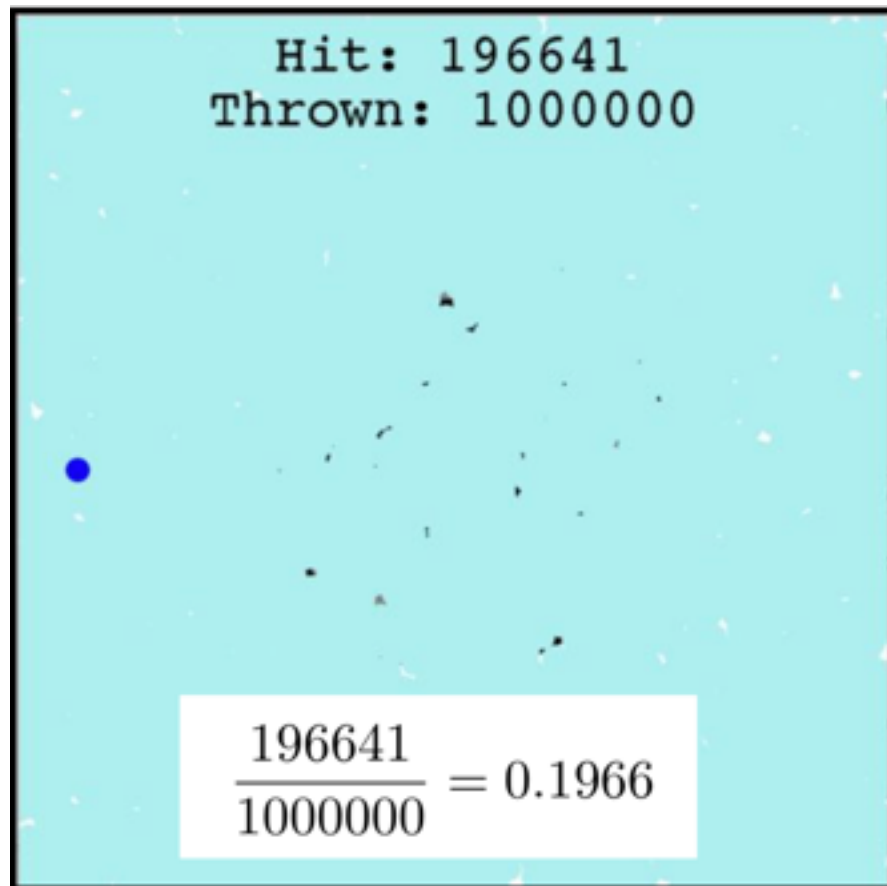
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Let E = the set of outcomes where you hit the target.

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



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

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

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
→ CCS
C SS
→ SSS → S₁ S₂ S₃ ←
S₁ S₃ S₂ ←
⋮
ELO

(No)

non-elo

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

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

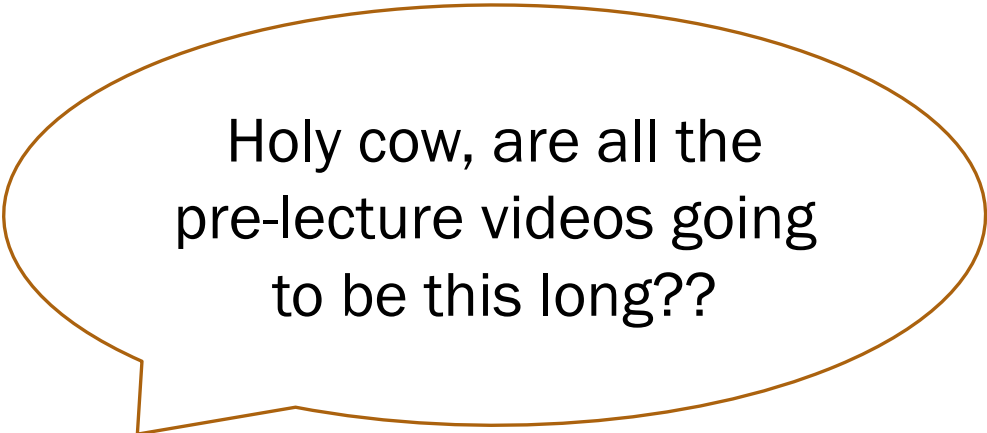
- E = 1 distinct cat, 2 distinct sharks

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

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

03: Intro to Probability (live)

Lisa Yan and Jerry Cain
September 18, 2020



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

This course is front-loaded with material/definitions.

As we move into the latter half of the course, we will achieve a better balance.

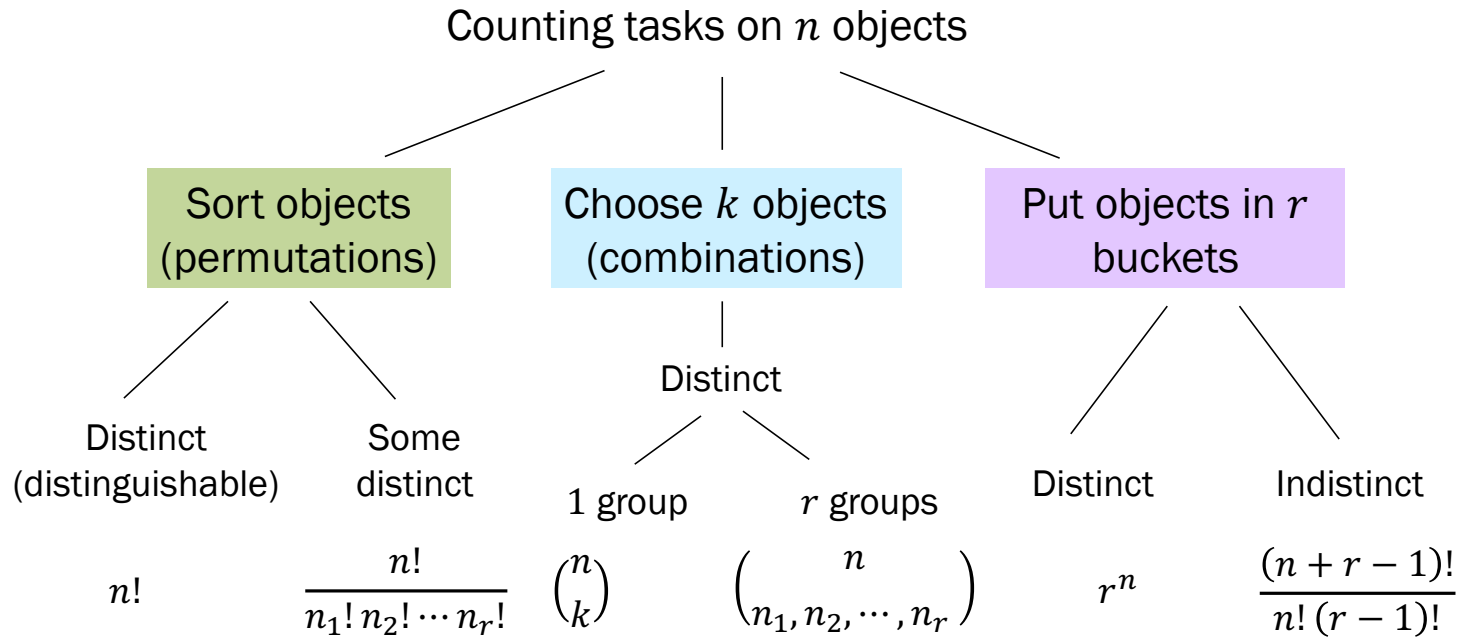
Lecture Notes are a perfectly good substitute for videos if you learn better through reading.



The Count



Chance The Rapper



Combinatorics

Equally likely outcomes:

$$P(E) = \frac{|E|}{|S|}$$

Probability

Counting? Probability? Distinctness?

We choose **3 books** from a set of **4 distinct** (distinguishable) and **2 indistinct** (indistinguishable) books. Each set of 3 books is equally likely.

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

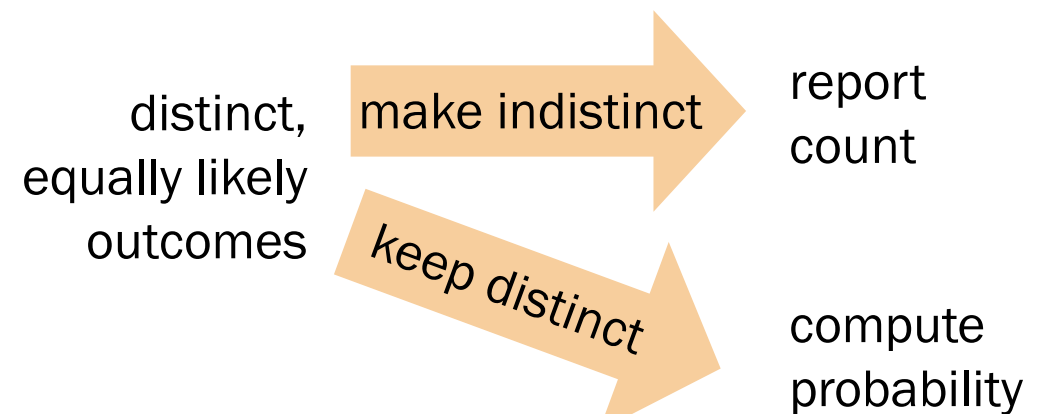
1. How many distinct outcomes are in E ?

{ one indistinct
no indistinct

$$1 \cdot \binom{4}{2} = 6 \quad \text{or} \quad \boxed{10}$$
$$\binom{4}{3} = 4$$

2. What is $P(E)$?

$$|S_{\text{dist}}| = \binom{6}{3} = 20$$
$$|E_{\text{dist}}| = \binom{2}{1} \binom{4}{2} + \binom{4}{3} = 16$$
$$P(E) = \frac{|E_{\text{dist}}|}{|S_{\text{dist}}|} = \frac{16}{20} = 0.8$$



Breakout Rooms for working through lecture exercises

- We may incorporate some of these during lecture
- You are always welcome to exit breakout rooms if you are more comfortable staying in the main room
- Turn on your camera if you are comfortable doing so

Think, then Breakout Rooms

Then check out the questions on the next slide (Slide 37). Post any clarifications here!

<https://us.edstem.org/courses/2678/discussion/124598>

Read both questions: 2 min

Breakout rooms: 5 min. Introduce yourself!



Poker Straights and Computer Chips

1. Consider equally likely 5-card poker hands.

- Define “poker straight” as 5 consecutive rank cards of any suit $A2345 \dots 10JkKA$

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

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

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

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

Q1: odd-numbered breakout rooms

Q2: even-numbered breakout rooms

(if time, switch to other question)



1. Any Poker Straight

Consider equally likely 5-card poker hands.

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

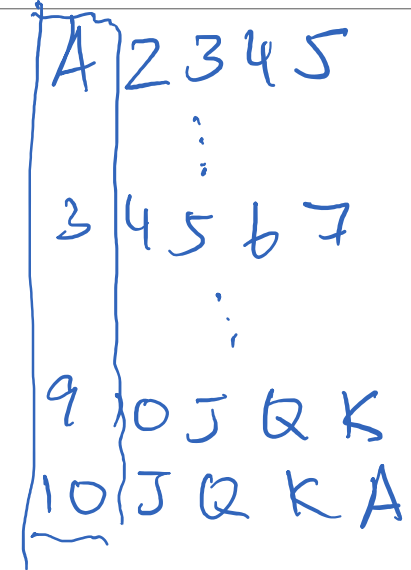
What is $P(\text{Poker straight})$?

Define

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

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

Compute $P(\text{Poker straight}) = \frac{10 \cdot \binom{4}{1}^5}{\binom{52}{5}} \approx 0.00394$



Lecture Notes:
Another example with “official” definition of a Poker straight (straight vs straight flush)

2. 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 not defective

Compute

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

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

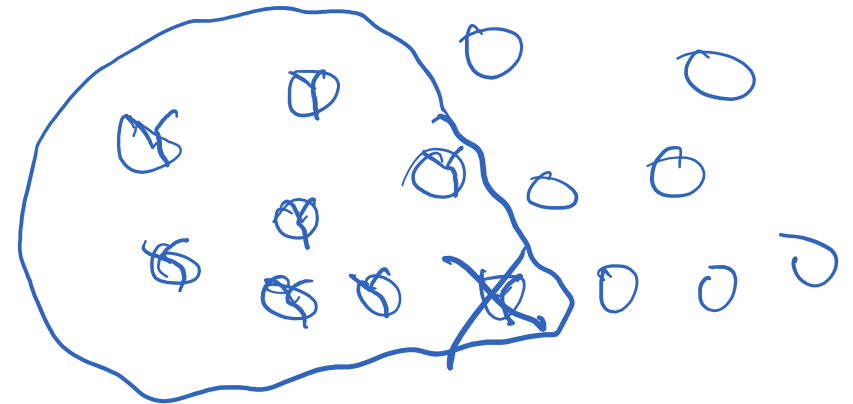
Redefine experiment

1. Choose k indistinct chips (1 way)
2. Throw a dart and make one defective

Define

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

$$\frac{k}{n}$$





→ forever

boomerang

stick

Interlude for jokes/announcements

Announcements

CS109 Course ▾ Lecture ▾ Problem Sets ▾ Section ▾ Resources/Demos ▾

Section / Office Hours Schedule



Python tutorial
When:
 ~~earlier today~~
 after class
Recorded/posted
[online](#)

Resources on CS109 website

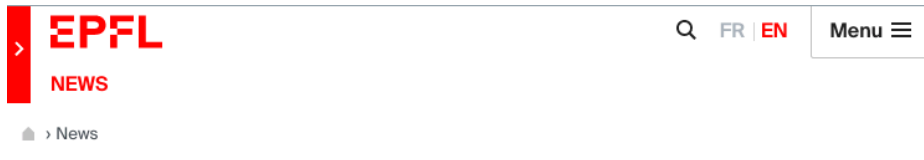
- Resources/Demos ▾
- Calculation Ref
- Python for Probability
- LaTeX Guides
- Latex Cheat Sheet
- Full Probability Reference (Overleaf)

Section sign-ups/ Acquaintance form
[form link](#)
Form due:
 Sat. 5:00pm 9/19
Results:
 latest Sunday

Office hours
Have started!

Geometric series,
Integration by parts...

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.”

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

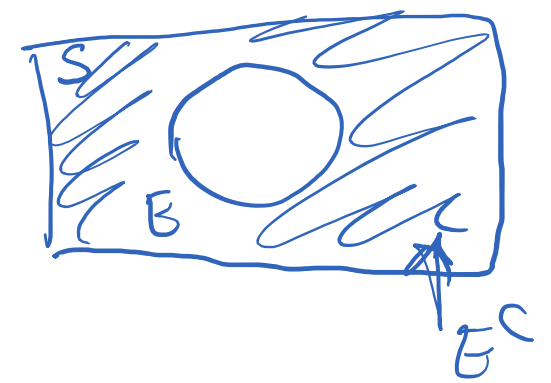
Corollaries of Probability

3 Corollaries of Axioms of Probability

★ Corollary 1:

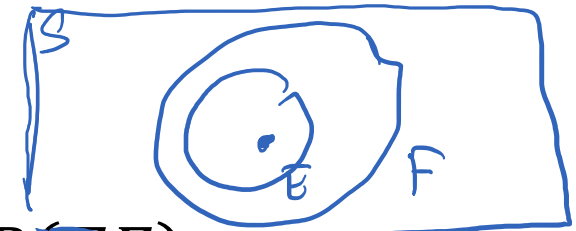
complement
↓

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



Corollary 2:

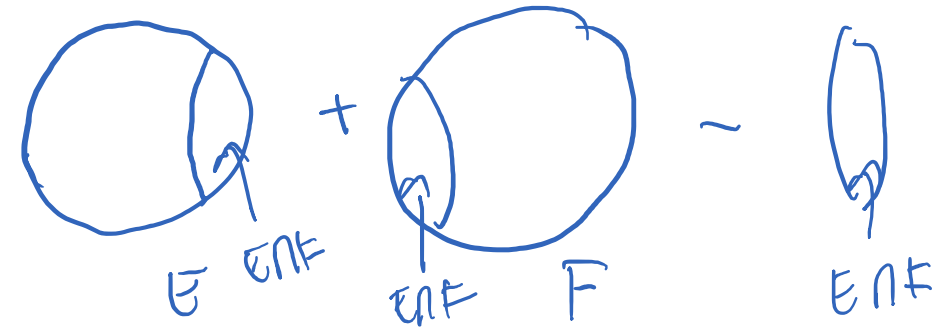
If $E \subseteq F$, then $P(E) \leq P(F)$



★ Corollary 3:

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

(Inclusion-Exclusion Principle for Probability)



Selecting Programmers

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

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

1. Define events
& state goal

E : Python

F : C++

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

2. Identify known
probabilities

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

$$\begin{aligned} \text{Corollary 3: } P(E \cup F) &= P(E) + P(F) - P(E \cap F) \\ &= 0.28 + 0.07 - 0.05 \\ &= 0.3 \end{aligned}$$

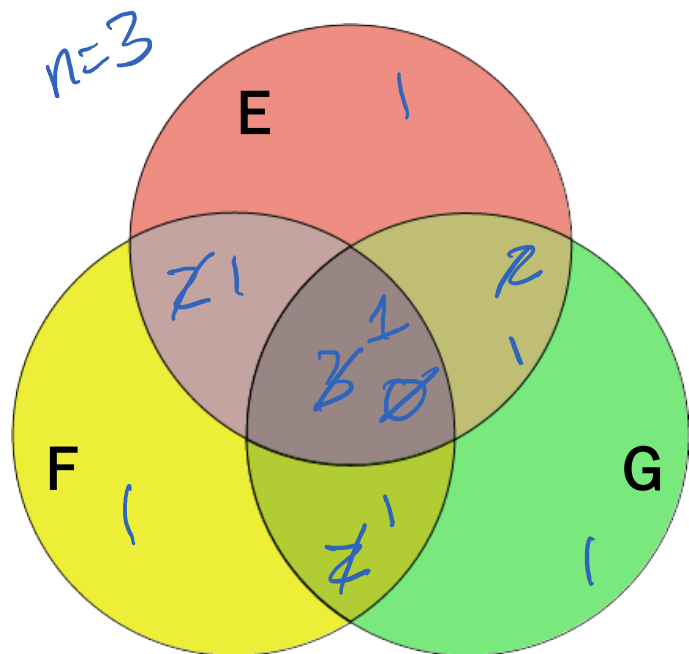
3. Solve

Inclusion-Exclusion Principle (Corollary 3)

Corollary 3: $P(E \cup F) = P(E) + P(F) - P(EF)$

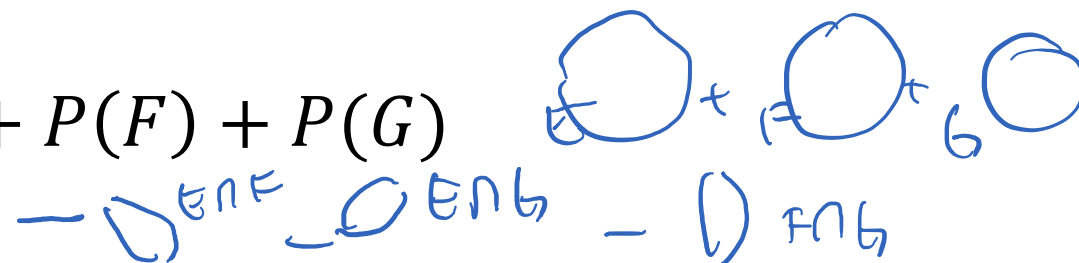
General form: $P\left(\bigcup_{i=1}^n E_i\right) = \sum_{r=1}^n (-1)^{r+1} \sum_{i_1 < \dots < i_r} P\left(\bigcap_{j=1}^r E_{i_j}\right)$ (see Lecture Notes)

Handwritten notes: $r=1$ is circled in blue. Below the sum, it says "# sets in intersection" with an arrow pointing to the index $i_1 < \dots < i_r$.



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

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



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

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



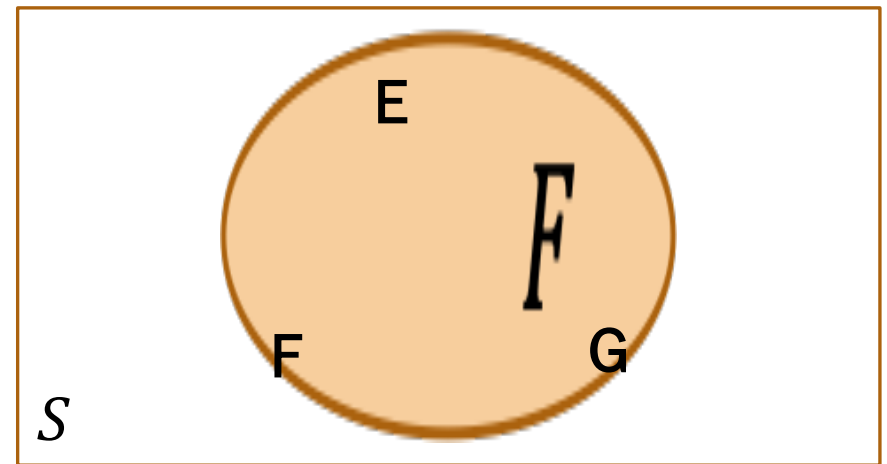
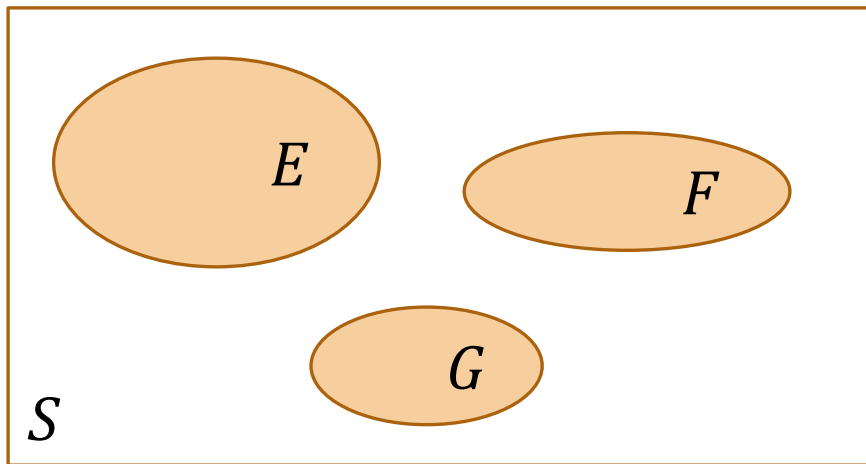
Takeaway: Union of events

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

Review

Axiom 3,
Mutually exclusive events

Corollary 3,
Inclusion-Exclusion Principle



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

Serendipity

$$P(E) = 1 - P(\bar{E})$$

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

- The population of Stanford is $n = 17,000$ people.
- You are friends with $r = 100$ people.
- Walk into a room, see $k = 200$ ²¹³ random people.
- Assume each group of k Stanford people is equally likely to be in room.

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

at least one friend?

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

~ 70%

Think

Slide 52 is a question to think over by yourself (~2min).

Post any clarifications here or in chat!

<https://us.edstem.org/courses/2678/discussion/124109>



Serendipity

- The population of Stanford is $n = 17,000$ people.
- You are friends with $r = 100$ people.
- Walk into a room, see $k = 223$ random people.
- Assume each group of k Stanford people is equally likely to be in room.

What is the probability that you see at least one friend in the room?

Define

- S (unordered)
- E : ≥ 1 friend in the room

What strategy would you use?

A. $P(\text{exactly } 1) + P(\text{exactly } 2)$

$$P(\text{exactly } 3) + \dots$$
$$\binom{r}{1} \binom{n-r}{k-1} / \binom{n}{k} + \binom{r}{2} \binom{n-r}{k-2} / \binom{n}{k} + \dots$$

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



Serendipity

E^c ← complement

- The population of Stanford is $n = 17,000$ people.
- You are friends with $r = 100$ people.
- Walk into a room, see $k = 223$ random people.
- Assume each group of k Stanford people is equally likely to be in room.

What is the probability that you see at least one friend in the room?

Define

- S (unordered)
- E : ≥ 1 friend in the room

$$P(E) = 1 - P(E^c) = 1 - \frac{\binom{16900}{223}}{\binom{17000}{223}} \approx 0.7$$

E^c : no friends in room $\hat{=}$

$$P(E^c) = \frac{\binom{n-r}{k}}{\binom{n}{k}} = \frac{\binom{16900}{223}}{\binom{17000}{223}}$$

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

The Birthday ~~Paradox~~ Problem

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

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

Once you think you have an answer, vote on our Zoom poll:

<https://us.edstem.org/courses/2678/discussion/124598>

Check out the Lecture Notes!



(by yourself)

Have a good weekend!