

Week 9: Probability

Not in textbook: linked to course website by "Week 9" in schedule

Basics

A probability is a number from 0 to 1

we interpret it as the likelihood of an event

0: won't happen

1: definitely happens

If the probability of an event happening is (say)

$\frac{1}{3}$

: we interpret this to mean

over many, many trials

the event happens in $\frac{1}{3}$ of them

← (limit)

Notation

Event : usually capital letter, like X
eg. "outcome of a dice roll"

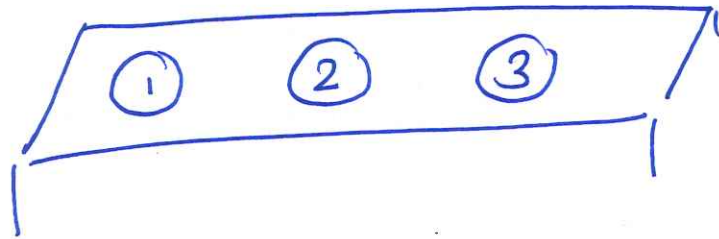
Value : usually lower-case letter, like x
eg. "4"

$\Pr(X=x)$: probability that event X
results in value x

eg $\Pr(X=4)$ If X is dice roll, this means:
"probability the dice comes up 4"
 $\Pr(X=4) = \frac{1}{6}$

↓
a number
in $\{0, 1\}$

Table with 3 product brands



A consumer chooses one brand.

You want to know

Event: choice
Value: 1

$$\underline{\Pr(X=1)}$$

Probability the consumer chooses Brand 1

Two chairs

Event: Y which chair
Possible values of Y : L, R

$$\underline{\Pr(X=1 \text{ and } Y=L)}$$

Probability the consumer chooses brand 1 AND sits in left chair

ex $\Pr(X=x \text{ or } X \neq x) = 1$

any X, x
↑ event ↑ value

100% of the time,
something happens or
doesn't happen

"or" means "and/or"

$$\Rightarrow \underbrace{\Pr(X=x)} = 1 - \underbrace{\Pr(X \neq x)}$$

We'll talk about continuous probability -

since discrete probability is more

intuitive, we'll often use discrete examples
to illustrate ideas.

discrete: separated, listable

continuous: exist on a continuum

(ex) Event: roll 3 dice, add values. (X)

Values of X:

3, 4, 5, ..., 18

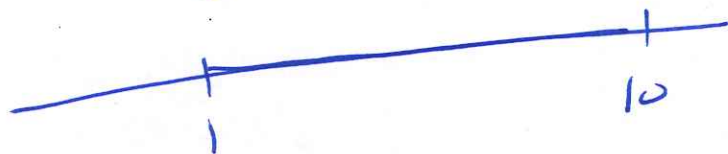
DISCRETE

(ex) Event X: choosing any ^{real} number between 1 and 10

Values of X: $[1, 10]$

Infinitely many choices

CONTINUOUS



(ex) The exact age of a person at noon today

CONTINUOUS



(ex) The number of pets a person has.

0, 1, 2, 3, 4, ...

DISCRETE

Cumulative Distribution Function

(ex) (Motivation) We might want to ask:
what is the probability
the temp tomorrow is below freezing?
Below 10°C?
Below 20°C?

T: event, temp tomorrow

Asking:

$$\begin{aligned} \Pr(T \leq 0) &= F(0) \\ \Pr(T \leq 10) &= F(10) \\ \Pr(T \leq 20) &= F(20) \end{aligned}$$

The cumulative distribution function for any random variable X , denoted by $F(x)$, is the probability that X assumes a value less than or equal to x :

$$F(x) = \Pr(X \leq x)$$

It has the following properties:

- $0 \leq F(x) \leq 1$ for all x (it's a probability)

- $\lim_{x \rightarrow \infty} F(x) = 1$ (as x increases, it's more likely that $X \leq x$)

- $\lim_{x \rightarrow -\infty} F(x) = 0$ (as x decreases, it's less likely that $X \leq x$)

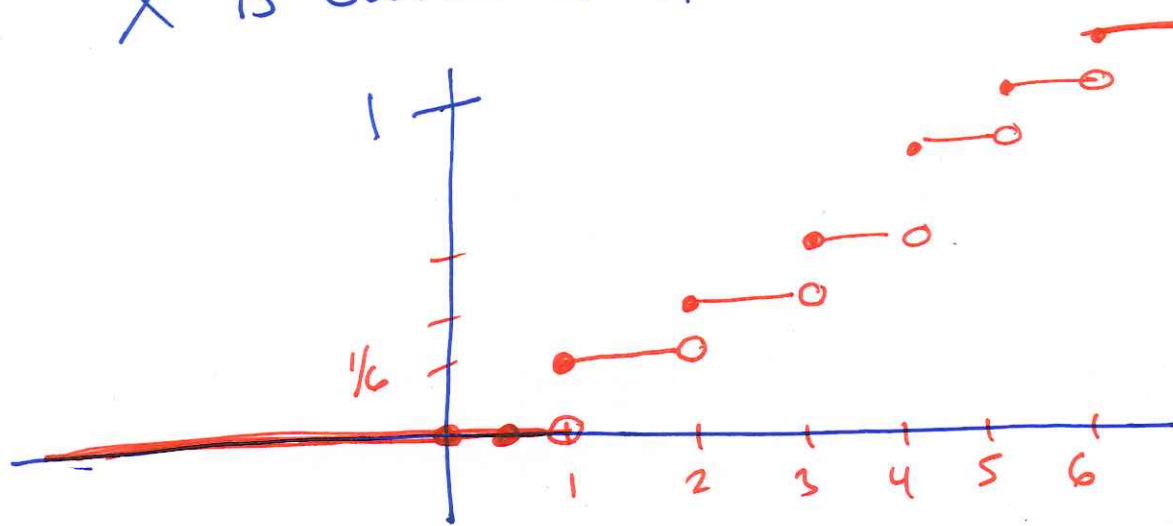
- $F(x)$ is a nondecreasing function

(ex) (a) Half of days were below ^{or =} 20 degrees,
 (b) One-third of days were above 10 degrees.]
 (continuous)

(a) $F(20) = \Pr(T \leq 20) = 1/2$

(b) $F(10) = \Pr(T \leq 10) = 1 - \Pr(T > 10) = 2/3$
 $1/3 : > 10^\circ\text{C}$ $2/3 \leq 10^\circ\text{C}$

(ex) (discrete ex) Sketch $F(X)$, where
 X is outcome of (fair) dice roll.



$F(1) = \Pr(X \leq 1)$
 $= \Pr(X = 1) = 1/6$

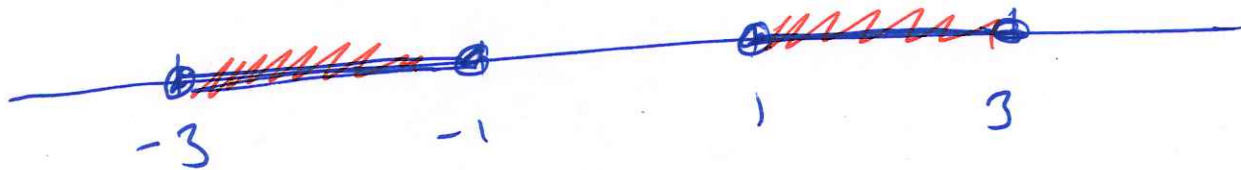
$F(1/2) = \Pr(X \leq 1/2) = 0$

$F(3) = \Pr(X \leq 3)$
 $= \Pr(X = 1 \text{ or } X = 2 \text{ or } X = 3)$
 $= 1/2$

$F(6.1) = \Pr(X \leq 6.1) = 1$

$$F(1.5) = \Pr(X \leq 1.5) = \Pr(X \leq 1) = 1/6$$

(ex) Continuous ex) Choose a number
 in $[-3, -1] \cup [1, 3]$
 "uniformly" (no preference)

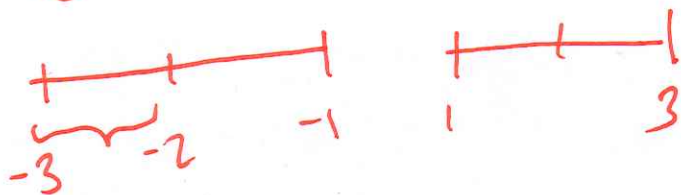
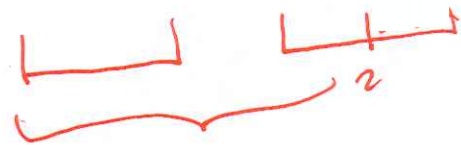


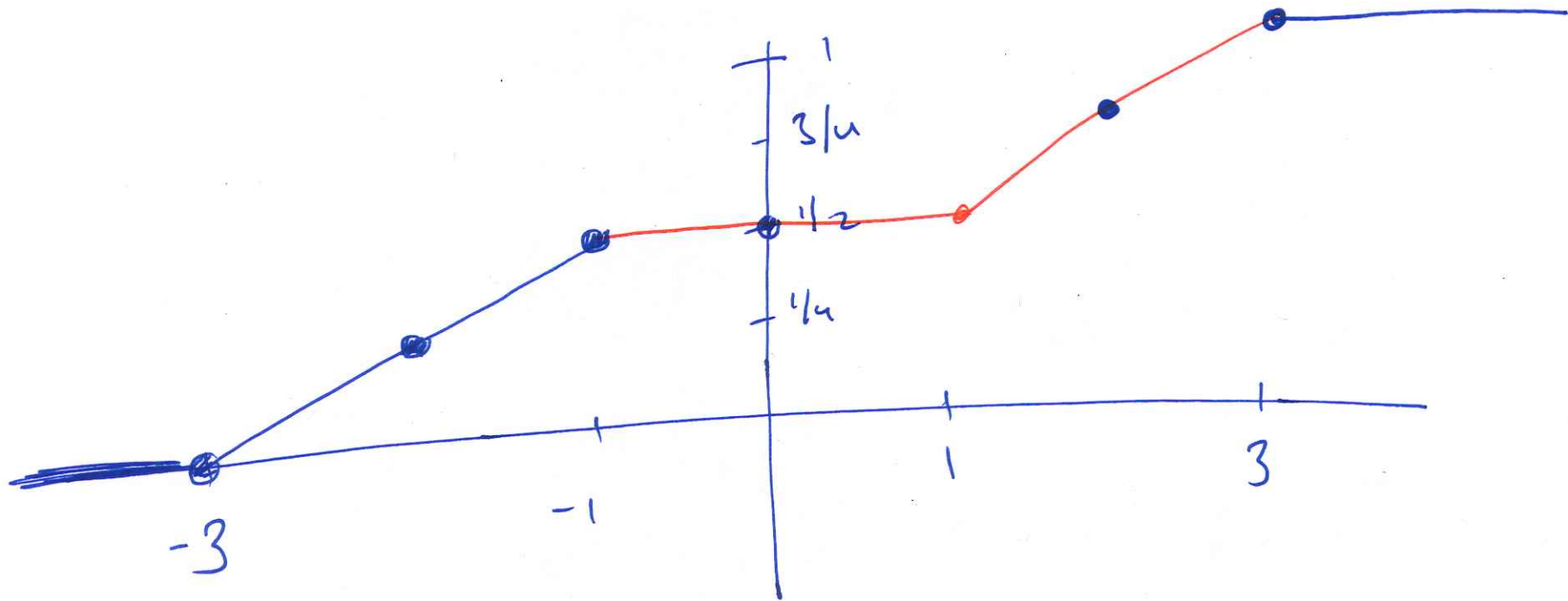
$$F(0) = \Pr(X \leq 0) = 1/2$$

$$F(-1) = \Pr(X \leq -1) = 1/2$$

$$F(-2) = \Pr(X \leq -2) = 1/4$$

$$F(2) = \Pr(X \leq 2) = 3/4$$





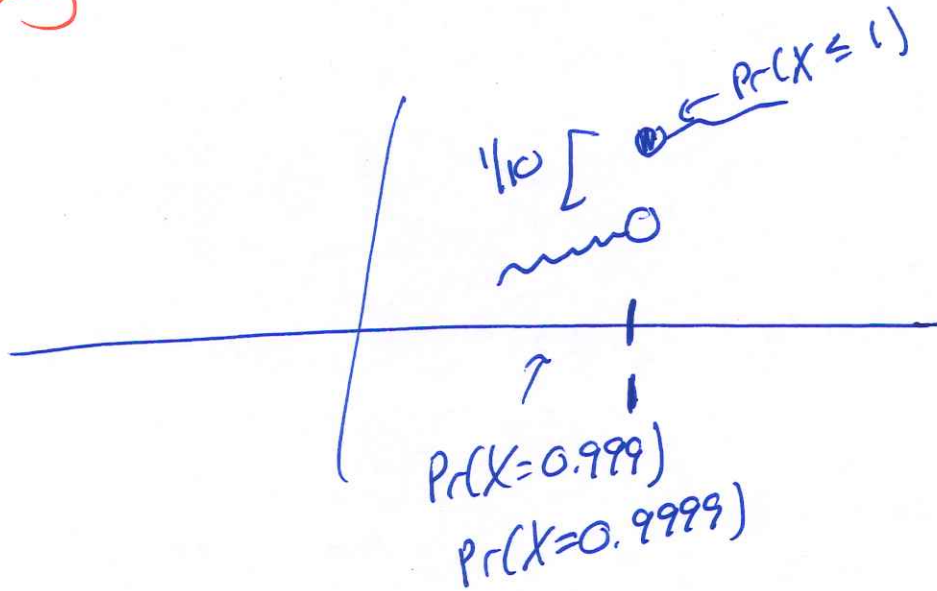
Def. of Continuous Random Variable :
 Random variable whose Cumulative Distribution
 Function (CDF) is continuous.

If X is a continuous random variable, then
 $\Pr(X=x)$ for any single value x is 0

(Why is that true?)

Say

$$\Pr(X=1) = 1/10$$



CDF:
jump discontinuity

This is not
a continuous system.