

Intro to Probability



Reviewing the basics

Objectives

- ▣ Students will find the probability of an event (and the odds of an event).
- ▣ Students will understand and be able to compare: (1) Classical probability, (2) Empirical probability, and (3) Subjective probability
- ▣ Students will understand and use the vocabulary and notation associated with probability

WARM-UP

- ❑ What is the sample space for the outcomes of the sum of rolling 2 dice?
- ❑ With your partner, complete 20 trials of rolling 2 dice and record the sum for each
- ❑ What is the theoretical probability for rolling each sum?
- ❑ What was the experimental probability for rolling each sum?


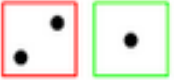
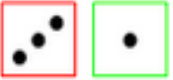
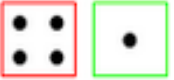
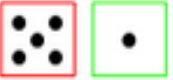
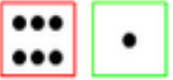
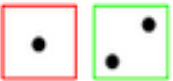
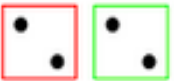
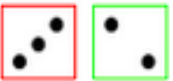
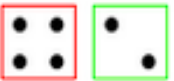
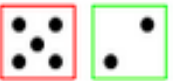
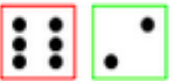

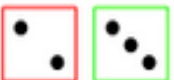
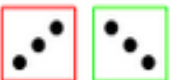
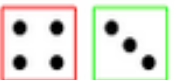

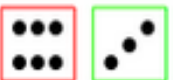

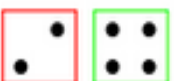
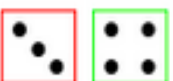

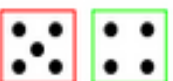








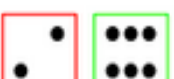
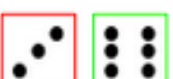



Vocabulary

- ❑ **Probability (P)** – is the likelihood that an event will occur, as a value from 0 to 1.
- ❑ **Outcomes** – when you do a probability experiment, each *result* of a single trial is called an outcome.
- ❑ **Event** – is an outcome or a collection of outcomes
- ❑ **Sample Space** - A list of every possible outcome for a given condition (i.e., rolling dice, or drawing cards, etc.)

What is the sample space for rolling 2 dice?

$$P(2) = \frac{1}{36} = 0.02777 \approx 0.03$$

All possible combinations of 2 dice

36 possible outcomes

WARM-UP

- ❑ What is the sample space for the outcomes of rolling 2 dice? **36**
- ❑ What is the theoretical probability for rolling each sum? $\frac{x}{36}$
- ❑ Since you completed 20 trials, this is your sample space (total possible outcomes)
- ❑ What was the experimental probability for rolling each sum? $\frac{x}{20}$

Vocabulary

- ❑ **Fundamental Counting Principle** – is used to determine the total number of ways that successive events can occur
- ❑ So, if there are m ways for one event to occur, and n ways for another event to occur, then there are $m \cdot n$ ways for both events to occur
- ❑ If you have 5 shirts, 4 pants, and 7 pairs of shoes, you can make 140 outfits.

Mr. L's LUCKY Lottery

If there is time,
ask Mr. L. how YOU
can WIN a guaranteed
A on the FINAL EXAM!

Vocabulary

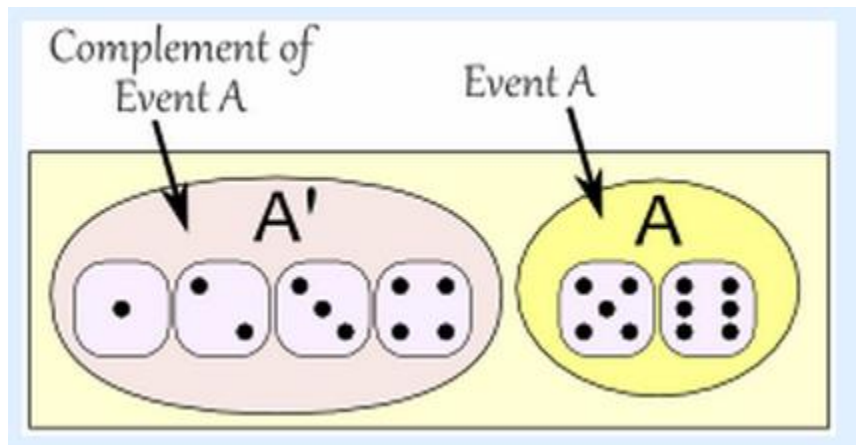
- **Complement** of an Event $P(A')$ are all of the other outcomes **not** in Event A

Example: Rolling a "5" or "6"

Event A: {5, 6}

Number of ways it can happen: 2

Total number of outcomes: 6



$$P(A) = \frac{2}{6} = \frac{1}{3}$$

$$P(A') = \frac{4}{6} = \frac{2}{3}$$

The **Complement of Event A** is {1, 2, 3, 4}

$$P(A) + P(A') = 1$$

Types of Probability

- ▣ There are 3 types of probability

Theoretical Probability

Experimental Probability

Subjective Probability (not on EOC)

- ▣ Let's look at each one individually...

Classical Probability

- ▣ Classical or *Theoretical* Probability is based upon the number of **favorable** outcomes divided by the **total** number of outcomes

Example:

- In the roll of a die, the probability of getting an even number is $\frac{3}{6}$ or $\frac{1}{2}$.
- Notation used:

$$P(\text{even}) = \frac{3}{6} \text{ or } \frac{1}{2}$$



How does that work?

- ▣ Typically a six-sided die contains the numbers 1, 2, 3, 4, 5, and 6.
- ▣ Of those numbers only 2, 4, and 6 are even.
- ▣ So, we can set up a ratio of the number of **favorable** outcomes divided by the **total** number of outcomes, which is $3/6$ or $1/2$

Theoretical Probability Formula

If we denote **A** = *desired event*, then
Probability of this event is: $P(\mathbf{A})$

Theoretical Probability :

$$P(\mathbf{A}) = \frac{\text{Number of favorable outcomes}}{\text{Total number of outcomes}}$$

Example # 1

- A box contains **5 green** pens, **3 blue** pens, **8 black** pens and **4 red** pens. A pen is picked at random
- What is the probability that the pen is green?
There are **5** + **3** + **8** + **4** or **20** pens in the box

$$P(\text{green}) = \frac{\# \text{ green pens}}{\text{Total \# of pens}} = \frac{\mathbf{5}}{\mathbf{20}} = \frac{1}{4}$$

Experimental (Empirical) Probability

- As the name suggests, **Experimental** (or *empirical*) **Probability** is based upon repetitions of an actual experiment.

Example:

If you toss a coin 10 times and record heads for 8 trials, then the experimental probability of landing on heads was

$$P(\text{heads}) = \frac{8}{10} = \frac{4}{5}$$



Experimental Probability Formula

▣ Experimental Probability:

$$P(E) = \frac{\text{Number of favorable outcomes}}{\text{Total number trials}}$$

Example #2



- In an experiment a coin is tossed **15** times. The recorded outcomes were: **6 heads** and **9 tails**. What was the experimental probability of the coin being heads?

$$P(\text{heads}) = \frac{\# \text{ Heads}}{\text{Total} \# \text{ Tosses}} = \frac{\mathbf{6}}{\mathbf{15}} = \frac{\mathbf{2}}{\mathbf{5}}$$







































Subjective Probability

- ▣ **Subjective probability** describes an individual's personal judgement about how likely a particular event is to occur. It is not based on any precise computation but is often a reasonable assessment based upon given knowledge.
- ▣ It is still expressed within the scale from 0 (impossible) to 1 (certain).
- ▣ NOTE: This is not covered on the EOC

Sample Space of 2 Dice

Experimental Prob.

All possible combinations of 2 dice

"I'm confident that my next roll is going to equal **LUCKY 7!**"



Subjective Prob.

$$P(\text{sum of 7}) = \frac{6}{36} = \frac{1}{6}$$

Theoretical Prob.

Rolled the dice
10 times:

1st: 2, 5

2nd: 3, 4

3rd: 1, 3

4th: 5, 5

5th: 6, 1

6th: 3, 6

7th: 5, 4

8th: 4, 4

9th: 1, 2

10th: 4, 3

$$P(\text{sum 7}) = \frac{4}{10}$$

Compound Events

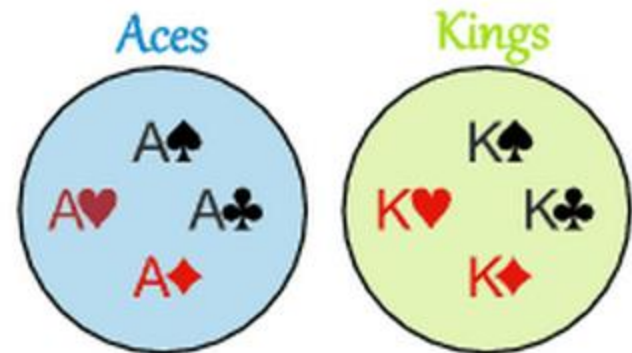
- The UNION (\cup) or INTERSECTION (\cap) of two events (or more than two events) is called a **compound event**
- If $P(A)$ = probability that event A occurs
- If $P(B)$ = probability that event B occurs
- The **UNION** (\cup) of two event is the same as finding $P(A \text{ or } B) = P(A \cup B)$;
- The **INTERSECTION** (\cap) of two event is the same as finding $P(A \text{ and } B) = P(A \cap B)$

Compound Events

- ❑ The **addition rule** is a result used to determine the probability that event A or event B occurs or both occur; UNION (U):
- ❑ $P(A \cup B) = P(A) + P(B) - P(A \text{ and } B)$
- ❑ If the events do not share any outcomes in common (*mutually exclusive*), then the $P(A \text{ or } B)$ is simply $P(A \cup B) = P(A) + P(B)$

Vocabulary for Probability

- Two events are **mutually exclusive** (or *disjoint*) if it is impossible for them to occur together.
- Example: Drawing one card from a deck that is both an Ace and a King
- Notation: $P(A \text{ and } B) = P(A \cap B)$
- $P(A \text{ and } B) = 0$



Compound Event Example

- ▣ Suppose we wish to find the probability of drawing either a face card (K, Q, J) or a seven in a single draw from a pack of 52 cards:
- ▣ We define the events:
- ▣ Event A = draw a face card; and
Event B = draw a seven
- ▣ so $P(\text{Face card or a seven})$ can be written as the **Union** of A or B: $P(A \cup B)$

Compound Events (cont.)

- Note that face cards and sevens are...
- **mutually exclusive**, so
- $P(\text{Face} \cup \text{Seven}) = P(A) + P(B)$

- Since there are 12 face cards in the pack and 4 sevens, we have:
- $P(\text{Face} \cup \text{Seven}) = P(A) + P(B) =$
$$\frac{12}{52} + \frac{4}{52} = \frac{16}{52} = \frac{4}{13}$$

Compound Event Example

- ▣ Suppose we wish to find the probability of drawing either a king or a red card in a single draw from a pack of 52 cards:
- ▣ We define the events:
- ▣ Event A = draw a king; and
Event B = draw a red card
- ▣ so $P(\text{King or a Red})$ can be written as the **Union** of A or B: $P(A \cup B)$

Compound Events (cont.)

- $P(\text{King} \cup \text{Red})$ are NOT mutually exclusive
- so $P(A \cup B) = P(A) + P(B) - P(A \cap B)$
- Since there are 4 kings in the pack and 26 red cards, but 2 cards are both a king and red, we have:
- $$P(\text{King} \cup \text{Red}) = P(A) + P(B) - P(A \text{ and } B) = \frac{4}{52} + \frac{26}{52} - \frac{2}{52} = \frac{28}{52} = \frac{7}{13}$$
- So, the probability of drawing either a king or a red card is $\frac{7}{13}$

Compound Events

- ❑ The multiplication rule is a result used to determine the probability that two events, A and B, both occur; INTERSECTION (\cap)
- ❑ Notation: $P(A \text{ and } B) = P(A \cap B)$
- ❑ For **independent events**, that is events which have no influence on one another, the rule is $P(A \text{ and } B) = P(A) \cdot P(B)$

Compound Events

- Given a 6-sided die and a fair coin, what is the probability of rolling a 5 or 6 and getting tails?
- We define the events:
- Event A = rolling a 5 or 6; and
Event B = coin lands on tails
- Find the $P(A \text{ and } B) = P(A) \cdot P(B)$

$$P(A \cap B) = \frac{2}{6} \cdot \frac{1}{2} = \frac{2}{12} = \frac{1}{6}$$

Finding the **U**nion of Events

The **addition rule** is a result used to determine the probability that event A or event B occurs or both occur; UNION (U):

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$

(the sum of each event's probability minus their intersection)

If the events do not share any outcomes in common (*mutually exclusive*), then the union P(A or B) is simply $P(A \cup B) = P(A) + P(B)$

Conditional Probability

- Sometimes the probability of an event must be computed using the knowledge that some other event has happened (or is happening, or will happen – the timing is not important). This type of probability is called ***conditional probability***.

Conditional Probability

- ▣ $P(A \mid B)$ = the (conditional) probability that event A will occur given that event B has occurred already
- ▣ The usual notation for "event A occurs given that event B has occurred" is " $A \mid B$ " (A given B). The symbol \mid is a vertical line and does not imply division. $P(A \mid B)$ denotes the probability that event A will occur given that event B has occurred already.

Compound Events

- Two events A and B are called **independent events** if knowledge about the occurrence of one of them has no effect on the probability of the other one, that is, if
- $P(B \mid A) = P(B)$, or equivalently
- $P(A \mid B) = P(A)$.

Independent events

- We define the events:
- Event A = rolling a 5 or 6; and
Event B = coin lands on tails
- **$P(B \mid A) = P(B)$:**
- $P(\text{tails} \mid \text{roll 5 or 6}) = \frac{1}{2}$
- **$P(A \mid B) = P(A)$:**
- $P(\text{roll 5 or 6} \mid \text{tails}) = \frac{2}{6} = \frac{1}{3}$

Conditional Probability

- The probability of event B , computed on the assumption that event A has happened, is called the **conditional probability of B , given A** , and is denoted **$P(B \mid A)$** .
- What is the probability of drawing an Ace from a deck of 52 cards?
- What is the probability of drawing an Ace from a deck, given that you already drew an Ace?

Conditional Probability

- The **conditional probability of B , given A** , and is given by

$$P(B | A) = \frac{P(A \cap B)}{P(A)} = \frac{P(A \text{ and } B)}{P(A)}.$$

P (Draw an Ace , given you drew an Ace)

$$P(B / A) = \frac{P(A \cap B)}{P(A)} = \frac{\frac{4}{52} \cdot \frac{3}{51}}{\frac{4}{52}} = \frac{1}{17}$$

Dependent events

- Two events are called **dependent events** if the occurrence of one affects the occurrence of the other.
- $P(A \text{ and } B) = P(A) \cdot P(B | A)$ or
- $P(A \cap B) = \frac{4}{52} \cdot \frac{1}{17} = \frac{1}{221}$

Warm-UP

From the sample space

$S = \{2, 3, 4, 5, 6, 7, 8, 9\}$, a single number is to be selected randomly.

Given the events

A : selected number is odd, and

B : selected number is a multiple of 3.

find each probability.

a) $P(B)$

b) $P(A \text{ and } B)$

c) $P(B \mid A)$

Example Solutions

- ▣ A : selected number is odd, and
- ▣ B : selected number is a multiple of 3.

a) $B = \{3, 6, 9\}$, so $P(B) = 3/8$

b) $P(A \text{ and } B) = \{3, 5, 7, 9\} \ \& \ \{3, 6, 9\} = \{3, 9\}$,
so

$$P(A \text{ and } B) = 2/8 = 1/4$$

or $P(A \cap B) = P(A) \cdot P(B|A) = \frac{4}{8} \cdot \frac{1}{2} = \frac{1}{4}$

c) The given condition A reduces the sample space to $\{3, 5, 7, 9\}$,
so $P(B | A) = 2/4 = 1/2$

Odds

Odds

- Another way to describe the chance of an event occurring is with **odds**. The odds in **favor** of an event is the ratio that compares the number of ways the event **can** occur to the number of ways the event **cannot** occur.
- We can determine odds using the following ratios:

Odds in Favor = $\frac{\text{number of successes}}{\text{number of failures}}$

Odds against = $\frac{\text{number of failures}}{\text{number of successes}}$

Example



- ▣ Suppose we play a game with 2 number cubes.
- ▣ If the sum of the numbers rolled is 6 or less – **you win!**
- ▣ If the sum of the numbers rolled is not 6 or less – **you lose**

In this situation we can express odds as follows:

$$\text{Odds in favor} = \frac{\text{numbers rolled is 6 or less}}{\text{numbers rolled is not 6 or less}} = \frac{15}{21} = \frac{5}{7}$$

$$\text{Odds against} = \frac{\text{numbers rolled is not 6 or less}}{\text{numbers rolled is 6 or less}} = \frac{21}{15} = \frac{7}{5}$$

Example



- A bag contains 5 yellow marbles, **3 white** marbles, and 1 black marble. What are the odds drawing a **white** marble from the bag?

$$\text{Odds in favor} = \frac{\text{number of white marbles}}{\text{number of non-white marbles}} \quad \frac{3}{6}$$

$$\text{Odds against} = \frac{\text{number of non-white marbles}}{\text{number of white marbles}} \quad \frac{6}{3}$$

Therefore, **the odds for are 1:2**
and **the odds against are 2:1**

Comments

- On the next couple of slides are some practice problems...The answers are on the last slide...
- Do the practice and then check your answers...If you do not get the same answer you must question what you did...go back and problem solve to find the error...
- If you cannot find the error bring your work to me and I will help...

Your Turn - Probability

- Find the probability of randomly choosing a **specific** marble from the given bag of red and white marbles.

1.	Number of red marbles	16	
	Total number of marbles	64	P(red)
2.	Number of red marbles	8	
	Total number of marbles	40	P(white)
3.	Number of white marbles	7	
	Total number of marbles	20	P(white)
4.	Number of white marbles	24	
	Total number of marbles	32	P(red)
		4b)	P(red white)

Your Turn - Odds

- ▣ Find the **favorable** odds of choosing the indicated letter from a bag that contains the letters in the name of the given state.

5. S; Mississippi $\frac{4}{7}$

6. N; Pennsylvania $\frac{3}{9} = \frac{1}{3}$

7. A; Nebraska $\frac{2}{6} = \frac{1}{3}$

8. G; Virginia $\frac{1}{7}$

Your Turn

- ▣ You toss a six-sided number cube 20 times. For twelve of the tosses the number tossed was 3 or more.
- 9. What is the experimental probability that the number tossed was 3 or more?
- 10. What are the favorable odds that the number tossed was 3 or more?

Your Turn Solutions

1. $\frac{1}{4}$
2. $\frac{4}{5}$
3. $\frac{13}{20}$
4. $\frac{1}{4}$
5. $\frac{4}{7}$
6. $\frac{3}{9}$ or $\frac{1}{3}$
7. $\frac{2}{6}$ or $\frac{1}{3}$
8. $\frac{1}{7}$
9. $\frac{3}{5}$
10. $\frac{3}{2}$