

Chapter 2. Probability

§2.1 Sample Spaces & Events (or Set Operations)

Experiment is an activity or process with multiple possible results

Sample space of experiment is set of all possible outcomes

An event is a collection of possible outcomes from the sample space (outcomes that we are interested in)

Example: Experiment is flipping a coin until you get "Heads" - count # of flips

Sample Space is $\{1, 2, 3, 4, \dots\}$
H TH TTH etc

Event for "< 5 flips" is $\{1, 2, 3, 4\}$
H TH TTH TTTT

Event for "≥ 5 flips" is $\{5, 6, 7, \dots\}$

Example: Experiment is rolling two 6-sided dice & checking rolls.

D1 D2
Sample Space is $\left\{ \begin{matrix} (1, 1) \\ (1, 2) \\ (1, 3) \\ \vdots \\ 36 \text{ possible rolls} \end{matrix} \right\}$

Suppose we want to beat opponent's roll, which added to 10.

⇒ Interested in
Event = $\left\{ \begin{matrix} \text{Sum is} \\ \geq 10 \end{matrix} \right\} = \left\{ \begin{matrix} (5, 6) \\ (6, 5) \\ (6, 6) \end{matrix} \right\}$

Note: Sample space can be finite or infinite

An event is simple if it consists of exactly one outcome

An event is compound if it consists of more than one outcome

An event is null if it is empty " \emptyset " (consisting of no outcomes)

Example: Experiment is rolling two dice.

Event 1 $E_1 = \left\{ \begin{matrix} \text{sum of} \\ \text{dice is 12} \end{matrix} \right\} = \left\{ \begin{matrix} D1 & D2 \\ (6, & 6) \end{matrix} \right\}$

simple ↗

Event 2 $E_2 = \left\{ \begin{matrix} \text{sum of} \\ \text{dice is 11} \end{matrix} \right\} = \left\{ \begin{matrix} D1 & D2 \\ (5, & 6) \\ (6, & 5) \end{matrix} \right\}$

compound ↗

Event 3 $E_3 = \left\{ \begin{matrix} \text{sum of} \\ \text{dice is 13} \end{matrix} \right\} = \emptyset$

null ↗

For complicated events it is often easiest to describe them as combinations of simpler events

Example: Experiment is rolling two dice

$$\left\{ \begin{matrix} \text{at least} \\ \text{one die} \\ \text{is 6} \end{matrix} \right\} = \left\{ \begin{matrix} D1 \text{ is} \\ 6 \end{matrix} \text{ or } \begin{matrix} D2 \text{ is} \\ 6 \end{matrix} \right\}$$

("union")

$$= \left\{ \begin{matrix} D1 \\ \text{is} \\ 6 \end{matrix} \right\} \cup \left\{ \begin{matrix} D2 \\ \text{is} \\ 6 \end{matrix} \right\}$$

$$\left\{ \begin{matrix} (6,1) & (6,2) & (6,3) \\ (6,4) & (6,5) & (6,6) \end{matrix} \right\} \cup \left\{ \begin{matrix} (1,6) & (2,6) & (3,6) \\ (4,6) & (5,6) & (6,6) \end{matrix} \right\}$$

$$\left\{ \begin{matrix} \text{sum of} \\ \text{dice is } < 11 \end{matrix} \right\} = \left\{ \begin{matrix} \text{sum of dice} \\ \text{is not } \geq 11 \end{matrix} \right\}$$

$$= \left\{ \begin{matrix} \text{All outcomes} \\ \text{except for} \end{matrix} \begin{matrix} \text{sum of} \\ \text{dice is } \geq 11 \end{matrix} \right\}$$

$$= \left\{ \begin{matrix} \text{sum of} \\ \text{dice is } \geq 11 \end{matrix} \right\}' \quad (\text{"complement"})$$

Set theory operations:

Union $A \cup B$ "A or B"
 † all outcomes in A or in B (or in both)

Intersection $A \cap B$ "A and B"
 † only outcomes that are in both A & B

Complement A' (or A^c) "not A"
 † all outcomes except for those in A

If $A \cap B = \emptyset$ (no outcomes are in both)
 then we say A & B are "mutually exclusive"
 or "disjoint"