

# Probability (Textbook Chapters 16 and 17)

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# Monty Hall Problem

*Suppose you're on a game show, and you're given the choice of three doors. Behind one door is a car, behind the others, goats. You pick a door, say number 1, and the host, who knows what's behind the doors, opens another door, say number 3, which has a goat. He says to you, "Do you want to pick door number 2?" Is it to your advantage to switch your choice of doors?*

Describes a situation faced by contestants on a 70's game show *Let's Make a Deal*.

# Let's Make a Deal: Assumptions

- The car is equally likely to be hidden behind each of the three doors.
- The player is equally likely to pick each of the three doors.
- After the player picks a door, the host must open a different door with a goat behind it and offer the player a second choice.
- If the host has a choice of which door to open, then he is equally likely to select each of them.

# The Sample Space

- *Random variables* (aka “random quantities”)
  - door concealing the car.
  - door chosen by the player.
  - door opened by the host to reveal a goat.

These variables take 3 possible values:  $A$ ,  $B$ , and  $C$ , representing the three doors.

- *Outcome*: Values taken by random variables in any one experiment, e.g.,  $(A, C, B)$  denotes:
  - the car is behind door  $A$ ,
  - the player chooses door  $C$ ,
  - the host opens door  $B$
- *Sample space*: Set of all possible outcomes

$$S = \left\{ \begin{array}{l} (A, A, B), (A, A, C), (A, B, C), (A, C, B), (B, A, C), (B, B, A) \\ (B, B, C), (B, C, A), (C, A, B), (C, B, A), (C, C, A), (C, C, B) \end{array} \right\}$$

# Events

A *set of outcomes* is called an event. Examples:

- “prize is behind door C”

$$\{(C, A, B), (C, B, A), (C, C, A), (C, C, B)\}$$

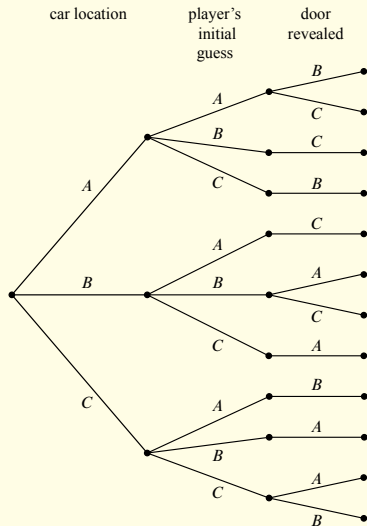
- “prize behind door first picked by the player”

$$\{(A, A, B), (A, A, C), (B, B, A), (B, B, C), (C, C, A), (C, C, B)\}$$

- “player wins by switching”

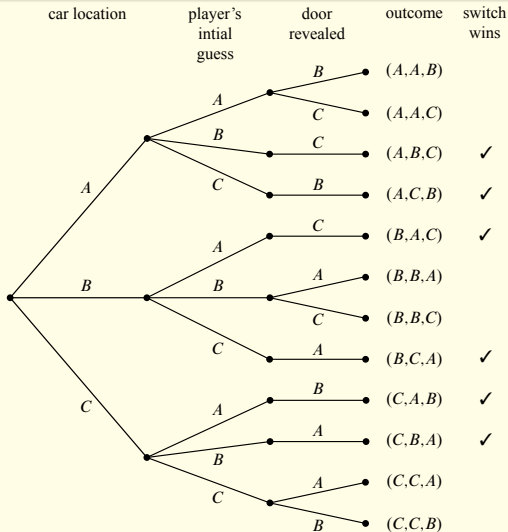
$$\{(A, B, C), (A, C, B), (B, A, C), (B, C, A), (C, A, B), (C, B, A)\}$$

# Tree Diagram Displaying Sample Space

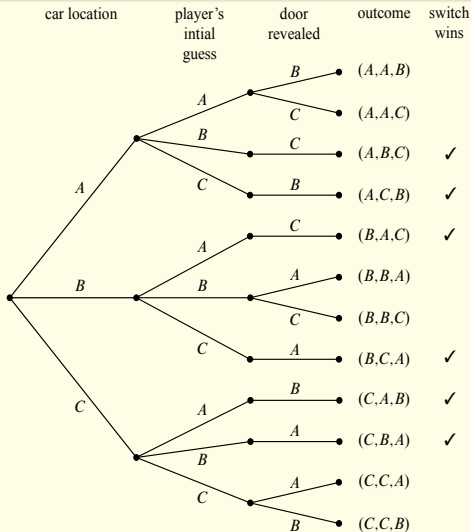


- Each *level* corresponds to a random variable
- Each *leaf* corresponds to an outcome
- Any *subset of leaves* correspond to an event

# Tree Diagram With “Player Wins By Switching” Marked



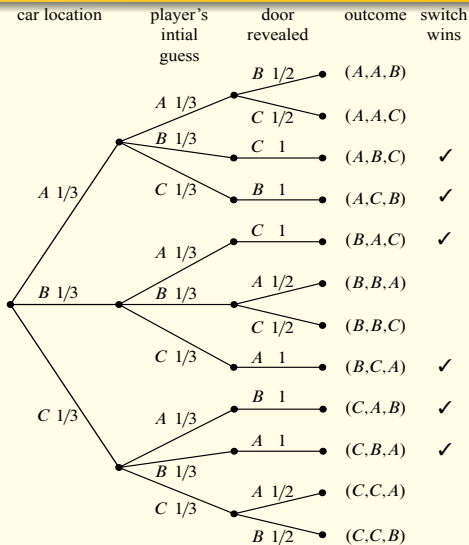
# Computing Event Probabilities





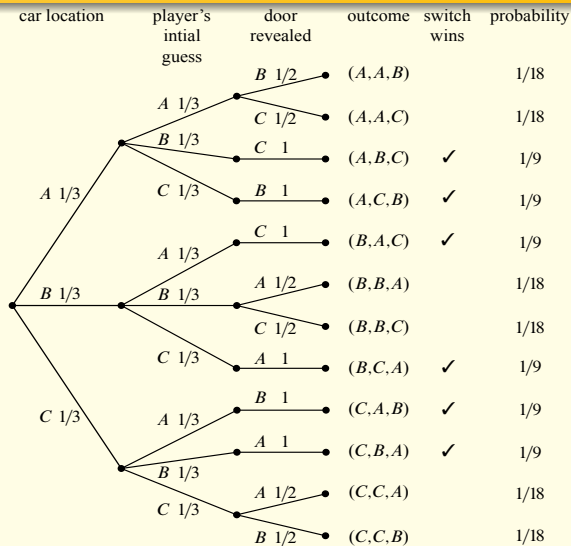
# Computing Event Probabilities

- Assign edge probabilities



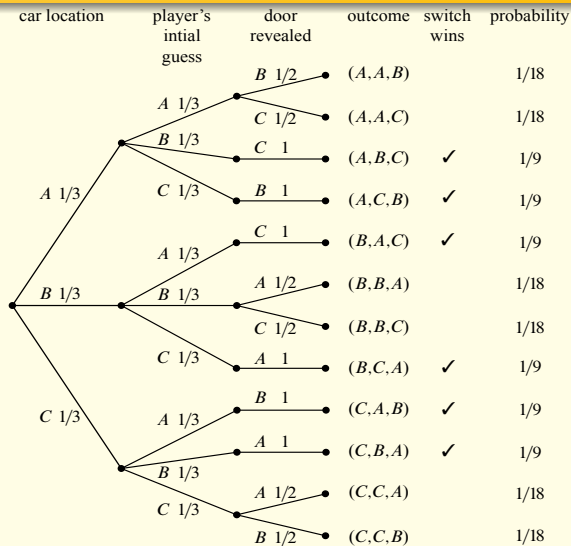
# Computing Event Probabilities

- Assign edge probabilities
- Compute outcome probabilities



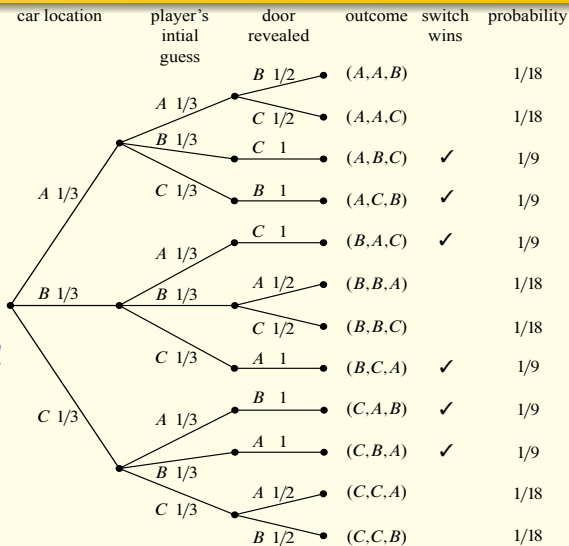
# Computing Event Probabilities

- Assign edge probabilities
- Compute outcome probabilities
- Compute event probability:



# Computing Event Probabilities

- Assign edge probabilities
- Compute outcome probabilities
- Compute event probability:  $6/9 = 2/3$ !



# Birthday Problem

- What is the probability of finding two people with the same birthday in this class?
- The probability that two students have different birthdays:  $\frac{364}{365}$
- In a class of  $n$ , there are  $\binom{n}{2}$  pairs of students to consider.
  - If we assume that whether one pair shares a birthday is independent of another, we can simply multiply these probabilities

$$Pr(\text{no two persons with same birthday}) \approx \left(\frac{364}{365}\right)^{\binom{n}{2}} \approx \left(\frac{364}{365}\right)^{n^2/2}$$

- For  $n = 44$ , this formula yields a probability of 7%
  - $n = 23$  is enough to have better than even chance of finding two with the same birthday.

# Birthday Problem: More Accurate Calculation

- What is the probability of finding two people with the same birthday in this class?
- Let us compute the complement: probability of *no* duplicated birthday, *assuming*:
  - birthdays are uniformly distributed in a year
  - birthdays of distinct students are independent.

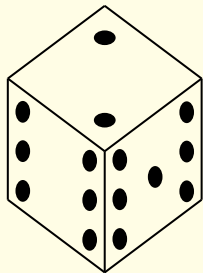
$$\frac{365}{365} \cdot \frac{365-1}{365} \cdots \frac{365-(n-1)}{365} = \left(1 - \frac{0}{365}\right) \left(1 - \frac{1}{365}\right) \cdots \left(1 - \frac{n-1}{365}\right)$$

- Use the approximation  $(1 - x) < e^{-x}$  to derive an upper bound:

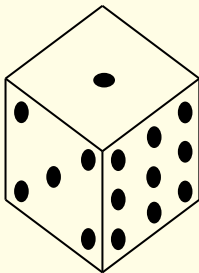
- $Pr(\text{no two persons with same birthday}) < e^0 \cdot e^{-\frac{1}{365}} \cdot e^{-\frac{n-1}{365}} = e^{\frac{-1}{365} \sum_{i=1}^{n-1} i} = e^{\frac{-n(n-1)}{2 \cdot 365}}$   
For  $n = 44$ , this evaluates to 7.5%

# Strange Die Game

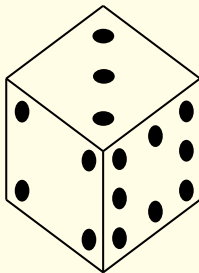
- A stranger challenges you to a game: whoever rolls higher will pay the other \$10.



*A*



*B*



*C*

- To sweeten the deal, he says you can pick your die first.
- To keep you playing, he offers: sum of two rolls wins, *and*, he will go first!

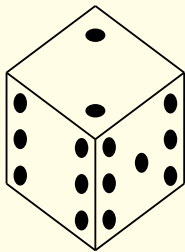
# Strange Die Game: Summary

## One roll game

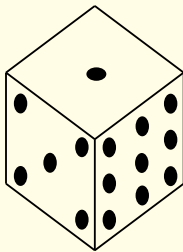
- $A$  beats  $B$  with a probability  $5/9$
- $B$  beats  $C$  with a probability  $5/9$
- $C$  beats  $A$  with a probability  $5/9$

## Sum of two rolls game

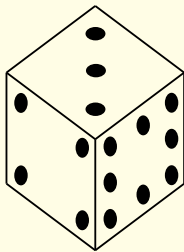
- $A$  *loses to*  $B$  with a probability  $42/81$
- $B$  *loses to*  $C$  with a probability  $42/81$
- $C$  *loses to*  $A$  with a probability  $42/81$



$A$



$B$



$C$



# Set Theory and Probability

- A countable *sample space*  $\mathcal{S}$  is a nonempty countable set.
- An *outcome*  $\omega$  is an element of  $\mathcal{S}$ .
- A *probability function*  $Pr : \mathcal{S} \longrightarrow \mathbb{R}$  is a total function such that
  - $Pr[\omega] \geq 0$  for all  $\omega \in \mathcal{S}$ , and
  - $\sum_{\omega \in \mathcal{S}} Pr[\omega] = 1$
- An *event*  $E$  is a subset of  $\mathcal{S}$ . Its probability is given by:

$$Pr[E] = \sum_{\omega \in E} Pr[\omega]$$

# Probability Rules from Set Theory

Many probability rules follow from the rules on set cardinality

**Sum Rule:** If  $E_0, E_1, \dots, E_n, \dots$  are pairwise disjoint events, then

$$Pr[\bigcup_{n \in \mathbb{N}} E_n] = \sum_{n \in \mathbb{N}} Pr[E_n]$$

**Complement Rule:**  $Pr[\bar{A}] = 1 - Pr[A]$

**Difference Rule:**

$$Pr[B - A] = Pr[B] - Pr[A \cap B]$$

**Inclusion-Exclusion:**

$$Pr[A \cup B] = Pr[A] + Pr[B] - Pr[A \cap B]$$

**Union Bound:**  $Pr[A \cup B] \leq Pr[A] + Pr[B]$

**Monotonicity:**  $A \subseteq B \rightarrow Pr[A] \leq Pr[B]$

# Uniform Probability Spaces

A finite probability space  $\mathcal{S}$  said to be uniform if  $Pr[\omega]$  is the same for all  $\omega$ . In such spaces:

$$Pr[E] = \frac{|E|}{|\mathcal{S}|}$$

We often this assumption — for instance, whenever probability was brought up while counting.

# Infinite Probability Spaces

Two players take turns flipping fair coins. The first one to land heads wins. What is the probability of each player winning?

# Conditional Probability

- Probability of an event under a condition
- The condition limits consideration to a subset of outcomes
  - Consider this subset (rather than whole of  $\mathcal{S}$ ) as the space of all possible outcomes

$$Pr[X|Y] = \frac{Pr[X \cap Y]}{Pr[Y]}$$

# Monty Hall Problem Revisited

$$Pr[X|Y] = \frac{Pr[X \cap Y]}{Pr[Y]}$$

**$Pr[\text{win by switching} \mid \text{pick } A \text{ and goat at } B]$**

$$\begin{aligned} & Pr(\{(A, B, C), (A, C, B), (B, A, C), (B, C, A), (C, A, B), (C, B, A)\} \mid \{(A, A, B), (A, A, C), (C, A, B)\}) \\ &= Pr[\{(C, A, B)\}] / Pr[\{(A, A, B), (A, A, C), (C, A, B)\}] = \frac{1/9}{1/18 + 1/18 + 1/9} = 1/2 \end{aligned}$$

- Switching does not seem to help!

# Monty Hall Problem Revisited

## Wrong Question: $Pr[\text{win by switching} \mid \text{pick } A \text{ and goat at } B]$

$$\begin{aligned} & Pr(\{(A, B, C), (A, C, B), (B, A, C), (B, C, A), (C, A, B), (C, B, A)\} \mid \{(A, A, B), (A, A, C), (C, A, B)\}) \\ &= Pr[\{(C, A, B)\}] / Pr[\{(A, A, B), (A, A, C), (C, A, B)\}] = \frac{1/9}{1/18 + 1/18 + 1/9} = 1/2 \end{aligned}$$

- Switching does not seem to help!

## Right Question: $Pr[\text{win by switching} \mid \text{pick } A \text{ and host opens } B]$

$$\begin{aligned} & Pr(\{(A, B, C), (A, C, B), (B, A, C), (B, C, A), (C, A, B), (C, B, A)\} \mid \{(A, A, B), (C, A, B)\}) \\ &= Pr[\{(C, A, B)\}] / Pr[\{(A, A, B), (C, A, B)\}] = \frac{1/9}{1/18 + 1/9} = 2/3 \end{aligned}$$

- Switching does help: The main clue is the host's decision to open  $B$ !

# Four-Step Method for Conditional Probability

## Best-of-Three Playoff

Both teams have a 0.5 probability of winning the first match. But for subsequent games, the winning team has a  $\frac{2}{3}$  probability of winning the next match. Similarly, the losing team has a  $\frac{2}{3}$  probability of losing the next match.

*What is the probability that the team that wins the first match will win the playoffs?*



# Four-Step Method for Conditional Probability

game 1	game 2	game 3	outcome	event A: win the series	event B: win game 1	outcome probability
	W	W	WW	✓	✓	1/3
	W	L	WLW	✓	✓	1/18
	L	W	LWW	✓		1/9
	L	L	LL			1/3
	W	W	WW	✓		1/9
	W	L	WL			1/6

# Four-Step Method for Conditional Probability

- Find the sample space

$$\mathcal{S} = \{WW, WLW, WLL, LWW, LWL, LL\}$$

- Define events of interest

$$W_A = \{WW, WLW, LWW\}$$

$$W_B = \{WW, WLW, WLL\}$$

- Determine outcome probabilities

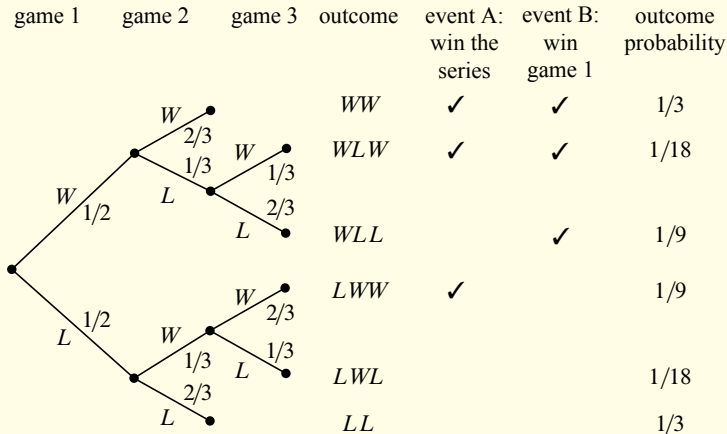
- Outcomes correspond to the tree leaves, and are annotated with their probabilities

- Compute event probabilities

$$\begin{aligned} Pr[W_A] &= \frac{1}{2} \cdot \frac{2}{3} + \frac{1}{2} \cdot \frac{1}{3} \cdot \frac{1}{3} + \frac{1}{2} \cdot \frac{1}{3} \cdot \frac{2}{3} = \frac{1}{3} + \frac{1}{18} + \frac{1}{9} = \frac{1}{2} \\ Pr[W_A|W_B] &= \frac{Pr[\{WW, WLW\}]}{Pr[W_B]} = \frac{1/3 + 1/18}{1/2} = \frac{7}{9} \end{aligned}$$

# What are Edge Probabilities in Tree Diagrams?

- They are just conditional probabilities!



# Extending Probability Rules for Conditional Probability

**Product Rule 2:**  $Pr[E_1 \cap E_2] = Pr[E_1] \cdot Pr[E_2|E_1]$

**Product Rule 3:**  $Pr[E_1 \cap E_2 \cap E_3] = Pr[E_1] \cdot Pr[E_2|E_1] \cdot Pr[E_3|E_1 \cap E_2]$

**Bayes' Rule:**  $Pr[B|A] = \frac{Pr[A|B] \cdot Pr[B]}{Pr[A]}$

**Total Probability Law:**  $Pr[A] = Pr[A|E] \cdot Pr[E] + Pr[A|\bar{E}] \cdot Pr[\bar{E}]$

**Total Probability Law 2:** If  $E_i$  are mutually disjoint and  $Pr[\bigcup E_i] = 1$  then

$$Pr[A] = \sum Pr[A|E_i] \cdot Pr[E_i]$$

**Inclusion-Exclusion:**  $Pr[A \cup B|C] = Pr[A|C] + Pr[B|C] - Pr[A \cap B|C]$

# Independence

- An event  $A$  is independent of  $B$  iff the following (equivalent) conditions hold:
  - $Pr[A|B] = Pr[A]$
  - $Pr[A \cap B] = Pr[A] \cdot Pr[B]$
  - $B$  is independent of  $A$
- Often, independence is an assumption.
- Definition can be generalized to 3 (or  $n$ ) events. Events  $E_1$ ,  $E_2$  and  $E_3$  are mutually independent iff all of the following hold:
  - $Pr[E_1 \cap E_2] = Pr[E_1] \cdot Pr[E_2]$
  - $Pr[E_2 \cap E_3] = Pr[E_2] \cdot Pr[E_3]$
  - $Pr[E_1 \cap E_3] = Pr[E_1] \cdot Pr[E_3]$
  - $Pr[E_1 \cap E_2 \cap E_3] = Pr[E_1] \cdot Pr[E_2] \cdot Pr[E_3]$

# Medical Testing

**False Positive (FP):**  $Pr[\text{positive test} \mid \text{not sick}]$

In the context of statistical hypothesis testing:

- FP is called *type I error* or *significance* and denoted by the letter  $\alpha$
- $\gamma = 1 - \alpha$  is called *specificity* or *confidence* of the test.

**False Negative:**  $Pr[\text{negative test} \mid \text{sick}]$

In statistical hypothesis testing,

- FN is called *type II error* and denoted  $\beta$ .
- $1 - \beta$  is called the *power* of the test.

# Medical Testing

- Consider a diagnostic test with  $FP = 0.05$  and  $FN = 0.02$ :
  - $Pr[\text{pos}|\neg\text{sick}] = 0.05$                        $Pr[\text{neg}|\text{sick}] = 0.02$
  - $Pr[\text{neg}|\neg\text{sick}] = 0.95$                        $Pr[\text{pos}|\text{sick}] = 0.98$
- If a test comes back positive, what is the likelihood that he/she has the disease?
- It depends ...
  - ... on what fraction of the tested population is actually sick.
  - Assume this is 1%.
    - i.e.,  $Pr[\text{sick}] = 0.01$

# Medical Testing: Four-Step Method

- Find the sample space

$$\mathcal{S} = \{(sick, pos), (sick, neg), (\neg sick, pos), (\neg sick, neg)\}$$

- Determine outcome probabilities:

- $Pr[(sick, pos)] = Pr[sick] \cdot Pr[pos|sick] = 0.01 \cdot 0.98 = .0098$

- $Pr[(\neg sick, pos)] = Pr[\neg sick] \cdot Pr[pos|\neg sick] = 0.99 \cdot 0.05 = .0495$

- Define events of interest

$$Sick = \{(sick, pos), (sick, neg)\}$$

$$Pos = \{(sick, pos), (\neg sick, pos)\}$$

- Compute conditional probability

$$Pr[Pos] = Pr[(sick, pos)] + Pr[(\neg sick, pos)] = .0098 + .0495 = 0.0593$$

$$Pr[sick|pos] = \frac{Pr[(sick, pos)]}{Pr[pos]} = 0.0098/0.0593 = 16.5\%$$

*Although the test is more than 95% accurate, a positive does not mean much:  
You have only a small (16.5%) chance of being actually sick!*



# Medical Testing: Summary

- While false positives are rare, they are more common than the likelihood of a random person being sick
  - In fact, the condition being tested is 5x less prevalent than FPs.
  - So, 4 out of 5 times, people flagged by the test are not sick.
- This calculation is based on the assumption that the person being tested is someone picked randomly from the population.
  - If we tested only those that display symptoms of the sickness, the rates will be different.
    - In particular, we need to use the prevalence of sickness among such symptomatic people.