

# 03: Intro to Probability

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[Lecture Discussion on Ed](#)

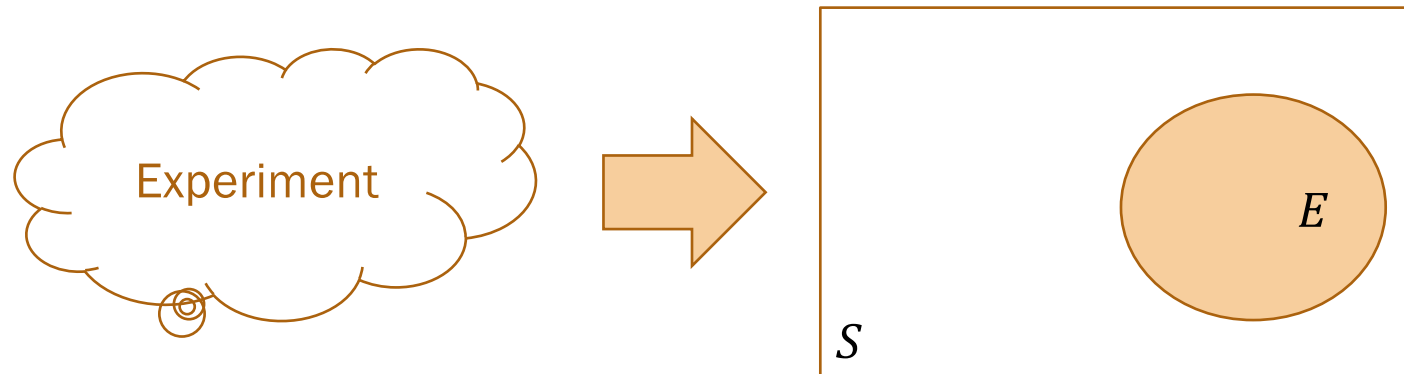


# Defining Probability

# Key definitions

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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

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## Sample Space, $S$

- Coin flip  
 $S = \{\text{Heads}, \text{Tails}\}$
- 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  
 $E = \{\text{Heads}\}$
- $\geq 1$  head in two coin flips  
 $E = \{(H,H), (H,T), (T,H)\}$
- Roll is 3 or less:  
 $E = \{1, 2, 3\}$
- Low email day ( $\leq 100$  emails)  
 $E = \{x \mid x \in \mathbb{Z}, 0 \leq x \leq 100\}$
- Lost day ( $\geq 5$  TikTok hours):  
 $E = \{x \mid x \in \mathbb{R}, 5 \leq x \leq 24\}$

# What is a probability?

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

\*our belief that an event  $E$  occurs.

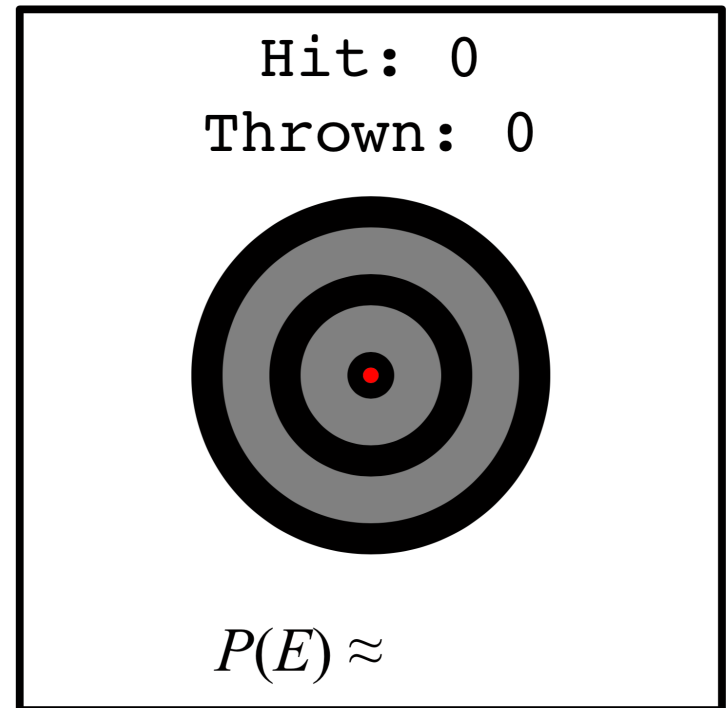
# What is a probability?

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

$n$  = # of total trials

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

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



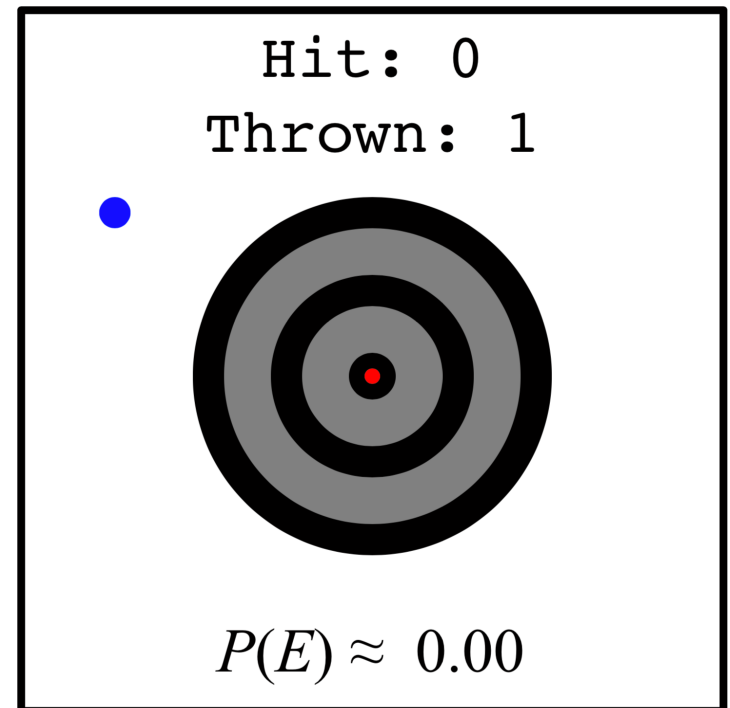
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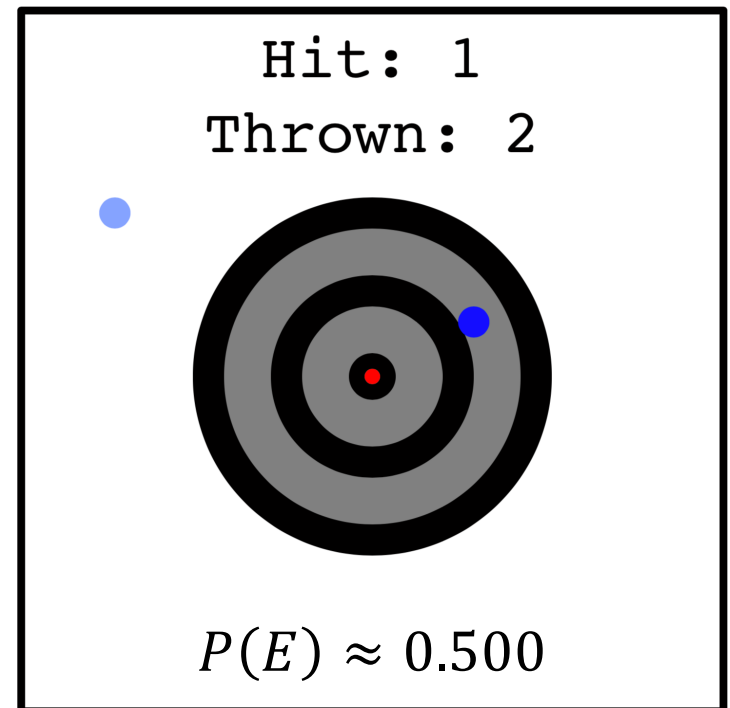
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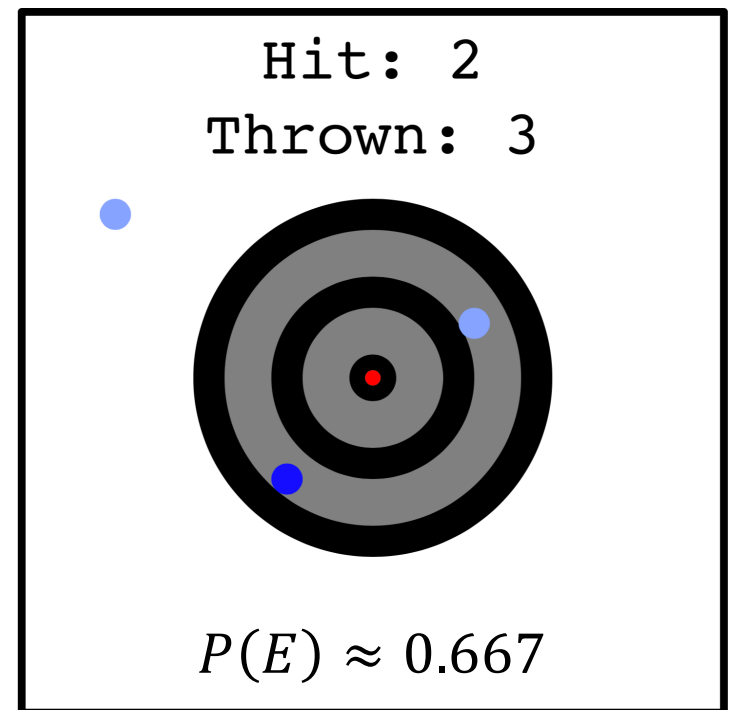
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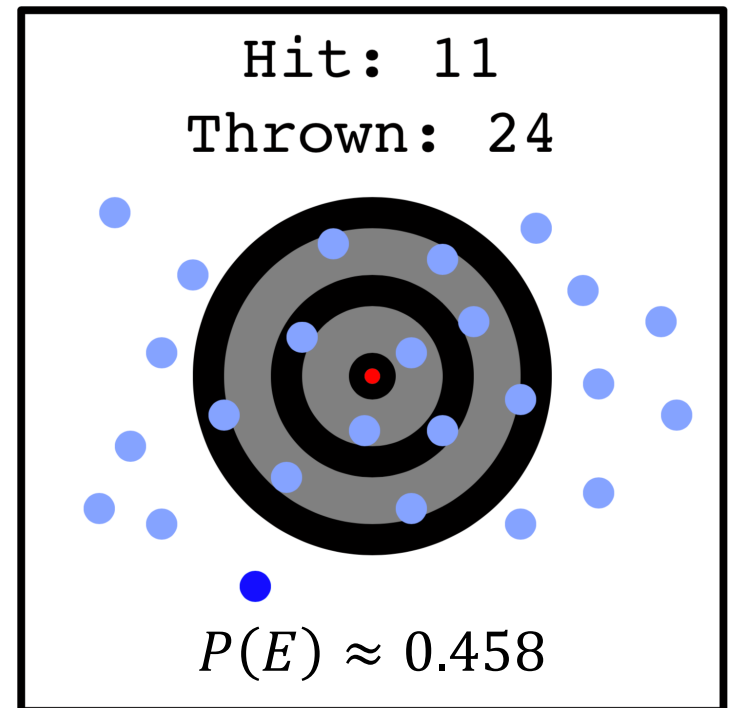
# What is a probability?

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

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

$n$  = # of total trials

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

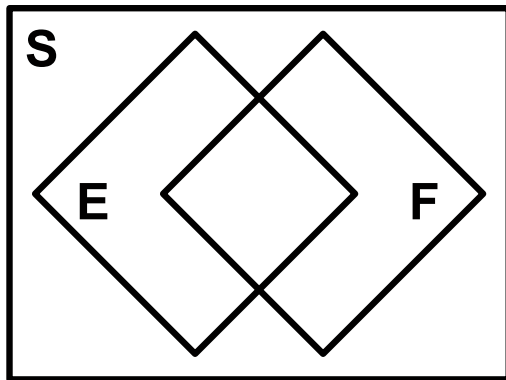




# Axioms of Probability

# Quick review of sets

Review



$E$  and  $F$  are events in  $S$ .

Experiment:

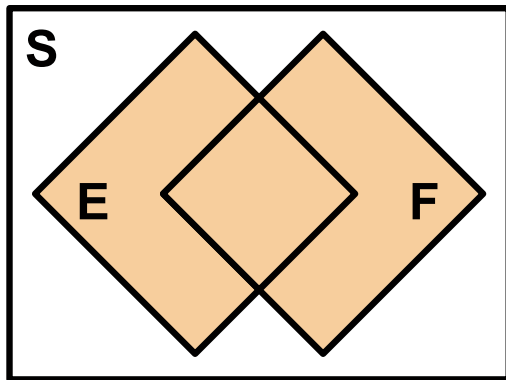
Die roll

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

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

# Quick review of sets

Review



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Experiment:

Die roll

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

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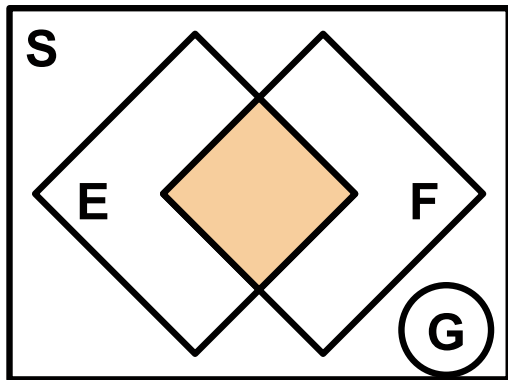
def **Union** of events,  $E \cup F$

The event containing all outcomes in  $E$  **or**  $F$ .

$$E \cup F = \{1, 2, 3\}$$

# Quick review of sets

Review



$E$  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**  $F$ .

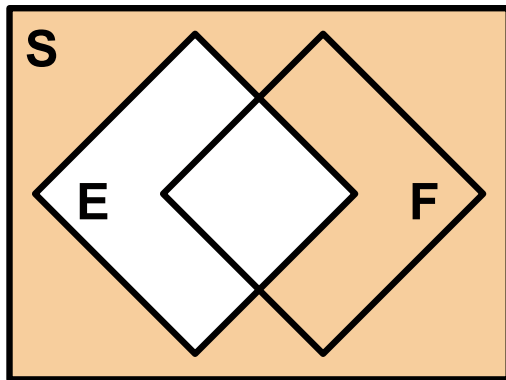
$$E \cap F = EF = \{2\}$$

def **Mutually exclusive** events  $F$

and  $G$  means that  $F \cap G = \emptyset$

# Quick review of sets

Review



$E$  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  $E$ .

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

# Three Axioms of Probability

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

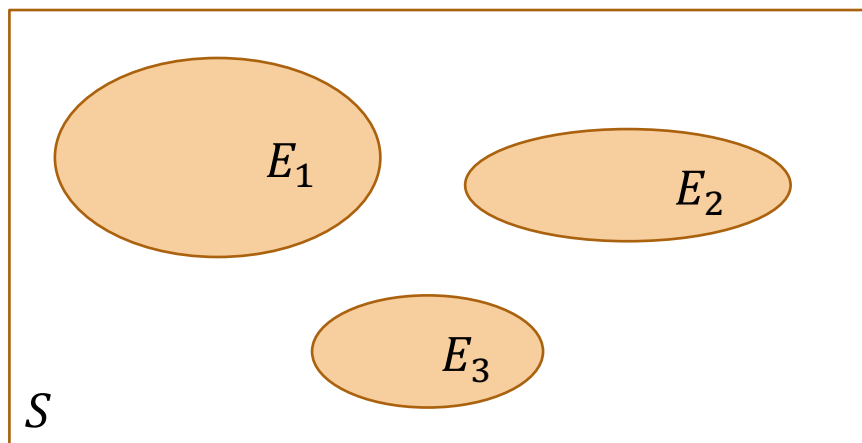


## Axiom 3 is the (analytically) most useful axiom

**Axiom 3:** If  $E$  and  $F$  are mutually exclusive—that is, if  $E \cap F = \emptyset$ —then  $P(E \cup F) = P(E) + P(F)$

More generally, for any sequence of mutually exclusive events  $E_1, E_2, \dots$ :

$$P\left(\bigcup_{i=1}^{\infty} E_i\right) = \sum_{i=1}^{\infty} P(E_i)$$



just like the Sum Rule of Counting, but  
for probabilities



# Equally Likely Outcomes

# Equally Likely Outcomes

Some sample spaces have **equally likely outcomes**.

- Flipping one coin:  $S = \{\text{Head, Tails}\}$
- Flipping two coins:  $S = \{(H, H), (H, T), (T, H), (T, T)\}$
- Roll of 6-sided die:  $S = \{1, 2, 3, 4, 5, 6\}$

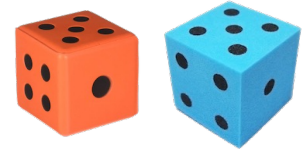
If we have equally likely outcomes, then  $P(\text{Each outcome}) = \frac{1}{|S|}$

Therefore  $P(E) = \frac{\# \text{ outcomes in } E}{\# \text{ outcomes in } S} = \frac{|E|}{|S|}$  (by Axiom 3)

# Roll two dice

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

Roll two 6-sided fair dice. What is  $P(\text{sum} = 7)$ ?


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

$E =$

# Target revisited

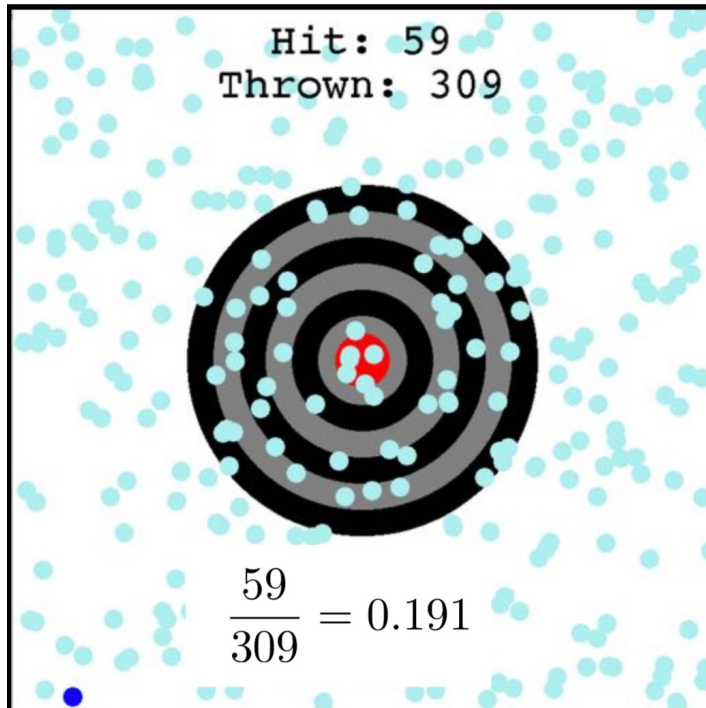
$$P(E) = \frac{|E|}{|S|} \begin{array}{l} \text{Equally likely} \\ \text{outcomes} \end{array}$$

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

Screen size =  $800 \times 800$

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?



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

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

# Cats and sharks (note: stuffed animals)

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

4 cats and 3 sharks in a bag. 3 drawn.  
What is  $P(1 \text{ cat and } 2 \text{ sharks drawn})$ ?

**Question:** Do indistinct objects give you an equally likely sample space?

(No)

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. 0



# 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

# 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.

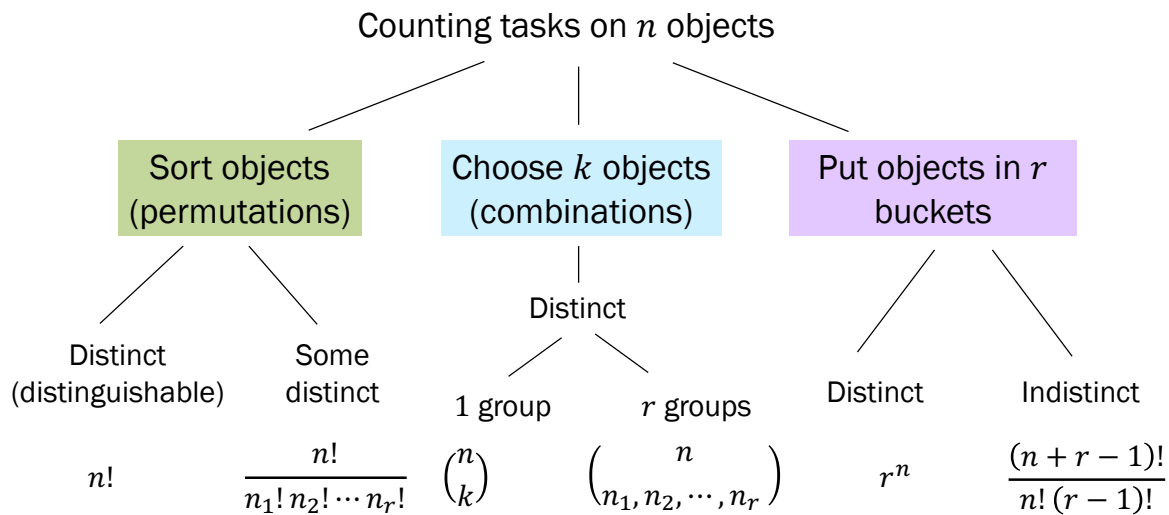
## Define

- $S$  = Pick 3 distinct items
- $E$  = 1 distinct cat, 2 distinct sharks





# Exercises



Equally likely outcomes:

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

## Combinatorics

## Probability

# Counting? Probability? Distinctness?

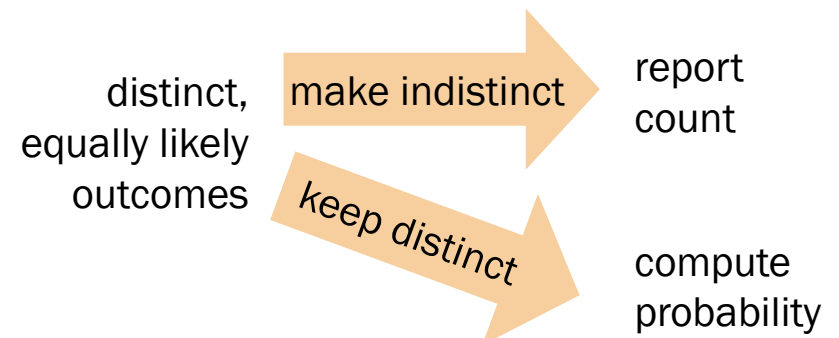
Review

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 excludes one or both indistinct books.

1. How many distinct outcomes are in  $E$ ?

2. What is  $P(E)$ ?



# Poker Straights and Computer Chips

1. Consider equally likely 5-card poker hands.
  - Define "poker straight" as 5 consecutive rank cards of any suit

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



# 1. Any Poker Straight

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

Compute  $P(\text{Poker straight}) =$

## 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  $S$ )

Compute  $P(E) =$

## 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  $S$ )



# Corollaries of Probability



## 3 Corollaries of Axioms of Probability

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**Corollary 1:**  $P(E^C) = 1 - P(E)$

**Corollary 2:** If  $E \subseteq F$ , then  $P(E) \leq P(F)$

**Corollary 3:**  $P(E \cup F) = P(E) + P(F) - P(EF)$   
(Inclusion-Exclusion Principle for Probability)

# Selecting Programmers

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

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

1. Define events  
& state goal

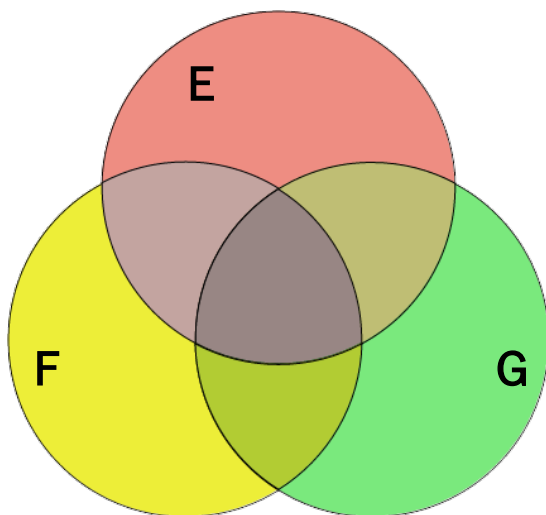
2. Identify known  
probabilities

3. Solve

# Inclusion-Exclusion Principle (Corollary 3)

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

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



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

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

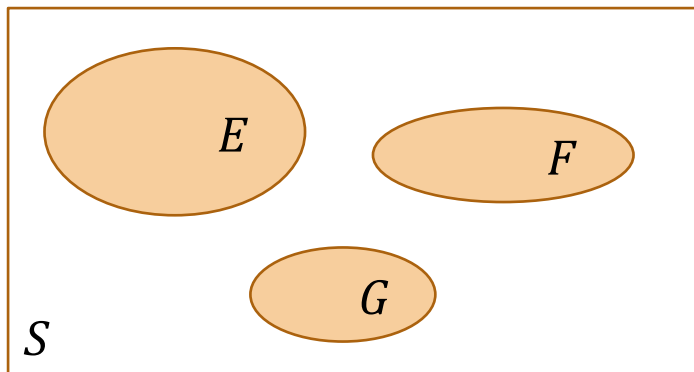
$$r = 2: -P(E \cap F) - P(E \cap G) - P(F \cap G)$$

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

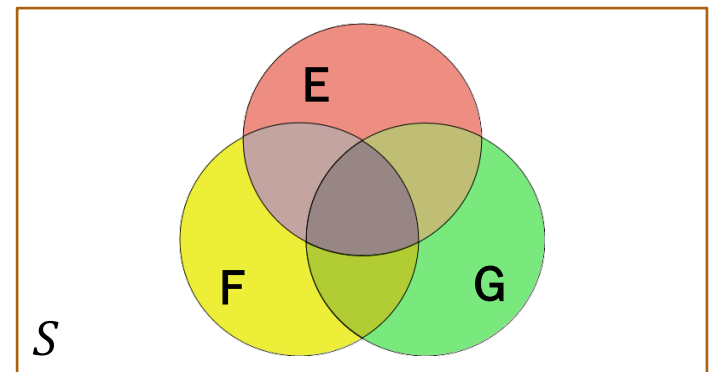
# Takeaway: Union of events

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

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  $k = 223$  random people.
- Assume each group of  $k$  Stanford people is equally likely to be in the room.

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

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

# Serendipity

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- 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 the room.

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

## Define

- $S$  (unordered)
- $E$ :  $\geq 1$  friend in the room

What strategy would you use?

A.  $P(\text{exactly } 1) + P(\text{exactly } 2) + P(\text{exactly } 3) + \dots$

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



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## Define

- $S$  (unordered)
- $E: \geq 1$  friend in the room

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



# The Birthday Paradox Problem

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What is the probability that in a set of  $n$  people, at least one pair of them share the same birthday?

For you to think about (and discuss in your first section)



# Card Flipping

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



Stanford University

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

**Sample space**  $S = 52$  in-order cards (shuffle deck)

**Event**  $E_{AS}$ , next card  
is Ace Spades

1. Take out Ace of Spades.
2. Shuffle leftover 51 cards.
3. Add Ace Spades after first ace.

$$|E_{AS}| = 51! \cdot 1$$

$E_{2C}$ , next card  
is 2 Clubs

1. Take out 2 Clubs.
2. Shuffle leftover 51 cards.
3. Add 2 Clubs after first ace.

$$|E_{2C}| = 51! \cdot 1$$

$$P(E_{AS}) = P(E_{2C})$$