Math 302.102 Fall 2010

Summary of Lecture from September 13, 2010

Our goal is to devise a mathematical model of a chance experiment; that is, an experiment whose outcome is randomly one of many possibilities. A priori, we do not know which outcome will result.

Formally, the *sample space* denoted by S consists of all possible *outcomes* of the experiment. Since we do not know which outcome will result, we assign probabilities to the various outcomes in a *reasonable* way to indicate the relative likelihood with which we believe those outcomes to occur. The actual assignment of probabilities in a given situation might be a philosophical matter. However, we will not engage in that discussion here. We will assume that there is a probability assignment.

In addition to assigning probabilities to individual outcomes, we might want to assign probabilities to more sophisticated collections of outcomes. These are known as events. Thus, an *event* is a subset of the sample space (to use the language of set theory); that is, an event is simply a collection of outcomes.

As we have already noted, a probability is, intuitively, a measure of the relative likelihood of the occurrence of an event. Therefore, several reasonable properties that we might expect a probability to satisfy are the following.

- (i) The probability that something happens should be 1; that is, $P\{S\} = 1$.
- (ii) The probability that *nothing* happens should be 0; that is, $\mathbf{P} \{\emptyset\} = 0$.
- (iii) The probability of any event should be between 0 and 1; that is, if A is an event, then $0 \le \mathbf{P}\{A\} \le 1$.
- (iv) The probability of an event and its complement should sum to 1; that is, if A is an event, then the probability of A^c (the complement of A in S) should be $\mathbf{P}\{A^c\} = 1 \mathbf{P}\{A\}$.
- (v) The probability of a disjoint union of events should be the sum of the individual probabilities; that is, if A and B are disjoint events (meaning $A \cap B = \emptyset$), then the probability of either A or B happening (meaning $A \cup B$) should be $\mathbf{P} \{A \cup B\} = \mathbf{P} \{A\} + \mathbf{P} \{B\}$.

Hence, we see that a probability \mathbf{P} should be defined as a function from a collection of events to the real numbers in [0,1].

In addition to considering the probabilities of events, we might want to bet on a particular outcome. Although the wager might be fixed, the payout of the bet depends on the outcome observed. We describe such a bet as a random variable. Formally, a random variable is defined as a function from the sample space S to the real numbers \mathbb{R} . The letter X is traditionally used to denote a random variable so that we might write $X: S \to \mathbb{R}$.

Example. Suppose that we wish to model the experiment of flipping a fair coin twice. If we take our sample space to be

$$S = \{HH, HT, TH, TT\},\$$

then, since it is assumed that the coin is fair, it is reasonable to declare that

$$\mathbf{P}\left\{HH\right\} = \mathbf{P}\left\{HT\right\} = \mathbf{P}\left\{TH\right\} = \mathbf{P}\left\{TT\right\} = \frac{1}{4}.$$

Using the probabilities for the individual outcomes along with (v) we can determine probabilities for various events. For instance, if A is the event that at least one head appears, then $A = \{HH, HT, TH\}$ and so

$$\mathbf{P}\{A\} = \mathbf{P}\{HH, HT, TH\} = \mathbf{P}\{HH \text{ or } HT \text{ or } TH\} = \mathbf{P}\{HH\} + \mathbf{P}\{HT\} + \mathbf{P}\{TH\}$$

$$= \frac{1}{4} + \frac{1}{4} + \frac{1}{4}$$

$$= \frac{3}{4}.$$

If we let B be the event that no head appears, then $B = A^c$ and so using (iv) we find

$$\mathbf{P}\{B\} = \mathbf{P}\{A^c\} = 1 - \mathbf{P}\{A\} = 1 - \frac{3}{4} = \frac{1}{4}.$$

Of course, we could have solved this easy problem directly by noting that

$$\mathbf{P}\left\{B\right\} = \mathbf{P}\left\{TT\right\} = \frac{1}{4},$$

but the point was to illustrate (iv) in a simple setting. Suppose that you and I make the following bet. You pay me \$3, you flip the coin twice, and I pay you \$4 for every head that appears. If X denotes your net winnings, then X is a random variable whose value depends on the outcome observed. That is, $X: S \to \mathbb{R}$ is given explicitly by

$$X(HH) = 2 \times 4 - 3 = 5,$$

 $X(TH) = 1 \times 4 - 3 = 1,$
 $X(HT) = 1 \times 4 - 3 = 1,$
 $X(TT) = 0 \times 4 - 3 = -3.$

Notice that we can use the probabilities for the individual outcomes to determine probabilities for the values of the random variable. That is,

$$\mathbf{P} \{X = 5\} = \mathbf{P} \{HH\} = \frac{1}{4},$$

$$\mathbf{P} \{X = 1\} = \mathbf{P} \{HT \text{ or } TH\} = \mathbf{P} \{HT\} + \mathbf{P} \{TH\} = \frac{1}{4} + \frac{1}{4} = \frac{1}{2},$$

$$\mathbf{P} \{X = -3\} = \mathbf{P} \{TT\} = \frac{1}{4}.$$