Refresh: Counting.

- First Rule of counting: Objects from a sequence of choices: n_i possibilitities for *i*th choice. $n_1 \times n_2 \times \cdots \times n_k$ objects.
- Second Rule of counting: If order does not matter. Count with order. Divide by number of orderings/sorted object. Typically: $\binom{n}{k}$.
- Stars and Bars: Sample *k* objects with replacement from *n*. Order doesn't matter. *k* stars n-1 bars. Typically: $\binom{n+k-1}{k}$ or $\binom{n+k-1}{n-1}$.

Inclusion/Exclusion: two sets of objects. Add number of each and then subtract intersection of sets. Sum Rule: If disjoint just add.

Combinatorial Proofs: Identity from counting same in two ways. Pascal's Triangle Example: $\binom{n+1}{k} = \binom{n}{k-1} + \binom{n}{k}$. RHS: Number of subsets of n+1 items size k. LHS: $\binom{n}{k-1}$ counts subsets of n+1 items with first item. $\binom{n}{k}$ counts subsets of n+1 items without first item. Disjoint – so add!

The Magic of Probability

Uncertainty: vague, fuzzy, confusing, scary, hard to think about.

Probability: A precise, unambiguous, simple(!) way to think about uncertainty.





Uncertainty = Fear

Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Your cost: focused attention and practice on examples and problems.

CS70: On to probability.

Modeling Uncertainty: Probability Space

- 1. Key Points
- 2. Random Experiments
- 3. Probability Space

Random Experiment: Flip one Fair Coin

Flip a fair coin: (One flips or tosses a coin)



- Possible outcomes: Heads (H) and Tails (T) (One flip yields either 'heads' or 'tails'.)
- ▶ Likelihoods: *H* : 50% and *T* : 50%

Key Points

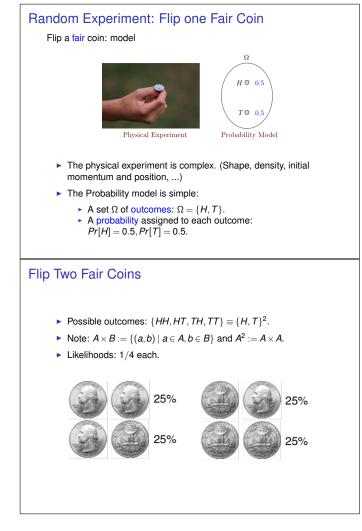
- Uncertainty does not mean "nothing is known"
- How to best make decisions under uncertainty?
 - Buy stocks
 - Detect signals (transmitted bits, speech, images, radar, diseases, etc.)
 - Control systems (Internet, airplane, robots, self-driving cars, schedule surgeries in a hospital, etc.)
- How to best use 'artificial' uncertainty?
 - Play games of chance
 - Design randomized algorithms.
- Probability
 - Models knowledge about uncertainty
 - Optimizes use of knowledge to make decisions

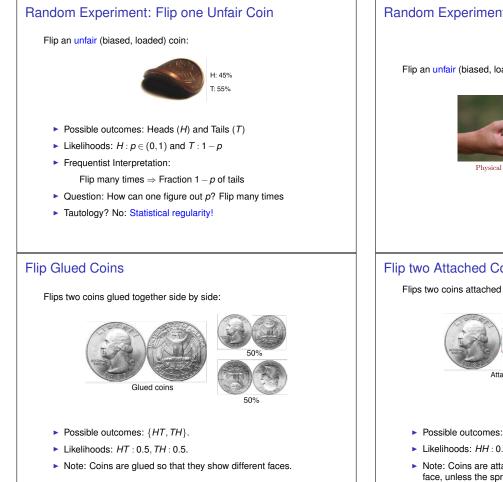
Random Experiment: Flip one Fair Coin Flip a fair coin:

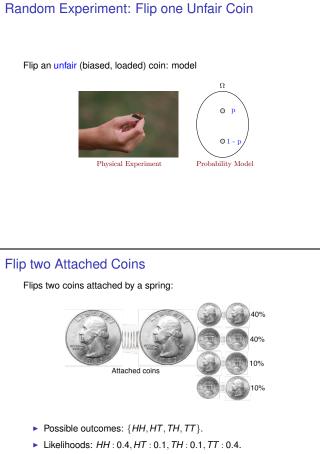


What do we mean by the likelihood of tails is 50%? Two interpretations:

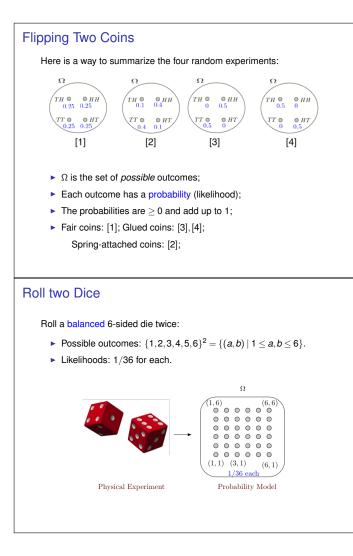
- Single coin flip: 50% chance of 'tails' [subjectivist]
 Willingness to bet on the outcome of a single flip
- Many coin flips: About half yield 'tails' [frequentist] Makes sense for many flips
- Question: Why does the fraction of tails converge to the same value every time? Statistical Regularity! Deep!

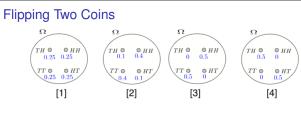






 Note: Coins are attached so that they tend to show the same face, unless the spring twists enough.





Important remarks:

- Each outcome describes the two coins.
- E.g., *HT* is one outcome of each of the above experiments.
- ► It is wrong to think that the outcomes are {*H*, *T*} and that one picks twice from that set.
- Indeed, this viewpoint misses the relationship between the two flips.
- **•** Each $\omega \in \Omega$ describes one outcome of the complete experiment.
- Ω and the probabilities specify the random experiment.

Probability Space.

- 1. A "random experiment":
 - (a) Flip a biased coin;(b) Flip two fair coins;(c) Deal a poker hand.

2. A set of possible outcomes: Ω .

(a) $\Omega = \{H, T\};$ (b) $\Omega = \{HH, HT, TH, TT\}; |\Omega| = 4;$ (c) $\Omega = \{A \triangleq A \land A \triangleq A \heartsuit K \triangleq, A \land A \land A \land A \clubsuit A \heartsuit Q \triangleq, \ldots\}$ $|\Omega| = {5 \choose 2}.$

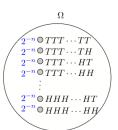
3. Assign a probability to each outcome: $Pr: \Omega \rightarrow [0, 1]$.

(a) Pr[H] = p, Pr[T] = 1 - p for some $p \in [0, 1]$ (b) $Pr[HH] = Pr[HT] = Pr[TH] = Pr[TT] = \frac{1}{4}$ (c) $Pr[A \triangleq A \diamondsuit A \triangleq A \heartsuit K \triangleq] = \dots = 1/\binom{52}{5}$

Flipping *n* times

Flip a fair coin *n* times (some $n \ge 1$):

- Possible outcomes: {*TT* ··· *T*, *TT* ··· *H*, ..., *HH* ··· *H*}. Thus, 2ⁿ possible outcomes.
- Note: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\} = \{H, T\}^n$.
- $A^n := \{(a_1, \ldots, a_n) \mid a_1 \in A, \ldots, a_n \in A\}. |A^n| = |A|^n.$
- Likelihoods: 1/2ⁿ each.

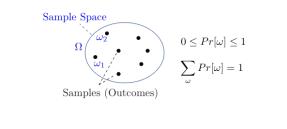


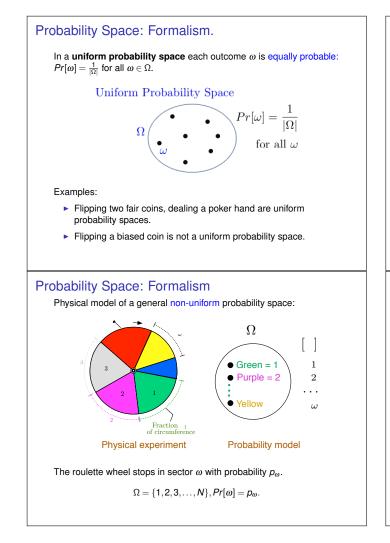
Probability Space: formalism.

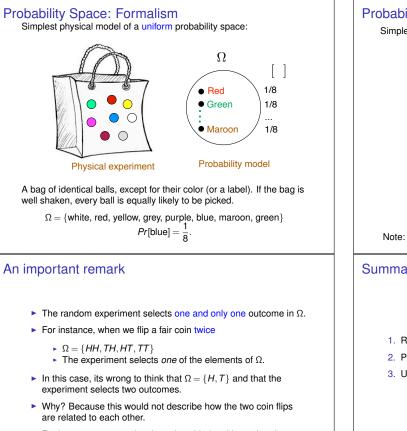
Ω is the sample space.

 $ω \in Ω$ is a **sample point**. (Also called an **outcome**.) Sample point ω has a probability Pr[ω] where

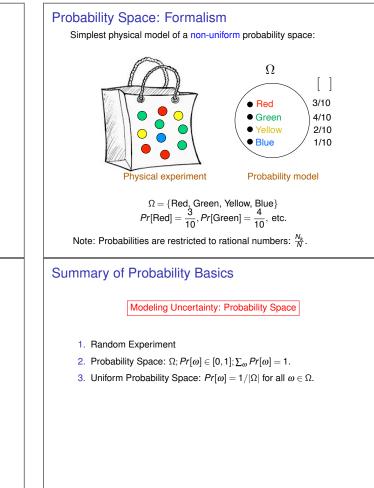
- ► $0 \leq Pr[\omega] \leq 1;$
- $\sum_{\omega \in \Omega} \Pr[\omega] = 1.$

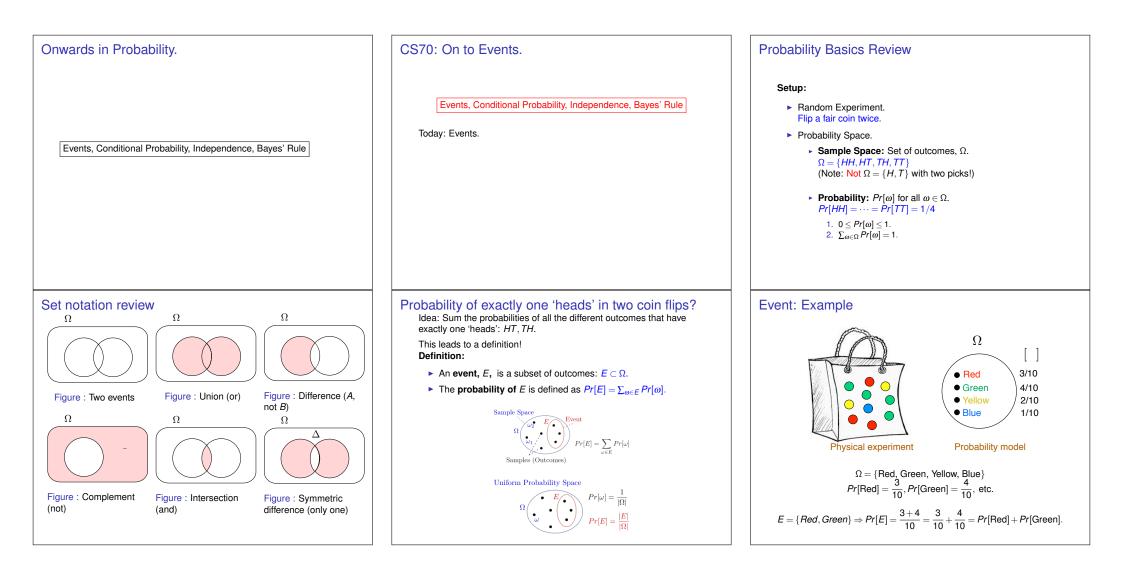


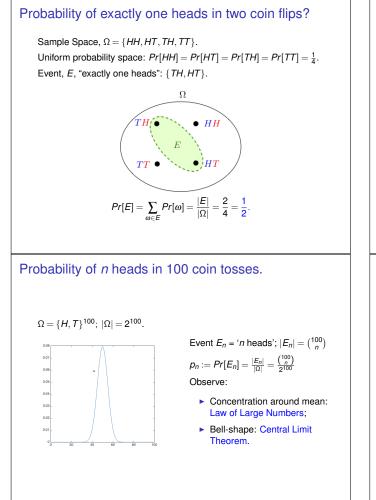


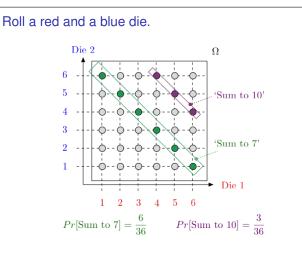


For instance, say we glue the coins side-by-side so that they face up the same way. Then one gets HH or TT with probability 50% each. This is not captured by 'picking two outcomes.'









Exactly 50 heads in 100 coin tosses.

Sample space: Ω = set of 100 coin tosses = {*H*, *T*}¹⁰⁰. $|\Omega| = 2 \times 2 \times \cdots \times 2 = 2^{100}$. Uniform probability space: $Pr[\omega] = \frac{1}{2^{100}}$. Event *E* = "100 coin tosses with exactly 50 heads" |E|? Choose 50 positions out of 100 to be heads. $|E| = {\binom{100}{50}}$.

$$Pr[E] = \frac{\binom{100}{50}}{2^{100}}.$$

