

# Introduction to Probability with MATLAB

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Lecture 2 / 12

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# Probabilities in an equiprobable space

To get  $P(A)$ , there are two things to do:

1. What are the **elementary events**? How many are they?
  - can you perhaps **list** them all? Or,
  - can you **imagine** a process that lists them all (for example, as in the **rule of product** we saw last time)?
2. **Which** elementary events **belong to A**?  
(We may call those the "**favorable** elementary events")  
How many are they?

Once you know these (and assume equiprobability), then

$$P(A) = \frac{n(A)}{n(\Omega)}$$

## Example. Two dice, $P(\text{both are even})$

- **Elementary events** = ordered pairs out of the set  $\{1, \dots, 6\}$ . There are **36** of them (rule of product):  $\{(1,1), (1,2), \dots, (6,5), (6,6)\}$
- **Favorable elementary events:** first die must be one of  $\{2,4,6\}$ , likewise the second, so the favorable outcomes are  $\{(2,2), (2,4), (2,6), \dots, (6,6)\}$ 
  - **Rule of product**, there are  $3 \cdot 3 = 9$  of them
- Probability =  $9 / 36 = 1/4$

# Example. Two dice, $P(X+Y=6)$

- **36** elementary events
- **Favorable** are:  
 $\{(1,5),(2,4),(3,3),(4,2),(5,1)\}$   
that is **5** outcomes
- Probability = **5 / 36**

Let's experiment...

```
>> n=1e6;  
>> x=dice(n);  
>> y=dice(n);
```

```
>> sum(x+y==6) / n  
ans =  
    0.1385
```

```
>> 5/36  
ans =  
    0.1389
```

**Seems close!**

# Subsets of given size "combinations"

4 persons ABCD shake hands. How many handshakes occur? (subsets of 2 persons)

If we list all ordered pairs,  $4 \cdot 3 = 12$

AB, AC, AD,

BC, BA, BD,

CA, CB, CD,

DA, DB, DC

The red ones are the same set  
 $\{A,B\} = \{B,A\}$

The blue ones are the same set  
 $\{A,C\} = \{C,A\}$

And so on. Every subset has been listed twice, so the number of subsets is  $12 / 2 = 6$

# Number of combinations

In a set of  $n$  elements, the **number of  $k$ -element subsets** ( $k$ -combinations) can be computed thus:

- Count all ordered  $k$ -sequences:  $(n)_k$
- Each  $k$ -combination corresponds to  $k!$  different ordered sequences, thus the number of  $k$ -combinations is

$$\frac{(n)_k}{k!} = \frac{n(n-1)\dots(n-k+1)}{k!} = \frac{n!}{(n-k)!k!} = \binom{n}{k}$$

- Also known as the binomial coefficient, " $n$  choose  $k$ ".
- MATLAB: `nchoosek(n, k)`

# Listing all cases (Matlab)

## Ordered sequences

```
>> perms('ABCD')
```

```
ans =  
DCBA  
DCAB  
DBCA  
DBAC  
DABC  
DACB  
CDBA  
CDAB  
CBDA  
CBAD  
CABD  
CADB  
BCDA  
BCAD  
BDCA  
BDAC  
BADC  
BACD  
ACBD  
ACDB  
ABCD  
ABDC  
ADBC  
ADCB
```

## Combinations

```
>> nchoosek('ABCD', 2)
```

```
ans =  
AB  
AC  
AD  
BC  
BD  
CD
```

```
>> nchoosek(4, 2)
```

```
ans =  
6
```

# P(Four of a kind) in poker

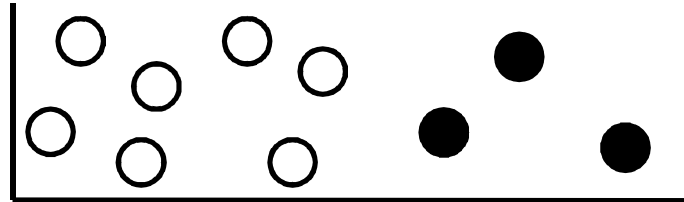
see e.g. Wikipedia: Poker probability

- 52 cards (4 suits, 13 cards each)
- A hand is a 5-element subset (combination), so there are  $\binom{52}{5}$  different hands
- Counting the favorable hands (via rule of product):
  - The four cards must have the same value. This value is one of **13** possible values. The hand then contains all four cards of that value (no choice here).
  - The fifth card can be any one of the remaining **48** cards.
  - Rule of product:  **$13 \cdot 48 = 624$**  favorable hands
- Probability is  **$624 / \binom{52}{5} \approx 0.000240$**



# How to try that in Matlab?

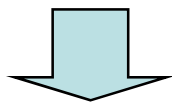
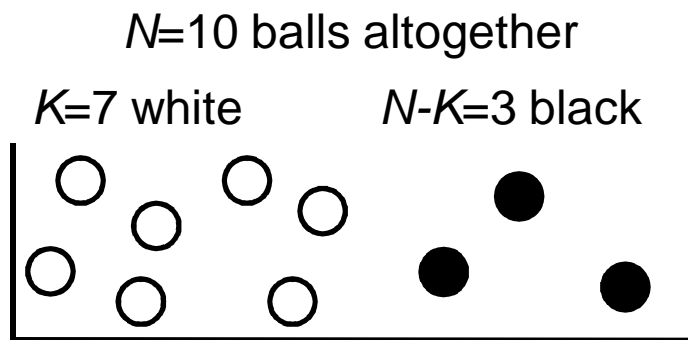
- We could list **all**  $\text{nchoosek}(52, 5) =$  about **2.6 million** hands of five cards,
  - **Pick out** those that are "four of a kind" ("favorable")
  - **Count** them one by one, and then compute  $\#A / \#\Omega$
- Or, we could generate **some random hands** of five cards, check **how often** we got "four of a kind", and compute relative frequency.
- How do these approaches differ?



# **SAMPLING WITH OR WITHOUT REPLACEMENT**

# Without replacement

- A population of  $N$  elements (balls, people etc.), of two kinds ("white", "black")
- A **sample** = subset of size  $n$  is chosen at random (equiprobably)
- Define event  $A_k =$  "there are  $k$  white balls in the sample"
- It contains many elementary events (which white balls, which black balls are in the sample)



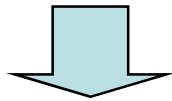
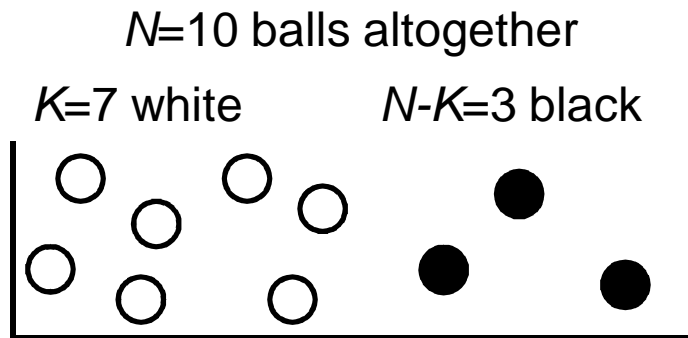
sample size  $n=4$  balls

Counting favorable outcomes  
 $k$  white balls chosen from  $K$        $n-k$  black balls chosen from  $N-K$

$$P(A_k) = \frac{\binom{K}{k} \times \binom{N-K}{n-k}}{\binom{N}{n}}$$

Counting all outcomes  
 $(n$ -subsets of  $N)$

# Without replacement (example)



{ ? ? ? ? }  
sample size  $n=4$  balls

$$P(A_2) = \frac{\binom{7}{2} \times \binom{3}{2}}{\binom{10}{4}} = \frac{21 \times 3}{210} = 0.3$$

Similarly

$$P(\text{"0 white"}) = 0 \quad (\text{why?})$$

$$P(\text{"1 white"}) \approx 0.033$$

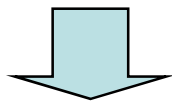
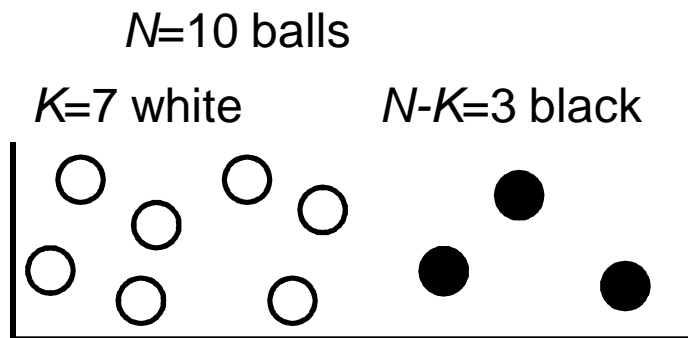
$$P(\text{"2 white"}) = 0.300$$

$$P(\text{"3 white"}) = 0.500$$

$$P(\text{"4 white"}) \approx 0.167$$

# With replacement

- Same population. A ball is picked at random, **placed back into the population**, again a ball is picked at random and so on.
- Not necessarily physical "replacing" (placing back into the population. The point is that **each time, a ball is picked from the same population** (e.g. pick people from phone directory)
- Thus the same ball can appear again! A subset is not a good model for the sampling.
- Instead the sample is an ordered  $n$ -sequence where same element can occur again (just like in die-tossing)



Favorable outcomes

$$P(A_k) = \binom{n}{k} \frac{K^k (N-K)^{n-k}}{N^n}$$

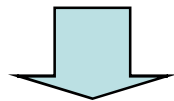
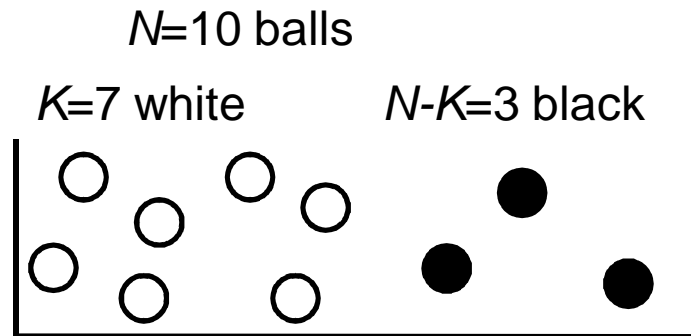
*Location of the  $k$  whites within sample of  $n$*

*$k$  white out of  $K$*

*$n-k$  black out of  $N-K$*

Elementary events = ordered sequences of  $n$  elements out of  $N$

# With replacement (example)



Favorable outcomes

Location of the  
2 whites within  
sample of 4

2 white out of 7

2 black out of 3

$$P(A_2) = \binom{4}{2} \frac{7^2 \times 3^2}{10^4} \approx 0,265$$

Elementary events =  
ordered sequences  
of 4 elements out of 10

# Comparison: without vs. with

7 white and 3 black, sample of  $n=4$

$k$	P("k white") <b>without</b> replacement	P("k white") <b>with</b> replacement
0	0,000	0,008 (why > 0 ?)
1	0,033	0,076
2	0,300	0,265
3	0,500	0,412
4	0,167	0,240

# Example: A very large population

- $N = 5\,000\,000$  (people living in Finland)
- $K = 500\,000$  (people living in Helsinki)
- $n = 3$  (sample)  $n \ll K$  ja  $n \ll N-K$
- $P(\text{sample contains exactly one person from Helsinki})?$

- Without replacement

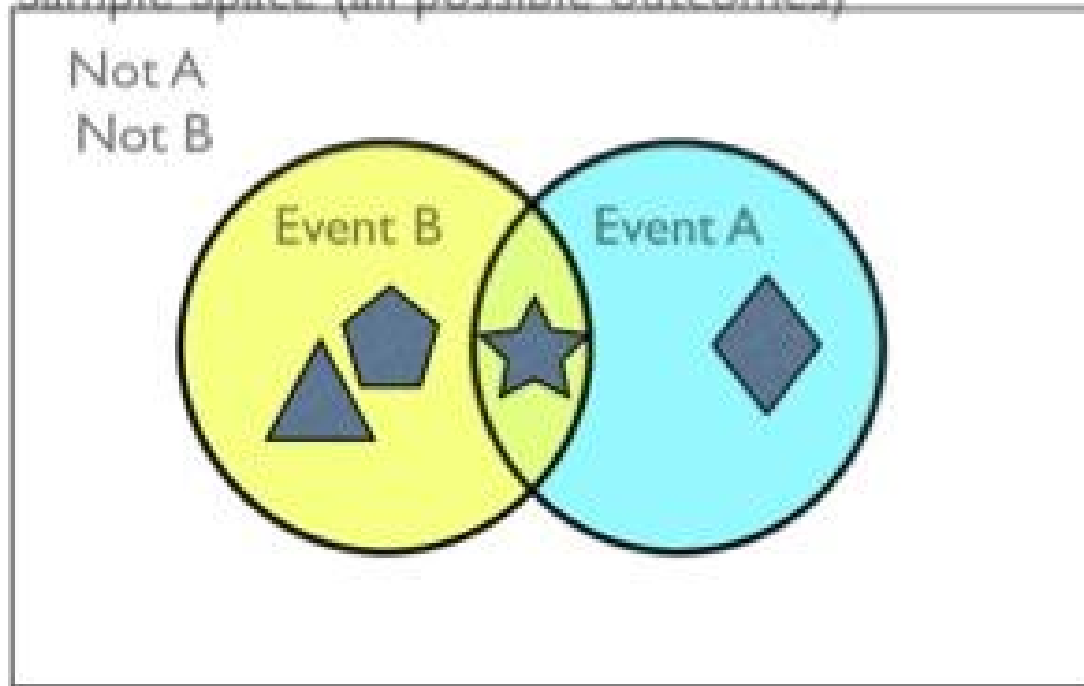
$$P(A_1) = \frac{\binom{500\,000}{1} \times \binom{4\,500\,000}{2}}{\binom{5\,000\,000}{3}} \approx 0,243\,000\,094$$

- With replacement

$$P(A_1) = \binom{3}{1} \frac{500\,000^1 \times 4\,500\,000^2}{5\,000\,000^3} = 0,243\,000\,000$$



Sample Space (all possible outcomes)



# NON-EQUIPROBABLE PROBABILITY SPACE

# Finite sample space

(cf. G&S book Chapter 1)

- As before,  $\Omega$  = sample space = set of all possible alternatives (elementary events, outcomes): **exactly one of them will be true.**
- **Outcomes**  $\omega_i$  (where  $i=1, \dots, n$ ) need not be equally probable, each one has **some probability**  $P(\{\omega_i\}) = p_i$
- We still maintain **additivity of probability** (G&S p. 19 and 22). The probability of an event is **defined to be the sum** of the elementary event probabilities
- Unlike the equiprobable space, we no longer care much about "counts" of elementary events. Instead we must add up their elementary probabilities.
  
- Eg. pin tossing (2 outcomes, eg.  $P(\text{down})=0.7$ ,  $P(\text{up})=0.3$ )
- Eg. gender of child (2 outcomes, eg.  $P(\text{boy})=0.51$ )
- Eg. loaded die (several elementary events with arbitrary probabilities)

# Useful properties (rules)

- Even if the outcomes are not equiprobable, probability has properties similar to what we saw in Exercise set 1.  
See G&S book p. 22.
- Additivity (for disjoint sets).
- Monotonicity
- Boundedness:  $0 \leq P(A) \leq 1$
- Complement rule:  $P(A^c) = 1 - P(A)$
- Why? These follow from how probability was defined, and from the properties of addition

# BERNOULLI TRIAL

# Tossing a coin $n$ times

- For each toss we have  
P(heads) =  $\frac{1}{2}$   
P(tails) =  $\frac{1}{2}$
- What is the probability of getting exactly  $k$  times the result "heads"? Surely  $0 \leq k \leq n$ .
- We can take elementary events to be the **sequences** of  $n$  results (1=heads, 0=tails)
- We can even assume them **equiprobable**
- There are  $2^n$  such sequences, so...

# Tossing a pin $n$ times

- Suppose
$$P(\text{up}) = p$$
$$P(\text{down}) = q = 1 - p$$
- What is the probability of getting exactly  $k$  times the result "up" ?
- We can still take elementary events to be the **sequences** of  $n$  results (1=up, 0=down)
- But we can **no longer assume them equiprobable**

# Tossing a pin $n$ times...

- What is the probability of getting, for example, the ordered sequence (up, up, down) ?
- Appealing to a frequency interpretation of probability, this seems to be
$$p \cdot p \cdot q$$
- We will accept this for a while. (We shall later learn a formal concept of "independence".)

# Tossing a pin...

- But the event "2 times up" allows the following possibilities:
  - (up, up, down)
  - (up, down, up)
  - (down, up, up)
- Each of those has the same probability  $ppq$  (why?), so by additivity
$$P(2 \text{ times up}) = 3ppq$$



# Binomial probability

- More generally: if we have
  - $n$  tosses of the pin, and each time
  - probability  $p$  of pin landing "up",  
and  $q = 1 - p$  of landing "down"
- Then the probability of exactly  $k$  "up" results is
$$\binom{n}{k} \cdot p^k \cdot q^{n-k}$$
- (see e.g. G&S p. 96—98)