PROBABILITY

Ever wondered if it'll rain tomorrow or if you'll win a game? That's probability! It's a math way to guess how likely things are to happen.

A ALGEBRA OF EVENTS

A.1 SAMPLE SPACE

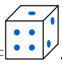
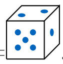
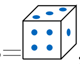
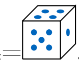
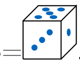
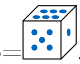
Definition Outcome

An **outcome** is one possible result of a random experiment.

Ex: What are the outcomes when you flip a coin? 

Answer: The outcomes are Heads (H)= and Tails (T)=.

Ex: What are the outcomes when you roll a six-sided die?

Answer: The outcomes are 1=,2=,3=,4=,5=,and 6=.

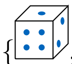
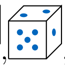
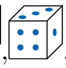
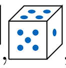
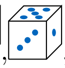
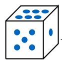
Definition Sample Space

The **sample space** is the set of all possible outcomes of a random experiment.

Ex: What's the sample space when you flip a coin?

Answer: The sample space is {Heads, Tails} = {,}, or just {H, T} for short.

Ex: What's the sample space when you roll a six-sided die?

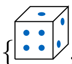
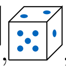
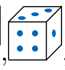
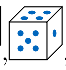
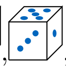
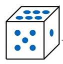
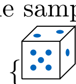
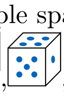
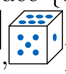
Answer: The sample space is {1, 2, 3, 4, 5, 6} = {,,,,, }.

A.2 EVENTS

Definition Event

An **event** is a set of outcomes from the outcomes of the sample space. We write it E.

Ex: In the experiment of rolling a die, find E the event of rolling an even number.

Answer: Among the outcomes of the sample space {1, 2, 3, 4, 5, 6} = {,,,,, } ,the event of rolling an even number is $E = \{2, 4, 6\}$ = {,,}.

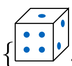
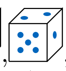
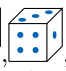
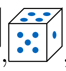
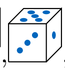
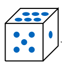
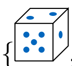
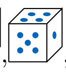
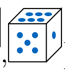
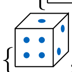
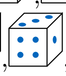
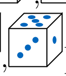
A.3 COMPLEMENTARY EVENTS

Ever wonder what happens if you look for everything **except** a certain event? That's where the complementary event comes in! It's just everything in the sample space that isn't in your event. We usually write it as E' ("E-prime").

Definition Complementary Event

The **complementary event** of an event E is all the outcomes in the sample space that are **not** in E. We write it E'.

Ex: In the experiment of rolling a die, let E the event of rolling an even number. Find E'.

Answer: The sample space is $\{1, 2, 3, 4, 5, 6\}$ = {,,,,, } and $E = \{2, 4, 6\}$ = {,,}.
So E' is all the other numbers: $\{1, 3, 5\}$ = {,,}. These are the odd numbers.

A.4 MULTI-STEP RANDOM EXPERIMENTS

Method Representations of Multi-Step Random Experiments

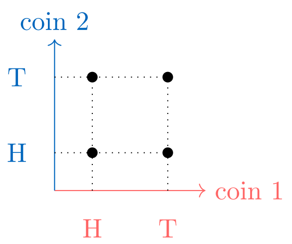
When an experiment involves more than one step, we can represent the sample space (the set of all possible outcomes) in several ways:

- using a **grid** (to visually map combinations along two axes),
- using a **table** (to organize outcomes in rows and columns),
- using a **tree diagram** (to show each sequential step), or
- by **listing** all possible outcomes.

Ex: For the random experiment of tossing two coins, display the sample space by:

1. using a grid
2. using a table
3. using a tree diagram
4. listing all possible outcomes

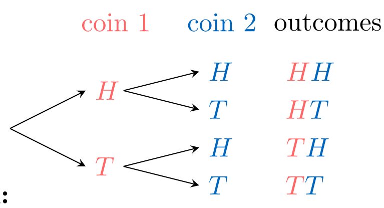
Answer:



1. **Grid:**

2. **Table:**

coin 1 \ coin 2	H	T
H	HH	HT
T	TH	TT



3. **Tree diagram:**

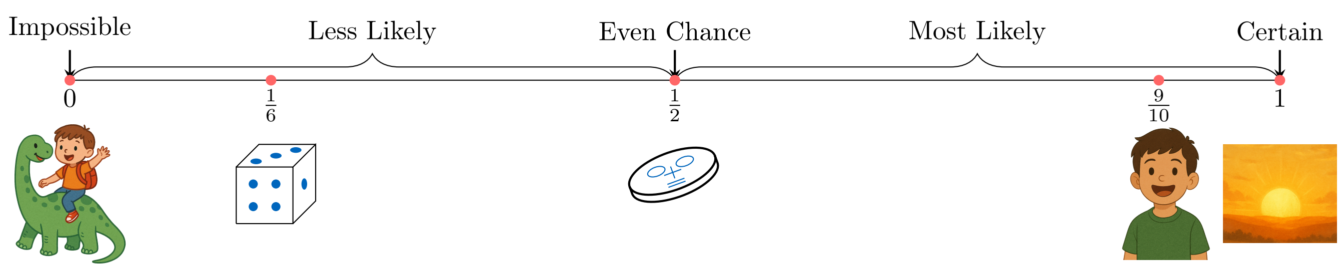
4. **List:**$\{HH, HT, TH, TT\}$

B PROBABILITY

B.1 DEFINITION

Definition Probability

The **probability** of an event E, written $P(E)$, is a number that tells us how likely the event is to happen. It's always between 0 (impossible) and 1 (certain).



Ex: The probability of an event "even chance" can be represented as:

- **Fraction**: $\frac{1}{2}$
- **Decimal**: To convert the fraction to a decimal, divide the numerator by the denominator: $1 \div 2 = 0.5$.
- **Percentage**: To convert the decimal to a percentage, multiply by 100%: $0.5 \times 100\% = 50\%$.

B.2 EQUALLY LIKELY

Definition **Equally Likely**

When all outcomes are **equally likely**, the probability of an event E is:

$$P(E) = \frac{\textbf{number of outcomes in the event}}{\textbf{number of outcomes in the sample space}}$$

Ex: What's the probability of rolling an even number with a fair six-sided die?

Answer:

- Sample space $= \{1, 2, 3, 4, 5, 6\}$ (6 outcomes).
- $E = \{2, 4, 6\}$ (3 outcomes).
- $$P(E) = \frac{3}{6} = \frac{1}{2}$$

So, there's a $\frac{1}{2}$ chance (or 50%) of rolling an even number!

B.3 COMPLEMENT RULE

Proposition **Complement Rule**

For any event E and its complementary event E', the probabilities always add up to 1:

$$P(E) + P(E') = 1 \quad \text{or} \quad P(E') = 1 - P(E).$$

Ex: Farid has a 0.8 (80%) chance of finishing his homework on time tonight (event E). What's the chance he **doesn't** finish on time?

Answer: The complementary event E' is "Farid does **not** finish his homework on time." By the complement rule:

$$\begin{aligned} P(E') &= 1 - P(E) \\ &= 1 - 0.8 \\ &= 0.2 \end{aligned}$$

So, there's a 0.2 (or 20%) chance he doesn't finish on time!

B.4 PROBABILITY OF INDEPENDENT EVENTS

Independent events are situations where what happens in one event does **not** affect what happens in the other. For example: rolling two dice at the same time. The result of the first die doesn't change the chances for the second die—they are independent!

Definition **Independent Events**

Two events, A and B, are **independent** if the chance of both happening is just the product of their individual chances. Mathematically:

$$P(A \textbf{ and } B) = P(A) \times P(B)$$

Ex: Imagine you do two totally separate actions:

1. Flipping a fair coin (heads or tails).

2. Rolling a fair six-sided die (1, 2, 3, 4, 5, or 6).

What's the probability of getting tails **and** rolling a number greater than 4 (like a 5 or 6)?

Answer: Let's break it down:

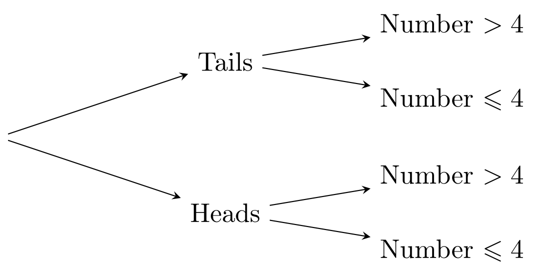
- These events are independent, so we multiply their probabilities.
- For the coin: You've got two options—heads or tails—and they're equally likely. So, $P(\text{"tails"}) = \frac{1}{2}$.
- For the die: There are six sides, and "greater than 4" means 5 or 6. That's 2 out of 6 possibilities, so $P(\text{"number} > 4\text{"}) = \frac{2}{6} = \frac{1}{3}$.
- Now, combine them:

$$\begin{aligned} P(\text{"tails" and "number} > 4\text{"}) &= P(\text{"tails"}) \times P(\text{"number} > 4\text{"}) \\ &= \frac{1}{2} \times \frac{1}{3} \\ &= \frac{1}{6} \end{aligned}$$

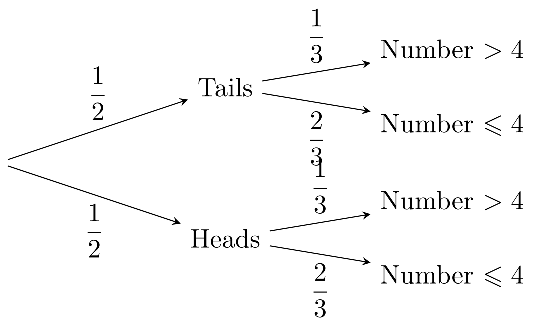
- Result: There's a $\frac{1}{6}$ chance of landing tails and rolling a 5 or 6.

Method **Finding the Probability of Two Independent Events using a Probability Tree Diagram**

1. **Draw the tree:** Start with two branches for the coin: "Heads" and "Tails." From each, draw two branches for the die: "Number $>$ 4" (5 or 6) and "Number $\leqslant$ 4" (1, 2, 3, 4).

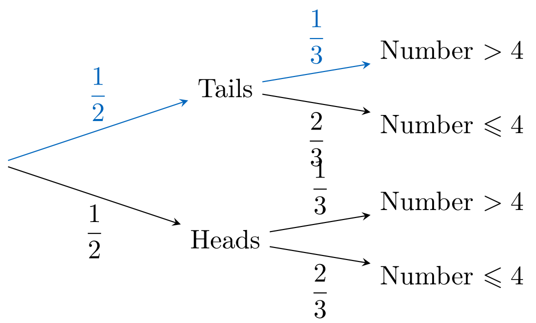


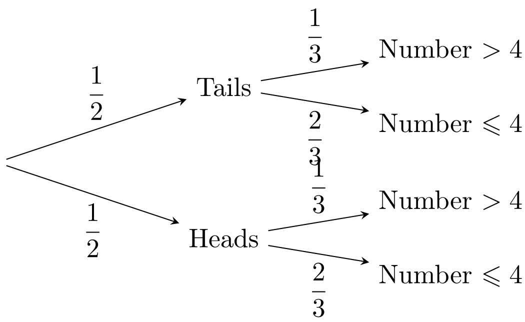
2. **Label probabilities:** Each coin branch is $\frac{1}{2}$. For the die, "Number $>$ 4" is $\frac{1}{3}$ (2 out of 6), "Number $\leqslant$ 4" is $\frac{4}{6} = \frac{2}{3}$.



3. **Multiply the probabilities along the path:** For "Tails" and "Number $>$ 4":

$$\frac{1}{2} \times \frac{1}{3} = \frac{1}{6}$$





B.5 EXPERIMENTAL PROBABILITY

Theorem Law of Large Numbers

The probability of an event E can be estimated using the formula:

$$P(E) \approx \frac{\text{number of times the event occurs}}{\text{number of trials}}$$

Here, "trials" refer to the number of times the experiment is repeated.