

Probability

What – How to Calculate?

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| Probability

- Each event in a sample space has a probability of occurring.
- Intuitively, the probability is a quantitative measure of how likely the event is to occur
- Probability is simply how likely something is to happen

Given any experiment and any event A :

- The expression **$P(A)$** denotes the **probability that the event A occurs.**
- $P(A)$ is the **proportion of times that event A would occur in the long run**, if the experiment were to be **repeated over and over again.**

| Probability – How to estimate?

- Repeat the experiment many times and determine the proportion of times that the event occurs
- Probabilities can be determined through knowledge of the physical nature of an experiment
- Once the probabilities of some events have been found through scientific knowledge or experience, the probabilities of other events can be computed mathematically
 - printed circuit board
 - steel pins
- In practice, **scientists and engineers estimate** the probabilities of some events on the basis of **scientific understanding and experience** and then use **mathematical rules to compute estimates** of the probabilities of other events

| Axioms of Probability

Let S be a sample space. Then $P(S) = 1$.

- The outcome of an experiment is always in the sample space. This is obvious, because by definition the sample space contains all the possible outcomes of the experiment

| Axioms of Probability

For any event A , $0 \leq P(A) \leq 1$.

- The second axiom says that the long-run frequency of any event is always between 0 and 100%.

| Axioms of Probability

- If **A** and **B** are **mutually exclusive** events, then $P(A \cup B) = P(A) + P(B)$.
- More generally, if $A_1, A_2, \dots$ are mutually exclusive events, then
$$P(A_1 \cup A_2 \cup \dots) = P(A_1) + P(A_2) + \dots$$
- we previously discussed a process that manufactures steel pins, in which the probability that a **pin is too short** is **0.02** and the probability that a **pin is too long** is **0.03**.
- The third axiom says that the probability that the pin is either too short or too long is $0.02 + 0.03 = 0.05$.

| Note...

- For any event A,

$$P(A^c) = 1 - P(A)$$

- Probability that an event does not occur is equal to 1 minus the probability that it does occur
 - if there is a 40% chance of rain, there is a 60% chance that it does not rain
- Let $\emptyset$ denote the **empty set**. Then **$P(\emptyset) = 0$**
 - It is impossible for an experiment to have no outcome

| Example

- You randomly draw a marble from a bag of marbles that contains 8 blue marbles, 5 green marbles, and 8 red marbles. What is $P(\text{draw a blue or red marble})$?

| Tips

- The probability of an event can only be between 0 and 1 and can also be written as a percentage.
- The probability of event A is often written as $P(A)$
- If $P(A) > P(B)$, then event A has a higher chance of occurring than event B.
- If $P(A) = P(B)$ then events A and B are equally likely to occur.

| References

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