5 Rules of Probability

TYPES OF EVENTS

• UNION OF TWO EVENTS

 $E_1 \cup E_2$ denotes the outcome of E_1 or E_2

Example: Pull a card from a deck.

 $E_1 =$ Spade $E_2 =$ Ace

 $E_1 \cup E_2 = \text{Ace or Spade}$

• INTERSECTION OF TWO EVENTS

 $E_1 \cap E_2$ denotes the outcome of E_1 and E_2

Example: Pull a card from a deck.

 $E_1 =$ Spade $E_2 =$ Ace

 $E_1 \cap E_2 = \text{Ace and Spade}$

 $P(E_1 \cap E_2) = P(\text{Ace and Spade})$

• MUTUALLY EXCLUSIVE EVENTS

 E_1 and E_2 are mutually exclusive if they cannot occur together.

Example: Pull a card from a deck.

 $E_1 =$ Spade $E_2 =$ Heart

 $E_1 \cap E_2$ is impossible

 $E_1 \cap E_2 = \emptyset$

AXIOMS OF PROBABILITY

A probability function P is defined on subsets of the sample space **S** to satisfy the following axioms:

1. Non-Negative Probability:

$$P(E) \ge 0.$$

2. Mutually-Exclusive Events:

$$P(E_1 \cup E_2) = P(E_1) + P(E_2)$$

provided E_1 and E_2 are mutually exclusive. i.e. $E_1 \cap E_2$ is empty.

3. The Universal Set:

$$P(S) = 1$$

Example:

Consider the following **if** statement in a program:

if B then s_1 else s_2

The random experiment consists of "observing" two successive executions of the **if** statement. The sample space consists of the four possible outcomes:

$$S = \{(s_1, s_1), (s_1, s_2), (s_2, s_1), (s_2, s_2)\}\$$

Assume that on the basis of strong experimental evidence the following probability assignment is justified:

$$P(s_1, s_1) = 0.34, P(s_1, s_2) = 0.26, P(s_2, s_1) = 0.26, P(s_2, s_2) = 0.14,$$

Calculate the probability of

- 1. of at least one execution of the statement s_1
- 2. that statement s_2 is executed first.

Solution:

1. Let E = At least one execution of the statement s_1

$$E = \{(s_1, s_1), (s_1, s_2), (s_2, s_1)\}$$
$$P(E_1) = P(s_1, s_1) + P(s_1, s_2) + (s_2, s_1) = 0.86$$

2. Let E = Statement s_2 is executed first.

$$E = \{(s_2, s_1), (s_2, s_2)\}$$
$$P(E) = P(s_2, s_1) + P(s_2, s_2) = 0.40$$

Theorem 1: Complementary Events

For each $E \subset S$:

$$P(\overline{E}) = 1 - P(E)$$

Proof:

 $S = E \cup \overline{E}$

Now, E and $\ \overline{E}\$ are mutually exclusive. i.e. $E\cap \overline{E}\ {\rm is\ empty}.$

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$$P(S) = P(E \cup \overline{E}) = P(E) + P(\overline{E})$$

Also:

Hence:

$$P(S) = 1$$

(Axiom3)

(Axiom2)

i.e.

$$P(S) = P(E) + P(\overline{E})$$

$$\rightarrow \quad 1 = P(E) + P(\overline{E})$$

So:

$$P(\overline{E}) = 1 - P(E)$$

Theorem 2: The Impossible Event/The Empty Set

 $P(\emptyset) = 0$ where \emptyset is the empty set

Proof:

 $S = S \cup \emptyset$

Now: S and \emptyset are mutually exclusive. i.e.

 $S \cap \emptyset$ is empty.

Hence:

$$P(S) = P(S \cup \emptyset) = P(S) + P(\emptyset)$$

(Axiom2)

Also:

P(S) = 1

(Axiom3)

i.e.

i.e.

 $P(\emptyset) = 0.$

 $1 = 1 + P(\emptyset)$

Theorem 3:

If E_1 and E_2 are subsets of S such that $E_1 \subset E_2$, then

$$P(E_1) \le P(E_2)$$

Proof:

$$E_2 = E_1 \cup (\overline{E}_1 \cap E_2)$$

Now, since E_1 and $\overline{E}_1 \cap E_2$ are mutually exclusive,

$$P(E_2) = P(E_1) + P(\overline{E}_1 \cap E_2)$$

$$\geq P(E_1)$$

since $P(\overline{E}_1 \cap E_2) \ge 0$ from Axiom 1.

Theorem 4: Range of Probability

For each $E \subset S$

$$0 \le P(E) \le 1$$

Proof: Since,

$$\emptyset \subset E \subset S$$

then from Theorem 3,

$$P(\emptyset) \le P(E) \le P(S)$$

 $0 \le P(E) \le 1$

Theorem 5: The Addition Law of Probability

If E_1 and E_2 are subsets of S then

$$P(E_1 \cup E_2) = P(E_1) + P(E_2) - P(E_1 \cap E_2)$$

Proof:

$$E_1 \cup E_2 = E_1 \cup (E_2 \cap \overline{E}_1)$$

Now, since E_1 and $E_2 \cap \overline{E}_1$ are mutually exclusive,

$$P(E_1 \cup E_2) = P(E_1) + P(E_2 \cap \overline{E}_1)$$
(1)
(Axiom2)

Now E_2 may be written as two mutually exclusive events as follows:

$$E_2 = (E_2 \cap E_1) \cup (E_2 \cap \overline{E}_1)$$

 So

$$P(E_2) = P(E_2 \cap E_1) + P(E_2 \cap \overline{E}_1)$$

(Axiom2)

Thus:

$$P(E_2 \cap \overline{E}_1) = P(E_2) - P(E_2 \cap E_1) \tag{2}$$

Inserting (2) in (1), we get

$$P(E_1 \cup E_2) = P(E_1) + P(E_2) - P(E_1 \cap E_2)$$

Example:

In a computer installation, 200 programs are written each week, 120 in C^{++} and 80 in Java.

60% of the programs written in C^{++} compile on the first run 80% of the Java programs compile on the first run.

What is the probability that a program chosen at random:

- 1. is written in C^{++} or compiles on first run?
- 2. is written in Java or does not compile?
- 3. either compiles or does not compile?