## LECTURE 3

• Readings: Sections 1.3-1.4

## Lecture outline

- Review
- Conditional probability
- Three important tools:
- Multiplication rule
- Total probability theorm
- Bayes' rule

#### Review of probability models

• Allocation of probabilities to events

then  $P(A \cup B) = P(A) + P(B)$ 

3'. If  $A_1, A_2, \ldots$  are disjoint events, then:

 $\mathbf{P}(A_1 \cup A_2 \cup \cdots) = \mathbf{P}(A_1) + \mathbf{P}(A_2) + \cdots$ 

Sample space
Mutually exclusive
Collectively exhaustive

1. P(A) > 0

2. P(universe) = 1

• Problem solving:

- Calculate...

- Setup sample space

Define probability lawIdentify event of interest

3. If  $A \cap B = \emptyset$ ,

- Right granularity

#### Conditional probability



- $\mathbf{P}(A | B) =$ probability of A, given that B occurred
- B is our new universe
- **Definition:** Assuming  $P(B) \neq 0$ ,

$$\mathbf{P}(A \mid B) = \frac{\mathbf{P}(A \cap B)}{\mathbf{P}(B)}$$

#### Die roll example



- Let B be the event: min(X, Y) = 2
- Let  $M = \max(X, Y)$
- $P(M = 1 \mid B) =$
- P(M = 2 | B) =

# Models based on conditional probabilities

• Event *A*: Airplane is flying above Event *B*: Something registers on radar screen



 $\mathbf{P}(B) =$ 

 $\mathbf{P}(A \mid B) =$ 



 $\mathbf{P}(A \cap B \cap C) = \mathbf{P}(A)\mathbf{P}(B \mid A)\mathbf{P}(C \mid A \cap B)$ 



# Total probability theorem

- Divide and conquer
- Partition of sample space into  $A_1, A_2, A_3$



• One way of computing **P**(*B*):

$$P(B) = P(A_1)P(B | A_1)$$
  
+ P(A\_2)P(B | A\_2)  
+ P(A\_3)P(B | A\_3)

# Bayes' rule

- Rules for combining evidence
- "Prior" probabilities  $P(A_i)$
- We know  $\mathbf{P}(B \mid A_i)$  for each i
- Wish to compute  $\mathbf{P}(A_i \mid B)$



$$P(A_i | B) = \frac{P(A_i \cap B)}{P(B)}$$
$$= \frac{P(A_i)P(B | A_i)}{P(B)}$$
$$= \frac{P(A_i)P(B | A_i)}{\sum_j P(A_j)P(B | A_j)}$$

## The game show

• We have a prize hidden in one of the three envelopes and you are told the contents of one of the envelopes you did not choose - should you switch?