START RECORDING

Discrete Probability Part 1

CMSC 250

Axiomatic Definitions, Basic Problems with Cards

Informal Definition of Probability

• Probability that blah happens:

possibilities that blah happens

all possibilities

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• This definition is owed to <u>Andrey Kolmogorov</u>, and assumes *that all possibilities are equally likely!*



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 - Set of events with **no heads**:
 - {*TTT*} (1 of them)

• Hence the answer:
$$\frac{1}{8}$$

1	
3	
1	Something
9	else

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Implicit assumption: all individual outcomes (HHH, HHT, HTH,) are considered equally likely (probability 1/8)



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 - $\{(1, 1), (1, 2), \dots, (6, 1)\}$ (36 of them)
 - Set of events where we hit 7.
 - $\{(2,5), (5,2), (3,4), (4,3), (1,6), (6,1)\}$ (6 of them)
 - Hence the answer: $\frac{6}{36} = \frac{1}{6}$



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 - Same procedure





Poker Practice

• Full deck = 52 cards, 13 of each suit:



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- Full deck = 52 cards, 13 of each suit:
- Flush: 5 cards of the same suit
- What is the probability of getting a flush?

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- How likely is this?
 - Not at all likely: $\approx 0.002 = 0.2\%$ \otimes

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 - Pick lower rank in 10 ways (A-10)
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That's $10 * 4^5$ ways. So, probability of a

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 - How many straight flushes are there?
 - 40. Here's why:
 - Pick rank: A through 10 (higher ranks don't allow straights) in 10 ways
 - Pick suit in 4 ways



Probability of Non-Straight Flush...

$$\frac{4 * \binom{13}{5} - 40}{\binom{52}{5}} = 0.001965$$

• This is how Wikipedia defines the probability of a flush. 🙂

Probability of a Straight Flush...

$$\frac{40}{\binom{52}{5}} = 0.0000138517$$
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The expected # hands you need to play to get a straight flush is then $\left[\frac{1}{0.0000138517}\right] = 72,194$

Same Caveat for Straights

• From the #straights we computed we will have to subtract the 40 possible straight flushes to get...

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Same Caveat

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$$\frac{10*4^5 - 40}{\binom{52}{5}} = 0.003925 > 0.001965 = \text{probability of flush}$$

• Flushes, being more rare, beat straights in poker.

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- Perhaps you thought of the problem like this:
 - The denominator will be $\binom{52}{5}$ (easy), so let's focus on the numerator:
 - 1. First choose rank in 13 ways.
 - 2. Then, choose two of four suits in $\binom{4}{2} = 6$ ways.
 - 3. Then, choose 3 cards out of 50 in $\binom{50}{3}$ ways.

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Numerator: $13 \times 6 \times \binom{50}{2}$

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- Try to calculate the probability of a pair!
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No

Yes

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- In the computation before, we included:
 - 2-of-a-kind
 - 3-of-a-kind
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- In the computation before, we included:
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 - 3-of-a-kind
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 - Full House
- To properly compute, we would have to subtract all better hands possible with at least one pair.

Joint Probability

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 - P(A, B) (One sees this a lot in Physics books)

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 - $P(A \cap B)$ (Most useful from a set-theoretic perspective; we'll be using this)
 - *P*(*A*, *B*) (One sees this a lot in Physics books)
 - *P(AB)* (Perhaps most convenient, therefore most common)

• Probability that the first coin toss is heads and the second coin toss is tails

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 - # outcomes where first die is at most 2 is 2
 - Hence, probability of first die roll being at most 2 is $\frac{1}{3}$

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 - # outcomes of die roll is 6
 - # outcomes where first die is at most 2 is 2
 - Hence, probability of first die roll being at most 2 is $\frac{1}{3}$
 - Similarly, probability of second die roll being 5 or 6 is $\frac{1}{3}$.
 - Hence, probability that both events happen (joint probability) is $\frac{1}{a}$.

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 - Probability that the coin is heads and the card has rank 8?



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$$\frac{1}{2}$$

$$\frac{1}{26}$$

$$\frac{1}{32}$$
 Something else

• This is because $P(coin = H) = \frac{1}{2}$ and $P(card_rank = 8) = \frac{4}{52} = \frac{1}{13}$ • So their joint probability is $\frac{1}{2} \times \frac{1}{13} = \frac{1}{26}$

The Law of Joint Probability

$$P(A \cap B) = P(A) \cdot P(B)$$
$$P(A_1 \cap A_2 \cap \dots \cap A_n) = \prod_{i=1}^n P(A_i)$$

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The Law of Joint Probability

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- Unfortunately, this "law" is not always applicable!
- It is applicable only when all the different events A_i are *independent* (sometimes called *marginally independent*) of each other.
- Let's look at an example.

• Probability that a die is even and that it is 2.

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 - Probability that the die is even = $\frac{1}{2}$

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Set-Theoretic Interpretation

• Notice that the event A: "Die roll is even" is a superset of the event B: "Die roll comes 2"



- Die roll even
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- Die roll even Die roll comes 2

• Since $A \cap B = A$, $P(A \cap B) = P(A) = \frac{1}{6}$

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(probability Jason gets an A) X (probability Jason gets a B) = $\frac{1}{7} \times \frac{1}{7} = \frac{1}{49}$

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- It is **0**. Those two events cannot happen *jointly*!
- Events such as these are called *disjoint* or *mutually disjoint*.

- A = "Jason gets an A in USND's 250"
- G="Jason gets a G in USND's 250"



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- Note that $A \cap G = \emptyset$, so there are no common outcomes.
 - So $P(A \cap G) = 0$

- I have my original die again.

 - Probability that it comes up 1, 2 or $3 = \frac{1}{2}$ Probability that it comes up 3, 4 or $5 = \frac{1}{2}$
 - What is the probability that it comes up 1, 2 or 3 and 3, 4 or 5?

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$$\begin{array}{ccc} \frac{1}{6} & \frac{1}{5} & \frac{1}{4} & \frac{1}{3} \end{array}$$

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• Note that the only common outcome between the two events is **3**, which can come up only once out of six possibilities.

- Let A = dice comes up 1, 2, or 3
- Let B = dice comes up 3, 4, or 5
- Let C = dice comes up 1, 2, 3, 4, 5 OR 6



- Let A = dice comes up 1, 2, or 3
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• Then, probability that the dice comes up $3 = \frac{1}{6}$

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