

Discrete Probability.

Note Title

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- Algorithms make random choices. \rightarrow running time behavior/output.
- Testing computer systems
generate input/demand at random.
- Model structures (Internet, social networks)
by random processes.

Experiment that can result in one out of a set of possible outcomes.

Sample space = set of all possible outcomes

- Poker hand from a standard card deck.
 $\binom{52}{5}$
- Roll blue + red die. $(5, 2)$
 $S = \{1, 2, 3, 4, 5, 6\}^2$ $|S| = 36.$
- Flip a coin 3 times.
 $\{HHH, HHT, \dots, TTT\}$ $|S| = 2^3.$

An Event E is a subset of S , the sample space.

Dice: The two dice have the same number.

$\{(1,1), (2,2), (3,3), (4,4), (5,5), (6,6)\}$

Coin: There are more heads than tails.

$\{HHH, HHT, HTH, THH\}$

Probability over the outcomes of an experiment.

$$p: S \rightarrow \mathbb{R}.$$

↑ sample space

$$0 \leq p(x) \leq 1$$

$\forall x \in S$

$$\sum_{x \in S} p(x) = 1.$$

Roll of a single die: $S = \{1, 2, 3, 4, 5, 6\}$.

$$p(1) = p(2) = p(3) = p(4) = p(5) = \frac{1}{6}.$$

$$p(6) = \frac{2}{6}$$

$$\text{Prob}(E) = \sum_{x \in E} p(x).$$

$$S = \{1, 2, 3, 4, 5, 6\}.$$

E = event that outcome is even.

What is E ? $\{2, 4, 6\}$

What is $p(E)$? $p(E) = p(2) + p(4) + p(6)$

$$= \frac{1}{6} + \frac{1}{6} + \frac{2}{6} = \frac{4}{6}.$$

Most common distribution is the Uniform distribution:

$$\forall x \in S$$

$$p(x) = \frac{1}{|S|}.$$

$$H = \text{Prob} \geq 1 \text{ Heads: } |H| = 2^{10} - 1$$

$$P(H) = \frac{2^{10} - 1}{2^{10}} = 1 - \frac{1}{2^{10}}$$

$$P(H) = 1 - P(\bar{H}) = 1 - \frac{1}{2^{10}} \quad \bar{H}: \# \text{heads is } 0.$$

Poker Hand: uniform distribution.

$$\text{Prob full house: } \frac{13 \cdot \binom{4}{2} \cdot 12 \cdot \binom{4}{3}}{\binom{52}{5}}$$

$$\text{Prob 2 of a kind: } \frac{13 \cdot \binom{4}{2} \cdot \binom{12}{3} 4^3}{\binom{52}{5}}$$

Prob ≥ 1 club.

$$1 - \text{Prob (no clubs)} = 1 - \frac{\binom{39}{5}}{\binom{52}{5}}$$