CS70: Jean Walrand: Lecture 15b.

Modeling Uncertainty: Probability Space

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Modeling Uncertainty: Probability Space

- 1. Key Points
- 2. Random Experiments
- 3. Probability Space

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- How to best use 'artificial' uncertainty?
 - Play games of chance
 - Design randomized algorithms.
- Probability
 - Models knowledge about uncertainty
 - Discovers best way to use that knowledge in making decisions

The Magic of Probability Uncertainty:

Uncertainty: vague,

Uncertainty: vague, fuzzy,

Uncertainty: vague, fuzzy, confusing,

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Uncertainty = Fear

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Uncertainty = Fear



Probability = Serenity

Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Your cost: focused attention and practice on examples and problems.

Random Experiment: Flip one Fair Coin

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Flip a fair coin:

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Flip a fair coin: (One flips or tosses a coin)

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Possible outcomes:

Flip a fair coin: (One flips or tosses a coin)



Possible outcomes: Heads (H)

Flip a fair coin: (One flips or tosses a coin)



▶ Possible outcomes: Heads (H) and Tails (T)

Flip a fair coin: (One flips or tosses a coin)



Possible outcomes: Heads (H) and Tails (T) (One flip yields either 'heads' or 'tails'.)

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- Possible outcomes: Heads (H) and Tails (T) (One flip yields either 'heads' or 'tails'.)
- Likelihoods:

Flip a fair coin: (One flips or tosses a coin)



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- ▶ Likelihoods: *H*: 50% and *T*: 50%



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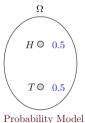


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Flip a fair coin:



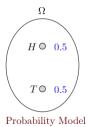
Physical Experiment



Flip a fair coin: model



Physical Experiment

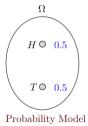


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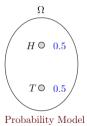
Physical Experiment



► The physical experiment is complex. (Shape, density, initial momentum and position, ...)



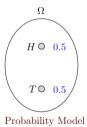
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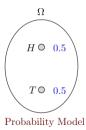
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- The Probability model is simple:
 - A set Ω of outcomes: $\Omega = \{H, T\}$.
 - A probability assigned to each outcome: Pr[H] = 0.5, Pr[T] = 0.5.



Flip an unfair (biased, loaded) coin:



Possible outcomes:

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▶ Possible outcomes: Heads (H) and Tails (T)



- ▶ Possible outcomes: Heads (H) and Tails (T)
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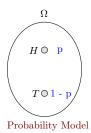
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- Frequentist Interpretation: Flip many times \Rightarrow Fraction 1 – p of tails
- Question: How can one figure out p? Flip many times
- Tautolgy? No: Statistical regularity!



Physical Experiment



► Possible outcomes:

▶ Possible outcomes: {*HH*, *HT*, *TH*, *TT*}

▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.

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Flips two coins glued together side by side:



Possible outcomes:

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Flips two coins glued together side by side:



► Possible outcomes: {*HH*, *TT*}.

Likelihoods: *HH* : 0.5, *TT* : 0.5.

Note: Coins are glued so that they show the same face.



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Flips two coins glued together side by side:



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► Likelihoods: *HT* : 0.5, *TH* : 0.5.



- ▶ Possible outcomes: {*HT*, *TH*}.
- Likelihoods: *HT* : 0.5, *TH* : 0.5.
- ▶ Note: Coins are glued so that they show different faces.

Flip two Attached Coins

Flip two Attached Coins

Flips two coins attached by a spring:

Flip two Attached Coins

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Possible outcomes:

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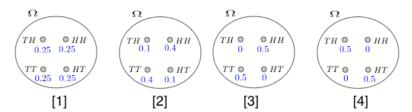


- ▶ Possible outcomes: {*HH*, *HT*, *TH*, *TT*}.
- Likelihoods: *HH* : 0.4, *HT* : 0.1, *TH* : 0.1, *TT* : 0.4.

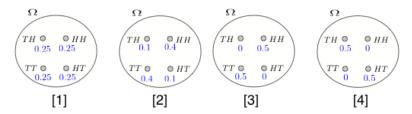
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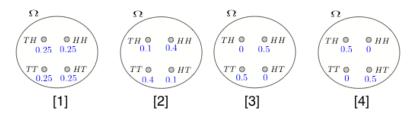
- ▶ Possible outcomes: {*HH*, *HT*, *TH*, *TT*}.
- ▶ Likelihoods: HH: 0.4, HT: 0.1, TH: 0.1, TT: 0.4.
- Note: Coins are attached so that they tend to show the same face, unless the spring twists enough.



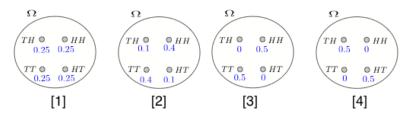
Here is a way to summarize the four random experiments:



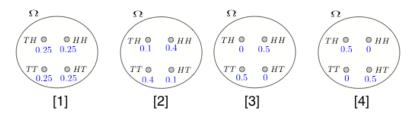
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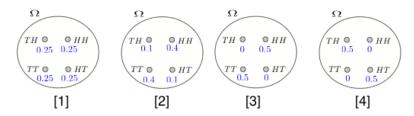
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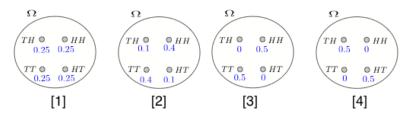
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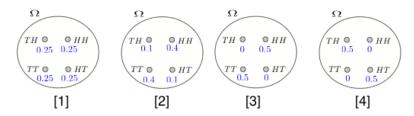
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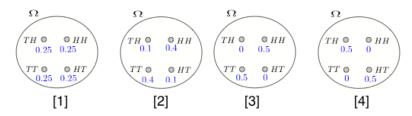
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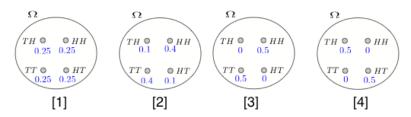
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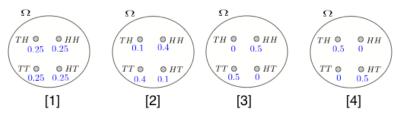
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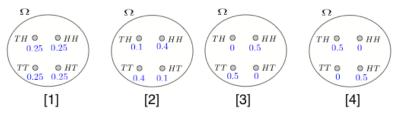
- \triangleright Ω is the set of *possible* outcomes;
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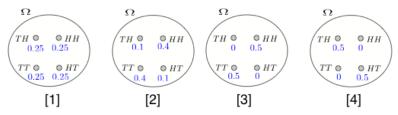
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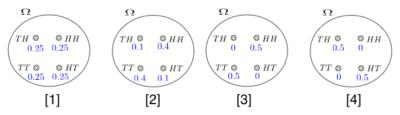
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Important remarks:

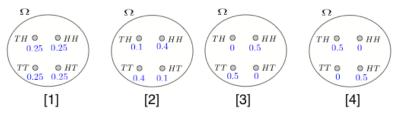
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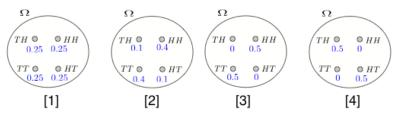
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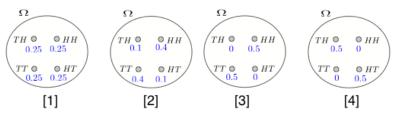
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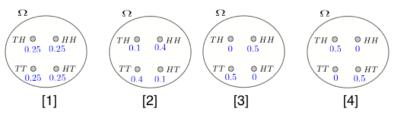
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- Indeed, this viewpoint misses the relationship between the two flips.
- ▶ Each $\omega \in \Omega$ describes one outcome of the complete experiment.
- Ω and the probabilities specify the random experiment.

Flip a fair coin n times (some $n \ge 1$):

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▶ Possible outcomes: $\{TT \cdots T, TT \cdots H, \dots, HH \cdots H\}$.

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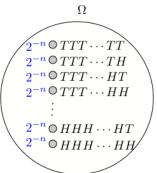
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Roll two Dice

Roll a balanced 6-sided die twice:

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► Possible outcomes:

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Possible outcomes:

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\{1,2,3,4,5,6\}^2 = \{(a,b) \mid 1 \le a,b \le 6\}.
```

Roll a balanced 6-sided die twice:

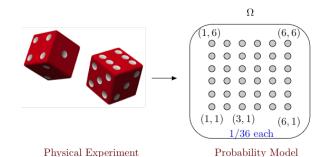
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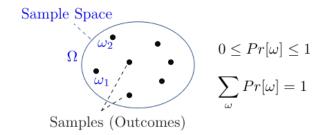
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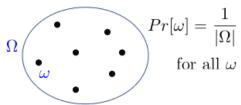
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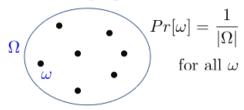
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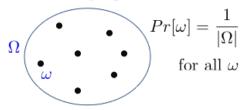


Examples:

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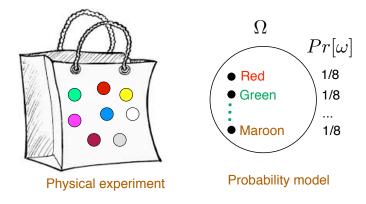


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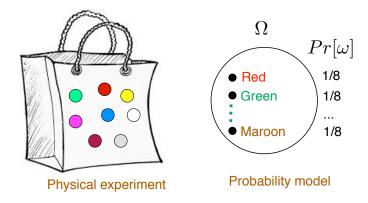
- Flipping two fair coins, dealing a poker hand are uniform probability spaces.
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Simplest physical model of a uniform probability space:

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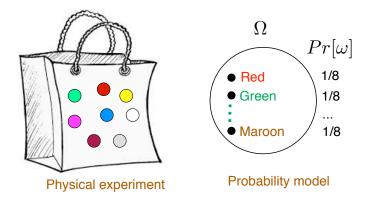


Simplest physical model of a uniform probability space:



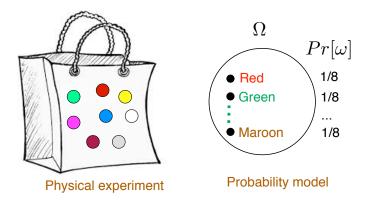
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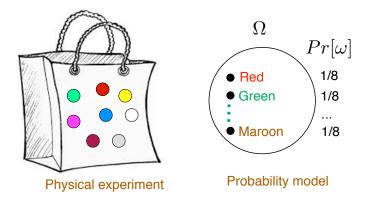
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 $\Omega = \{ white, red, yellow, grey, purple, blue, maroon, green \}$

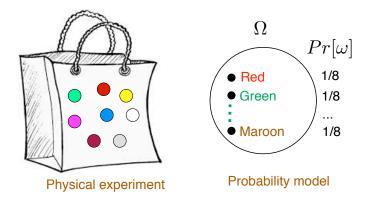
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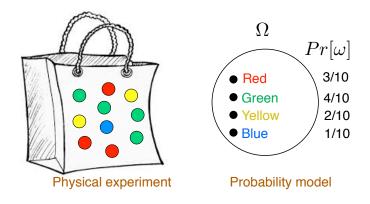
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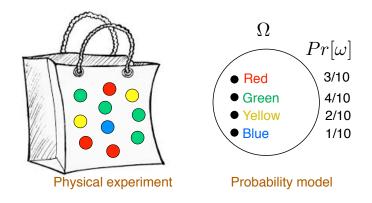
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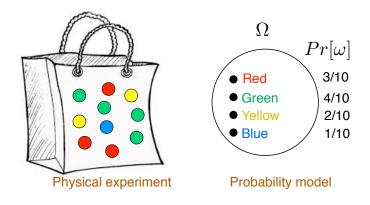
$$Pr[\text{blue}] = \frac{1}{8}.$$



Simplest physical model of a non-uniform probability space:

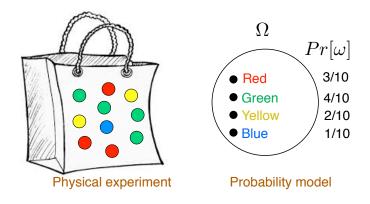


 $\Omega = \{ \text{Red, Green, Yellow, Blue} \}$



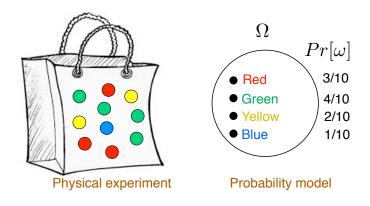
$$\Omega = \{ {\sf Red, Green, Yellow, Blue} \}$$

$$Pr[{\sf Red}] =$$



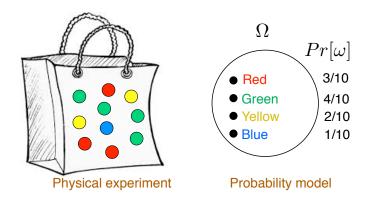
$$\Omega = \{ \text{Red, Green, Yellow, Blue} \}$$

$$Pr[\text{Red}] = \frac{3}{10},$$



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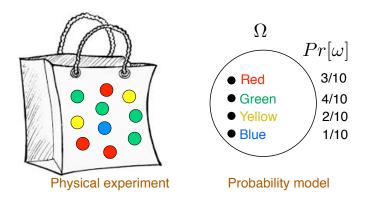
$$Pr[\text{Red}] = \frac{3}{10}, Pr[\text{Green}] =$$



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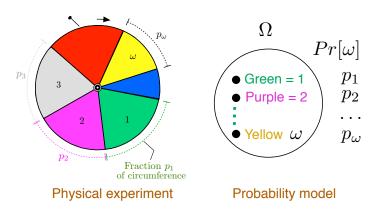
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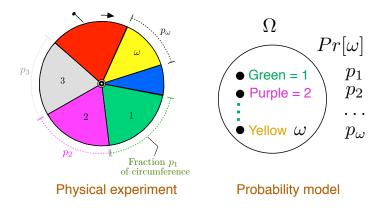
Note: Probabilities are restricted to rational numbers: $\frac{N_k}{N}$.

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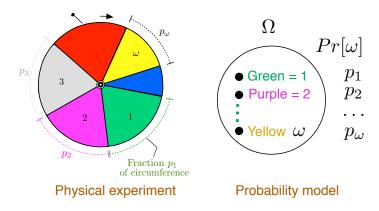


Physical model of a general non-uniform probability space:



The roulette wheel stops in sector ω with probability p_{ω} .

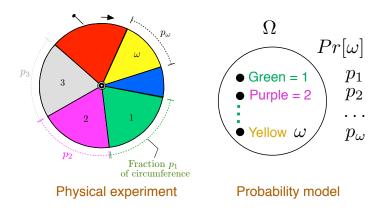
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Modeling Uncertainty: Probability Space

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