

# Chapter 6: Probability: What are the Chances?

## Section 6.1

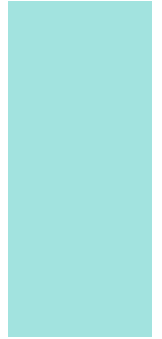
### Randomness and Probability

The Practice of Statistics, 4<sup>th</sup> edition – For AP\*  
STARNES, YATES, MOORE



# Section 6.1

## Randomness and Probability



### Learning Objectives

After this section, you should be able to...

- ✓ DESCRIBE the idea of probability
- ✓ DESCRIBE myths about randomness
- ✓ DESIGN and PERFORM simulations

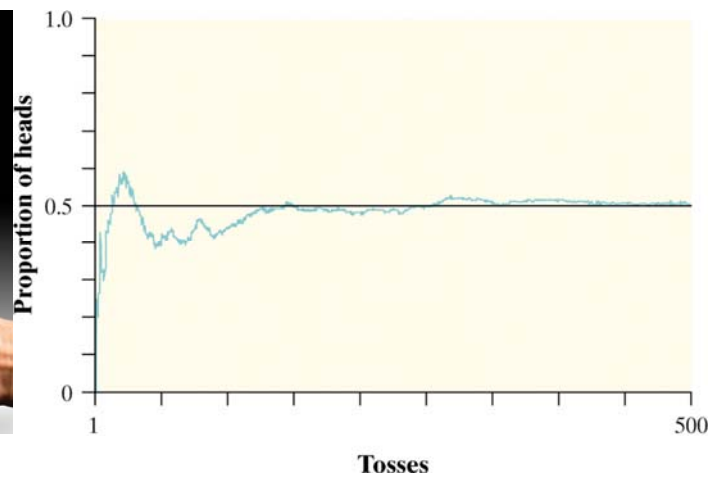
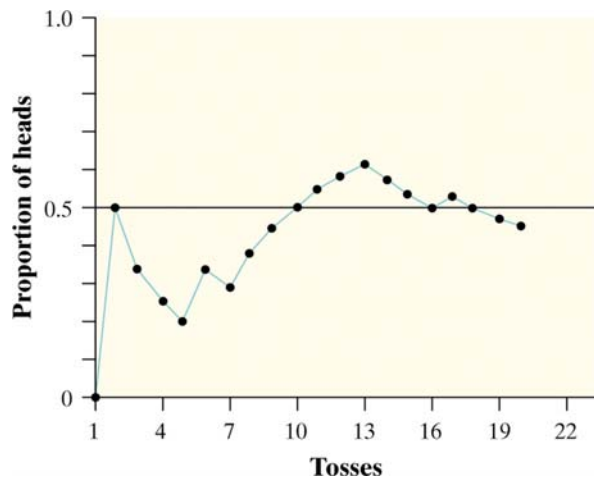
## ■ The Idea of Probability

Chance behavior is unpredictable in the short run, but has a regular and predictable pattern in the long run.

The **law of large numbers** says that if we observe more and more repetitions of any chance process, the proportion of times that a specific outcome occurs approaches a single value.

### Definition:

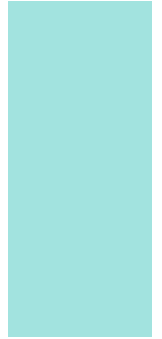
The **probability** of any outcome of a chance process is a number between 0 (never occurs) and 1 (always occurs) that describes the proportion of times the outcome would occur in a very long series of repetitions.





# Section 6.1

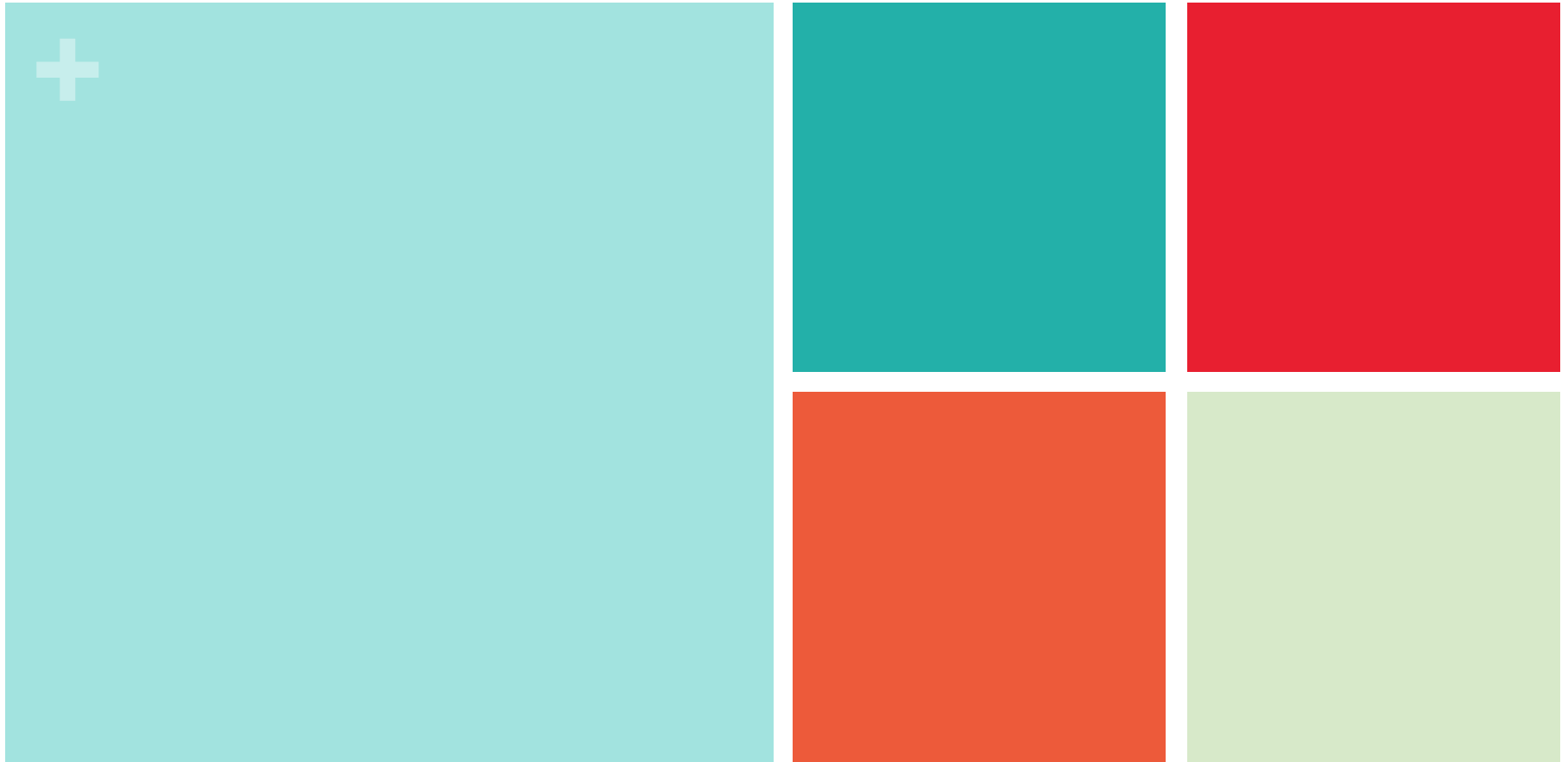
## Randomness and Probability



### Summary

In this section, we learned that...

- ✓ A chance process has outcomes that we cannot predict but have a regular distribution in many distributions.
- ✓ The **law of large numbers** says the proportion of times that a particular outcome occurs in many repetitions will approach a single number.
- ✓ The long-term relative frequency of a chance outcome is its **probability** between 0 (never occurs) and 1 (always occurs).
- ✓ Short-run regularity and the law of averages are myths of probability.



# Chapter 6: Probability: What are the Chances?

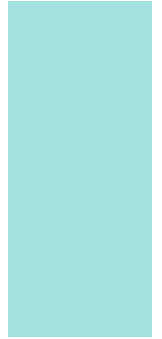
## Section 6.2

### Probability Rules

The Practice of Statistics, 4<sup>th</sup> edition – For AP\*  
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## Section 6.2 Probability Rules



### Learning Objectives

After this section, you should be able to...

- ✓ DESCRIBE chance behavior with a probability model
- ✓ DEFINE and APPLY basic rules of probability

## ■ Probability Models

In Section 6.1, we used simulation to imitate chance behavior.

Fortunately, we don't have to always rely on simulations to determine the probability of a particular outcome.

Descriptions of chance behavior contain two parts:

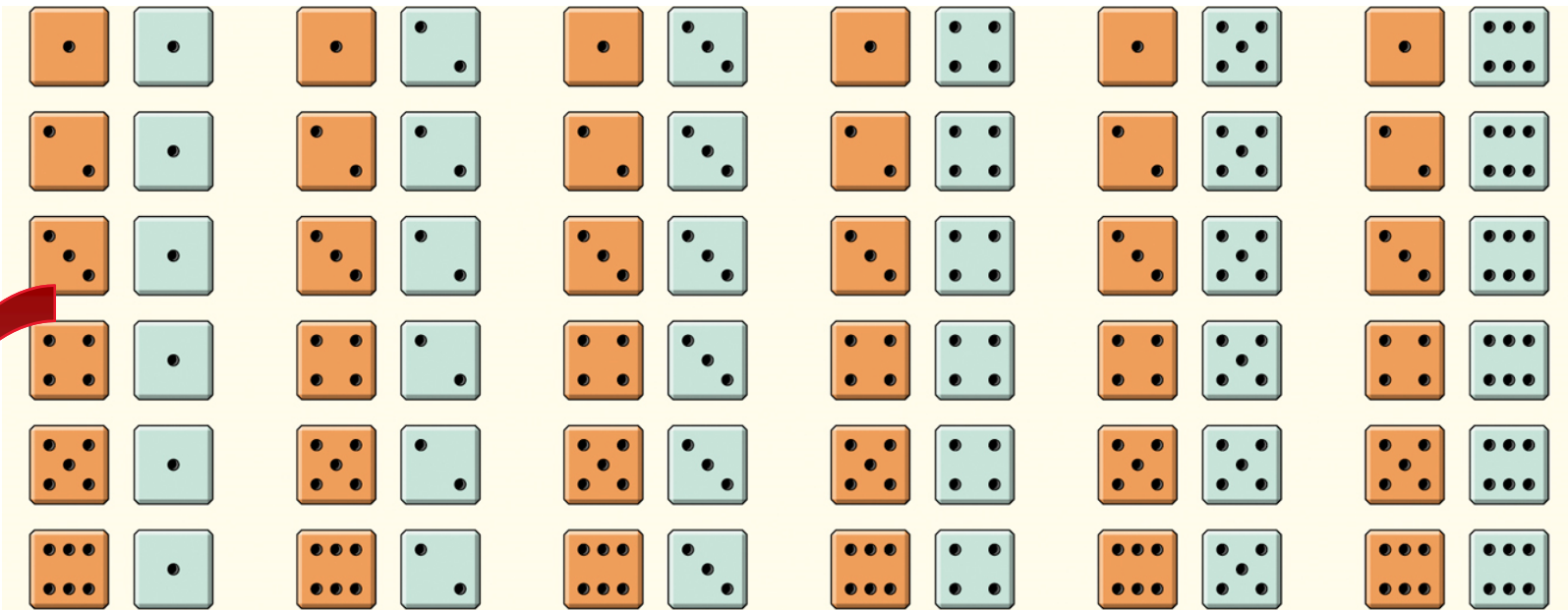
### Definition:

The **sample space  $S$**  of a chance process is the set of all possible outcomes.

A **probability model** is a description of some chance process that consists of two parts: a sample space  $S$  and a probability for each outcome.

## ■ Example: Roll the Dice

Give a probability model for the chance process of rolling two fair, six-sided dice – one that's red and one that's green.



Sample Space  
36  
Outcomes

Since the dice are fair, each outcome is equally likely. Each outcome has probability  $1/36$ .





## ■ Probability Models

Probability models allow us to find the probability of any collection of outcomes.

**Definition:**  
 An **event** is any collection of outcomes from some chance process. That is, an event is a subset of the sample space. Events are usually designated by capital letters, like  $A$ ,  $B$ ,  $C$ , and so on.

If  $A$  is any event, we write its probability as  $P(A)$ .

In the dice-rolling example, suppose we define event  $A$  as “sum is 5.”



There are 4 outcomes that result in a sum of 5.  
 Since each outcome has probability  $1/36$ ,  $P(A) = 4/36$ .

Suppose event  $B$  is defined as “sum is not 5.” What is  $P(B)$ ?  $P(B) = 1 - 4/36 = 32/36$

## ■ Basic Rules of Probability

All probability models must obey the following rules:

- The probability of any event is a number between 0 and 1.
- All possible outcomes together must have probabilities whose sum is 1.
- If all outcomes in the sample space are equally likely, the probability that event  $A$  occurs can be found using the formula

$$P(A) = \frac{\text{number of outcomes corresponding to event } A}{\text{total number of outcomes in sample space}}$$

- The probability that an event does not occur is 1 minus the probability that the event does occur.
- If two events have no outcomes in common, the probability that one or the other occurs is the sum of their individual probabilities.

### Definition:

Two events are **mutually exclusive (disjoint)** if they have no outcomes in common and so can never occur together.

## ■ Basic Rules of Probability

- For any event  $A$ ,  $0 \leq P(A) \leq 1$ .
- If  $S$  is the sample space in a probability model,

$$P(S) = 1.$$

- In the case of equally likely outcomes,

$$P(A) = \frac{\text{number of outcomes corresponding to event } A}{\text{total number of outcomes in sample space}}$$

- **Complement rule:**  $P(A^C) = 1 - P(A)$
- **Addition rule for mutually exclusive events:** If  $A$  and  $B$  are mutually exclusive,

$$P(A \text{ or } B) = P(A) + P(B).$$

## ■ Example: Distance Learning

Distance-learning courses are rapidly gaining popularity among college students. Randomly select an undergraduate student who is taking distance-learning courses for credit and record the student's age. Here is the probability model:

<b>Age group (yr):</b>	18 to 23	24 to 29	30 to 39	40 or over
<b>Probability:</b>	0.57	0.17	0.14	0.12

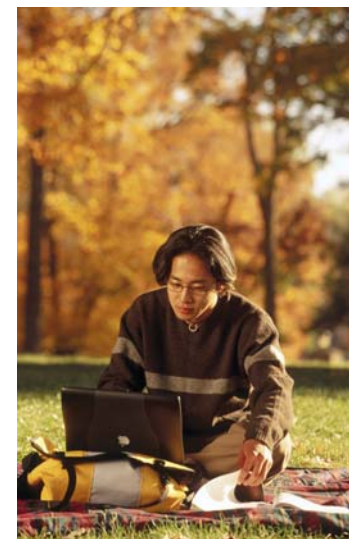
(a) Show that this is a legitimate probability model.

**Each probability is between 0 and 1 and**

$$\mathbf{0.57 + 0.17 + 0.14 + 0.12 = 1}$$

(b) Find the probability that the chosen student is not in the traditional college age group (18 to 23 years).

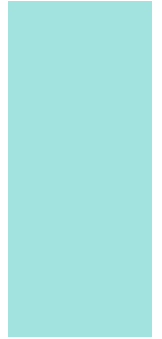
$$\begin{aligned} P(\text{not 18 to 23 years}) &= 1 - P(\text{18 to 23 years}) \\ &= 1 - 0.57 = 0.43 \end{aligned}$$





## Section 6.2

# Probability Rules



### Summary

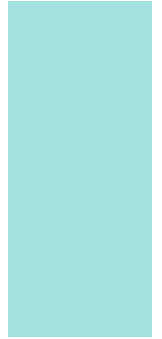
In this section, we learned that...

- ✓ A **probability model** describes chance behavior by listing the possible outcomes in the **sample space  $S$**  and giving the probability that each outcome occurs.
- ✓ An **event** is a subset of the possible outcomes in a chance process.
- ✓ For any event  $A$ ,  $0 \leq P(A) \leq 1$
- ✓  $P(S) = 1$ , where  $S$  = the sample space
- ✓ If all outcomes in  $S$  are equally likely,  $P(A) = \frac{\text{number of outcomes corresponding to event } A}{\text{total number of outcomes in sample space}}$
- ✓  $P(A^C) = 1 - P(A)$ , where  $A^C$  is the **complement** of event  $A$ ; that is, the event that  $A$  does not happen.



## Section 6.2

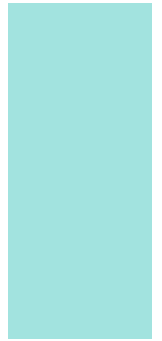
# Probability Rules



### Summary

In this section, we learned that...

- ✓ Events  $A$  and  $B$  are **mutually exclusive (disjoint)** if they have no outcomes in common. If  $A$  and  $B$  are disjoint,  $P(A \text{ or } B) = P(A) + P(B)$ .



## **Homework...**

Chapter 6, #'s: 2, 17, 19, 21-23, 25, 26, 31, 32, 33