

BASIC CONCEPTS IN PROBABILITY

EXPERIMENTS

An **experiment** is any activity that produces or observes an outcome.

- Throwing a dice
- Playing a round of fantasy premier league
- Running a marathon

SAMPLE SPACE

The **sample space S** is the set of all possible outcomes for an experiment:

- For throwing a dice: $\{1,2,3,4,5,6\}$
- For a Fantasy Premier League round: all integer numbers (including negative ☹️). $\{....-3,-2,-1,0,1,2,3,\}$
- For running a marathon: all real numbers greater than 0.

EVENTS

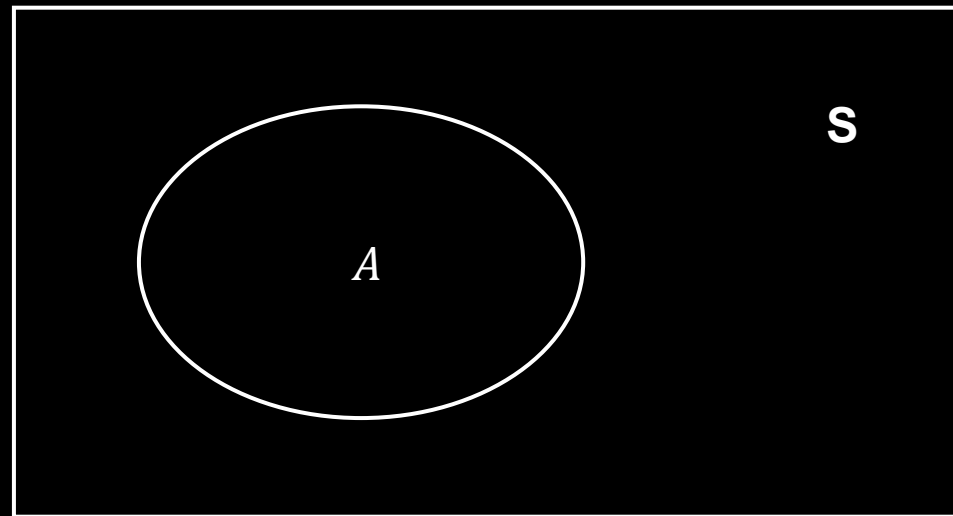
- An **event** is an outcome or a set of outcomes of an experiment and thus a subset of the sample space:
 - Obtaining a four or higher when throwing a dice
 - Getting more than 100 points in a Fantasy Premier League
 - Running below three hours in a marathon.

Example:

- **Experiment:** Throwing a dice.
- **Sample space:** $S = \{1,2,3,4,5,6\}$
- **Events:** $\{2\}$, $\{\text{less than } 4\} = \{1,2,3\}$

VENN DIAGRAM

- A **Venn diagram** is a picture that represents the outcomes of an experiment.
- It generally consists of a box that represents the sample space (S)
- While circles or ovals represent events.



COMPLEMENTARY EVENT

- The **complement** A^c of any event A , is the event that A does not occur and thus consists of all outcomes that are not in A



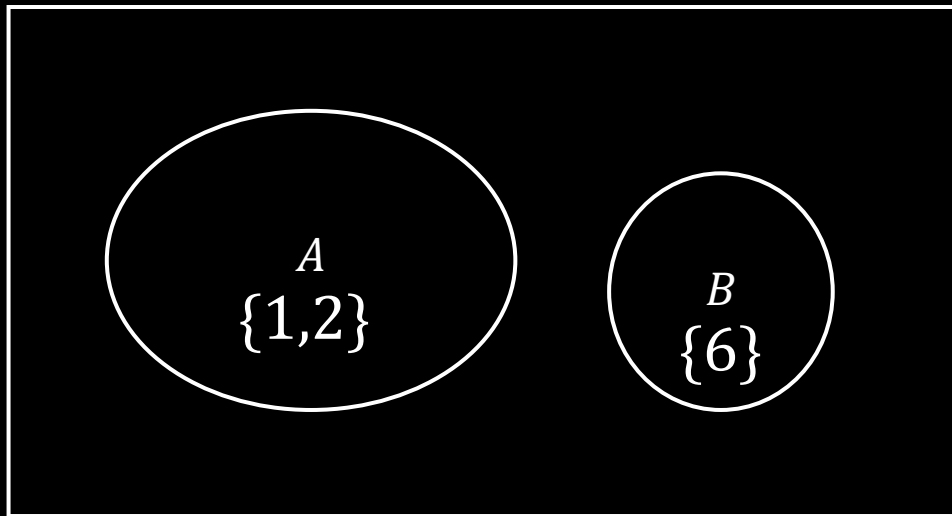
Example: Throwing a dice.

$$A = \{1, 2, 3, 4\}$$

$$A^c = \{5, 6\}$$

DISJOINT EVENTS

- Two events A and B are **disjoint** if they have no outcomes in common
- Disjoint events can never occur together



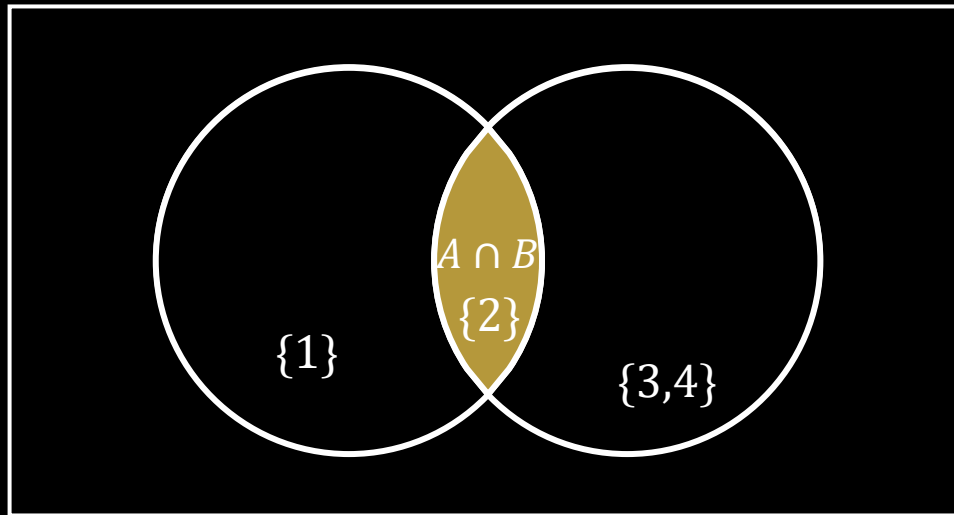
Example: Throwing a dice.

$$A = \{1,2\}$$

$$B = \{6\}$$

INTERSECTION

- The **intersection** of any collection of events is the event that all the events occur.
- For two events A and B , the intersection $A \cap B$ is the event that A and B both occur.
- The symbol \cap can be read «and»



Example: Throwing a dice.

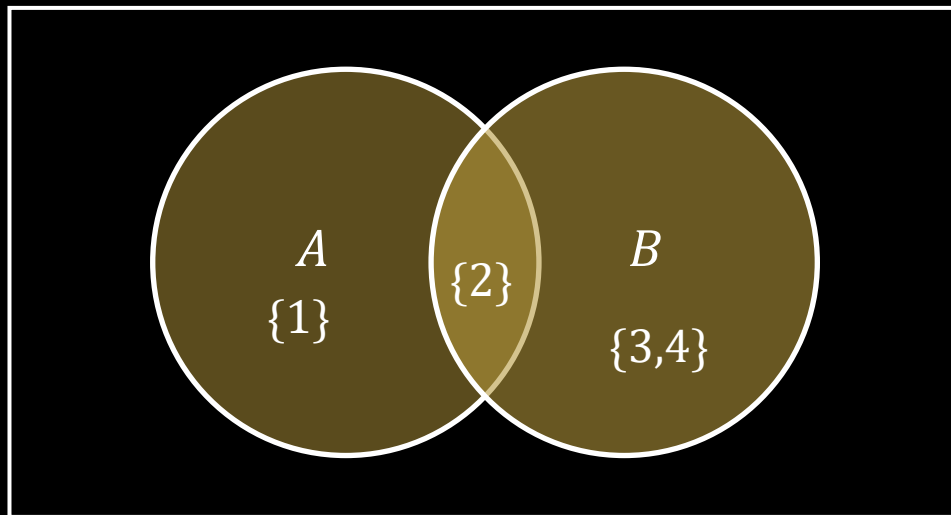
$$A = \{1,2\}$$

$$B = \{2,3,4\}$$

$$A \cap B = \{2\}$$

UNION

- The **union** of any collection of events is the event that at least one of the events occurs.
- For two events A and B , the union $A \cup B$ is the event that A or B or both occur.
- The symbol \cup can be read «and/or»



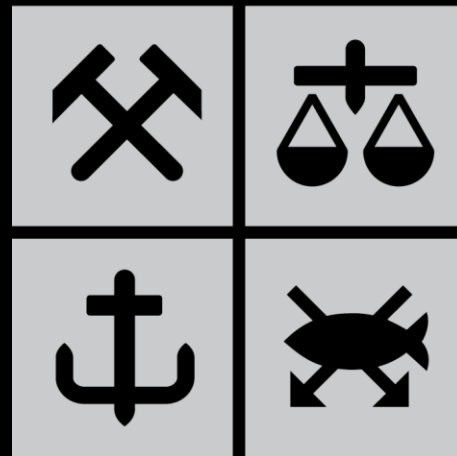
Example: Throwing a dice.

$$A = \{1,2\}$$

$$B = \{2,3,4\}$$

$$A \cup B = \{1,2,3,4\}$$

NHH TECH3



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