Understanding Probability

Definition:

.Probability is a measure of the likelihood of an event occurring.

.It is expressed as a number between 0 and 1, where 0 represents impossibility and 1 represents certainty.

Sample Space and Events:

.The sample space (SS) is the set of all possible outcomes of an experiment.

.An event (E) is a subset of the sample space, representing one or more outcomes of interest.

Basic Concepts

1. Probability of an Event:

.The probability of an event (P(E)) is the ratio of the number of favorable outcomes to the total number of outcomes in the sample space.

P(E)=Number of Favorable OutcomesTotal Number of OutcomesP(E)= Total Number of Outcome

Number of Favorable Outcomes

2. Complement of an Event:

.The complement of an event (*E*E ') is the set of all outcomes not in the event *E*E. The probability of the complement of an event is given by:P(E')=1-P(E)P(E')=1-P(E')P(E')=1-P(E')P(E')=1-P(E')P(E')=1-P(E')P(E')=1-P(E')P(E')=1-P(E')P(E')=1-P

1. Addition Rule:

.The probability of the union of two events EE and FF is given by: $P(E \cup F)=P(E)+P(F)-P(E \cap F)P(E \cup F)=P(E)+P(F)-P(E \cap F)$ Where $P(E \cap F)P(E \cap F)$ represents the probability of the intersection of events EE and FF.

2. Multiplication Rule

The probability of the intersection of two independent

.events*E*Eand*F*Fisgivenby: $P(E \cap F)=P(E) \times P(F)P(E \cap F)=P(E) \times P(F)$ If *E*E and *F*F are dependent events, the multiplication rule is modified accordingly.

Applications

1. Coin Tossing:

.Probability concepts are often illustrated using simple experiments like tossing a fair coin, where the outcomes are heads or tails.

2. Dice Rolling:

.Rolling a fair six-sided die is another common example used to demonstrate probability principles, with outcomes ranging from 1 to 6.