Introductory Probability 20-09-07 Chapter 2 Axioms of probability 1. Introduction. · Probability is a math area dealing with random behaviors. · It has a history of more than 300 years in the study. It came from gambling in the early stage, and gamings of Chance. 2. Random experiments, outcomes, sample space, events. Random experiments / outcomes. Example: ① Toss a coin to get a head or a tail. ③ Roll a dice to see the number of the top face. B Measure the height of a randomly chosen student in the campus. possible Def. (Sample space). The set of all outcomes of an experiment is called the sample space of the experiment.

Usually, We use S to denote the sample space.
Example (a) Toss a Coin once.

$$S = \{H, T\}$$
.
Toss a coin twice.
 $S = \{H, H, T, TH, TT\}$
(a) Roll a dice once
 $S = \{I, 2, 3, 4, 5, 6\}$.
Roll a dice 3 times.
 $S = \{(i, j, k) : i, j, k \in \{I, 2, 3, 4, 5, 6\}\}$
(b) height of a randomly chosen student (in meters)
 $S = \{o < x < w\} = (o, w)$
Def (event) Let S be the sample space of an experiment.
Every subset E of S is called an event.

If an outcome of the experiment is contained in the event E, then we say that E has occured

· Basic operations on events. union: EUF Intersection: ENF Complement $E^{c} = S \setminus E$ ϕ Null event. • We say two events E, F are mutually exclusive if ENF= Ø. Venn chiagram. • ENF FC S $((Eng) \cup (Fng)) \setminus (EnFng)$

Laws. • (i) EUF=FUE, ENF=FNE commutative laws En (FUG) = (EnF) U (EnG) distributive law EU(FUG) = (EUF)UG En(FnG) = (EnF)nG. Associative laws (ii) De Morgan's laws $\left(\bigcup_{n=1}^{\infty} E_n\right)^c = \bigcap_{n=1}^{\infty} E_n^c$ $\left(\bigcap_{n=1}^{\infty} E_n \right)^c = \bigcup_{n=1}^{\infty} E_n^c$ Pf. Let us prove the first equality in (11) $x \in \left(\bigcup_{n=1}^{\infty} E_n\right)^c$ ⇔ x∈S, x∉ ÜEn ⇔ xeS, x∉ En for n=1, 2,... \Leftrightarrow x $\in E_n^c$ for n=1, 2, ... $\Leftrightarrow \qquad x \in \bigcap_{n=1}^{\infty} E_n^c \\ Hence \qquad \left(\bigcup_{n=1}^{\infty} E_n\right)^c = \bigcap_{n=1}^{\infty} E_n^c.$ Ø