

The compound event

$$E_1 \cap E_2 = E_1 \text{ AND } E_2$$

occurs if and only if both event  $E_1$  occurs and event  $E_2$

The compound event

$$E_1 \cup E_2 = E_1 \text{ OR } E_2 \text{ or both}$$

occurs if  $E_1$  happens or

if  $E_2$  happens or

if both events happen

Two events are mut. excl. if the occurrence of one event precludes the occurrence of the other event.

IF event  $E_1$  and event  $E_2$  are mut. excl. then

$$P(E_1 \text{ and } E_2) = 0$$

$$P(E_1 | E_2) = 0$$

$$P(E_2 | E_1) = 0$$

Gen. Add. Law ("OR")

$$P(E_1 \text{ or } E_2) = P(E_1) + P(E_2) - P(E_1 \text{ AND } E_2)$$

Spec. Add. Law (Mut. excl. events)

$$P(E_1 \text{ or } E_2) = P(E_1) + P(E_2)$$

# Conditional Prob.

$$P(E_2 | E_1)$$

Gen. Mult. Law ("AND")

$$\begin{aligned} P(E_1 \text{ AND } E_2) &= P(E_1) P(E_2 | E_1) \\ &= P(E_2) P(E_1 | E_2) \end{aligned}$$

Spec. Mult. Law (Ind. Events)

$$P(E_1 \text{ and } E_2) = P(E_1) P(E_2)$$

Two events are independent if the occurrence of one event does not affect the prob. of the other event.

$$P(E_1) = P(E_1 | E_2)$$

and

$$P(E_2) = P(E_2 | E_1)$$

# Conditional Prob. Formulas

$$P(A|B) = \frac{P(A \cap B)}{P(B)}$$

$$P(B|A) = \frac{P(A \cap B)}{P(A)}$$

# SIMULATION

Simulation methods (or Monte Carlo simulation) are techniques which use a computer to perform an experiment a large number of times.

## Five Step Simulation Method

- 1) Choose a Probability Model
- 2) Define one simulation
- 3) Define event of interest
- 4) Repeat simulation  $n$  times
- 5) Compute experimental prob.

# Simulating Random Sampling via a Box Model

Box Modeling is a method of simulating data by randomly drawing a number from a box repeatedly, either with or w/o replacement. The box may contain any number of real numbers, some (or all) of which may appear in the box more than once.



## Random Sampling - With or w/o Replacement

When sampling with replacement entails replacing the selected ball before drawing the next selection.

When sampling without replacement, the selected ball is not replaced before the next selection.

## Multiplication Rule for Multi-Stage Experiments

Suppose an experiment is conducted in  $k$  stages. Stage 1 can be performed in any of  $N_1$  ways; stage 2 can be performed in any of  $N_2$  ways; etc. Then there are

$$N_1 * N_2 * \dots * N_k$$

ways of performing the experiment

## ch 5 EXPECTED VALUES

Def: The experimental expected value of a random variable  $X$  is the average value of  $X$  in a very very long sequence of replications of an experiment.

Def: For a discrete random variable  $X$  with probability distribution  $p(x)$  the theoretical expected value of  $X$  is

$$E(X) = \sum x p(x)$$

Note: This is often called the theoretical mean of r.v.  $X$  and is denoted by  $\mu_x$ .

## Law of Large Numbers for Independent Repetitions

Consider a random variable  $X$  which represents the outcome of an experiment. In a very long sequence of independent repetitions of the experiment, the average  $\bar{X}$  of the observed values of  $X$  will be very close to the theoretical mean  $\mu_X$ .

The Formula  $\mu_x = np$

Suppose an event has probability  $p$  of occurring on a single trial, and  $n$  trials are conducted. Let r.v.  $X$  count the number of times the event of interest occurs in  $n$  trials. Then the expected value of  $X$  is

$$E(X) = \mu_x = np$$

Law of Large Numbers for  
Population Surveys

Suppose  $X_1, X_2, \dots, X_n$  are selected randomly w/o replacement from a very large pop. IF the sample size  $n$  is large, then the

sample mean  $\bar{X}$  of the observed values will be close to  $\mu$ , the mean of the pop.

## Box Models and Expected Values

Suppose r.v.  $X$  is the sum of repeated random draws from a box, then

$$E(X) = \mu_X = \text{box mean} * \# \text{ draws}$$

In particular, if we make just one draw, then

$$E(X) = \mu_X = \text{box mean}$$

Ex: P. 227 Text

The formula above works whether we make our draws

with replacement or  
w/o replacement.

# Standard Deviation of a Random Variable

Def: Suppose r.v.  $X$  has prob. distribution  $p(x)$ . Then the (theoretical) variance of  $X$  is

$$\sigma_x^2 = \sum (x - \mu_x)^2 p(x)$$

and the (theoretical) standard deviation of  $X$  is

$$\sigma_x = \sqrt{\sum (x - \mu_x)^2 p(x)}$$



# Box Models

Consider a box with  $N$  numbered balls. The box mean

$$\text{is } \mu_{\text{box}} = \frac{\sum x}{N}$$

and the box variance is

$$\sigma_{\text{box}}^2 = \frac{\sum (x - \mu_{\text{box}})^2}{N}$$

and the box standard deviation is

$$\sigma_{\text{box}} = \sqrt{\frac{\sum (x - \mu_{\text{box}})^2}{N}}$$

Now, suppose  $X$  is the sum of  $n$  randomly selected balls from the box containing  $N$  balls.

Then

$$\mu_X = n * \mu_{\text{box}}$$

IF the balls are selected with replacement, then

$$\sigma_X = \sqrt{n} * \sigma_{\text{box}}$$

If the balls are selected w/o replacement, then

$$\sigma_X = \sqrt{n} * \sigma_{\text{box}} * \sqrt{\frac{N-n}{N-1}}$$