

Probability Theory

mathematical discipline concerned with the notion of probability and analysis of various random phenomena.

is part of mathematics, Probability Theory is PRECISE
(only its objects ^{are} random ~~ness~~, not the theory)

Original motivation / goal:

To give a completely formal and precise mathematical model that describe various real-life phenomena, ~~other consider random ness~~

These real-life phenomena can include ones that

- we consider "random" or
- we just think that randomness might be an effective way to study the phenomenon

(whose nature we know to be deterministic but it is waaay too complicated/takes long time to study it in its full deterministic detail.)
Or whose nature we do not know.)

Real-life scenario
with questions,
Questions, where answer is
unsure, unknown.

WANT →

Mathematical Model

- precise
- useful (we learn something about the answer)

Benchmark Beispiele (Szenarien mit Zufall)

Glücksspiele: (Ursprung der Wahrscheinlichkeitstheorie)

- ① Wir werfen ein Würfel. Was ist die Augenzahl?
- ② Wir spielen Lotto. Wie viele richtige Zahlen haben wir?
- ③ Wir spielen ROT im Roulette 100 mal.
Wie viel mal gewinnen wir?
zum ersten Mal
- ④ Wir spielen ROT im Roulette bis wir ~~gewinnen~~ gewinnen.
Wie lang müssen wir warten?

Auch ein paar Beispiele, die NICHT Glücksspiele sind:

- ⑤ Wir telefonieren unserer besten Freund ~~an~~.
Es ist besetzt. Wie lang müssen wir warten,
bis er auflegt?
- ⑥ Wir ~~besitzen~~ eine Versicherungsfirma. Wie viele
Schadensmeldungen erhalten wir zwischen 10⁰⁰-11⁰⁰
am 5. Januar 2017?

① - ⑥ sind ^{verschiedene} Zufallsexperimente

Wir möchten ~~zufällig~~ sinnvolle Modelle definieren,
die auch hilfreich sind, ~~und~~ etwas über die Zukunft ^{zu} kennen.

Common features of ① - ⑥

① There is a set S_2 , where ~~is~~ the result of the experiment lies in: ① $S_2 = [6]$

Notation: For $n \in \mathbb{N}$
 $[n] := \{1, 2, \dots, n\}$

② $S_2 = \{0, 1, 2, 3, 4, 5, 6\}$

③ $S_2 = \{0\} \cup [100]$

④ $S_2 = \mathbb{N}$

⑤ $S_2 = (0, +\infty)$

⑥ $S_2 = \{0\} \cup \mathbb{N}$

~~all~~ Elements of S_2 are called elementary events

S_2 is the set of elementary events

"Randomness automata"

Push button



$\rightarrow w \in S_2$

exactly one element
of S_2 comes out.

B). Sometimes we are interested in the occurrence of an elementary event
(Does the dice show $\{1, 2\}$?)

• Sometimes we are interested in the occurrence of a ~~subset~~ SET of elementary events. That is in a subset E of Ω .

("Does my friend talk more than 10 minutes?"

"I'm not particularly interested whether he talks exactly 4.57 minutes.")

Depending on the scenario there are particular subsets $E \subseteq \Omega$ of ~~the~~ elementary events that I find "interesting". Such an $E \subseteq \Omega$ is called an event

C) There are tendencies. If we push the button of the Box many times, we observe that for an event $E \subseteq \Omega$, there is a number $P(E) \in [0, 1]$ such that roughly in $P(E)$ -proportion of all these experiments ~~the~~ the Box spits out a ω which is in E . This number $P(E)$ we call the probability of E

Erste Hälfte der Vorlesung: Ω höchstens abzählbar
(d.h. $|\Omega| < \infty$ oder Ω abzählbar unendlich)

Definition: Ein diskreter Wahrscheinlichkeitsraum ist ein Paar (Ω, P) wobei

(D1) Ω ist eine (höchstens abzählbare) Menge

(D2) $P: \Omega \rightarrow [0, 1]$ ist eine Abbildung, so dass $\sum_{\omega \in \Omega} P(\omega) = 1$

- Elemente von Ω : Elementareignisse
 - Ω : Menge der Elementareignisse
 - P : Wahrscheinlichkeitsmaß
 - $P(\omega)$: Wahrscheinlichkeit des Elementareignis $\omega \in \Omega$,
 - Man kann P auf die ganze Potenzmenge $\mathcal{P}(\Omega)$ erweitern: $\forall E \in \mathcal{P}(\Omega)$ definieren wir
- $$P(E) := \sum_{\omega \in E} P(\omega) \quad \begin{cases} \text{für } \omega \in \Omega : \\ P(\{\omega\}) = P(\omega) \end{cases}$$
- Eine Teilmenge $E \subseteq \Omega$ wird Ereignis genannt.
 \updownarrow
 $(E \in \mathcal{P}(\Omega))$

Bemerkungen: Da Ω höchstens abzählbar ist, kann man sich unter P eine Sequenz von Zahlen (alle zwischen 0 und 1) vorstellen.

- Oft wird Verteilung als Synonym für P -Maß verwendet.

Laplace Raum $|S| < \infty$

$$\boxed{\forall \omega \in S} \quad P_\omega = \frac{1}{|S|}$$

Check: $\sum_{\omega \in S} P_\omega = \sum_{\omega \in S} \frac{1}{|S|} = |S| \cdot \frac{1}{|S|} = 1$

Remark: Does NOT exist when $|S| = \infty$

$$\bullet \forall E \subseteq S \quad P(E) = \frac{|E|}{|S|} \quad \left(= \frac{\text{"g\"unstige"}}{\text{"m\"ogliche"}} \right)$$

Example ① ~~then~~ Dice: $S = [6]$

when dice is fair: $P_1 = P_2 = P_3 = P_4 = P_5 = P_6 = \frac{1}{6}$

$$P(\text{win even}) = P_2 + P_4 + P_6 = \frac{|\{2, 4, 6\}|}{|[6]|} = \frac{3}{6} = \frac{1}{2}$$

Important to find the right model.

(also NOT every finite probability space is Laplace!)

Scenario: Two fair coins thrown. What is the probability of Head?

Naive (false) answer of many: There are three possibilities 0, 1 or 2, so (!) the probability is $\frac{1}{3}$.

How to convince one that this wrong?

• Experiment (Try 100 times) ~~etc~~

• Convince about the RIGHT Laplace Raum in the background.

Paint coins [Red and Blue] Does the probability of seeing exactly one Head changes, just because of painting? NO

But now there are four options: B Head and R Head
 , B Tail and R Head
 , B Head and R Tail
 , B Tail and R Tail

Is any one of them more likely than the other? NO

$$\Rightarrow \Omega' = \{BH+RH, BT+RH, BH+RT, BT+RT\} \quad |\Omega'| = 4$$

Laplace Raum $\forall \omega \in \Omega' \quad P(\omega) = \frac{1}{4}$

~~Off~~ The event of our interest $E = \{BH+RT, BT+RT\}$

$$P(E) = \frac{|E|}{|\Omega'|} = \frac{2}{4} = \frac{1}{2}$$

What happened?

- Our initial $\Omega = \{0, 1, 2\}$ had our event of interest (the 1) as an elementary event, but the space was NOT a Laplace Raum.
- We found a larger Model Ω' , which was really a Laplace Raum and our event of interest was an event $E \subset \Omega'$ in it.

Then we just counted $|\Omega'| (= 4)$

counted $|E| (= 2)$

and got the answer $(= \frac{2}{4})$

[a set]

So we need to know how to enumerate elements of