

CS70: On to probability.

Modeling Uncertainty: Probability Space

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1. Key Points
2. Random Experiments
3. Probability Space

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 - ▶ Models knowledge about uncertainty: Mathematical discipline that allows you to **reason about uncertainty**.

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 - ▶ Models knowledge about uncertainty: Mathematical discipline that allows you to **reason about uncertainty**.
 - ▶ Discovers best way to use that knowledge in making decisions

The Magic of Probability

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Uncertainty:

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Uncertainty: vague,

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Uncertainty: vague, fuzzy,

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Uncertainty: vague, fuzzy, confusing,

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Uncertainty = Fear

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Probability = Serenity

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Your cost: focused attention

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Our mission: help you discover the serenity of Probability, i.e., enable you to think clearly about uncertainty.

Your cost: focused attention and practice, practice, practice.

Random Experiment: Flip one Fair Coin

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Flip a fair coin:

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Flip a fair coin: (*One flips or tosses a coin*)

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- Possible outcomes:

Random Experiment: Flip one Fair Coin

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- Possible outcomes: Heads (H)

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- Possible outcomes: Heads (H) and Tails (T)

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(*One flip yields either 'heads' or 'tails'.*)

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- ▶ Likelihoods:

Random Experiment: Flip one Fair Coin

Flip a **fair** coin: (*One flips or tosses a coin*)



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- ▶ Likelihoods: H : 50% and T : 50%

Random Experiment: Flip one Fair Coin

Flip a fair coin:



What do we mean by the likelihood of tails is 50%?

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Flip a **fair** coin:



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Two interpretations:

Random Experiment: Flip one Fair Coin

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- ▶ Many coin flips: About half yield 'tails'

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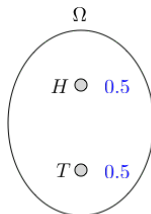
Flip a fair coin: model

Random Experiment: Flip one Fair Coin

Flip a **fair** coin: model



Physical Experiment



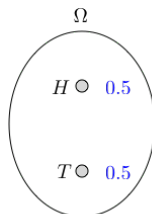
Probability Model

Random Experiment: Flip one Fair Coin

Flip a **fair** coin: model



Physical Experiment



Probability Model

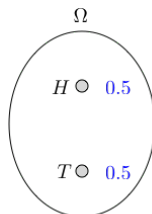
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Flip a **fair** coin: model



Physical Experiment



Probability Model

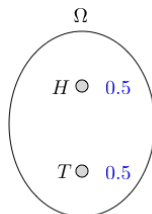
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Flip a **fair** coin: model



Physical Experiment



Probability Model

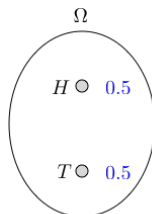
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Flip a **fair** coin: model



Physical Experiment



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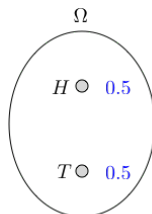
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 - ▶ A set Ω of **outcomes**: $\Omega = \{H, T\}$.

Random Experiment: Flip one Fair Coin

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Physical Experiment



Probability Model

- ▶ The physical experiment is complex. (Shape, density, initial momentum and position, ...)
- ▶ The Probability model is simple:
 - ▶ A set Ω of **outcomes**: $\Omega = \{H, T\}$.
 - ▶ A **probability** assigned to each outcome:
 $Pr[H] = 0.5, Pr[T] = 0.5$.

Random Experiment: Flip one Unfair Coin

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Flip an **unfair** (biased, loaded) coin:

Random Experiment: Flip one Unfair Coin

Flip an **unfair** (biased, loaded) coin:



H: 45%

T: 55%

Random Experiment: Flip one Unfair Coin

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- Possible outcomes:

Random Experiment: Flip one Unfair Coin

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- ▶ Likelihoods:

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- ▶ Tautology?

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- ▶ Frequentist Interpretation:

Flip many times \Rightarrow Fraction $1 - p$ of tails

- ▶ Question: How can one figure out p ? Flip many times
- ▶ Tautology? No: **Statistical regularity!**

Random Experiment: Flip one Unfair Coin

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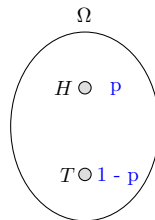
Flip an **unfair** (biased, loaded) coin: model

Random Experiment: Flip one Unfair Coin

Flip an **unfair** (biased, loaded) coin: model



Physical Experiment



Probability Model

Flip Two Fair Coins

Flip Two Fair Coins

- ▶ Possible outcomes:

Flip Two Fair Coins

- ▶ Possible outcomes: $\{HH, HT, TH, TT\}$

Flip Two Fair Coins

- ▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.

Flip Two Fair Coins

- ▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$

Flip Two Fair Coins

- ▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
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Flip Two Fair Coins

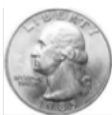
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- ▶ Note: $A \times B := \{(a, b) \mid a \in A, b \in B\}$ and $A^2 := A \times A$.
- ▶ Likelihoods: $1/4$ each.

Flip Two Fair Coins

- ▶ Possible outcomes: $\{HH, HT, TH, TT\} \equiv \{H, T\}^2$.
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- ▶ Likelihoods: 1/4 each.



25%



25%



25%



25%

Flip Glued Coins

Flip Glued Coins

Flips two coins glued together side by side:

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- Possible outcomes:

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- Possible outcomes: $\{HH, TT\}$.

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- ▶ Possible outcomes: $\{HH, TT\}$.
- ▶ Likelihoods:

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- ▶ Possible outcomes: $\{HH, TT\}$.
- ▶ Likelihoods: $HH : 0.5, TT : 0.5$.

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- ▶ Possible outcomes: $\{HH, TT\}$.
- ▶ Likelihoods: $HH : 0.5, TT : 0.5$.
- ▶ Note: Coins are glued so that they show the same face.

Flip Glued Coins

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Flips two coins glued together side by side:

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Glued coins



50%



50%

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- Possible outcomes:

Flip Glued Coins

Flips two coins glued together side by side:



Glued coins



50%



50%

- Possible outcomes: $\{HT, TH\}$.

Flip Glued Coins

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Glued coins



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- ▶ Possible outcomes: $\{HT, TH\}$.
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Flip Glued Coins

Flips two coins glued together side by side:



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50%



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- ▶ Possible outcomes: $\{HT, TH\}$.
- ▶ Likelihoods: $HT : 0.5, TH : 0.5$.
- ▶ Note: Coins are glued so that they show different faces.

Flip two Attached Coins

Flip two Attached Coins

Flips two coins attached by a spring:

Flip two Attached Coins

Flips two coins attached by a spring:



Flip two Attached Coins

Flips two coins attached by a spring:



- Possible outcomes:

Flip two Attached Coins

Flips two coins attached by a spring:



- Possible outcomes: $\{HH, HT, TH, TT\}$.

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Flips two coins attached by a spring:



- ▶ Possible outcomes: $\{HH, HT, TH, TT\}$.
- ▶ Likelihoods:

Flip two Attached Coins

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- ▶ Possible outcomes: $\{HH, HT, TH, TT\}$.
- ▶ Likelihoods: $HH : 0.4, HT : 0.1, TH : 0.1, TT : 0.4$.

Flip two Attached Coins

Flips two coins attached by a spring:



- ▶ Possible outcomes: $\{HH, HT, TH, TT\}$.
- ▶ Likelihoods: $HH : 0.4, HT : 0.1, TH : 0.1, TT : 0.4$.
- ▶ Note: Coins are attached so that they tend to show the same face, unless the spring twists enough.

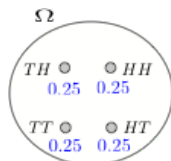
Flipping Two Coins

Flipping Two Coins

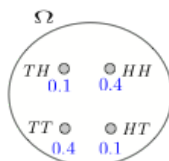
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Flipping Two Coins

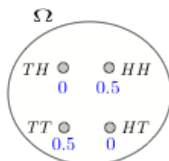
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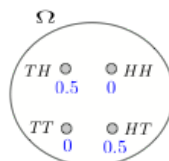
[1]



[2]



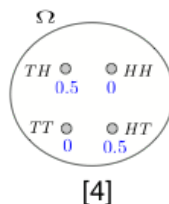
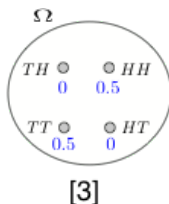
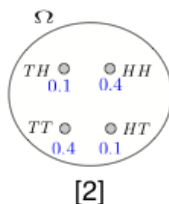
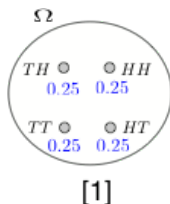
[3]



[4]

Flipping Two Coins

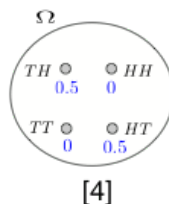
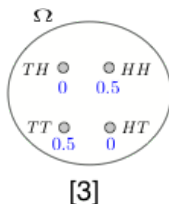
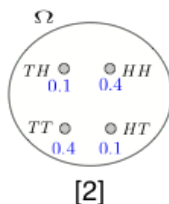
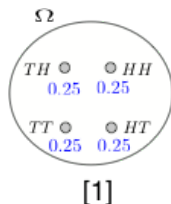
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Flipping Two Coins

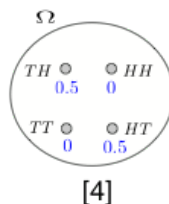
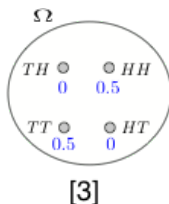
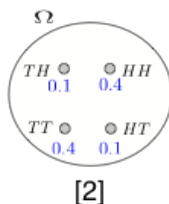
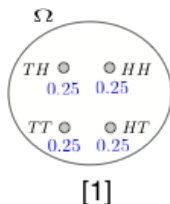
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Flipping Two Coins

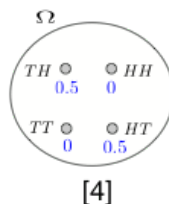
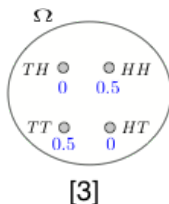
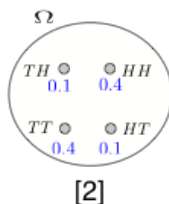
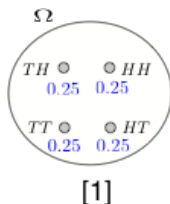
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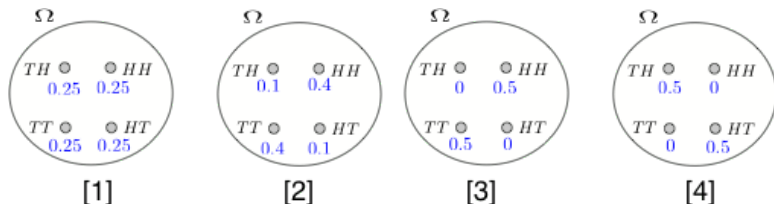
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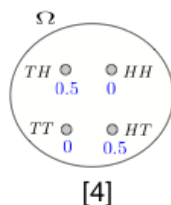
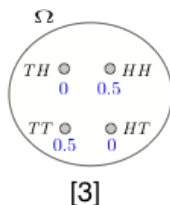
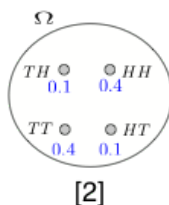
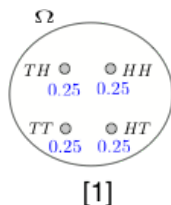
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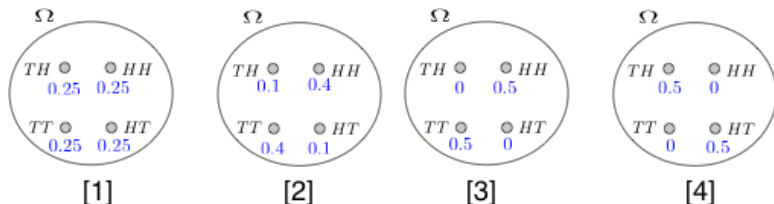
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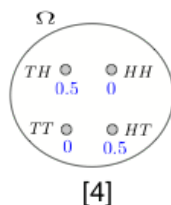
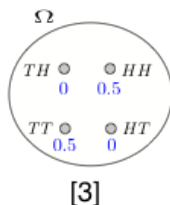
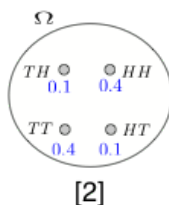
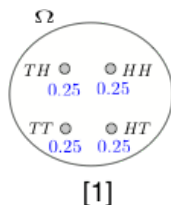
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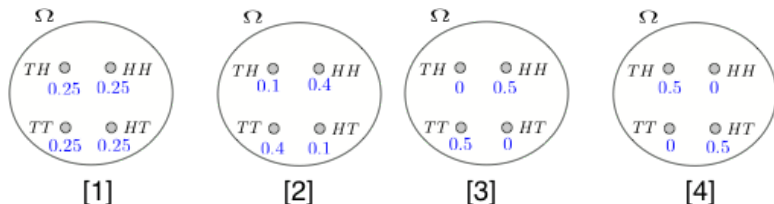


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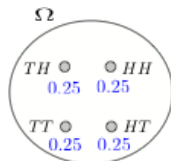
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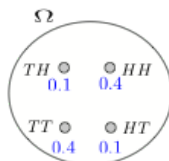
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Flipping Two Coins

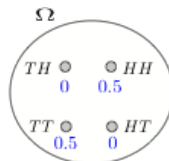
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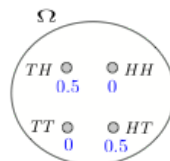
[1]



[2]



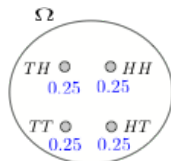
[3]



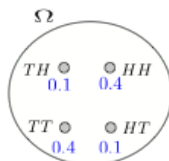
[4]

Flipping Two Coins

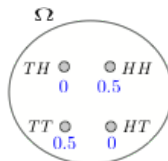
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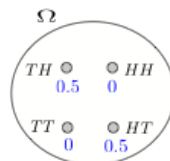
[1]



[2]



[3]

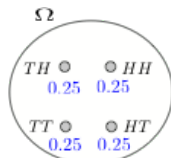


[4]

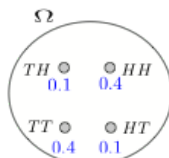
Important remarks:

Flipping Two Coins

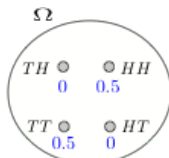
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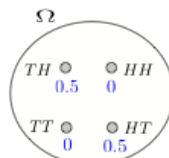
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[2]



[3]



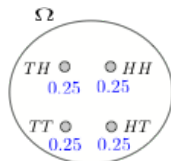
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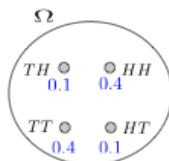
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Flipping Two Coins

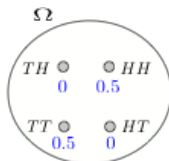
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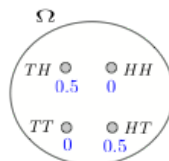
[1]



[2]



[3]



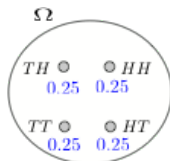
[4]

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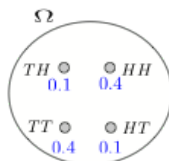
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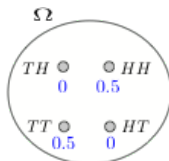
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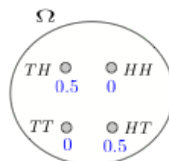
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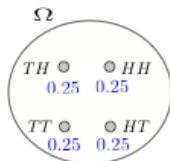
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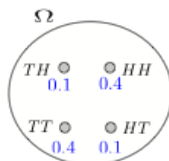
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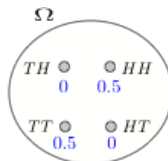
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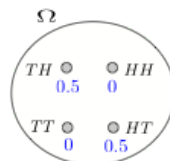
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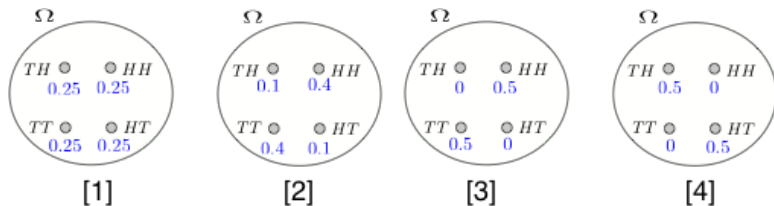
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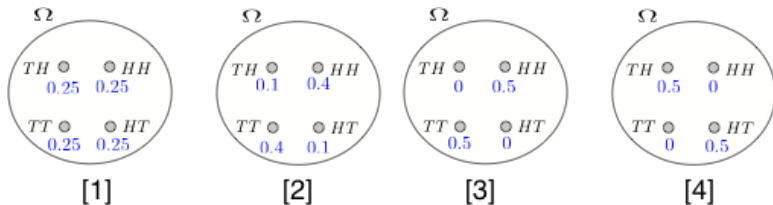


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- ▶ **Ω and the probabilities specify the random experiment.**

Flipping n times

Flip a fair coin n times (some $n \geq 1$):

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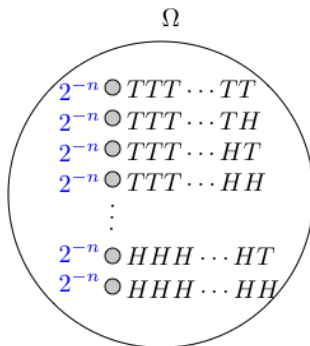
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Roll two Dice

Roll a **balanced** 6-sided die twice:

Roll two Dice

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- ▶ Possible outcomes:

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Roll a **balanced** 6-sided die twice:

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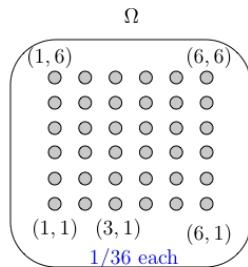
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Physical Experiment



Probability Model

Probability Space.

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Probability Space.

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 - (b) Flip two fair coins;
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2. A set of possible outcomes: Ω .

Probability Space.

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Probability Space: formalism.

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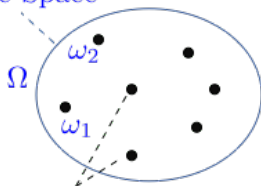
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Sample Space



Samples (Outcomes)

$$0 \leq Pr[\omega] \leq 1$$

$$\sum_{\omega} Pr[\omega] = 1$$

Probability Space: Formalism.

In a **uniform probability space** each outcome ω is **equally probable**:

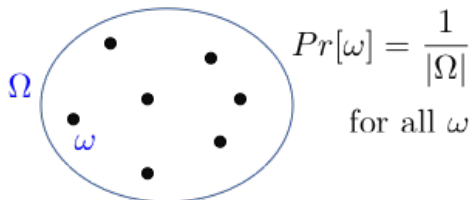
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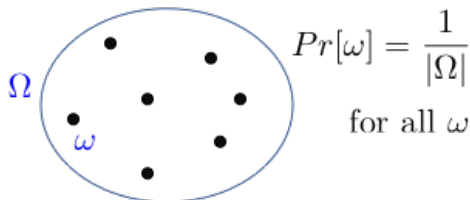


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Examples:

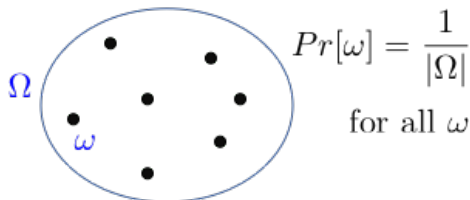
- Flipping two fair coins, dealing a poker hand are uniform probability spaces.

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Uniform Probability Space



Examples:

- ▶ Flipping two fair coins, dealing a poker hand are uniform probability spaces.
- ▶ Flipping a biased coin is not a uniform probability space.

Probability Space: Formalism

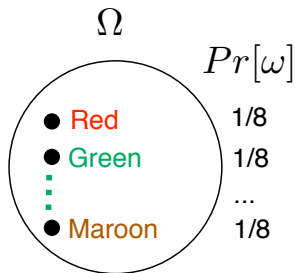
Simplest physical model of a uniform probability space:

Probability Space: Formalism

Simplest physical model of a **uniform** probability space:



Physical experiment



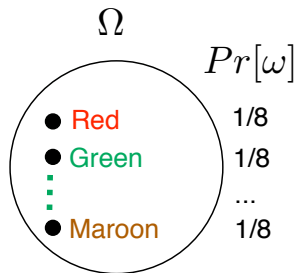
Probability model

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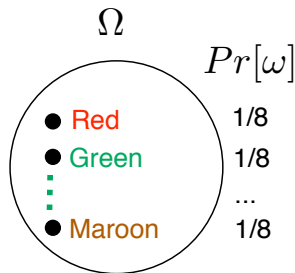
A bag of identical balls, except for their color (or a label).

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Probability model

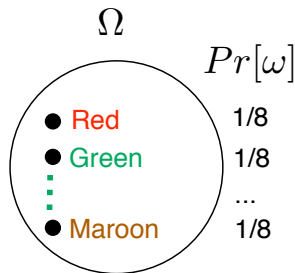
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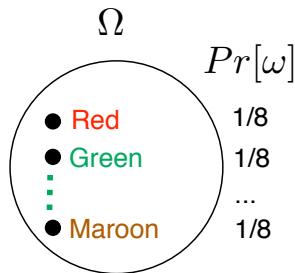
$$\Omega = \{\text{white, red, yellow, grey, purple, blue, maroon, green}\}$$

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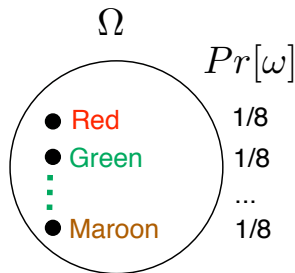
$$Pr[\text{blue}] =$$

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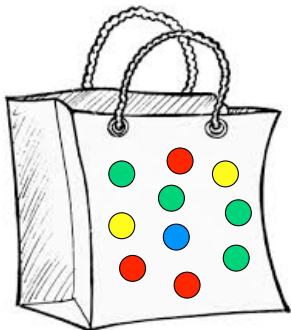
$$Pr[\text{blue}] = \frac{1}{8}.$$

Probability Space: Formalism

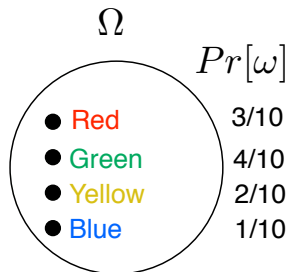
Simplest physical model of a non-uniform probability space:

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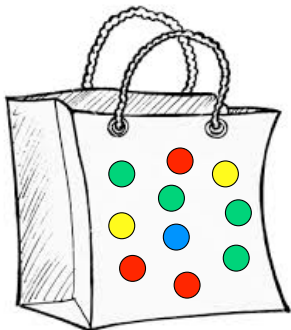
Physical experiment



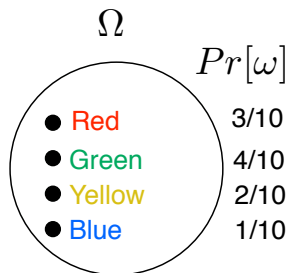
Probability model

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Physical experiment

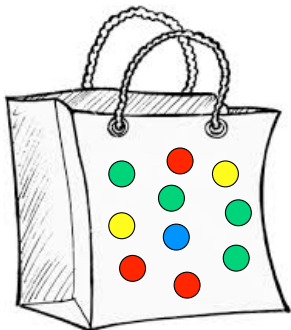


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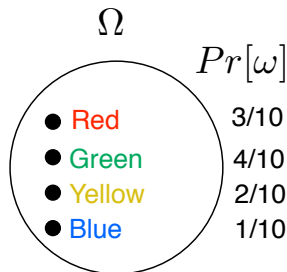
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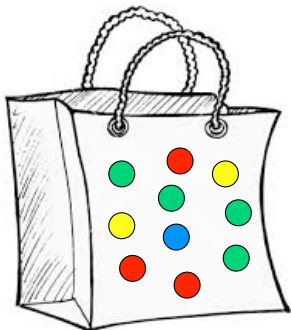
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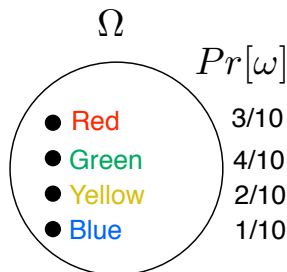
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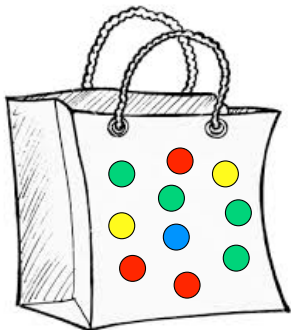


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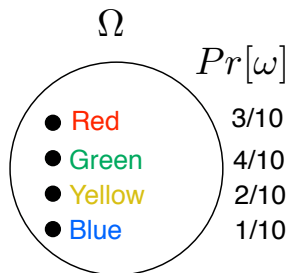
$$\Omega = \{\text{Red, Green, Yellow, Blue}\}$$
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Physical experiment

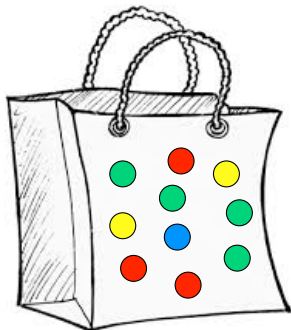


Probability model

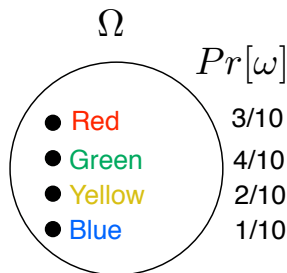
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Probability Space: Formalism

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Physical experiment

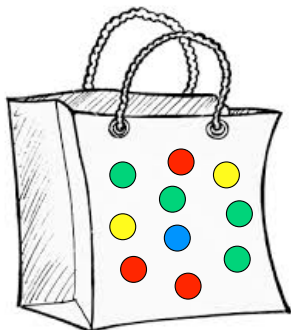


Probability model

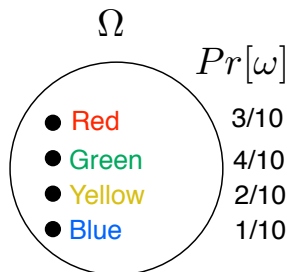
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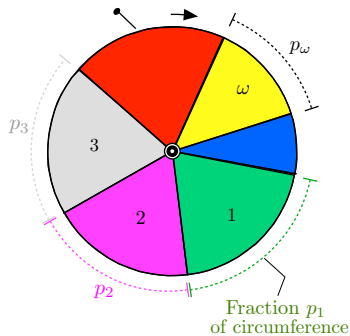
Note: Probabilities are restricted to rational numbers: $\frac{N_k}{N}$.

Probability Space: Formalism

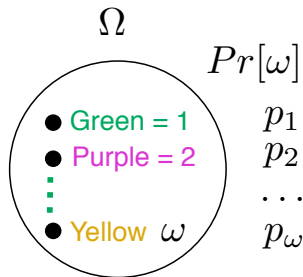
Physical model of a general **non-uniform** probability space:

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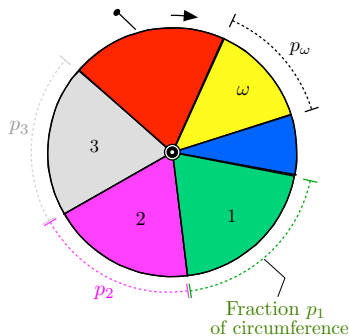
Physical experiment



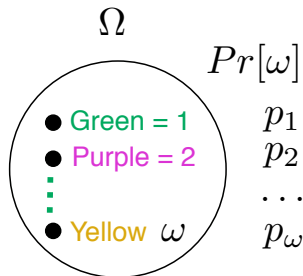
Probability model

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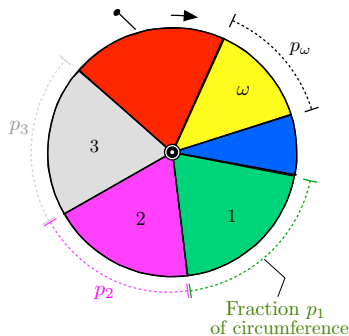


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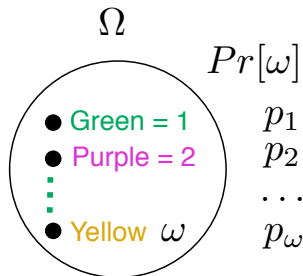
The roulette wheel stops in sector ω with probability p_ω .

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Physical experiment



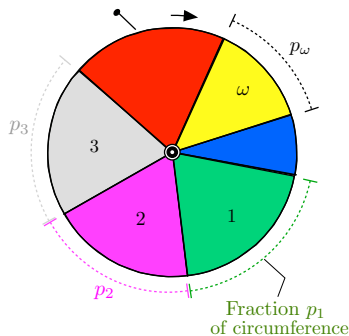
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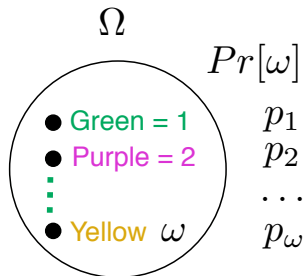
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- ▶ For instance, say we glue the coins side-by-side so that they face up the same way. Then one gets HH or TT with probability 50% each. This is not captured by 'picking two outcomes.'

Example: Monty Hall Problem

Game Show: 3 doors.

- 1 Awesome prize behind one of the doors.
- 2 Contestant picks a door. Monty opens **one of the other** two doors that does not have a prize.
- 3 Contestant can either stick to the original door or change selection.

Is there any advantage to the contestant in switching?



Controversy

The problem appeared in "Parade" Magazine in a column by Marilyn Vos Savant.

From the Wikipedia

Though vos Savant gave the correct answer that switching would win two-thirds of the time, she estimates the magazine received 10,000 letters including close to 1,000 signed by PhDs, many on letterheads of mathematics and science departments, declaring that her solution was wrong (Tierney 1991). As a result of the publicity the problem earned the alternative name Marilyn and the Goats.

Monty Hall problem

- Two experiments, one in which he switches and one in which he doesn't.
- $\Omega_1 = \{(\text{Correct}, \text{Switch}, \text{Lose}), (\text{Wrong1}, \text{Switch}, \text{Win}), (\text{Wrong2}, \text{Switch}, \text{Win})\}$
Prob of Winning is $\frac{2}{3}$. Another way: He only loses if picks the right door.
- $\Omega_2 = \{(\text{Correct}, \text{Stay}, \text{Win}), (\text{Wrong1}, \text{Stay}, \text{Lose}), (\text{Wrong2}, \text{Stay}, \text{Lose})\}$. P of Winning is $\frac{1}{3}$. He only wins if he picks the right door.
- Much better to switch!

Why were so many professional mathematicians confused? They forgot about wrong door 2.

Summary

Modeling Uncertainty: Probability Space

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Probability problems can be fun

The n passengers of a full flight board sequentially. The first passenger sits in the wrong (unassigned) spot. Subsequent passengers either sit in their assigned seat or if it is not available, pick another seat at random. What is the probability that the last passenger is able to sit in his assigned seat?