

**Business Statistics:**  
**A Decision-Making Approach**  
6<sup>th</sup> Edition

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**Chapter 4**  
Using Probability and  
Probability Distributions

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**Chapter Goals**

**After completing this chapter, you should be able to:**

- Explain three approaches to assessing probabilities
- Apply common rules of probability
- Use Bayes' Theorem for conditional probabilities
- Distinguish between discrete and continuous probability distributions
- Compute the expected value and standard deviation for a discrete probability distribution

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**Important Terms**

- Probability – the chance that an uncertain event will occur (always between 0 and 1)
- Experiment – a process of obtaining outcomes for uncertain events
- Elementary Event – the most basic outcome possible from a simple experiment
- Sample Space – the collection of all possible elementary outcomes

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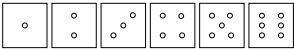
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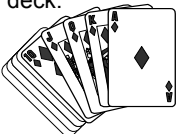
### Sample Space

The Sample Space is the collection of all possible outcomes

e.g. All 6 faces of a die:



e.g. All 52 cards of a bridge deck:



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### Events

- Elementary event – An outcome from a sample space with one characteristic
  - Example: A red card from a deck of cards
- Event – May involve two or more outcomes simultaneously
  - Example: An ace that is also red from a deck of cards

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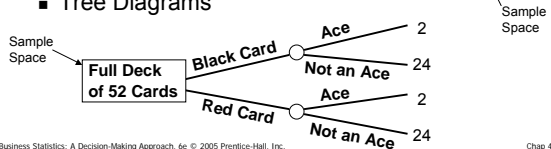
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### Visualizing Events

- Contingency Tables
 

|       | Ace | Not Ace | Total |
|-------|-----|---------|-------|
| Black | 2   | 24      | 26    |
| Red   | 2   | 24      | 26    |
| Total | 4   | 48      | 52    |
- Tree Diagrams
 

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### Elementary Events

- A automobile consultant records fuel type and vehicle type for a sample of vehicles

2 Fuel types: Gasoline, Diesel  
3 Vehicle types: Truck, Car, SUV

6 possible elementary events:

|       |                 |
|-------|-----------------|
| $e_1$ | Gasoline, Truck |
| $e_2$ | Gasoline, Car   |
| $e_3$ | Gasoline, SUV   |
| $e_4$ | Diesel, Truck   |
| $e_5$ | Diesel, Car     |
| $e_6$ | Diesel, SUV     |

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### Probability Concepts

- **Mutually Exclusive Events**
  - If  $E_1$  occurs, then  $E_2$  cannot occur
  - $E_1$  and  $E_2$  have no common elements

$E_1$

$E_2$

A card cannot be Black and Red at the same time.

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### Probability Concepts

- **Independent and Dependent Events**
  - Independent: Occurrence of one does not influence the probability of occurrence of the other
  - Dependent: Occurrence of one affects the probability of the other

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### Independent vs. Dependent Events

- Independent Events**
  - $E_1$  = heads on one flip of fair coin
  - $E_2$  = heads on second flip of same coin

Result of second flip does not depend on the result of the first flip.
- Dependent Events**
  - $E_1$  = rain forecasted on the news
  - $E_2$  = take umbrella to work

Probability of the second event is affected by the occurrence of the first event

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### Assigning Probability

- Classical Probability Assessment**

$$P(E_i) = \frac{\text{Number of ways } E_i \text{ can occur}}{\text{Total number of elementary events}}$$
- Relative Frequency of Occurrence**

$$\text{Relative Freq. of } E_i = \frac{\text{Number of times } E_i \text{ occurs}}{N}$$
- Subjective Probability Assessment**

An opinion or judgment by a decision maker about the likelihood of an event

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### Rules of Probability

Rules for Possible Values and Sum

Individual Values

$$0 \leq P(e_i) \leq 1$$

For any event  $e_i$

Sum of All Values

$$\sum_{i=1}^k P(e_i) = 1$$

where:  
 $k$  = Number of elementary events in the sample space  
 $e_i$  =  $i^{\text{th}}$  elementary event

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### Addition Rule for Elementary Events

- The probability of an event  $E_i$  is equal to the sum of the probabilities of the elementary events forming  $E_i$ .
- That is, if:
 
$$E_i = \{e_1, e_2, e_3\}$$
 then:
 
$$P(E_i) = P(e_1) + P(e_2) + P(e_3)$$

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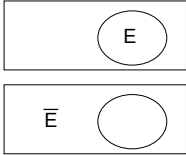
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### Complement Rule

- The complement of an event  $E$  is the collection of all possible elementary events **not** contained in event  $E$ . The complement of event  $E$  is represented by  $\bar{E}$ .
- Complement Rule:
 
$$P(\bar{E}) = 1 - P(E)$$

↳ Or,  $P(E) + P(\bar{E}) = 1$



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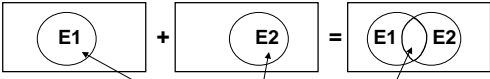
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### Addition Rule for Two Events

- Addition Rule:**

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



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

Don't count common elements twice!

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### Addition Rule Example

$P(\text{Red or Ace}) = P(\text{Red}) + P(\text{Ace}) - P(\text{Red and Ace})$   
 $= 26/52 + 4/52 - 2/52 = 28/52$

| Type    | Color |       | Total |
|---------|-------|-------|-------|
|         | Red   | Black |       |
| Ace     | 2     | 2     | 4     |
| Non-Ace | 24    | 24    | 48    |
| Total   | 26    | 26    | 52    |

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Don't count the two red aces twice!

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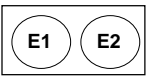
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### Addition Rule for Mutually Exclusive Events

- If E1 and E2 are mutually exclusive, then

$P(\text{E1 and E2}) = 0$



So

$P(\text{E}_1 \text{ or } \text{E}_2) = P(\text{E}_1) + P(\text{E}_2) - P(\text{E}_1 \text{ and } \text{E}_2)$

$= P(\text{E}_1) + P(\text{E}_2)$

= 0 if mutually exclusive

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### Conditional Probability

- Conditional probability for any two events  $E_1, E_2$ :

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

where  $P(E_2) > 0$

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### Conditional Probability Example

- Of the cars on a used car lot, 70% have air conditioning (AC) and 40% have a CD player (CD). 20% of the cars have both.
- What is the probability that a car has a CD player, given that it has AC ?

i.e., we want to find  $P(\text{CD} | \text{AC})$

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### Conditional Probability Example (continued)

- Of the cars on a used car lot, 70% have air conditioning (AC) and 40% have a CD player (CD). 20% of the cars have both.

|       | CD | No CD | Total |
|-------|----|-------|-------|
| AC    | .2 | .5    | .7    |
| No AC | .2 | .1    | .3    |
| Total | .4 | .6    | 1.0   |

$$P(\text{CD} | \text{AC}) = \frac{P(\text{CD and AC})}{P(\text{AC})} = \frac{.2}{.7} = .2857$$

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### Conditional Probability Example (continued)

- Given AC, we only consider the top row (70% of the cars). Of these, 20% have a CD player. 20% of 70% is about 28.57%.

|       | CD | No CD | Total |
|-------|----|-------|-------|
| AC    | .2 | .5    | .7    |
| No AC | .2 | .1    | .3    |
| Total | .4 | .6    | 1.0   |

$$P(\text{CD} | \text{AC}) = \frac{P(\text{CD and AC})}{P(\text{AC})} = \frac{.2}{.7} = .2857$$

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### For Independent Events:

- Conditional probability for independent events  $E_1, E_2$ :

$$P(E_1 | E_2) = P(E_1) \quad \text{where } P(E_2) > 0$$

$$P(E_2 | E_1) = P(E_2) \quad \text{where } P(E_1) > 0$$

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### Multiplication Rules

- Multiplication rule for two events  $E_1$  and  $E_2$ :

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

**Note:** If  $E_1$  and  $E_2$  are independent, then  $P(E_2 | E_1) = P(E_2)$  and the multiplication rule simplifies to

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

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### Tree Diagram Example

**Gasoline  $P(E_1) = 0.8$**

- Truck:  $P(E_3|E_1) = 0.2$  →  $P(E_1 \text{ and } E_3) = 0.8 \times 0.2 = 0.16$
- Car:  $P(E_4|E_1) = 0.5$  →  $P(E_1 \text{ and } E_4) = 0.8 \times 0.5 = 0.40$
- SUV:  $P(E_5|E_1) = 0.3$  →  $P(E_1 \text{ and } E_5) = 0.8 \times 0.3 = 0.24$

**Diesel  $P(E_2) = 0.2$**

- Truck:  $P(E_3|E_2) = 0.6$  →  $P(E_2 \text{ and } E_3) = 0.2 \times 0.6 = 0.12$
- Car:  $P(E_4|E_2) = 0.1$  →  $P(E_2 \text{ and } E_4) = 0.2 \times 0.1 = 0.02$
- SUV:  $P(E_5|E_2) = 0.3$  →  $P(E_2 \text{ and } E_5) = 0.2 \times 0.3 = 0.06$

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### Bayes' Theorem

$$P(E_i | B) = \frac{P(E_i)P(B|E_i)}{P(E_1)P(B|E_1) + P(E_2)P(B|E_2) + \dots + P(E_k)P(B|E_k)}$$

- where:
  - $E_i$  =  $i^{\text{th}}$  event of interest of the  $k$  possible events
  - $B$  = new event that might impact  $P(E_i)$
  - Events  $E_1$  to  $E_k$  are mutually exclusive and collectively exhaustive

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### Bayes' Theorem Example

- A drilling company has estimated a 40% chance of striking oil for their new well.
- A detailed test has been scheduled for more information. Historically, 60% of successful wells have had detailed tests, and 20% of unsuccessful wells have had detailed tests.
- Given that this well has been scheduled for a detailed test, what is the probability that the well will be successful?



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### Bayes' Theorem Example

*(continued)*

- Let  $S$  = successful well and  $U$  = unsuccessful well
- $P(S) = .4$ ,  $P(U) = .6$  (prior probabilities)
- Define the detailed test event as  $D$
- Conditional probabilities:
  - $P(D|S) = .6$        $P(D|U) = .2$
- Revised probabilities

| Event            | Prior Prob. | Conditional Prob. | Joint Prob. | Revised Prob. |
|------------------|-------------|-------------------|-------------|---------------|
| S (successful)   | .4          | .6                | .4*.6 = .24 | .24/.36 = .67 |
| U (unsuccessful) | .6          | .2                | .6*.2 = .12 | .12/.36 = .33 |
|                  |             |                   |             | Sum = .36     |



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### Bayes' Theorem Example (continued)

- Given the detailed test, the revised probability of a successful well has risen to .67 from the original estimate of .4

| Event            | Prior Prob. | Conditional Prob. | Joint Prob.          | Revised Prob.     |
|------------------|-------------|-------------------|----------------------|-------------------|
| S (successful)   | .4          | .6                | $.4 \times .6 = .24$ | $.24 / .36 = .67$ |
| U (unsuccessful) | .6          | .2                | $.6 \times .2 = .12$ | $.12 / .36 = .33$ |

Sum = .36

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### Introduction to Probability Distributions


- Random Variable**
  - Represents a possible numerical value from a random event

**Random Variables**

**Discrete Random Variable**



**Continuous Random Variable**



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### Discrete Random Variables

- Can only assume a countable number of values

Examples:

- Roll a die twice  
Let  $x$  be the number of times 4 comes up (then  $x$  could be 0, 1, or 2 times)

- Toss a coin 5 times.  
Let  $x$  be the number of heads (then  $x = 0, 1, 2, 3, 4, \text{ or } 5$ )



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### Discrete Probability Distribution

Experiment: Toss 2 Coins. Let  $x = \#$  heads.

4 possible outcomes

|   |   |
|---|---|
| T | T |
| T | H |
| H | T |
| H | H |

Probability Distribution

| x Value | Probability |
|---------|-------------|
| 0       | 1/4 = .25   |
| 1       | 2/4 = .50   |
| 2       | 1/4 = .25   |

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### Discrete Probability Distribution

- A list of all possible  $[ x_i , P(x_i) ]$  pairs
  - $x_i$  = Value of Random Variable (Outcome)
  - $P(x_i)$  = Probability Associated with Value
- $x_i$ 's are mutually exclusive (no overlap)
- $x_i$ 's are collectively exhaustive (nothing left out)
- $0 \leq P(x_i) \leq 1$  for each  $x_i$
- $\sum P(x_i) = 1$

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### Discrete Random Variable Summary Measures

- Expected Value of a discrete distribution (Weighted Average)
 
$$E(x) = \sum x_i P(x_i)$$
  - Example: Toss 2 coins,  $x = \#$  of heads, compute expected value of  $x$ :
 

| x | P(x) |
|---|------|
| 0 | .25  |
| 1 | .50  |
| 2 | .25  |

$$E(x) = (0 \times .25) + (1 \times .50) + (2 \times .25) = 1.0$$

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### Discrete Random Variable Summary Measures (continued)

- Standard Deviation of a discrete distribution

$$\sigma_x = \sqrt{\sum \{x - E(x)\}^2 P(x)}$$

where:

- E(x) = Expected value of the random variable
- x = Values of the random variable
- P(x) = Probability of the random variable having the value of x

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### Discrete Random Variable Summary Measures (continued)

- Example: Toss 2 coins, x = # heads, compute standard deviation (recall E(x) = 1)

$$\sigma_x = \sqrt{\sum \{x - E(x)\}^2 P(x)}$$

$$\sigma_x = \sqrt{(0-1)^2(.25) + (1-1)^2(.50) + (2-1)^2(.25)} = \sqrt{.50} = .707$$

Possible number of heads  
= 0, 1, or 2

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### Two Discrete Random Variables

- Expected value of the sum of two discrete random variables:

$$E(x + y) = E(x) + E(y)$$

$$= \sum x P(x) + \sum y P(y)$$

(The expected value of the sum of two random variables is the sum of the two expected values)

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## Covariance

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- Covariance** between two discrete random variables:
 

$$\sigma_{xy} = \sum [x_i - E(x)][y_j - E(y)]P(x_i, y_j)$$

where:

  - $x_i$  = possible values of the x discrete random variable
  - $y_j$  = possible values of the y discrete random variable
  - $P(x_i, y_j)$  = joint probability of the values of  $x_i$  and  $y_j$  occurring

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## Interpreting Covariance

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- Covariance** between two discrete random variables:
  - $\sigma_{xy} > 0 \rightarrow$  x and y tend to move in the same direction
  - $\sigma_{xy} < 0 \rightarrow$  x and y tend to move in opposite directions
  - $\sigma_{xy} = 0 \rightarrow$  x and y do not move closely together

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## Correlation Coefficient

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- The Correlation Coefficient** shows the strength of the linear association between two variables
 

$$\rho = \frac{\sigma_{xy}}{\sigma_x \sigma_y}$$

where:

  - $\rho$  = correlation coefficient ("rho")
  - $\sigma_{xy}$  = covariance between x and y
  - $\sigma_x$  = standard deviation of variable x
  - $\sigma_y$  = standard deviation of variable y

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### Interpreting the Correlation Coefficient

- **The Correlation Coefficient always falls between -1 and +1**

$\rho = 0 \rightarrow$  x and y are not linearly related.

The farther  $\rho$  is from zero, the stronger the linear relationship:

$\rho = +1 \rightarrow$  x and y have a perfect positive linear relationship

$\rho = -1 \rightarrow$  x and y have a perfect negative linear relationship

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### Chapter Summary

- Described approaches to assessing probabilities
- Developed common rules of probability
- Used Bayes' Theorem for conditional probabilities
- Distinguished between discrete and continuous probability distributions
- Examined discrete probability distributions and their summary measures

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