

# Introduction to Probability

Grinnell College

October 27, 2025



# Motivation






It's 3:30am on a Sunday in a seedy, smoke-filled, underground bar in Port Arthur TX

You've drank a bottle and some change of rye since the night started

You are playing a texas hold 'em against some biker who looks like he did time and you got a lot of money riding on this hand

Cards dealt are:

▶ You:  

▶ Community:     

▶ Biker: ? ?

What is the probability you have gas money back to Iowa?

# Solutions

There are several strategies to get an answer to this question. We could...

- ▶ find the proportion of cards that can be dealt that would beat our hand
  - ▶ Theoretical probability
- ▶ guesstimate
  - ▶ Subject probability
- ▶ use previous hands dealt in this exact situation to use our data to say something
  - ▶ Empirical probability
  - ▶ Not applicable in this example
- ▶ simulate what possible hands could have been dealt and finding the proportion of the simulations that beat our hand
  - ▶ No name that I'm aware of (simulated probabilities?)

# But what is probability?

Guesses?

# What is Probability?

The **probability** of an event is the long term frequency of that event happening (contentious; frequentist school of thought)

- ▶ Eg Rolling a five on a dice has a  $\frac{1}{6}$  probability of happening because we expect roughly a sixth of our rolls to be 5's in the long run
- ▶ measured between 0 and 1
- ▶ closer to zero = less likely
- ▶ closer to one = more likely
- ▶ No applicability on a single, non-repeating event
  - ▶ Eg I will or will not wear a costume for Halloween this year to class
  - ▶ No repetitions  $\rightarrow$  no frequencies  $\rightarrow$  no probabilities

(The Bayesian school of thought thinks of probability as a personal belief an event will happen or as the shared expectation that an event will happen)

# Uniform Distribution

When multiple outcomes are equally likely, the probability for each outcome is

$$\frac{1}{\# \text{ of all possible outcomes}}$$

These are called uniform distributions and include rolling a die, flipping a coin, etc...

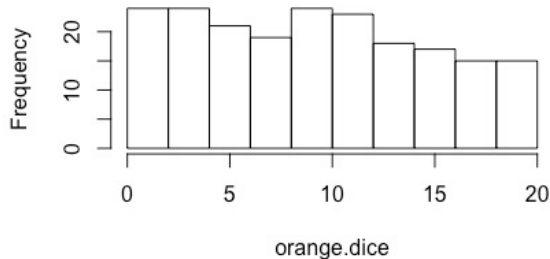
## Examples:

Flipping a coin and getting a head: 1 out of 2 possibilities  $\rightarrow P(\text{heads}) = 1/2 = 0.5$

Probability of rolling a critical failure (1) on a 20-sided dice?

# Uniform Distribution

**Histogram of orange.dice**



Back in the day we would say this doesn't really seem to have a mode (uniform), no outliers, and symmetrical

## Probability more broadly

If multiple outcomes produce the same event, the probability of that event is...

$$\frac{\# \text{ of outcomes that cause event}}{\# \text{ of all possible outcomes}}$$

My barbarian DnD character can get a critical hit if I roll a 19 or 20.  
What is the probability I get a critical hit on a given roll?



## Probability more Broadly

If multiple outcomes produce the same event, the probability of that event is...





































$$\frac{\# \text{ of outcomes that qualify}}{\# \text{ of all possible outcomes}}$$

My barbarian DnD character can get a critical hit if I roll a 19 or 20.  
What is the probability I get a critical hit on a given roll?

$$\frac{\text{I roll either a 19 or 20}}{20 \text{ possible rolls}} = 2/20 = 1/10$$

# Dice Game: Casino Craps

In the game of craps in a casino, on the first roll, if the player (“shooter”) rolls a 7 or 11 they win. What proportion of dice rolls can do this?

# Dice Game: Casino Craps

In the game of craps in a casino, on the first roll, if the player (“shooter”) rolls a 7 or 11 they win. What proportion of dice rolls can do this?


8/36 possible rolls, or .2222.

Here, the proportion of equally likely outcomes is exactly the probability we “win” on the first roll

# Types of Probability

## **Subjective Probability:**

- ▶ How likely an event is to happen based on someone's personal belief / experience / feelings
- ▶ Most likely different answers from different people
- ▶ Ex: prob. of a sports team winning their next game?

# Types of Probability

## Theoretical Probability:

- ▶ Based on formulas or assumptions about the event
- ▶ Eg the dice game from above
- ▶ Common assumption is the probabilities are equal between categories

Example: Suppose there are 20 marbles in a bag. 2 marbles are red, 6 are blue, and 12 are green.

- ▶ prob. of pulling red marble?
- ▶ prob. of blue?
- ▶ prob. of green?
- ▶ prob. of orange?
- ▶ prob. of pulling a marble?

# Types of Probability

## **Empirical Probability:**

- ▶ How likely an event is to happen based on collected data
- ▶ Sometimes we estimate the probability with data in the form of a table
- ▶ Ex: flip a coin 1000 times and find the 'empirical' probability of getting a Heads

## **Law of Large Numbers:**

If you repeat trials a whole bunch (and they don't affect each other) then the empirical probability will converge to the "true" probability

## Empirical Examples

A report published in 1988 summarizes results of a Harvard Medical School clinical trial determining effectiveness of aspirin in preventing heart attacks in middle-aged male physicians

Treatment	Heart Attack		Total
	Attack	No Attack	
Placebo	189	10,845	11,034
Aspirin	104	10,933	11,037
Total	293	21,778	22,071

# Marginal vs Conditional

We have two other types of probabilities people talk about but they are different from the previous three.

- ▶ The previous three were ways of estimating/calculating the probability of some event

Instead, we are going to talk a way to distinguish between a statistic that is about the entire population (marginal) or about a subpopulation (conditional)



# Marginal Probability

A **marginal probability** is the probability associated with a variable, ignoring all other variables.

- ▶ Is the probability is calculated for/with the entire population
- ▶ Eg the probability a randomly selected college would have a tuition rate higher than Grinnell's for all colleges and universities in the US
- ▶ Usually the default when people say "the probability"
  - ▶ "The probability you get into a car wreck on the way to the airport is higher than the probability you get into a plane crash" doesn't account for if you've been drinking or not (or if your pilot has been drinking...)

What is the probability a randomly selected physician had a heart attack?

# Conditional Probability

A **conditional probability** is the probability associated with variable A given variable B

- ▶ If a probability is calculated only for a particular subpopulation
- ▶ We have already seen this!! Graphs broken apart by public vs private colleges
- ▶ Eg the probability a randomly selected college would have a tuition rate higher than Grinnell's for **ONLY** private colleges and universities in the US

What is the probability a physician had a heart attack given they took aspirin? What about if they didn't take aspirin?

# Notation

$P(E)$  is used to denote the probability of some event,  $E$

- ▶ Often use a letter or abbreviation for the event
- ▶  $P(\text{patient having a heart attack}) \rightarrow P(\text{heart attack}) \rightarrow P(H)$
- ▶ Marginal probabilities are always(?) written like this

$P(A|B)$  is used write the conditional probability of  $A$  given  $B$

- ▶  $P(\text{patient has a heart attack given they take aspirin}) = P(H | \text{Aspirin})$   
 $= P(H|A)$

Lots of math operations based on sets (intersection, unions, compliments, etc...) but I'll spare you the "fun"

# Probabilities for Continuous Distributions

Thus far we have basically been talking about probability for categorical or discrete data but continuous data gives a different challenge.

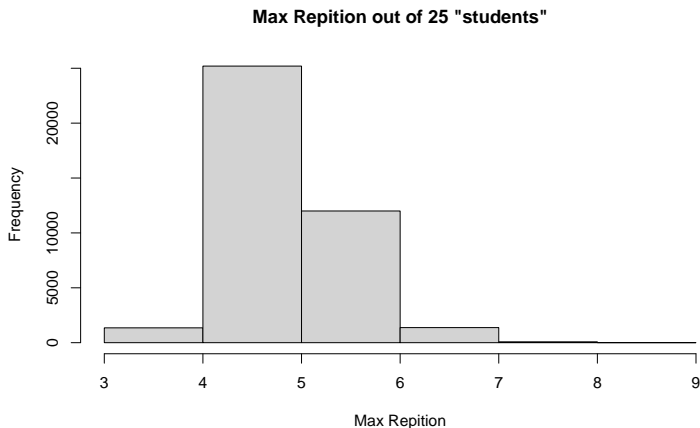
Basically, we talk about the area under the curve of a histogram (with extremely small bins). The proportion of area under the curve is our probability.

More on this in the next few lessons.

# Why did we learn this?

Let's try a game: write down ten digits (0-9)

# Why did we learn this?



Probability that a class that randomly generates it's numbers wouldn't have 4 repitions or higher is .0338.

This is the basis of statistical testing.