Stat 100a: Introduction to Probability.

Outline for the day

- 1. Hand in hw3.
- 2. Review list.
- 3. Practice problems.
- 4. Tournaments.

Exam 3 is Thu. Bring a calculator and a pen or pencil and your ID. Any notes or books are fine.

1. HAND IN HW3. 2. Review list.

- 1) Basic principles of counting.
- 2) Axioms of probability, and addition rule.
- 3) Permutations & combinations.
- 4) Conditional probability.
- 5) Independence.
- 6) Multiplication rules. P(AB) = P(A) P(B|A) = P(A)P(B) if ind.]
- 7) Odds ratios.
- 8) Random variables (RVs).
- 9) Discrete RVs, and probability mass function (pmf).
- 10) Expected value.
- 11) Pot odds calculations.
- 12) Luck and skill.
- 13) Variance and SD.
- 14) Bernoulli RV. [0-1. $\mu = p, \ \sigma = \sqrt{(pq)}$.]
- 15) Binomial RV. [# of successes, out of n tries. $\mu = np$, $\sigma = \sqrt{(npq)}$.]
- 16) Geometric RV. [# of tries til 1st success. $\mu = 1/p$, $\sigma = (\sqrt{q})/p$.]
- Negative binomial RV. [# of tries til rth success. $\mu = r/p$, $\sigma = (\sqrt{rq}) / p$.]
- 18) Poisson RV [# of successes in some time interval. $[\mu = \lambda, \sigma = \forall \lambda.]$
- 19) E(X+Y), V(X+Y) (ch. 7.1).
- 20) Bayes's rule (ch. 3.4).
- 20) Continuous RVs, Uniform, Normal, Exponential and Pareto.
- Probability density function (pdf). Recall F'(c) = f(c), where F(c) = cdf.
- 22) Moment generating functions
- 23) Markov and Chebyshev inequalities
- 24) Law of Large Numbers (LLN) and Fundamental Theorem of Poker.
- 25) Central Limit Theorem (CLT)
- 26) Conditional expectation.
- 27) Confidence intervals for the sample mean and sample size calculations.
- 28) Random Walks, Reflection Principle, Ballot Theorem, avoiding zero
- 29) Chip proportions, doubling up, and induction.
- 30) Bivariate normal distribution and the conditional distribution of Y given X.
- 31) Covariance and correlation.
 - Basically, we've done all of ch. 1-7 except 6.7 and the optimal strategy stuff in 6.3.

What integrals do you need to know?

You need to know $\int e^{ax} dx$, $\int ax^k dx$ for any k, and $\int \log(x) dx$, and basic stuff like $\int [af(x) + g(x)] dx = a \int f(x)dx + \int g(x)dx$, and you need to understand that $\int \int f(x,y) dy dx = \int [\int f(x,y) dy] dx$.

Hand in hw3!

Suppose you have 10 players at the table. What is the expected number of players who have 2 face cards? A face card is a J, Q, K.

P(2 face cards) = C(12,2)/C(52,2) = 4.98%.

Let X1 = 1 if player 1 has 2 face cards, and X1 = 0 otherwise.

X2 = 1 if player 2 has 2 face cards, and X2 = 0 otherwise. etc.

 $X = \sum Xi = total$ number of players with 2 face cards.

$$E(X) = \sum E(Xi) = 10 \times 4.98\% = 0.498.$$

Let $X = N(0, 0.8^2)$ and $\varepsilon = N(0, 0.1^2)$ and ε is independent of X. Let $Y = 7 + 0.2 X + \varepsilon$.

Find E(X), E(Y|X), var(X), var(Y), cov(X,Y), and $\rho = cor(X,Y)$.

$$E(X) = 0$$
.

$$E(Y) = E(7 + 0.2X + \varepsilon) = 7 + 0.2 E(X) + E(\varepsilon) = 7.$$

 $E(Y|X) = E(7 + 0.2X + \varepsilon \mid X) = 7 + 0.2X + E(\varepsilon \mid X) = 7 + 0.2X \text{ since } \varepsilon \text{ and } X \text{ are ind.}$

var(X) = 0.64.

 $var(Y) = var(7 + 0.2 X + \varepsilon) = var(0.2X + \varepsilon) = 0.2^2 var(X) + var(\varepsilon) + 2*0.2 cov(X, \varepsilon)$

 $= 0.2^{2}(.64) + 0.1^{2} + 0 = 0.0356.$

 $cov(X,Y) = cov(X, 7 + 0.2X + \varepsilon) = 0.2 var(X) + cov(X, \varepsilon) = 0.2(0.64) + 0 = 0.128.$

 $\rho = \text{cov}(X,Y)/(\text{sd}(X) \text{ sd}(Y)) = 0.128 / (0.8 \text{ x} \sqrt{.0356}) = 0.848.$

Suppose (X,Y) are bivariate normal with E(X) = 10, var(X) = 9, E(Y) = 30, var(Y) = 4, $\rho = 0.3$, What is the distribution of Y given X = 7?

Given X = 7, Y is normal. Write $Y = \beta_1 + \beta_2 X + \varepsilon$ where ε is normal with mean 0, ind. of X.

Recall $\beta_2 = \rho \ \sigma_v / \sigma_x = 0.3 \ x \ 2/3 = 0.2$.

So
$$Y = \beta_1 + 0.2 X + \epsilon$$
.

To get β_1 , note $30 = E(Y) = \beta_1 + 0.2 E(X) + E(\epsilon) = \beta_1 + 0.2 (10) + 0$. So $30 = \beta_1 + 2$. $\beta_1 = 28$.

So $Y = 28 + 0.2 X + \varepsilon$, where ε is normal with mean 0 and ind. of X.

What is $var(\varepsilon)$?

$$4 = \text{var}(Y) = \text{var}(28 + 0.2 X + \varepsilon) = 0.2^2 \text{ var}(X) + \text{var}(\varepsilon) + 2(0.2) \text{ cov}(X, \varepsilon)$$

= 0.2^2 (9) + $\text{var}(\varepsilon)$ + 0. So $\text{var}(\varepsilon)$ = $4 - 0.2^2$ (9) = 3.64 and $\text{sd}(\varepsilon)$ = $\sqrt{3.64}$ = 1.91.

So $Y = 28 + 0.2 X + \varepsilon$, where ε is $N(0, 1.91^2)$ and ind. of X.

Given X = 7, $Y = 28 + 0.2(7) + \varepsilon = 29.4 + \varepsilon$, so $Y|X=7 \sim N(29.4, 1.91^2)$.

Bivariate and marginal density example.

Suppose the joint density of X and Y is f(x,y) = a(xy + x + y), for X and Y in (0,2) x (0,2). What is a? What is the marginal density of Y? What is the density of X conditional on Y? What is E(X|Y)? Are X and Y independent?

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\iint a(xy + x + y) dy dx = 1 = a \int [xy^2/2 + xy + y^2/2]_{y=0}^2 dx = a \int [2x + 2x + 2 - 0 - 0 - 0] dx= a(x^2 + x^2 + 2x)]_{x=0}^2 = a(4 + 4 + 4 - 0 - 0 - 0) = 12a, \text{ so } a = 1/12.
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The marginal density of Y is $f(y) = \int_0^2 a(xy+x+y) dx$

$$= ay \int_0^2 x dx + a \int_0^2 x dx + ay \int_0^2 dx$$

=
$$y/12 (x^2/2)$$
]_{x=0}² + $1/12 (x^2/2)$]_{x=0}² + $y/12 x$]_{x=0}²

$$= 2y/12 + 2/12 + 2y/12$$

$$= y/3 + 1/6.$$

Check that this is a density. $\int_0^2 (y/3 + 1/6) dy = (y^2/6 + y/6) \Big]_{y=0}^2 = 4/6 + 2/6 - 0 - 0 = 1$.

Conditional on Y, the density of X is
$$f(x|y) = f(x,y)/f(y) = (xy+x+y) / [12(y/3+1/6)] = (xy+x+y)/(4y+2)$$
.

$$E(X|Y) = \int_0^2 x(xy+x+y)/(4y+2) dx = (x^3y/3 + x^3/3 + x^2y/2)/(4y+2)]_{x=0}^2$$

$$= (8y/3+8/3+2y-0-0-0)/(4y+2) = (14y/3+8/3)/(4y+2).$$

$$f(y) = y/3 + 1/6$$
 and similarly $f(x) = x/3 + 1/6$,

so $f(x)f(y) = xy/9 + x/18 + y/18 + 1/36 \neq f(x,y)$. So, X and Y are not independent.

Let X = 1 if you are dealt pocket aces and 0 otherwise. Let Y = 1 if you are dealt two black cards and 0 otherwise. What is cov(3X, 7Y)?

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\begin{aligned} &\text{cov}(3X,7Y) = 21\text{cov}(X,Y). \\ &\text{cov}(X,Y) = E(XY) - E(X)E(Y). \\ &E(X) = 1 \text{ P(pocket aces)} + 0 \text{ P(not pocket aces)} = C(4,2)/C(52,2) = 0.452\%. \\ &E(Y) = 1 \text{ P(2 black cards)} + 0 \text{ P(not 2 black cards)} = C(26,2)/C(52,2) = 24.5\%. \\ &\text{Here } XY = 1 \text{ if } X \text{ and } Y \text{ are both 1, and } XY = 0 \text{ otherwise.} \\ &\text{So } E(XY) = 1 \text{ P(X and } Y = 1) + 0 \text{ P(X or Y does not equal 1)} \\ &= P(2 \text{ black aces)} + 0 \\ &= 1 / C(52,2) = 0.0754\%. \\ &\text{cov}(X,Y) = .000754 - .00452(.245) = -.0003534. \end{aligned}
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cov(3X, 7Y) = 21(-.0003534) = -.00742.

Suppose X = the number of hands until you get dealt at least one black card. After this, you play 100 more hands and Y = the number of hands where you get dealt pocket aces out of these next 100 hands.

Let Z = 4X + 7Y. What is the SD of X? What is SD(Y)? What is E(Z)? What is SD(Z)?

X is geometric(p), where p = 1 – P(both red) = 1 – C(26,2)/C(52,2) ~ 75.5%. SD(X) =
$$\sqrt{q/p} = 0.656$$
.

Y is binomial(n,p), n = 100 and p =
$$C(4,2)/C(52,2) \sim 0.452\%$$
. SD(Y) = $\sqrt{(npq)} = 0.671$.

$$E(Z) = 4E(X) + 7E(Y) = 4(1/.755) + 7(100)(.00452) = 8.46.$$

X and Y are independent so
$$Var(Z) = Var(4X) + Var(7Y) = 16Var(X) + 49Var(Y) = 16(.656^2) + 49(.671^2) = 28.9$$
. So $SD(Z) = \sqrt{28.9} = 5.38$.

Bayes' rule example.

Your opponent raises all-in before the flop. Suppose you think she would do that 80% of the time with AA, KK, or QQ, and she would do that 30% of the time with AK or AQ, and 1% of the time with anything else.

Given only this, and not even your cards, what's P(she has AK)?

Given nothing, P(AK) = 16/C(52,2) = 16/1326. P(AA) = C(4,2)/C(52,2) = 6/1326.

Using Bayes' rule,

$$P(AK \mid all-in) = \underline{\qquad \qquad P(all-in \mid AK) * P(AK)}$$

P(all-in|AK)P(AK) + P(all-in|AA)P(AA) + P(all-in|KK)P(KK) + ...

$$=$$
 . $30\% \times 16/1326$

[30%x16/1326] + [80%x6/1326] + [80%x6/1326] + [80%x6/1326] + [80%x6/1326] + [30%x16/1326] + [1% (1326-16-6-6-6-16)/1326)]

(AK)

(AA)

(KK)

(QQ)

(AQ) (anything else)

= 13.06%. Compare with $16/1326 \sim 1.21\%$.

Some other example problems.

a. Find the probability you are dealt a suited king.

$$4 * 12 / C(52,2) = 3.62\%$$
.

b. The typical number of hands until this occurs is ... +/-

 $1/.0362 \sim 27.6$. $(\sqrt{96.38\%}) / 3.62\% \sim 27.1$. So the answer is 27.6 + /- 27.1.

CLT Example

Suppose X1, X2, ..., X100 are 100 iid draws from a population with mean μ =70 and sd σ =10. What is the approximate distribution of the sample mean, \bar{x} ?

By the CLT, the sample mean is approximately normal with mean μ and sd σ/\sqrt{n} , i.e. $\sim N(70, 1^2)$.

Now suppose Y1, Y2, ..., Y100 are iid draws, independent of X1, X2, ..., X100, with mean μ =80 and sd σ =25. What is the approximate distribution of \bar{x} - \bar{y} = Z? Now the sample mean of the first sample is approximately N(70, 1²) and similarly the negative sample mean of the 2nd sample is approximately N(-80, 2.5²), and the two are independent, so their sum Z is approximately normal.

Its mean is 70-80 = -10,

and $var(Z) = 1^2 + 2.5^2 = 7.25$, so $Z \sim N(-10, 2.69^2)$, because $2.69^2 = 7.25$.

Remember, if X and Y are ind., then var(X+Y) = var(X) + var(Y).

More on luck and skill.

Gain due to skill on a betting round = your expected *profit* during the betting round

- = your exp. chips after betting round your exp. chips before betting round
- = (equity after round + leftover chips) –

(equity before round + leftover chips + chips you put in during round)

= equity after round – equity before round – cost during round.

For example, suppose you have $A \clubsuit A \spadesuit$, I have $3 \heartsuit 3 \diamondsuit$, the board is

A♥ Q♣ 10♦ and there is \$10 in the pot. The turn is 3♣

You go all in for \$5 and I call. How much equity due to skill did you gain on the turn?

Your prob. of winning is 43/44.

Your skill gain on turn = your equity after turn bets - equity before turn bets - cost

- = (\$20)(43/44) (\$10)(43/44) \$5
- = \$4.77.

Suppose instead you bet \$5 on the turn and I folded. How much equity due to skill did you gain on the turn?

$$15(100\%) - (10)(43/44) - 5 = 0.23$$



Let X = the number of aces you have and Y = the number of kings you have. What is cov(X,Y)? cov(X,Y) = E(XY) - E(X)E(Y).

 $X = X_1 + X_2$, where $X_1 = 1$ if your first card is an ace and $X_2 = 1$ if your 2^{nd} card is an ace,

so
$$E(X) = E(X_1) + E(X_2) = 1/13 + 1/13 = 2/13$$
. $E(Y) = 2/13$.

E(XY) = 1 if you have AK, and 0 otherwise, so E(XY) = 1 x P(AK) = 4x4/C(52,2) = .0121.

So,
$$cov(X,Y) = .0121 - 2/13 \times 2/13$$

$$= -.0116.$$

P(You have AK | you have exactly one ace)?

- = P(You have AK and exactly one ace) / P(exactly one ace)
- = P(AK) / P(exactly one ace)

$$= (16/C(52,2)) \div (4x48/C(52,2))$$

$$= 4/48 = 8.33\%$$
.

P(You have AK | you have at least one ace)?

- = P(You have AK and at least one ace) / P(at least one ace)
- = P(AK) / P(at least one ace)

=
$$(16/C(52,2)) \div (((4x48 + C(4,2))/C(52,2)) \sim 8.08\%$$
.

P(You have AK | your FIRST card is an ace)?

$$= 4/51 = 7.84\%$$
.

What is the probability you will have a full house on the turn?

For example, $3 \checkmark 3 \spadesuit 3 \clubsuit 7 \spadesuit 7 \spadesuit K \checkmark$.

There are 13 possibilities for the number on the triplet, and for each such choice, there are C(4,3) choices for the suits on the triplet, and for each such choice, there are 12 possibilities for the number on the pair, and for each such choice, there are C(4,2) possibilities for the suits of the pair, and for each such choice, there are 44 possibilities left for the last card to go with the full house. It is tempting to answer 13 * C(4,3) * 12 * C(4,2) * 44.

But this would ignore $3 \checkmark 3 \spadesuit 3 \spadesuit 7 \spadesuit 7 \checkmark 7 \checkmark$. So add in C(13,2) * C(4,3) * C(4,3).

The answer is (13 * C(4,3) * 12 * C(4,2) * 44 + C(13,2)*C(4,3)*C(4,3))/C(52,6) ~ 1 in 123.



- P(straight flush or royal flush on the turn)?
- The trick is not to double count cases like 345678 all of clubs. The way to do it is to count the highest one, AKQJ10, separately. There are 9 other straight flushes, and for each choice, like say 45678, there are 46 cards left for the other card to go with it so our choice of straight flush remains the same. For instance, with 45678 of clubs, we want to exclude the 9 of clubs as a possibility for the other card, because otherwise our straight flush would be 56789 of clubs. But with AKQJ10 of clubs, now there are 47 possibilities for the other card to go with it.
- There are 4 suits, and for each suit, there are 9 straight flushes with 46 cards to go with them plus one with 47 cards to go with it, so the answer is (4*9*46+4*47)/C(52,6) = 0.0000906.
- P(straight flush on the turn but not royal flush) = (4*9*46)/C(52,6) = 0.0000813.

