### Stat 19: Fiat Lux, Holdem or Foldem, Probability and Poker

## Outline for the day:

- 1. Addiction.
- 2. Syllabus, etc.
- 3. Wasicka/Gold/Binger example.
- 4. Meaning of probability.
- 5. Axioms of probability.



For next class,

(i) Learn the rules of Texas Hold'em.

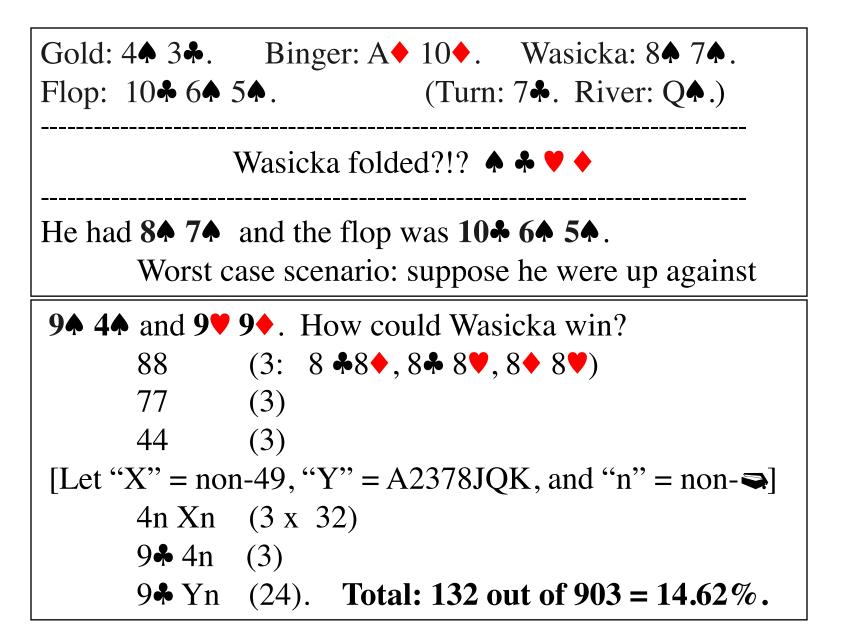
(<u>https://www.cardplayer.com/rules-of-poker/how-to-play-poker/games/texas-holdem</u> . There are tons of sites explaining this. )

(ii) Read addiction handout and legality handout at course website http://www.stat.ucla.edu/~frederic/19/W21 .

Sometime in the next few weeks (iii) Download R and try it out. (www.r-project.org)

# Wasicka/Gold/Binger Example

#### Wasicka/Gold/Binger Example, Continued



### Meaning of Probability.

Notation: "P(A) = 60%". A is an *event*. Not "P(60%)".

Definition of probability:

<u>Frequentist</u>: If repeated independently under the same conditions millions and millions of times, A would happen 60% of the times.

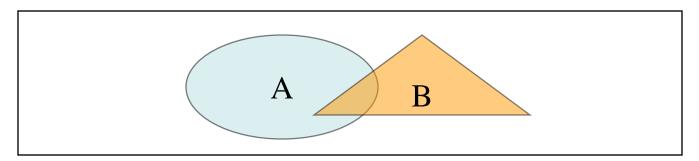
<u>Bayesian</u>: Subjective feeling about how likely something seems.

P(A or B) means P(A or B <u>or both</u>) Mutually exclusive: P(A and B) = 0. Independent: P(A given B) [written "P(A|B)"] = P(A).  $P(A^c)$  means P(not A). 2. Axioms (initial assumptions/rules) of probability:

1) 
$$P(A) \ge 0$$
.

- 2)  $P(A) + P(A^c) = 1$ .
- 3) If  $A_1, A_2, A_3, \dots$  are mutually exclusive, then  $P(A_1 \text{ or } A_2 \text{ or } A_3 \text{ or } \dots) = P(A_1) + P(A_2) + P(A_3) + \dots$

(#3 is sometimes called the *addition rule*) Probability <=> Area. Measure theory, Venn diagrams



P(A or B) = P(A) + P(B) - P(A and B).