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- the test also produces false positives, at a rate of 9.6%
(you're fine, but the test says you're not)

If someone tests positive,

what are the odds that they have the disease?

4 events

	Have disease	Don't have disease
Test ☹	80%	9.6%
Test ☺	20%	90.4%

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$$P(\text{test } \text{☹} | \text{disease}) \cdot P(\text{disease}) = 0.8 \cdot 0.01 = 0.008 (0.8\%)$$

$$P(\text{test } \text{☹}) = ?$$

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$$P(\text{test } \ddot{\smile}) = \begin{cases} P(\text{test } \ddot{\smile} | \text{disease}) \cdot P(\text{disease}) \\ + \\ P(\text{test } \ddot{\smile} | \text{no disease}) \cdot P(\text{no disease}) \end{cases} = 0.8 \cdot 0.01 = 0.008 (0.8\%)$$

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$$P(\text{disease} | \text{test } \ddot{ }) = \frac{0.008}{0.008 + 0.095} \sim 7.8\%$$

Bayes theorem

$$\begin{aligned} P(A \cap B) &= P(A|B) \cdot P(B) \\ &= P(B|A) \cdot P(A) \end{aligned}$$

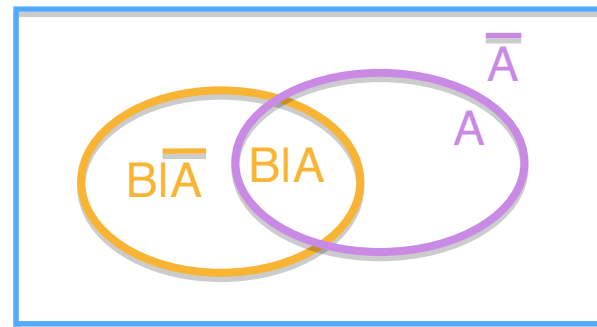
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B: test $\ddot{\smile}$

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$$P(A|B) = \frac{0.8 \cdot 0.01}{0.8 \cdot 0.01 + 0.096 \cdot 0.99}$$

RANDOM VARIABLES

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A quote from your textbook:

"A random variable is neither random nor variable"

We have been using random variables, implicitly.

ex: roll 2 dice, examine probability that $\text{sum} = k$, or $= \text{even}$.

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↳ define random variable X : sum of two dice rolls.

$$\text{So, } X[(1,2)] = 3$$

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or $\left. \begin{array}{l} = 13 \\ = -22 \end{array} \right\} \text{(arbitrary)}$

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mapping sample space to whatever you like
usually a number

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Then we can express questions neatly:

$$P(X < 3) = \frac{1}{36} \quad \begin{array}{l} \leftarrow \text{2 dice} \\ \leftarrow \text{sum} \end{array}$$

$$P(Y = 1) = \frac{1}{2} \quad \leftarrow \text{parity}$$

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$P(X < 3)$	$= \frac{1}{36}$	2 dice ← sum
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We can also eliminate absurd events, e.g., $P(X = 13) = 0$

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Section 33 discusses in more detail: not required for our class

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But we can expect it to have some value

Expected value = weighted average

(e.g. average parity for unfair coin = $\frac{1}{2}$; weighted average $\neq \frac{1}{2}$)

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$$E(X) = \sum y \cdot P(X=y)$$

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$$= 1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} + 4 \cdot \frac{1}{6} + 5 \cdot \frac{1}{6} + 6 \cdot \frac{1}{6}$$

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over all samples
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Expected value = weighted average

$$E(X) = \sum^* y \cdot P(X=y) \quad \left. \vphantom{\sum} \right\} \text{see example 34.3 in book (mainly p.237)}$$

$\xrightarrow{*}$ * over all possible values y , compatible with X .
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(for probability, divide by 36)

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$$E(X) = ?$$

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$$E(X) = \frac{0 + 10 + 16 + 18 + 16 + 10}{36}$$

(~ 1.944)

EXPECTATION : PROPERTIES

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$$E(X + Y) = E(X) + E(Y)$$

EXPECTATION : PROPERTIES

$$c_1, c_2 \in \mathbb{R} \quad E(c_1X + c_2Y) = c_1 \cdot E(X) + c_2 \cdot E(Y)$$

EXPECTATION : PROPERTIES

LINEARITY OF EXPECTATION (important)

↪ $c_1, c_2 \in \mathbb{R}$

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LINEARITY OF EXPECTATION (important)

$$\hookrightarrow c_1, c_2 \in \mathbb{R} \quad E(c_1X + c_2Y) = c_1 \cdot E(X) + c_2 \cdot E(Y)$$

Generally, $E(c_1X_1 + c_2X_2 + \dots + c_nX_n) = c_1E(X_1) + c_2E(X_2) + \dots + c_nE(X_n)$

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Independence: $P(X=a \ \& \ Y=b) = P(X=a) \cdot P(Y=b)$
for all $a, b \dots$

(def. 33.6)

EXPECTATION : PROPERTIES

LINEARITY OF EXPECTATION (important)

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Generally, $E(c_1X_1 + c_2X_2 + \dots + c_nX_n) = c_1E(X_1) + c_2E(X_2) + \dots + c_nE(X_n)$

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for all $a, b \dots$

(def. 33.6)

2 dice, A, B. $X = \text{result of A.}$ $Y = \text{result of B.}$ $Z = X + Y$

$$E(Z) = E(X + Y) = E(X) + E(Y) = 2 \cdot 3.5 = 7$$

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If X & Y are independent, then $E(X \cdot Y) = E(X) \cdot E(Y)$

EXPECTATION : PROPERTIES

$$E(X+Y) = E(X) + E(Y)$$

Linearity of expectation doesn't assume independence

but $E(X \cdot Y) \neq E(X) \cdot E(Y)$ in general.

If X & Y are independent, then $E(X \cdot Y) = E(X) \cdot E(Y)$

However, $E(X \cdot Y) = E(X) \cdot E(Y)$ does **NOT** imply
 X & Y are independent.

(see example 34.15)

- We are skipping the proofs of most statements in this section.
- You are not required to study these, but it would probably be beneficial.
- We are also skipping variance, which is an important concept to learn independently.

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(taking value 0 or 1)

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$$E(X) = ?$$

Try solving this "directly"

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HT could appear at flips 1 & 2, or 2 & 3, ..., or 9 & 10

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Define r.v. $X_i = ?$

INDICATOR RANDOM VARIABLES

flip a coin 10 times. $X = \# \text{times we see pattern HT}$

HT could appear at flips 1&2, or 2&3, ..., or 9 & 10

Define r.v. $X_i = \begin{cases} 1 & \text{if flips } i \text{ \& } i+1 \text{ produce HT} \\ 0 & \text{otherwise} \end{cases}$

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