# **CHAPTER 15: Probability**

#### **Fundamentals:**

- Experiment: An operation which can produce some well defined outcomes.
- Sample Space: It is the total number of possible outcomes of a random experiment.
- Event: Any subset of a sample space is called an event.
- Elementary Event: Each outcome of any random experiment.
- Sure Event (Certain event): An event which always occurs whenever the random experiment is performed.
- Impossible Event: An event which never occurs whenever the random experiment is performed.
- Favourable Event: The cases which ensure the occurrence of an event.

#### **Probability**

Probability P(E) of an event E is defined as :

$$P(E) = \frac{\text{Number of favourable outcomes}}{\text{Total number of outcomes}}$$

In short,

$$P(E) = \frac{\text{Numbers of elements in favourable event}}{\text{Number of elements in the sample space}}$$

### **Complementary Events**

An event associated with a random experiment denoted by (not *E*) which happens only when *E* does not happen is called the complement of event *E*.

$$P(\text{not } E) = 1 - P(E)$$

## Tips:

1. Sum of the probabilities of all the elementary events of an experiment is 1.

$$P(E_1) + P(E_2) + P(E_3) + \dots + P(E_n) = 1$$

- 2. Probability of Sure Event is 1.
- 3. Probability of an Impossible Event is 0.
- 4. Probability of any event lies between 0 and 1 (including 0 and 1) *i.e.*  $0 \le P(E) \le 1$ .
- 5. 52 cards are divided into 4 suits of 13 cards each. The suits are.

SPADE



**HEARTS** 



**DIAMONDS** 



**CLUBS** 



- 6. Out of 52 cards, 26 are red in colour and 26 are black in colour
- 7. In each suit, there is an Ace, a King, a Queen, a Jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2.
- 8. King, Queen and Jack are called **Face cards**.