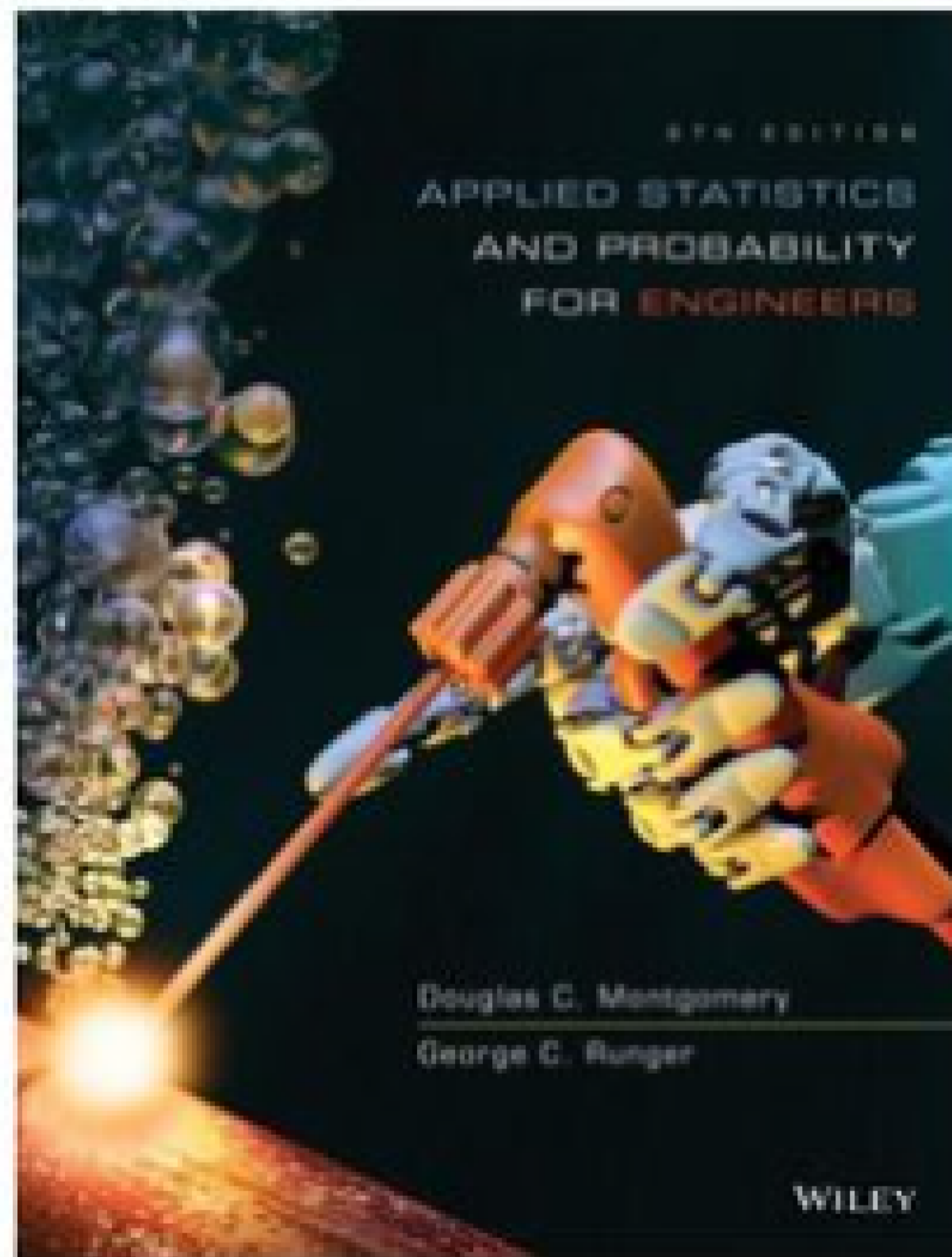


# WILEY

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## **Applied Statistics and Probability for Engineers**

### **Sixth Edition**

**Douglas C. Montgomery    George C. Runger**

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## **Chapter 2 Probability**

# 2

# Probability

## CHAPTER OUTLINE

- 2-1 Sample Spaces and Events
  - 2-1.1 Random Experiments
  - 2-1.2 Sample Spaces
  - 2-1.3 Events
  - 2-1.4 Counting Techniques
- 2-2 Interpretations and Axioms of Probability
- 2-3 Addition Rules
- 2-4 Conditional Probability
- 2-5 Multiplication and Total Probability Rules
- 2-6 Independence
- 2-7 Bayes' Theorem
- 2-8 Random Variables

# Learning Objectives for Chapter 2

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After careful study of this chapter, you should be able to do the following:

1. Understand and describe sample spaces and events
2. Interpret probabilities and calculate probabilities of events
3. Use permutations and combinations to count outcomes
4. Calculate the probabilities of joint events
5. Interpret and calculate conditional probabilities
6. Determine independence and use independence to calculate probabilities
7. Understand Bayes' theorem and when to use it
8. Understand random variables

\* Experiment  $\left\{ \begin{array}{l} \rightarrow \text{Tossing a coin} \\ \rightarrow \text{Roll a die} \end{array} \right.$

\* Sample space  $\left\{ \begin{array}{l} \rightarrow \text{toss a coin} \rightarrow S = \{\text{Head, Tail}\} \\ \rightarrow \text{roll a die} \rightarrow S = \{1, 2, 3, 4, 5, 6\} \end{array} \right.$   
Call possible outcomes

sample space

Discrete  
Countable

\* No. of.

\* (whole number)

$X=1, X=2$

Continuous

Measurable

\* (decimals)

\* Interval  $\rightarrow$   $\infty$  to  $\infty$

$X < 3,$

$2 < X < 4$

Ex: Age, weight, height, time

# Random Experiment

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- An experiment is a procedure that is
  - carried out under controlled conditions, and
  - executed to discover an unknown result.
- An experiment that results in different outcomes even when repeated in the same manner every time is a random experiment.

# Sample Spaces

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- The set of all possible outcomes of a random experiment is called the **sample space**,  $S$ .
- $S$  is **discrete** if it consists of a finite or countable infinite set of outcomes.
- $S$  is **continuous** if it contains an interval of real numbers.

# Example 2-1: Defining Sample Spaces

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- Randomly select a camera and record the recycle time of a flash.  $S = \underbrace{R^+}_{\rightarrow \text{continuous}} = \{x \mid x > 0\}$ , the positive real numbers.
- Suppose it is known that all recycle times are between 1.5 and 5 seconds. Then

$S = \{x \mid 1.5 < x < 5\}$  is continuous.

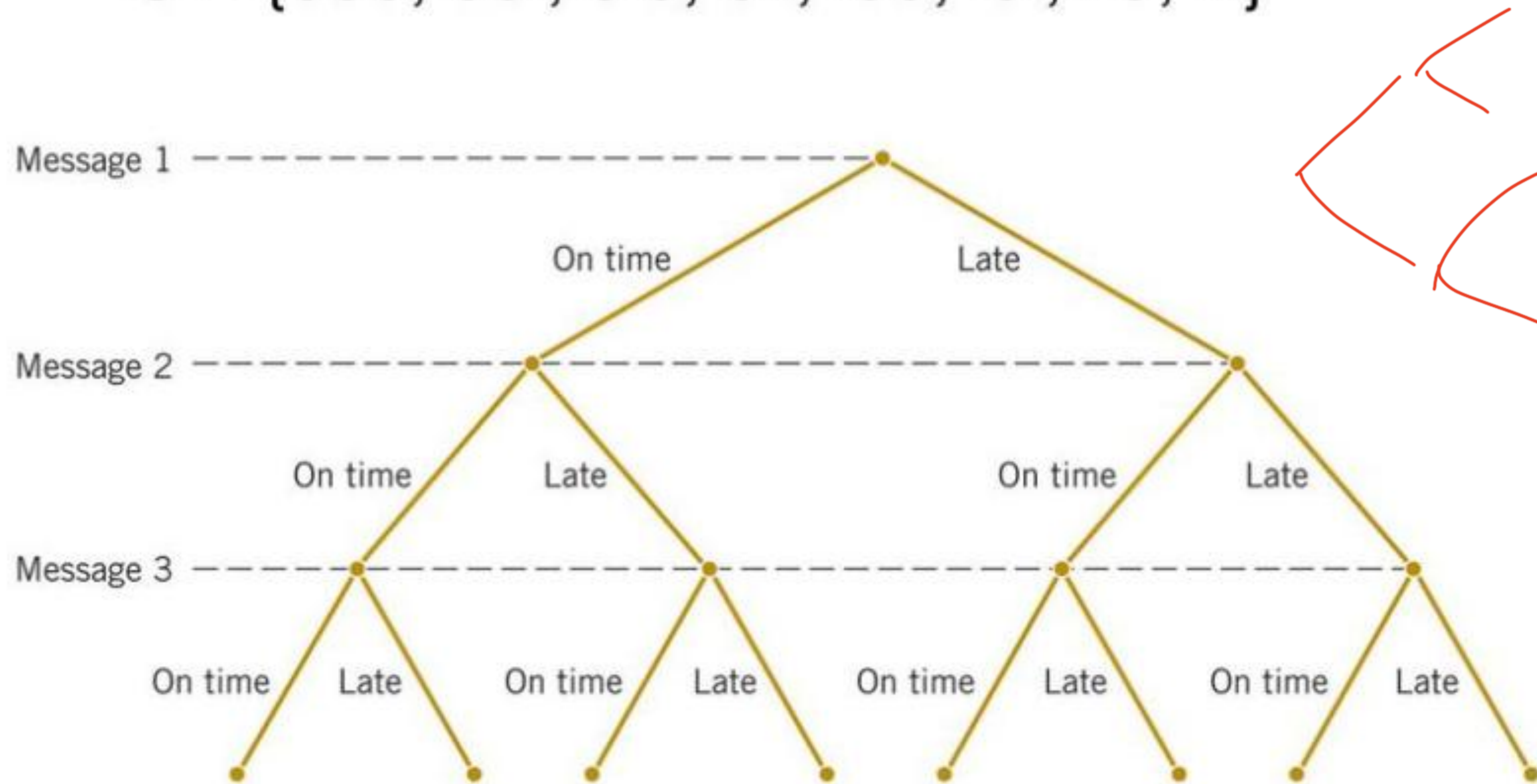
- It is known that the recycle time has only three values (low, medium or high). Then  $S = \{low, medium, high\}$  is discrete.
- Does the camera conform to minimum recycle time specifications?

$S = \{yes, no\}$  is discrete.

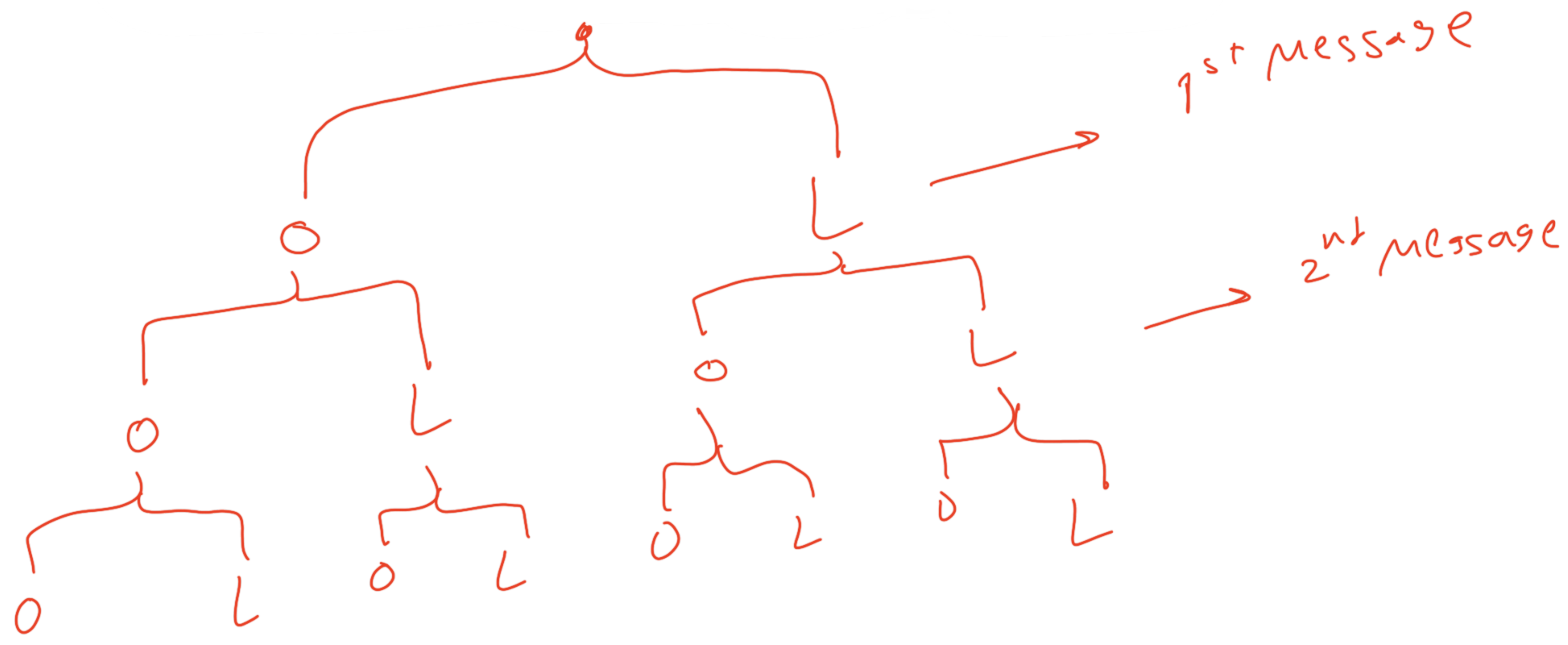
# Sample Space Defined By A Tree Diagram

Example 2-2: Messages are classified as on-time(o) or late(l). Classify the next 3 messages.

$$S = \{ooo, ool, olo, oll, loo, lol, llo, ll\}$$

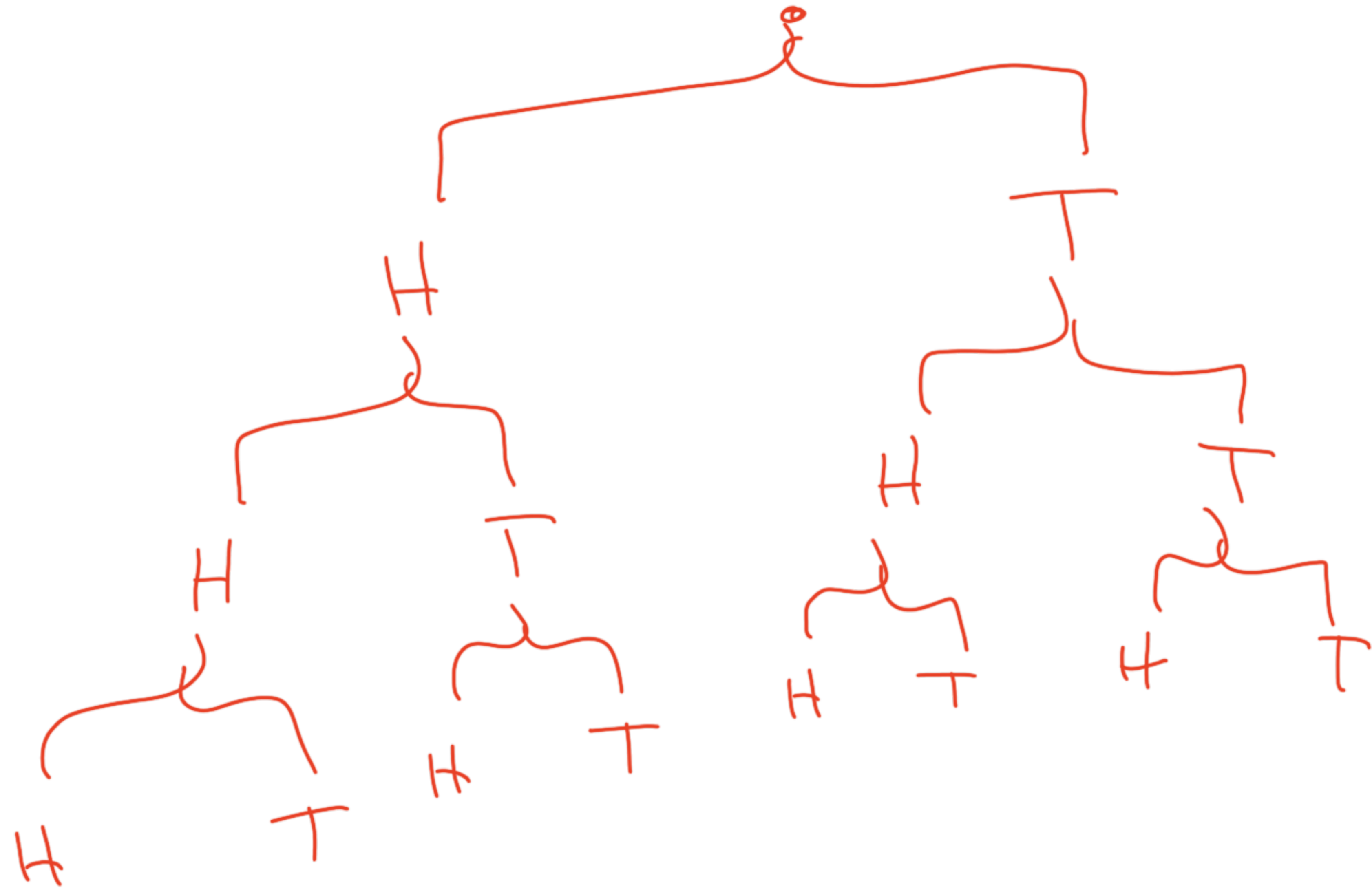


Example 2-2: Messages are classified as on-time(o) or late(l). Classify the next 3 messages.



$S = \{ooo, ool, olo, oll, loo, lol, llo, lll\}$

\* Coin is thrown 3 times



$S = \{ HHH, HHT, HTH, HTT, THH, THT, TTH, TTT \}$ .