

Probability

IGCSE Mathematics

This handout covers Topic 8, Probability. Parts marked (**Extended**) are only tested on the Extended papers; everything else is for both levels.

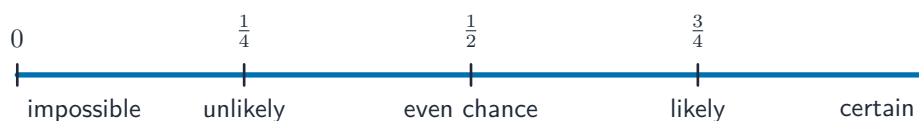
The probability scale



Dice: the probability scale runs from impossible (0) to certain (1).

Image: Diacritica, CC BY-SA 3.0 (commons.wikimedia.org)

Probability 概率 measures how likely an **event** 事件 is. It runs on a scale from 0 (impossible) to 1 (certain), and can be written as a fraction, decimal or percentage. We write $P(A)$ for the probability of event A .



Probability runs from 0 (impossible) to 1 (certain), with $\frac{1}{2}$ an even chance.

For equally likely **outcomes** 结果,

$$P(\text{event}) = \frac{\text{number of favourable outcomes}}{\text{total number of outcomes}}.$$

The probability that an event does **not** happen is

$$P(A') = 1 - P(A).$$

Worked example. A bag has 3 red and 5 blue counters. Find the probability of *not* drawing red.

$$P(\text{red}) = \frac{3}{8}, \quad P(\text{not red}) = 1 - \frac{3}{8} = \frac{5}{8}.$$

Relative frequency and expected frequency

When outcomes are not equally likely, do an experiment. The **relative frequency** 相对频率 estimates the probability:

$$\text{relative frequency} = \frac{\text{number of times it happened}}{\text{total number of trials}}.$$

The more trials you do, the better the estimate. A **fair** 公平 object gives equal chances; one with **bias** 偏倚 does not; **random** 随机 means each outcome happens by chance.

The **expected frequency** 期望频数 is how many times you expect an event in n trials:

$$\text{expected frequency} = P(\text{event}) \times n.$$

Worked example. The probability of rolling a six is $\frac{1}{6}$. How many sixes are expected in 300 rolls?

$$\frac{1}{6} \times 300 = 50.$$

Combined events



A roulette wheel: each number is an equally likely outcome.

Image: Legoloi, CC BY-SA 4.0 (commons.wikimedia.org)

For two or more events together (**combined events** 组合事件), two rules help:

- **AND** (both happen): **multiply** the probabilities —when the events are **independent** 独立事件 (one does not affect the other).

- **OR** (either happens): **add** the probabilities —when the events are **mutually exclusive** 互斥 (they cannot both happen).

Three pictures help you organise the work.

Sample space diagrams

A **sample space diagram** 样本空间图 is a table or grid listing every possible outcome —useful for two dice or two spinners. Count the outcomes you want out of the total.

		die 2					
+		1	2	3	4	5	6
die 1	1	2	3	4	5	6	7
	2	3	4	5	6	7	8
	3	4	5	6	7	8	9
	4	5	6	7	8	9	10
	5	6	7	8	9	10	11
	6	7	8	9	10	11	12

the six highlighted cells all give a total of 7

A sample space diagram lists every outcome; for the total of two dice there are 36 equally likely cells.

Venn diagrams

A **Venn diagram** 维恩图 sorts outcomes into overlapping sets. From it you can read $P(A \cap B)$ (in both) and $P(A \cup B)$ (in either).

Tree diagrams

A **tree diagram** 树状图 shows each stage as a set of branches. Write the probability on each branch and the outcome at the end. **Multiply along** the branches, then **add** the paths you want.

Worked example (with replacement). From the bag (3 red, 5 blue), a counter is drawn, replaced, then a second is drawn. This is **with replacement** 有放回, so the chances do not change. Find the probability of two reds.

$$P(\text{red, red}) = \frac{3}{8} \times \frac{3}{8} = \frac{9}{64}.$$

