We'll have extra-time at the end of lecture for guestians

Victory Lap CSE 312 Autumn 25 Lecture 30

Announcements

We'll have assigned seating for final exam---if you want to request a left-handed or wright-handed desk, fill out this form (also on webpage).

Use the same form for scheduling conflicts (but we expect those to be rare).

Deadline for the form is Monday at noon.

P − Victory Lap

What Have We Done?

Well let's look back...

Content

Combinatorics (fancy counting)

Permutations, combinations, inclusion-exclusion, pigeonhole principle

Formal definitions for Probability

Probability space, events, conditional probability, independence, expectation, variance

Common patterns in probability

Equations and inequalities, "zoo" of common random variables, tail bounds

Continuous Probability

pdf, cdf, sample distributions, central limit theorem, estimating probabilities

Applications

Across CS, but with some focus on ML.

Themes

Precise mathematical communication Both reading and writing dense statements.

Probability in the "real world" A mix of CS applications And some actual "real life" ones.

Refine your intuition

Most people have some base level feeling of what the chances of some event are. We're going to train you to have better gut feelings.

Use Your Powers Wisely

We've seen probability can be used in the real world!

But also that it:

Can be counter-intuitive/hard to explain (Bayes Rule/Real World)

Probability estimates can depend on the model you're using (Real World)

You now know a lot of the tools that people use to lie with statistics. (See also: <u>INFO 270</u>)

Some patterns to watch out for:

My smoke alarm is going off, please pay for my new house! (analogy from Matt Parker)

Make a model, find that an event that occurred had small probability/fails some statistical test, claim that the **only** explanation is something nefarious occurred.

Better response: could the model be wrong? Is this statistical test appropriate? Once in 100 year events do happen...about once in every hundred years, is this just the one?

See a story about testing?

Remember from Bayes' Rule that you need three numbers to understand a test. (3 of prior, posterior, false positive rate, false negative rate).

Headlines usually give you one number, that often isn't even one of the ones you need for Bayes ("this test is less accurate than a coin flip!").

The article itself, if you're lucky, might give you one or two of the numbers for Bayes – don't forget the prior!

Before being impressed with a number, make sure you understand what it means.

Recent example for Robbie:

In baseball umpires decide whether a pitch is a strike or a ball (whether it goes through an (invisible) rectangle when thrown to the hitter)

There are camera systems built into stadiums that track the ball, and figure out where it went

In an infamous game an umpire missed 12% of the calls, according to an unofficial analysis of the data.

Or possibly 4% of the calls, according to the official analysis of the data.

We can apply our knowledge to the real world!

But if you're applying in a new domain, get information from domain experts, don't instantly assume because you know Bayes' Rule that you know better than domain experts.

Don't hesitate to use these tools to understand new domains better!

But do keep in mind some things can't be quantified and just because we can use an algorithm doesn't mean we always should.

What to take next?

ML (CSE 446) using probability, linear algebra, and other techniques to extract patterns from data and make predictions.

CSE 421 designing algorithms – very little direct probability, but the combinatorics we did at the beginning will be useful.

We also have a graduate level course in randomized algorithms, but it has a few more prereqs

CSE 447 Natural Language Processing

CSE 426 Cryptography

CSE 422 Modern Algorithms

Other things!