

4/18/19

## Lecture 6

Credit Card Screening Case Study

False positive: when a good credit card is declared bad

False negative: when a bad credit card is declared good

97% of the test purchases were correctly labeled good

98% of the test purchases were correctly labeled bad

1% of all attempted purchases are with bad credit cards

Events:	B: card really is bad	}	Truth
	G: card really is good		
	S+: System says bad	}	System
	S-: System says good		

$$0.01 = \text{prevalence} = P(B)$$

$$0.97 = \text{specificity} = P(S- | G)$$

$$0.98 = \text{sensitivity} = P(S+ | B)$$

2x2 Contingency table aka cross-tabulation of truth vs the system

		Truth		
		B	G	total
system	S+	98 ⑤	297 ④	395 ⑦
	S-	2 ⑥	9,603 ③	9,605 ⑧
total		100 ①	9,900 ②	10,000 (transactions)

- ①  $0.01 \times 10,000 = 100$
- ②  $10,000 - 100 = 9,900$
- ③  $0.97 \times 9,900 = 9,603$
- ④  $9,900 - 9,603 = 297$
- ⑤  $0.98 \times 100 = 98$
- ⑥  $100 - 98 = 2$
- ⑦  $98 + 297 = 395$
- ⑧  $2 + 9,603 = 9,605$

} prevalence

} specificity

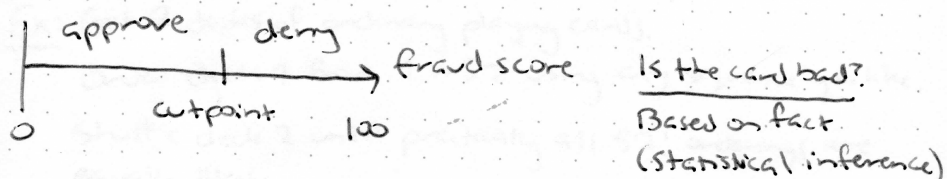
} sensitivity

} sums

We want  $P(B|S+) = \frac{98}{395} \approx 25\%$  (?!?!)

False positive rate =  $P(G|S+) \approx 75\%$  (complement)

False negative rate =  $P(B|S-) = \frac{2}{9605} \approx 0.02\%$



Should the system deny the transaction?

Based on choice (Bayesian decision theory) ← More than just the truth

	Truth	
	B	G
system S+	ok	mistake
S-	mistake	ok

- agents:
- customer
  - merchant
  - bank

The bank builds the system. (with themselves in mind).

G and S+ : bank suffers a small loss  
(bad but not really bad)

the mistakes

B and S- : much worse to the bank

The only way to make the system better is to have a better fraud score.

Bank prefers the cardholder to suffer than them. Sorry.

Generalization: For any events  $A_1, \dots, A_n$ ,

$$P\left(\bigcup_{i=1}^n A_i\right) = \sum_{i=1}^n P(A_i) - \sum_{i < j} P(A_i \cap A_j)$$

$$+ \sum_{i < j < k} P(A_i \cap A_j \cap A_k) + \dots$$

$$+ (-1)^{n+1} P(A_1 \cap \dots \cap A_n)$$

Ex: Get 2 decks of ordinary playing cards.

Order deck 1 from 1 to 52 using any sequence you like.

Shuffle deck 2 until practically all 52! orderings are equally likely.

Now turn over the first card of each deck. Do they match?  
Continue through all 52 cards.

$P(\text{at least one match}) = ?$  let  $n = 52$

Let  $A_i \ni$  a match occurs on card  $i$

We want  $P\left(\bigcup_{i=1}^n A_i\right)$  which can be computed with the complicated formula above.

Problems can be answered with math or simulation

Ex. of simulation: Buffon's needle problem - approx.  $\pi$

Back to Example: Calculus Result:  $\lim_{n \rightarrow \infty} \sum_{i=1}^n \frac{(-1)^{i+1}}{i!} = 1 - \frac{1}{e} = 0.63$

This sum approaches its limit quickly; already with  $n=7$  you have the first 4 significant figures: 0.6321.

## Conditional Probability

Textbook (Ch. 2) Note that Kolmogorov's probability axioms defined the function  $P_K(A)$ , where  $A$  is a set in the collection  $\mathcal{C}$  of subsets of the sample space  $S$  in which nothing weird can occur.

In other words,  $P_K(A)$  is a function of a single argument  $A$ .

To include the extremely useful idea of conditional probability in his setup, Kolmogorov has to define it using  $P_K$ .

Def: Given any two events  $A, B$  in  $\mathcal{C}$ , the conditional probability of  $A$  given  $B$  is

$$P(A|B) = \begin{cases} \frac{P(A \cap B)}{P(B)} & \text{if } P(B) > 0 \\ \text{undefined} & \text{if } P(B) = 0 \end{cases}$$

There are other foundational theories of probability - one by Bruno de Finetti and another by Richard T. Cox and Edwin T. Jaynes - in which the probability function  $P_{\text{def}}(A, B)$  or  $P_{\text{CT}}(A|B)$  has 2 inputs, not 1, so that

conditional probability is the primitive concept, not unconditional probability or with Kolmogorov's  $P_K(A)$

Fact: All probabilities are conditional — conditional on assumptions

Ex: Tossed a penny, what's the prob. it turns out heads?

It's not  $\frac{1}{2}$ . It's  $\frac{1}{2}$  conditional on the assumption that the coin tossing is fair. So  $P(H) = \text{undefined}$ .

$$P(H \mid \text{Fair coin tossing}) = \frac{1}{2}$$

All probabilities are conditional on 3 things:

- 1) background assumptions (A)
- 2) background information (I)
- 3) background judgements (J)

Ex: T-S) We actually computed not

$P(\text{at least 1 T-S baby})$  but

$P(\text{at least 1 T-S baby} \mid \text{family of 5 \& mother \& father both carriers})$

This impulse to be explicit about your AIJ is

Bayesian; Kolmogorov worked in the frequentist paradigm

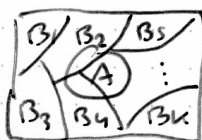
In this course, focusing on  $P_k(B)$ , we need to remember that it should really be  $P_k(B \mid AIJ)$

Consequences of the Conditional Probability Definition (Theorems)

- ① A, B events in C: if  $P(B) > 0$  then  $P(A \cap B) = P(B)P(A \mid B)$   
and if  $P(A) > 0$  then  $P(A \cap B) = P(A)P(B \mid A)$

(2) Direct Generalization: if  $A_1, \dots, A_n$  are events with  $P(A_1, \dots, A_{n-1}) > 0$  then Chain Rule for  $n = \text{AND}$

$$P(A_1, \dots, A_n) = P(A_1) P(A_2 | A_1) P(A_3 | A_1, A_2) \dots P(A_n | A_1, \dots, A_{n-1})$$



Word  
 $P(A) = P(A \text{ and } B_1 \text{ OR } A \text{ and } B_2 \text{ OR } \dots \text{ OR } A \text{ and } B_k)$

Simple (no overlap) addition rule for OR

$$= P(A \text{ and } B_1) + P(A \text{ and } B_2) + \dots + P(A \text{ and } B_k)$$

$$= P(B_1) \cdot P(A | B_1) + P(B_2) \cdot P(A | B_2) + \dots$$

Easy  
 $+ P(B_k) \cdot P(A | B_k)$

$$P(A) = \sum_{j=1}^k P(B_j) P(A | B_j) \quad \text{Law of total probability (LTP)}$$

When is LTP useful?

You're trying to compute  $P(A)$  and you find it hard to compute directly. If you can find some aspect  $B$  of the world satisfying 2 properties —

(1)  $B$  defines a partition  $\{B_1, \dots, B_k\}$  of  $S$  with known  $P(B_j)$

(2)  $A$  depends on  $B$  in such a way that the conditional probabilities  $P(A | B_j)$  are easier to compute than  $P(A)$  itself — then you can work out  $P(A | B_j)$

$$P(A) \text{ indirectly: } P(A) = \sum_{j=1}^k \underbrace{P(B_j) P(A | B_j)}_{P(A | B_j)} \quad \left( \text{Bayesian mixture modeling} \right)$$