Section 6.1 Experiments, Sample Spaces, and Events

An **experiment** is an activity with observable results (outcomes).

A **sample point** is an outcome of an experiment.

A **sample space** is a set consisting of all possible sample points of an experiment.

A **Finite Sample Space** is a sample space with finitely many outcomes.

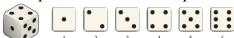
An **event** is a subset of a sample space of an experiment.

Since an event is defined in terms of a set, it should make sense that we will use what we covered in Chapter 5 in our study of experiments and events.

The **union and intersection** of two events (sets) is defined the same as before.

If the intersection between two events is equal to the \emptyset , then E and F are called **mutually** exclusive.

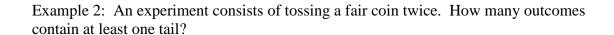
Example 1: Consider the experiment of tossing a six-sided die.



a. Describe the sample space, S, of this experiment.

b. Describe the event E that an even number is tossed and describe the event F that a multiple of 3 is tossed.

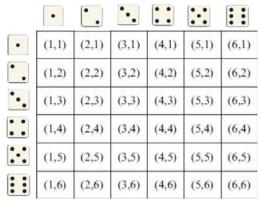
c. Use part b to describe the event that E occurs but F does not occur. Then state the number of sample points in that set.



Example 3: An experiment consists of selecting a letter at random from the letters in the word CONSONANT.

- a. What is an appropriate sample space for this experiment?
- b. Describe the event "the letter selected is a vowel."

Example 4: An experiment consists of rolling a pair of fair dice and observing the numbers that are on the uppermost surface of each die. Its sample space follows:



- a. How many sample points have an odd sum?
- b. Describe the event that the sum of the outcomes is at most 3.