

The Probability Calculation

Condition probability is defined by the relationship $P(V | S) = \frac{P(V \cap S)}{P(S)}$

Hence $P(V | S)P(S) = P(V \cap S)$

and since $P(V \cap S) = P(S \cap V)$ we have $P(V | S)P(S) = P(S | V)P(V)$

giving the simple Bayes $P(S | V) = \frac{P(V | S)P(S)}{P(V)}$

Now let V be the set of values for a derived variables and $v \in V$

Also let S be the set of states for the system $s \in S = (\textit{fraud}, \textit{legal})$

The system can only be in one of the states s . In this particular case there are only two possible states and we have $P(\textit{fraud}) + P(\textit{legal}) = 1$

In general we seek $P(s = \textit{fraud} | v)$ and from Bayes we have

$$P(\textit{fraud} | v) = \frac{P(v | \textit{fraud})P(\textit{fraud})}{P(v)} \quad (1)$$

We know that $P(\textit{fraud}) + P(\textit{legal}) = 1$ and as either *legal* or *fraud* must occur we can therefore also write $P(\textit{fraud} | v) + P(\textit{legal} | v) = 1$

This then leads to the following:

As $P(\textit{fraud} \cap v) = P(\textit{fraud} | v)P(v)$ and $P(\textit{legal} \cap v) = P(\textit{legal} | v)P(v)$

we can therefore write

$$P(\textit{fraud} \cap v) + P(\textit{legal} \cap v) = [P(\textit{fraud} | v) + P(\textit{legal} | v)]P(v) = P(v)$$

and then using $P(\textit{fraud} \cap v) = P(\textit{fraud} | v)P(v)$, etc we have

$$P(v | \textit{fraud})P(\textit{fraud}) + P(v | \textit{legal})P(\textit{legal}) = P(v)$$

So we can write (1) as:

$$P(\textit{fraud} | v) = \frac{P(v | \textit{fraud})P(\textit{fraud})}{P(v | \textit{fraud})P(\textit{fraud}) + P(v | \textit{legal})P(\textit{legal})} = \frac{1}{1 + \frac{P(v | \textit{legal})P(\textit{legal})}{P(v | \textit{fraud})P(\textit{fraud})}}$$

If we consider this formula in the context of the frequency distributions calculated for fraud $F(v)$ and legal $L(v)$ then we have:



$$P(\textit{fraud} | v) = \frac{(F(v) / N_F)(N_F / N)}{(F(v) / N_F)(N_F / N) + (L(v) / N_L)(N_L / N)} = \frac{F(v)}{F(v) + L(v)}$$

This is the calculation performed by the Risk Engine.