

Topic 8: Probability

1) The Basics of Counting:

<p>a) Fundamental Principle Of Counting: If one event has m possible outcomes and a second event has n possible outcomes, then there are $m \times n$ total possible outcomes for the two events together. e.g. 2 starters and 5 main courses \Rightarrow 10 possible dinner options</p>	<p>c) Different Strategies: 1) We can simply list all possible outcomes. 2) We can make out a two-way table, if there are more than two trials. e.g. tossing a coin two or more times 3) Sometimes it can be useful to make out a tree diagram, for showing all possible outcomes of two or more trials. e.g. chance of picking one yellow and a blue bead from a bag of 6 yellow, 5 blue</p>
<p>b) A Deck Of Cards:</p> <ul style="list-style-type: none"> • 52 Cards in a deck • 4 suits: Spades (black), Clubs (black), Hearts (red) and Diamonds (red) • Picture Cards: Jack, Queen and King in each suit (12 in total) 	

2) Permutations:

<ul style="list-style-type: none"> • The number of ways of rearranging n objects is given by the formula: $= n!$ <p>Example 1: Find the number of ways of rearranging the letters of the word MATHS i) with no restrictions ii) beginning with an A</p> <p>i) 5 letters \Rightarrow 5 objects to rearrange $\Rightarrow 5! = 120$</p> <p>ii) beginning with an 'A' means we have to fix the A in the first position and rearrange the remaining 4 letters $\Rightarrow 4! = 24$</p>	<p>Example 2: Find the number of ways of rearranging the letters of the word MARINES i) with no restrictions ii) if the vowels have to be together</p> <p>i) 7 letters \Rightarrow 7 objects to rearrange $\Rightarrow 7! = 5040$</p> <p>ii) 3 vowels have to be together \Rightarrow put 3 vowels together and treat as 1 object \Rightarrow we now have 4 consonants and 1 block of vowels to rearrange $\Rightarrow 5$ objects = $5! = 120$ \Rightarrow the three vowels in the vowel block can be rearranged in $3!$ ways \Rightarrow The total no. of Arrangements = $5! \times 3! = 720$</p>
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3) Basics of Probability:

<p>a) Definition of Probability:</p> <ul style="list-style-type: none"> • The probability of an event occurring is: $\frac{\text{number of successful outcomes}}{\text{total number of outcomes}}$ <p>e.g. bag with 5 red and 4 green beads $P(\text{Green}) = \frac{4}{9}$</p> <p>Note: \Rightarrow Probability values must be between 0 and 1 (see scale below)</p> <table style="width: 100%; border-collapse: collapse; text-align: center;"> <tr> <td style="border-top: 1px solid black; border-bottom: 1px solid black;">0</td> <td style="border-top: 1px solid black; border-bottom: 1px solid black;">1/4</td> <td style="border-top: 1px solid black; border-bottom: 1px solid black;">1/2</td> <td style="border-top: 1px solid black; border-bottom: 1px solid black;">3/4</td> <td style="border-top: 1px solid black; border-bottom: 1px solid black;">1</td> </tr> <tr> <td>0%</td> <td>25%</td> <td>50%</td> <td>75%</td> <td>100%</td> </tr> <tr> <td>0.00</td> <td>0.25</td> <td>0.5</td> <td>0.75</td> <td>1.00</td> </tr> <tr> <td>Impossible</td> <td>Unlikely</td> <td>Evens Chance</td> <td>Likely</td> <td>Certain</td> </tr> </table>	0	1/4	1/2	3/4	1	0%	25%	50%	75%	100%	0.00	0.25	0.5	0.75	1.00	Impossible	Unlikely	Evens Chance	Likely	Certain	<p>b) Terminology:</p> <ol style="list-style-type: none"> 1. A trial is an act of doing an experiment in probability e.g. tossing a coin 2. An outcome is one of the possible results of the trial e.g. a 6 when throwing a die 3. A sample space is the set of all possible outcomes in a trial. 4. An event is the occurrence of one or more specific outcomes. 5. Probability is the measure of the chance of an event happening. 6. The expected frequency is: $= (\text{the no. of trials}) \times (\text{relative frequency or probability})$
0	1/4	1/2	3/4	1																	
0%	25%	50%	75%	100%																	
0.00	0.25	0.5	0.75	1.00																	
Impossible	Unlikely	Evens Chance	Likely	Certain																	
<p>d) Expected Frequency: $= \text{No. Of Trials} \times \text{Relative Freq/Probability}$</p> <p>Example 1: A die is tossed 600 times, how many times would you expect to roll a 1?</p> <p>$P(\text{Throwing a 1}) = \frac{1}{6}$ \Rightarrow Expected Freq of a '1' = $600 \times \frac{1}{6} = 100$</p>	<p>c) Relative Frequency and Carrying Out Experiments:</p> <ul style="list-style-type: none"> • We can carry out an experiment or trials to estimate the probability of an event occurring. e.g. throwing a die to see how many 6's we get • If you throw a die 20 times and a 6 comes up 3 times we could estimate the probability of throwing a 6 to be $\frac{3}{20}$. • This estimate we get from carrying out trials, is called the Relative Frequency. • The more trials that are done, the closer the relative frequency gets to the actual probability. 																				

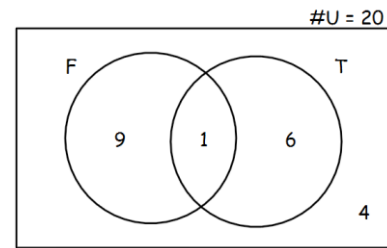
4) Set Theory and Probability:

Notes:

- Sets can be used to help solve probability problems.
- Remember that $A \cap B$ represents A **AND** B whereas $A \cup B$ represents A **OR** B.

Example 1: 20 people were asked if they preferred Facebook or Twitter. 10 said Facebook, 7 said Twitter and 4 said neither. A person is selected at random from the group, what is the probability that the person selected:

- chose Facebook and Twitter
 - chose Facebook or Twitter
 - chose Facebook only
- Firstly, we need to draw a Venn Diagram to represent the problem.
 - 4 people chose neither \Rightarrow 16 people chose Facebook or Twitter
 - As 10 chose Facebook and 7 chose Twitter, that means 1 person must have chosen both
 - The Venn Diagram for this problem is shown on the right.

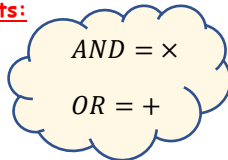


- $P(\text{Chose Facebook AND Twitter}) = F \cap T = \frac{1}{20}$
- $P(\text{Chose Facebook OR Twitter}) = F \cup T = \frac{16}{20} = \frac{4}{5}$
- $P(\text{Chose Facebook Only}) = \frac{9}{20}$

5) Combined Events/Bernoulli Trials:

a) Combined Events:

Remember:



Example: The probability of Paul scoring a free throw is 0.8. What is the probability of:

- scoring three free throws in a row
 - scoring the first and missing the next two
 - scoring two of the three free throws
- $P(\text{Score 1}^{\text{st}} \text{ AND Score 2}^{\text{nd}} \text{ AND Score 3}^{\text{rd}}) = 0.8 \times 0.8 \times 0.8 = 0.512$
 - $P(\text{Score 1}^{\text{st}} \text{ AND Miss 2}^{\text{nd}} \text{ AND Miss 3}^{\text{rd}}) = 0.8 \times 0.2 \times 0.2 = 0.032$
 - $P(\text{Score 1}^{\text{st}} \text{ and 2}^{\text{nd}} \text{ AND Miss 3}^{\text{rd}}) \text{ OR } (\text{Miss 1}^{\text{st}} \text{ AND Score 2}^{\text{nd}} \text{ AND 3}^{\text{rd}}) \text{ OR } (\text{Score 1}^{\text{st}} \text{ AND Miss 2}^{\text{nd}} \text{ AND Score 3}^{\text{rd}}) = (0.8 \times 0.8 \times 0.2) + (0.2 \times 0.8 \times 0.8) + (0.8 \times 0.2 \times 0.8) = 0.128 + 0.128 + 0.128 = 0.384$

b) Bernoulli Trials:

Notes:

- When dealing with experiments whose outcomes are random and have two outcomes; success or failure.
- Trials are independent of each other i.e. the outcome of one doesn't affect the other.

Example: The probability that a person hits a target with a dart is 30%. If they throw 3 successive darts, what is the probability that the dart hits the target twice or more times?

$$P(\text{Hits Twice}) = (\text{Miss 1}^{\text{st}} \text{ AND Hits 2}^{\text{nd}} \text{ AND 3}^{\text{rd}}) \text{ OR } (\text{Hit 1}^{\text{st}} \text{ AND 2}^{\text{nd}} \text{ AND Miss 3}^{\text{rd}}) \text{ OR } (\text{Hit 1}^{\text{st}} \text{ AND Miss 2}^{\text{nd}} \text{ AND Hit 3}^{\text{rd}}) \\ = (0.7 \times 0.3 \times 0.3) + (0.3 \times 0.3 \times 0.7) + (0.3 \times 0.7 \times 0.3) = 0.189$$

$$P(\text{Hits Thrice}) = \text{Hits 1}^{\text{st}} \text{ AND Hits 2}^{\text{nd}} \text{ AND Hits 3}^{\text{rd}} \\ = 0.3 \times 0.3 \times 0.3 = 0.027$$

$$P(\text{Hits Twice OR Thrice}) = \text{Hits Twice OR Hits Thrice} \\ = 0.189 + 0.027 \\ = 0.216$$

6) Expected Value:

- Expected Value is a way of determining if a bet is fair, good or bad.

$$E(X) = \text{All Outcomes} \times \text{Probability of Each Outcome}$$

- If $E(X) = 0 \Rightarrow$ Bet is **Fair**
- If $E(X) > 0 \Rightarrow$ Bet is **Good**
- If $E(X) < 0 \Rightarrow$ Bet is **Bad**

Example: A game costs €3 to play. If a person rolls a 2, they win €12. If they roll a 1, 3 or 5, they get their money back. If they throw a 4 or 6, they lose their money.

Probability of rolling any number is $\frac{1}{6}$

$$\text{If a 2 is thrown: } \frac{1}{6} \times 12 = \text{€}2$$

$$\text{If a 1, 3 or 5 is thrown: } \frac{3}{6} \times 3 = \text{€}1.50$$

$$\text{If a 4 or 6 is thrown: } = \frac{2}{6} \times 0 = \text{€}0$$

Cost of Game = €3

$$\Rightarrow E(X) = \text{€}3.50 - \text{€}3 = \text{€}0.50$$

On average a player could expect to win 50cents, so this is a good bet.

If someone was using to game to raise money for a charity it would be a bad game because on average the player would win more.