

Good Morning

FYI The Personal Project Check, PPC Unit 1-MCQ B was added to your grades.

Also yesterday, I instructed Synergy to drop up to 2 LCQ's.

Way to go volleyball team! and ^{Girls} soccer team!

Today

5.2 Day 2

1. Simulation
- 2. Sample Space**
3. Two-Way Table
4. Venn Diagram
5. Tree Diagram
6. Formulas

Sample Spaces can vary
from Simple

Tossing two coins
(4 possible outcomes)

HH HT TT
TH

to
→

Uber complicated

When the Gallop poll takes a random sample
of 1532 U.S. adults from the entire
population (240 million)

How many
combinations?

1.8×10^{8575} possible

→ of samples of size
1532 when choosing
from 240 million.

Specific Objects

Give a **probability model** for a chance process with equally likely outcomes and use it to find the probability of an event.

In Section 5.1, we used simulation to imitate chance behavior. Fortunately, we don't have to always rely on simulations to determine the probability of a particular outcome.



Steve Corbett/Getty Images

A **probability model** is a description of some chance process that consists of two parts: a list of all possible outcomes and the probability for each outcome.

The list of all possible outcomes is called the **sample space**.

Specific Objectives

Give a **probability model** for a chance process with equally likely outcomes and use it to find the probability of an event.

Use **basic probability rules**, including the complement rule and the addition rule for mutually exclusive events.

Get a partner.

Decide who will be ODD and who will be EVEN

We're going to play a game to answer this question. You and your partner must decide who will be "Odds" and who will be "Evens". Then you will roll two dice and **multiply** the numbers. If the product is odd, the odds person wins and vice versa for evens. Play 20 times, keeping track of how many wins each person has.



We're going to play a game to answer this question. You and your partner must decide who will be "Odds" and who will be "Evens". Then you will roll two dice and **multiply** the numbers. If the product is odd, the odds person wins and vice versa for evens. Play 20 times, keeping track of how many wins each person has.

Play twice (2 trials)

Pick up the hand out when finished.

Whole Class Results - Record Number of times odds won

5 5 > 6

4 || 4 7

5 3 6, 5

 $\frac{68}{240}$

28%

Maybe the odds just had a run of bad luck. Let's see how the rest of the class did with odds. Write the number of odds wins for your group in the table on the board.

2. Find the total percent of rolls that were odd products for the whole class. $\frac{68}{240} \approx 28\%$

How does this compare to your group's results?



$\frac{68}{240} \approx 28\%$
 ↑
 close to true!
 25%

products that we could get. Complete the table below to show all possible products (multiply).

4. Use your table to find the probability of rolling an odd product.

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

5. Which was closer to the percentage you found in #4, your group data or the classroom data? Why do you think that is?

6. Use the table to find the probability of rolling each of the following products:

a) 4 or a 5

b) Number besides 6

c) Number from 1 to 36

products that we could get. Complete the table below to show all possible products (multiply).

4. Use your table to find the probability of rolling an odd product.

	1	2	3	4	5	6
1	1	2	3	4	5	6
2	2	4	6	8	10	12
3	3	6	9	12	15	18
4	4	8	12	16	20	24
5	5	10	15	20	25	30
6	6	12	18	24	30	36

5. Which was closer to the percentage you found in #4, your group data or the classroom data? Why do you think that is?

$$\frac{9 \text{ odds}}{36 \text{ outcomes}} = \frac{1}{4} = .25 \text{ or } 25\%$$

6. Use the table to find the probability of rolling each of the following products:

"OR"

4 or a 5

$$\frac{5}{36}$$

$$\frac{2}{36} + \frac{3}{36}$$

"Complement"

b) Number besides 6

$$\frac{32}{36}$$

$$1 - \frac{4}{36}$$

Prob must add 1 to

c) Number from 1 to 36

$$\frac{36}{36} = 1$$

products that we could get. Complete the table below to show all possible products (multiply).

4. Use your table to find the probability of rolling an odd product.

	1	2	3	4	5	6
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5. Which was closer to the percentage you found in #4, your group data or the classroom data? Why do you think that is?

6. Use the table to find the probability of rolling each of the following products:

4 or a 5

b) Number besides 6

c) Number from 1 to 36

3. To determine the true probability of rolling an odd product, we should list out all possible products that we could get. Complete the table below to show all possible products (multiply).

4. Use your table to find the probability of rolling an odd product.

$$\frac{9 \text{ odds}}{36 \text{ outcomes}} = \frac{1}{4} = 0.25$$

5. Which was closer to the percentage you found in #4, your group data or the classroom data? Why do you think that is?

The class data is closer because there are more rolls. Long term is predictable with probability.

	1	2	3	4	5	6
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6. Use the table to find the probability of rolling each of the following products:

- a) 4 or a 5 b) Number besides 6 c) Number between 1 and 36

"OR"

$$\frac{3}{36} + \frac{2}{36} = \frac{5}{36}$$

Complement

$$1 - \frac{4}{36} = \frac{32}{36}$$

Prob. must add to 1

$$= 1$$

Inclusive

Let's go back
to Formalize

Basic Probability Rules

Probability Model

Basic Probability Rules

Probability Model

list all possible outcomes and their probabilities.

-

-

Basic Probability Rules

Probability Model

list all possible outcomes
and their probabilities.

- Must add to 1
- each ^{individual} prob. is between 0 and 1

AP Tip

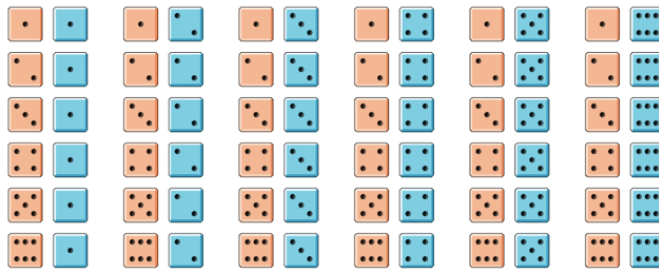
Students will lose any chance for partial credit if you conclude a probability is less than 0 or greater than 1.

OK not not to reduce fractions
 (in fact it is better
 not to)

$$\frac{32}{36}$$

← easier to compare probabilities
 (and add/subtract fractions)

Probability Models



the classic sample space

Sample Space
36 Outcomes

$(1,3)$ is not the same as $(3,1)$

Sample Space
36 Outcomes

Since the dice are fair,
each outcome is equally likely.
Each outcome has probability $1/36$.

Basic Probability Rules

Probability Model

list all possible outcomes and their probabilities.

- Must add to 1
- each prob. is between 0 and 1

Complement

Mutually Exclusive

General Addition Rule

Basic Probability Rules

Probability Model

list all possible outcomes and their probabilities.

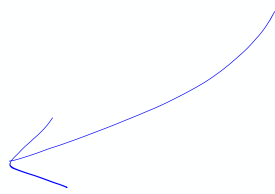
- Must add to 1
- each prob. is between 0 and 1

Complement: - Prob. of an event not happening $P(A^c) = 1 - P(A)$

Mutually Exclusive

General Addition Rule

Other common notation
for Compliment A^c

 A' $\sim A$ 

incorrect $P(B)^c$

correct $P(B^c)$

An event is any collection of outcomes from some chance process.

Let A = getting a sum of 5 when two fair dice are rolled



There are 4 outcomes that result in a sum of 5.



Complement - Probability of not getting a sum of 5.

Since $P(A) = \frac{4}{36}$

$$P(A^c) = 1 - \frac{4}{36} =$$

$$\frac{36}{36} - \frac{4}{36} = \frac{32}{36}$$

Basic Probability Rules

Probability Model

list all possible outcomes and their probabilities.

- Must add to 1
- each prob. is between 0 and 1

Complement - Prob. of an event not happening $P(A^c) = 1 - P(A)$

Mutually Exclusive
Events that cannot occur together

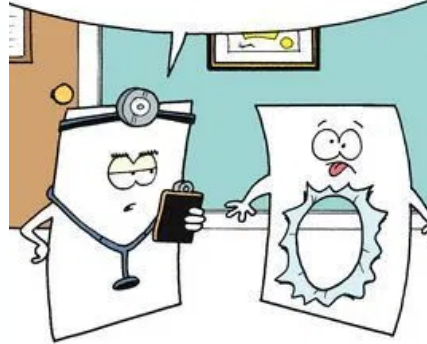
General Addition Rule

$$P(A \text{ or } B) = P(A \cup B) = P(A) + P(B)$$

if events are mutu. Excl.

Rock Paper Scissors

AND WHAT MADE YOU THINK
YOU COULD BEAT ROCK?



Rock Paper Scissors

There is a website where humans can play paper, scissors, rock with a computer. Irresistibly drawn to it, you play the game 2 times. Assume that the computer is randomly choosing its moves for both games.

(a) Give a probability model for the computer's chance process.

Sample	PP	SP	RR
Space	PS	SS	RS
	PR	SR	RP

(b) Define event A as the computer chooses the same move for both games. Find $P(A)$.

Rock Paper Scissors

There is a website where humans can play paper, scissors, rock with a computer. Irresistibly drawn to it, you play the game 2 times. Assume that the computer is randomly choosing its moves for both games.

(a) Give a probability model for the computer's chance process.

Sample Space

PP	SP	RP
PS	SS	RS
PR	SR	RR

$\frac{1}{9}$

Because the computer is randomly choosing each move, each of these outcomes will be equally likely.

(b) Define event A as the computer chooses the same move for both games. Find $P(A)$.

There are 3 outcomes with the computer choosing the same move for both games

PP SS RR

so... $P(A) = \frac{3}{9} = 0.333$

M and M's

2. Suppose you tear open the corner of a bag of M&M'S® Milk Chocolate Candies, pour one candy into your hand, and observe the color. According to Mars, Inc., the maker of M&M'S, the probability model for a bag from its Cleveland factory is:

Color	Blue	Orange	Green	Yellow	Red	Brown
Probability	0.207	0.205	0.198	0.135	0.131	0.124

- (a) Explain why this is a valid probability model.

- all prob. are between 0 and 1
- all prob. add to 1

- (b) Explain why events Red and Blue are mutually exclusive

An M & M cannot be both blue and red.

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M&M's cannot be blue and red.

Suppose you tear open the corner of a bag of M&M'S® Milk Chocolate Candies, pour one candy into your hand, and observe the color. According to Mars, Inc., the maker of M&M'S, the probability model for a bag from its Cleveland factory is:

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- (a) Explain why this is a valid probability model

The probabilities add up to 1.
Each prob. is between 0 & 1.

- (b) Explain why events Red and Blue are mutually exclusive

An m & m cannot be both red & blue.

For each of the following write the event using proper notation and find the probability:

- (c) Find the probability that you don't get a blue M&M.

$$P(\text{Blue}^c) = 1 - 0.207 \rightarrow 0.793$$

$$P(\text{Blue}^c) =$$

- (d) What's the probability that you get an orange or a brown M&M?

$$P(\text{orange or brown})$$

$$= P(\text{or}) + P(\text{brown})$$

$$= 0.124 + 0.205$$

$$= 0.329$$

For each of the following write the event using proper notation and find the probability:

(c) Find the probability that you don't get a blue M&M.

$$P(\text{Blue}^c) = 1 - .207 = .793$$

(d) What's the probability that you get an orange or a brown M&M?

For each of the following write the event using proper notation and find the probability:

(c) Find the probability that you don't get a blue M&M.

$$P(\text{Blue}^c) = 1 - .207 = .793$$

(d) What's the probability that you get an orange or a brown M&M?

$$\begin{aligned} P(\text{Or or brown}) \\ = P(\text{Or}) + P(\text{br}) &= .205 + .124 \\ &= .329 \end{aligned}$$

See your
test.

Exit Ticket

page 318.... Check for Learning.

TURN IN

See your
test.

5.2..... 31, 33, 35, 37, 39, 60a

and Study p.314-318