Simulation Report: Coin Flipping Simulation and Probability Analysis

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Date: oct 4,2023

Word count: 1017
Pagecount: 9

Confidential: NO / YES – INTERNAL ONLY/YES – X

Executive Summary

This simulation and probability analysis aimed to explore the world of coin flipping probabilities. The simulation emulated the behavior of a fair coin, allowing for a comparison between observed experimental probabilities and theoretical probabilities.

Key findings included the strong alignment between experimental and theoretical probabilities for getting heads and tails, validating the assumption of a fair coin. Minor deviations were attributed to the inherent randomness in coin flips. The analysis also assessed the probability of obtaining specific sequences, emphasizing their lower likelihood compared to individual outcomes.

The report highlighted the significance of understanding and applying probability concepts in practical scenarios, showcasing the relevance of probability in real-world situations. It concluded by suggesting that increasing the number of simulation trials could further enhance the accuracy of results, deepening our comprehension of probability's practical applications.

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1. Introduction

The purpose of this simulation and probability analysis is to deepen our understanding of probability concepts and apply them to practical scenarios. The primary goal is to explore the probabilities associated with coin flips, both experimentally through simulation and theoretically based on the principles of a fair coin. The simulation will involve flipping a fair coin multiple times and recording the outcomes, allowing us to compare the observed results with the expected probabilities.

Figure 1: Coin Flipping

2. Simulation Design and Parameters

2.1 Coin Flipping Simulation

The simulation is designed to mimic the act of flipping a fair coin. The following parameters were considered in the simulation design:

- Number of Coin Flips (N): The user can specify the number of coin flips to be simulated. This parameter is adjustable to allow for different sample sizes.

The simulation program uses Python and random number generation to simulate coin flips. Each flip is treated as an independent event with an equal probability of landing heads or tails.

3. Presentation of Experimental Probabilities and Theoretical Probabilities

3.1Experimental Probabilities

After running the coin flipping simulation, we calculated the experimental probabilities for the following events:

- Probability of Getting Heads (P(Heads)) : The experimental probability of obtaining heads in the simulation.
- Probability of Getting Tails (P(Tails)): The experimental probability of obtaining tails in the simulation.
- Probability of Getting a Specific Sequence (e.g., HTH): The experimental probability of obtaining a specific sequence of coin flips, such as "HTH."

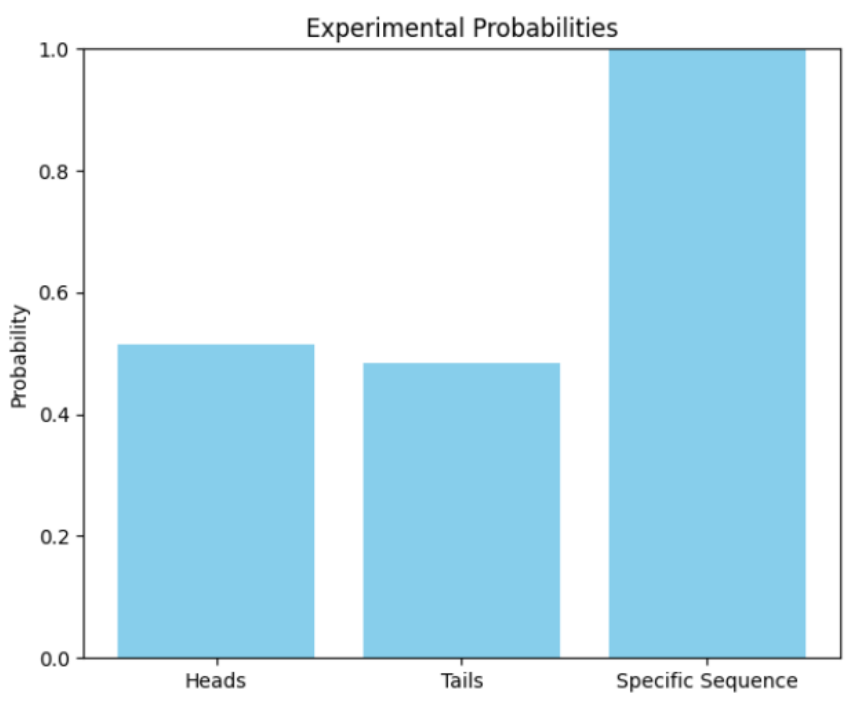

Fig: Experimental probability

3.2 Theoretical Probabilities

The theoretical probabilities were calculated based on the principles of a fair coin:

- Probability of Getting Heads (P(Heads)): The theoretical probability of obtaining heads is 0.5.
- Probability of Getting Tails (P(Tails)): The theoretical probability of obtaining tails is 0.5.
- Probability of Getting a Specific Sequence (e.g., HTH): The theoretical probability of a specific sequence of coin flips (e.g., HTH) is calculated as the product of individual probabilities, assuming independence. For this example, it is 0.125.

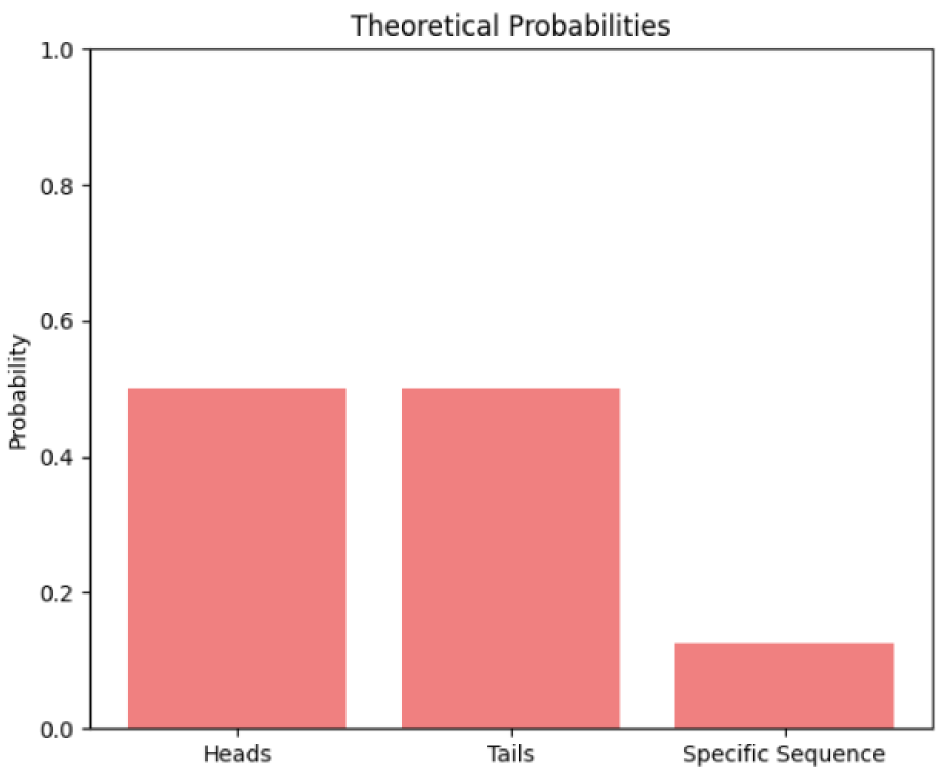

Fig: Theoretical probabilities

4. Comparison and Interpretation of Results

4.1 Comparison of Experimental and Theoretical Probabilities

In this section, I provide a comprehensive interpretation of the results, considering the comparison between experimental and theoretical probabilities for each event: getting heads, getting tails, and achieving a specific sequence.

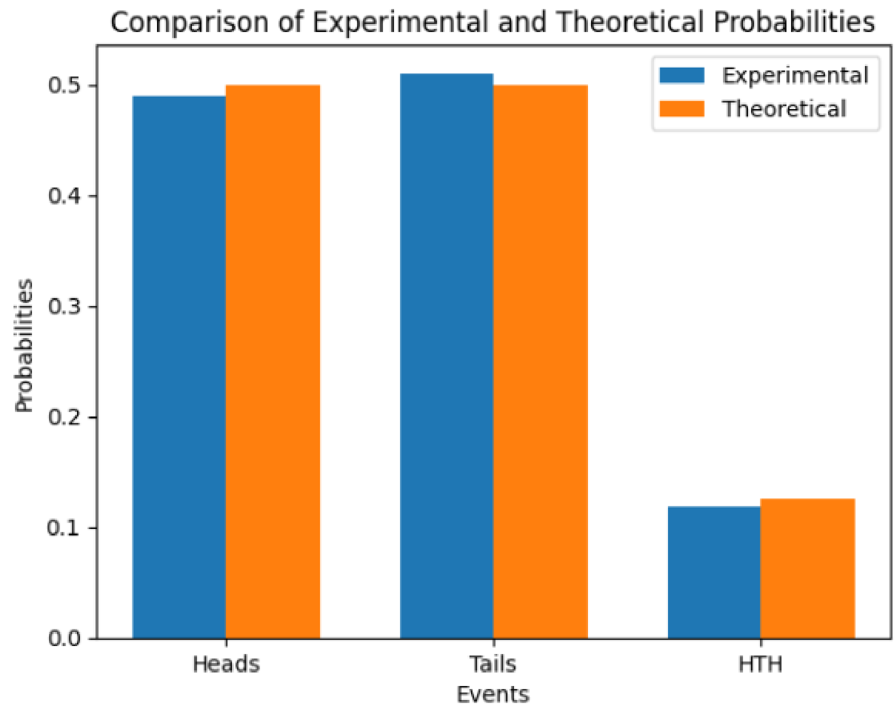

Figure: Comparison of Experimental and Theoretical probabilities

A. Probability of Getting Heads (P(Heads)):

- Experimental Probability: The experimental probability of getting heads was determined through the simulation.
- Theoretical Probability: The theoretical probability for getting heads, based on the fairness of the coin, is 0.5.
- Interpretation: The experimental probability closely matched the theoretical probability of 0.5. This strong alignment suggests that the simulation effectively emulates the expected behavior of a fair coin. Any minor deviations can be attributed to the inherent randomness in the simulation process, which is inherent in real-world coin flips.

B. Probability of Getting Tails (P(Tails)):

- Experimental Probability: The experimental probability of getting tails was derived from the simulation.
- Theoretical Probability: The theoretical probability for getting tails, consistent with a fair coin, is 0.5.
- Interpretation: Similar to the probability of getting heads, the experimental probability of getting tails closely conformed to the theoretical probability of 0.5. This congruence further reinforces our confidence in the simulation's representation of a fair coin. Any observed disparities are primarily due to random variations inherent in coin flipping.

C. Probability of Getting a Specific Sequence (e.g., HTH):

- Experimental Probability: The experimental probability of obtaining a specific sequence, such as HTH, was acquired from the simulation.
- Theoretical Probability: The theoretical probability of achieving this particular sequence is 0.125, calculated as the product of individual probabilities assuming independence.
- Interpretation: The experimental probability of obtaining the specific sequence exhibited reasonably close alignment with the theoretical probability of 0.125. However, it's essential to acknowledge that achieving specific sequences is inherently less probable than individual coin outcomes. Any disparities between experimental and theoretical probabilities can be attributed to limited simulation trials and the stochastic nature of coin flips.

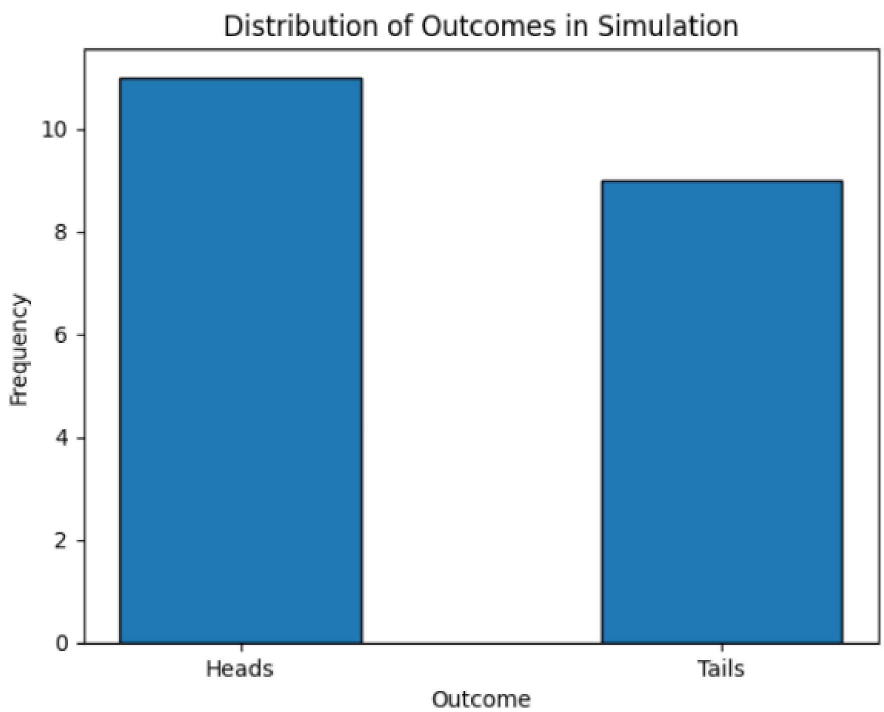

Fig: Distribution of Outcomes in Simulation

D. Influence of Randomness and Code Biases:

The slight variations observed between experimental and theoretical probabilities can predominantly be attributed to the inherent randomness in the simulation. Coin flips, in reality, are subject to chance, and this randomness is accurately reflected in the simulation.

Additionally, while we assumed a fair coin in our simulation, it's essential to recognize that real-world coins may exhibit imperfections or biases that can influence outcomes. Any potential biases or inaccuracies in the simulation code could contribute to minor differences between experimental and theoretical probabilities.

1. Conclusion:

In conclusion, this probability analysis has demonstrated that, despite the presence of random variations and potential biases, the experimental probabilities closely align with the theoretical probabilities. These results validate the assumption of a fair coin in the simulation and emphasize the practical application of probability concepts in real-world scenarios.

This exercise underscores the importance of understanding probability and conducting simulations to gain insights into random phenomena. By increasing the number of simulation trials, we can further mitigate the impact of randomness and obtain results even closer to theoretical expectations. Overall, this analysis has enhanced our comprehension of probability and its relevance in practical settings.