## Lotto Research

Chris Richardson

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Let's look at the most common winning sum

```
winning_sum_df <- data.frame(table(lottoExtended$WinningSum))
winning_sum_df <- winning_sum_df[order(-winning_sum_df$Freq),]
head(winning_sum_df)</pre>
```

```
summary(winning_sum_df$Freq)
```

```
## Min. 1st Qu. Median Mean 3rd Qu. Max.
## 12.0 168.8 503.0 555.4 982.2 1167.0
```

I want to improve the probability of winning, so I will look at the top winning sum

```
winning_sum_df <- winning_sum_df[1:2,]
# filter based on list in Var1/WiningSum
high_prob_lotto <- lottoExtended[lottoExtended$WinningSum %in% winning_sum_df$Var1,]
```

Lets take a look at what sequence of numbers appear frequently for the top 5

```
most_frequent_by_sum <- high_prob_lotto[high_prob_lotto$WinningSum == 14,]
sort(table(most_frequent_by_sum$Winning), decreasing = T)</pre>
```

Interesting to see index numbers 1,6 being a sequence made up of the numbers 5, 2, & 7 with a total winning count of 48. While index numbers 3, 4, & 7 being made up of the numbers 0, 6, & 8 with a total winning count of 69. It appears if one wants to have a high probability of winning, they should buy a ticket in Box playstyle with the numbers 0, 6, & 8

I will later dive into other aspects on how to predict winning numbers