

## Sprint 3 - Ryan King

### Newton - Pepys Problem

6 dice rolled, at least 1 is 6

$$1 - \binom{6}{0} \left(1 - \frac{1}{6}\right)^{6-0} \left(\frac{1}{6}\right)^0 = 1 - \left(\frac{5}{6}\right)^6$$

12 dice rolled, at least 2 are 6

$$\begin{aligned} 1 - \binom{12}{1} \left(1 - \frac{1}{6}\right)^{12-1} \left(\frac{1}{6}\right)^1 - \binom{12}{0} \left(1 - \frac{1}{6}\right)^{12-0} \left(\frac{1}{6}\right)^0 \\ = 1 - 12 \left(\frac{5}{6}\right)^{11} \left(\frac{1}{6}\right) - \left(\frac{5}{6}\right)^{12} \end{aligned}$$

18 dice rolled, at least 3 are 6

$$\begin{aligned} 1 - \binom{18}{2} \left(1 - \frac{1}{6}\right)^{18-2} \left(\frac{1}{6}\right)^2 - \binom{18}{1} \left(1 - \frac{1}{6}\right)^{18-1} \left(\frac{1}{6}\right)^1 - \binom{18}{0} \left(1 - \frac{1}{6}\right)^{18} \left(\frac{1}{6}\right)^0 \\ = 1 - 153 \left(\frac{5}{6}\right)^{16} \left(\frac{1}{6}\right)^2 - 18 \left(\frac{5}{6}\right)^{17} \left(\frac{1}{6}\right) - \left(\frac{5}{6}\right)^{18} \end{aligned}$$

### Geometric Urn

Since it takes 20 draws to get a red on average, we can say that  $P(\text{red ball}) = \frac{1}{20}$ . Since there are 100 balls in total, the most reasonable estimate for the number of red balls is  $\frac{100}{20} = 5$ .

### Dragon Dice

$$P(3 \text{ times}) = \binom{3}{3} \left(1 - \frac{1}{6}\right)^{3-3} \left(\frac{1}{6}\right)^3 = \left(\frac{1}{6}\right)^3$$

$$P(2 \text{ times}) = \binom{3}{2} \left(1 - \frac{1}{6}\right)^{3-2} \left(\frac{1}{6}\right)^2 = 3 \left(\frac{5}{6}\right) \left(\frac{1}{6}\right)^2$$

$$P(1 \text{ time}) = \binom{3}{1} \left(1 - \frac{1}{6}\right)^{3-1} \left(\frac{1}{6}\right)^1 = 3 \left(\frac{5}{6}\right)^2 \left(\frac{1}{6}\right)$$

$$P(0 \text{ times}) = \binom{3}{0} \left(1 - \frac{1}{6}\right)^3 \left(\frac{1}{6}\right)^0 = \left(\frac{5}{6}\right)^3$$

$$E[x] = 3 \cdot \left(\frac{1}{6}\right)^3 + 2 \cdot 3 \left(\frac{5}{6}\right) \left(\frac{1}{6}\right)^2 + 1 \cdot 3 \left(\frac{5}{6}\right)^2 \left(\frac{1}{6}\right) + 0 \cdot \left(\frac{5}{6}\right)^3$$