

Mosteller's Challenging Problems in Probability

Moti Ben-Ari

<http://www.weizmann.ac.il/sci-tea/benari/>

Version 0.4

August 9, 2022

© Moti Ben-Ari 2022

This work is licensed under Attribution-ShareAlike 4.0 International. To view a copy of this license, visit <http://creativecommons.org/licenses/by-sa/4.0/>.

Contents

Introduction	4
Simulations	5
Problems and solutions	5
1. The sock drawer	5
2. Successive wins	8
3. The flippant juror	9
4. Trials until first success	10
5. Coin in a square	12
6. Chuck-a-luck	13
7. Curing the compulsive gambler	14
8. Perfect bridge hand	15
9. Craps ^D	15
13. The prisoner's dilemma ^D	18
14. Collecting coupons	19
15. The theater row	20
16. Will the second-best be runner-up?	21
17. Twin knights ^D	23
18. An even split at coin tossing	24
19. Isaac Newton helps Samuel Pepys	25
20. The three-cornered duel	26
21. Should you sample with or without replacement? ^D	28
22. The ballot box	31
23. Ties in matching pennies ^D	33
25. Lengths of random chords	34
26. The hurried duelers	36
27. Catching the cautious counterfeiter	37
28. Catching the greedy counterfeiter	38
29. Moldy gelatin	39
31. Birthday pairings	40
32. Finding your birthmate	42
33. Relating the birthday pairings and the birthmate problems	43

34. Birthday holidays ^D	44
35. The cliff-hanger	46
36. Gambler's ruin ^D	49
37. Bold play vs. cautious play	51
39. The clumsy chemist	52
40. The first ace	54
42. The little end of the stick	54
43. The broken bar ^D	55
44. Winning an unfair game ^D	58
45. Average number of matches	59
46. Probabilities of matches	60
47. Choosing the largest dowry ^D	61
48. Choosing the largest random number ^D	63
49. Doubling your accuracy	65
50. Random quadratic equations	66
51. Two-dimensional random walk	68
52. Three-dimensional random walk ^D	70
53. Buffon's needle ^D	72
54. Buffon's needle with horizontal and vertical rulings	75
55. Long needles ^D	76
56. Molina's urns	77
Review of probability	79
References	84

Introduction

Frederick Mosteller

Frederick Mosteller (1916–2006) founded the Department of Statistics at Harvard University and served as its chairman from 1957 until 1971, retiring from the university in 2003. Mosteller was deeply interested in statistics education and wrote pioneering textbooks including [10] which emphasized the probabilistic approach to statistics, and [9] which was one of the first texts on data analysis. In an interview Mosteller described the development of his approach to statistics education [6].

This document

This document is a “reworking” of Mosteller’s delightful book *Fifty Challenging Problems in Probability with Solutions* [8]. The problems and their solutions are presented as far as possible in a manner accessible to readers with an elementary knowledge of probability, and many of the problems are accessible to secondary-school students and teachers. The problems and solutions have been rewritten to include detailed calculations and additional explanations and diagrams. I have sometimes included additional solutions.

To make the problems more accessible they were simplified, divided into subproblems and hints were provided. As a personal preference I have rephrased the problems in a more abstract way than Mosteller does and I have not given units like inches or currencies like dollars. The numbering and titles of the problems have been retained to facilitate comparison with Mosteller’s book.

Modern scientific calculators, including applications for smartphones, can perform the computations with no difficulty, although we use Stirling’s approximation in two problems so that readers can see how it is used.

Basic concepts of probability are reviewed in the final section which is based on [11]. Since students may not be familiar with random variables and expectation, those concepts are presented in more detail.

Problems that are more difficult are annotated with D . Even a problem not marked D can be difficult so do not be discouraged if you cannot solve it. However, it is worthwhile attempting to solve all the problems because any progress you make will be encouraging.

Source code

The CC-BY-SA copyright license allows readers to freely distribute and modify the document as described in the license. \LaTeX and Python source code is available at:

<https://github.com/motib/probability-mosteller>

Acknowledgments

I would like to thank David Fortus, Aaron Montgomery and Michael Wolterman for their helpful comments and suggestions.

Simulations

Monte Carlo simulations (named after the famous casino in Monaco) written in the Python 3 programming language are provided for most problems. A computer program performs a trial—“tossing a pair of dice” or “flipping a coin”—a very large number of times and computes the average or the proportion of successes. The random number generators built into Python (`random.random()`, `random.randint()`) were used to obtain random outcomes for each trial.

The programs run each simulation 10000 times and the results are displayed to four decimal places. A simulated result will almost certainly not be exactly the same as that obtained from computing the expectation or the probability.

The files are named `N-name.py` where `N` is the problem number and `name` is the problem title.

For each simulation two results are displayed:

- The theoretical value which is either a *probability* or an *expectation*. In general, rather than copy these values from the text they are calculated from the formulas.
- The result of the simulation is either a *proportion* of successes relative to the number of trials which corresponds to a theoretical probability, or the *average* number of successes which corresponds to a theoretical expectation.

It is important to understand that “probability” and “expectation” are theoretical concepts. The *law of large numbers* ensures that the outcomes of many trials are very close to the theoretical values but they won’t be exactly the same. For example, the probability of obtaining a 6 when a fair die is thrown is $1/6 \approx 0.1667$. Running a simulation for 10000 throws resulted in a range of values: 0.1684, 0.1693, 0.1687, 0.1665, 0.1656.

The simulation programs are very short and straightforward once a problem is understood. I suggest running the simulations for various numbers of trials and other parameters to help understand their sensitivity to these parameters.

For Problem 36, *the gambler’s ruin*, I have written a Python program that plots the results of each step. You can use this as a template to write other plotting programs.

Michael Woltermann has generously contributed Excel simulations of the problems which can be found in directory `excel`.

Problems and solutions

1. The sock drawer

A drawer contains red and black socks. If two socks are drawn at random without replacement the probability that both are red is $\frac{1}{2}$.

Question 1: How small can the number of black socks in the drawer be? What is the corresponding number of red socks?

Question 2: How small can the number of black socks in the drawer be if the number of black socks is *even*? What is the corresponding number of red socks?

Solution 1

Answer 1: Let r be the number of red socks in the drawer and let b the number of black socks. $r \geq 2$ since two red socks are drawn and $b \geq 1$ since otherwise the probability of drawing two red socks would be 1.

Multiplying the probabilities for the two draws gives:

$$P(\text{two red}) = \frac{r}{r+b} \cdot \frac{(r-1)}{(r-1)+b} = \frac{1}{2}. \quad (1)$$

Simplifying results in a quadratic equation in the variable r :

$$r^2 - r(2b+1) - (b^2 - b) = 0. \quad (2)$$

Since r, b are positive integers the discriminant must be the square of an integer:

$$(2b+1)^2 + 4(b^2 - b) = 8b^2 + 1 \quad (3)$$

The discriminant is a square when $b = 1$ (its smallest value). From Equation 2, $r = 3$ where we reject the solution $r = 0$ because $r \geq 2$. The total number of socks is 4.

Check: $\frac{3}{4} \cdot \frac{2}{3} = \frac{1}{2}$.

Answer 2: Check positive even values of b to find the smallest one for which the discriminant is a square:

b	$8b^2 + 1$	$\sqrt{8b^2 + 1}$
2	33	5.74
4	129	11.36
6	289	17

For $b = 6$ the corresponding value for r is 15.

Check: $\frac{15}{21} \cdot \frac{14}{20} = \frac{1}{2}$.

Solution 2

Answer 1: Is the following inequality is true?

$$\frac{r}{r+b} \stackrel{?}{>} \frac{r-1}{(r-1)+b}. \quad (4)$$

$r \geq 2, b \geq 1$, so both denominators are positive and we can multiply the two sides:

$$\begin{aligned} r(r-1+b) &\stackrel{?}{>} (r-1)(r+b) \\ r^2 - r + rb &\stackrel{?}{>} r^2 - r + rb - b \\ b &\stackrel{?}{>} 0. \end{aligned}$$

$b > 1$ so Equation 4 is true.

By Equations 1, 4:

$$\left(\frac{r}{r+b}\right)^2 = \frac{r}{r+b} \cdot \frac{r}{r+b} > \frac{r}{r+b} \cdot \frac{r-1}{(r-1)+b} = \frac{1}{2}, \quad (5)$$

and similarly:

$$\left(\frac{r-1}{(r-1)+b}\right)^2 = \frac{r-1}{(r-1)+b} \cdot \frac{r-1}{(r-1)+b} < \frac{r}{r+b} \cdot \frac{r-1}{(r-1)+b} = \frac{1}{2}. \quad (6)$$

$r+b$ is non-zero so we can take the square root of Equation 5 and simplify:

$$\begin{aligned} \frac{r}{r+b} &> \sqrt{\frac{1}{2}} \\ r &> \frac{b}{\sqrt{2}-1} = \frac{b}{\sqrt{2}-1} \cdot \frac{\sqrt{2}+1}{\sqrt{2}+1} \\ r &> b(\sqrt{2}+1). \end{aligned}$$

Similarly for Equation 6:

$$\begin{aligned} \frac{r-1}{(r-1)+b} &< \sqrt{\frac{1}{2}} \\ r-1 &< \frac{b}{\sqrt{2}-1} \\ r-1 &< b(\sqrt{2}+1). \end{aligned}$$

Combining both equations we get:

$$r-1 < (\sqrt{2}+1)b < r. \quad (7)$$

For $b = 1$ we have $2.141 < r < 3.141$ and $b = 1, r = 3$ is a solution.

Answer 2: Check positive even values of b :

b	$(\sqrt{2}+1)b$	$< r <$	$(\sqrt{2}+1)b+1$	r	$P(\text{two reds})$
2	4.8	$< r <$	5.8	5	0.4762
4	9.7	$< r <$	10.7	10	0.4945
6	14.5	$< r <$	15.5	15	0.5000

Mosteller mentions a connection between this problem and advanced number theory, and gives another solution: $b = 35, r = 85$.

Simulation

Expectation of both red = 0.5000

Average of both red for (red = 3, black = 1) = 0.5053

Average of both red for (red = 15, black = 6) = 0.5013

Average of both red for (red = 85, black = 35) = 0.4961

Comment

Neither solution provides a *sufficient* condition for the values of r, b . In Solution 1 we derive a necessary condition—by Equation 3 the discriminant must be an integer—and start searching for values of b that satisfy this requirement. In Solution 2 the necessary condition is that r, b must satisfy the inequalities in Equation 7 and then we search for values that satisfy the requirement that the probability of two reds must be 0.5.

I wrote a program to search for solutions. For r near 35:

r	b	$\sqrt{8b^2 + 1}$	$P(\text{two red})$
32	78	90.52	0.500917
33	80	93.34	0.499368
34	83	96.17	0.501474
35	85	99.00	0.500000
36	87	101.83	0.498601
37	90	104.66	0.500562

Here are the solutions for $b < 10^6$:

black	red
1	3
6	15
35	85
204	493
1189	2871
6930	16731
40391	97513
235416	568345

2. Successive wins

You play a sequence of three games alternately against two players and you win the sequence if you win at least two of the three games *in a row*. The probability that you will win a game against player P_1 is p_1 and the probability that you will win a game against player P_2 is p_2 . It is given that $p_1 > p_2$. Which of these sequences gives you a better chance of winning?

- You play against P_1, P_2, P_1 in that order.
- You play against P_2, P_1, P_2 in that order.

Solution 1

You win if: (a) you win the first two games and lose the last game, (b) you lose the first game and win the last two games, or (c) you win all three games.

Let p_{121} be the probability that you win with the sequence P_1, P_2, P_1 and let p_{212} be the probability that you win with the sequence P_1, P_1, P_2 . Then:

$$\begin{aligned} p_{121} &= p_1 p_2 (1 - p_1) + (1 - p_1) p_2 p_1 + p_1 p_2 p_1 \\ p_{212} &= p_2 p_1 (1 - p_2) + (1 - p_2) p_1 p_2 + p_2 p_1 p_2. \end{aligned}$$

You have a better chance of winning with the sequence P_1, P_2, P_1 if $p_{121} > p_{212}$, that is, if:

$$p_1 p_2 (1 - p_1) + (1 - p_1) p_2 p_1 + p_1 p_2 p_1 \stackrel{?}{>} p_2 p_1 (1 - p_2) + (1 - p_2) p_1 p_2 + p_2 p_1 p_2.$$

Cancel $p_1 p_2$ from all terms:

$$\begin{aligned} (1 - p_1) + (1 - p_1) + p_1 &\stackrel{?}{>} (1 - p_2) + (1 - p_2) + p_2 \\ -p_1 &\stackrel{?}{>} -p_2 \\ p_2 &\stackrel{?}{>} p_1, \end{aligned}$$

but by assumption $p_1 > p_2$ so you should choose the sequence P_2, P_1, P_2 ,

Solution 2

The result is counter-intuitive. Intuitively, you should choose to play two games with P_1 and one game with P_2 because more likely to win games against P_1 . However, the only way that you can win the sequence is by winning the *middle* game, and, therefore, you should play the middle game against P_1 , the player you are more likely to defeat.

Simulation

For $p_1 = 0.6$, $p_2 = 0.5$
 Proportion of P121 wins = 0.4166
 Proportion of P212 wins = 0.4473

For $p_1 = 0.6$, $p_2 = 0.4$
 Proportion of P121 wins = 0.3300
 Proportion of P212 wins = 0.3869

For $p_1 = 0.6$, $p_2 = 0.2$
 Proportion of P121 wins = 0.1625
 Proportion of P212 wins = 0.2141

3. The flippant juror

There are two options to reach a decision: (a) A three-person panel consisting of two members who independently make the correct decision with probability p and one member who makes the correct decision with probability $1/2$. The final decision is determined by a majority vote. (b) A one-person panel whose only member has probability p of making the correct decision. Which option has the higher probability of making the correct decision?

Solution

The three-person panel makes the correct decision if all three members make the correct decision or if any subset of two members makes the correct decision:

$$P(\text{correct decision}) = \overbrace{\left(p \cdot p \cdot \frac{1}{2}\right)}^{\text{all three correct}} + \overbrace{\left(p(1-p) \cdot \frac{1}{2} + (1-p)p \cdot \frac{1}{2} + p \cdot p \cdot \frac{1}{2}\right)}^{\text{two out of three correct}} = p,$$

so there is no difference between the two options.

Simulation

Prediction: probabilities of (a) and (b) are equal

For $p = 0.25$, proportion correct of (a) = 0.5019, (b) = 0.5046

For $p = 0.50$, proportion correct of (a) = 0.5072, (b) = 0.4970

For $p = 0.75$, proportion correct of (a) = 0.5062, (b) = 0.5040

4. Trials until first success

What is the expectation of the number of throws of a die until a 6 appears?

Solution 1

The probability that the i th throw will be the first occurrence of 6 is the probability of $i - 1$ throws of one of the other five numbers times the probability that the i th throw will be 6.

To simplify the notation use p for $1/6$, let $P = P(\text{first } 6 \text{ on } i\text{th throw})$ and let $E = E(\text{first throw of } 6)$:

$$P = (1 - p)^{i-1} p$$

$$E = 1p(1 - p)^0 + 2p(1 - p)^1 + 3p(1 - p)^2 + 4p(1 - p)^3 + \dots = \sum_{i=1}^{\infty} ip(1 - p)^{i-1}. \quad (8)$$

Without the factor i the sum would be the probability of eventually throwing a 6:

$$P(\text{eventually throwing a } 6) = \sum_{i=1}^{\infty} p(1 - p)^{i-1} = p \cdot \frac{1}{1 - (1 - p)} = 1, \quad (9)$$

which is not a surprising result.

The calculation of the expectation can be performed as follows:

$$\begin{array}{rcl}
 E = & p(1-p)^0 + p(1-p)^1 + p(1-p)^2 + p(1-p)^3 + \dots & \\
 & p(1-p)^1 + p(1-p)^2 + p(1-p)^3 + \dots & \\
 & p(1-p)^2 + p(1-p)^3 + \dots & \\
 & p(1-p)^3 + \dots &
 \end{array}$$

The first row is 1, the sum of the geometric series from Equation 9 and the second row is the same infinite geometric series except that the first element is $p(1-p)$ so its sum is:

$$\frac{p(1-p)}{1-(1-p)} = 1-p.$$

Similarly, the sum of the third row will be $(1-p)^2$ and the sum of the i th row will be $(1-p)^{i-1}$. Therefore, the expectation is the sum of the infinite geometric series:

$$E = 1 + (1-p) + (1-p)^2 + (1-p)^3 + \dots = \frac{1}{1-(1-p)} = \frac{1}{p} = 6.$$

Solution 2

Multiply Equation 8 by $1-p$ and subtract the result from that equation. The result is the geometric series in Equation 9:

$$\begin{array}{rcl}
 E = & p(1-p)^0 + 2p(1-p)^1 + 3p(1-p)^2 + 4p(1-p)^3 + \dots & \\
 E \cdot (1-p) = & p(1-p)^1 + 2p(1-p)^2 + 3p(1-p)^3 + \dots & \\
 E \cdot (1-(1-p)) = & p + p(1-p)^1 + p(1-p)^2 + p(1-p)^3 + \dots & \\
 Ep = & 1 & \\
 E = & 1/p = 6. &
 \end{array}$$

Solution 3

Consider the first throw separately from the rest of the throws. If the first throw is a 6 (probability p) then one throw is sufficient. Otherwise, if the first throw is not a 6 (probability $1-p$), then the remaining throws form a sequence identical to the original one so the expectation of this sequence is E :

$$\begin{aligned}
 E &= 1p + (E+1)(1-p) \\
 E &= 1/p = 6.
 \end{aligned}$$

Simulation

Expectation of first success = 6
Average of first success = 6.0161

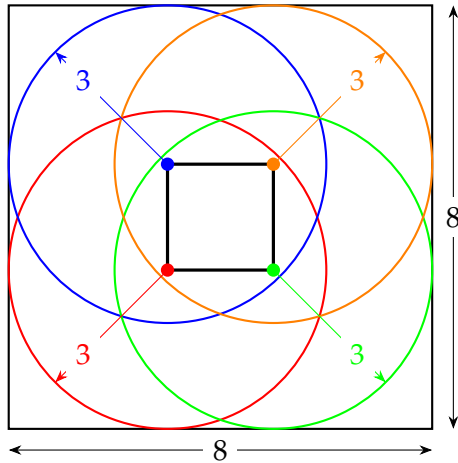


Figure 1(a) Coins contained in the square

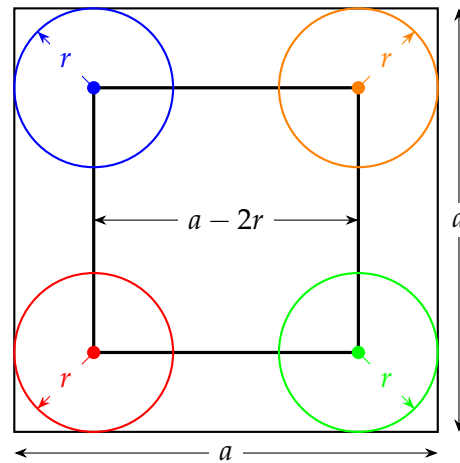


Figure 1(b) Coins in a large square

5. Coin in a square

A coin is thrown onto an (unbounded) grid of squares of uniform size. The position of the center of the coin is uniformly distributed within the square in which it lands.

Question 1: Given a square of side 8 and a coin of radius 3 what is the probability that the coin lands entirely within the square?

Question 2: For each throw you win 5 if the coin lands within the square and lose 1 if it touches a side of the square. What is the expectation of your winnings for each throw?

Question 3: Develop a formula for the probability of the coin landing within the square if the side of the square is a and the radius of the coin is $r < a/4$.

Solution

Answer 1: Figure 1(a) shows a square of side 8 and four circles of radius 3 inscribed within the corners of the square. The centers of the circles form an inner square of side 2. Any coin whose center is outside the inner square will touch an edge of the outer square. Since the center of the coin is uniformly distributed, the probability that the coin lands entirely within the square is the ratio of the area of the inner square to the area of the outer square:

$$P(\text{coin lands within the square}) = \frac{2 \cdot 2}{8 \cdot 8} = \frac{1}{16} = 0.0625.$$

Answer 2:

$$E(\text{winnings per throw}) = 5 \cdot \frac{1}{16} + (-1) \cdot \frac{15}{16} = -\frac{10}{16} = -0.625.$$

Answer 3: Figure 1(b) shows four circles inscribed in the corners of the square. The side of the inner square is $a - 2r$ so:

$$P(\text{coin lands within the square}) = \frac{(a - 2r)^2}{a^2}.$$

Simulation

For side = 8, radius = 1:

Probability of landing within the square = 0.5625

Proportion landing within the square = 0.5704

For side = 8, radius = 2:

Probability of landing within the square = 0.2500

Proportion landing within the square = 0.2481

For side = 8, radius = 3:

Probability of landing within the square = 0.0625

Proportion landing within the square = 0.0639

For side = 8, radius = 4:

Probability of landing within the square = 0.0000

Proportion landing within the square = 0.0000

6. Chuck-a-luck

Choose number n between 1 and 6 and throw three dice. If n does not appear on any of the dice you lose 1; if n appears on one die you win 1; if n appears on two dice you win 2; if n appears on three dice you win 3. What is the expectation of your winnings?

Solution

Let $P(k)$ be the probability that n appears on k dice. Then:

$$E(\text{winnings per throw}) = -1P(0) + 1P(1) + 2P(2) + 3P(3).$$

The throws of the three dice are independent so:

$$\begin{aligned} E(\text{winnings per throw}) &= -1 \binom{3}{0} \left(\frac{1}{6}\right)^0 \left(\frac{5}{6}\right)^3 + 1 \binom{3}{1} \left(\frac{1}{6}\right)^1 \left(\frac{5}{6}\right)^2 + \\ &\quad 2 \binom{3}{2} \left(\frac{1}{6}\right)^2 \left(\frac{5}{6}\right)^1 + 3 \binom{3}{3} \left(\frac{1}{6}\right)^3 \left(\frac{5}{6}\right)^0 \\ &= \frac{1}{216} (-125 + 75 + 30 + 3) \approx -0.0787. \end{aligned}$$

Simulation

Expectation of winnings = -0.0787

Average winnings = -0.0724

7. Curing the compulsive gambler

Roulette is a game played with a wheel having 38 numbered pockets: 18 red, 18 black and 2 green.¹ The wheel is spun and a ball lands in a random pocket with a uniform distribution. You select one of the red or black pockets and bet 1 that the ball will land in that pocket. If so you receive 36. Your net winnings are actually 35 because the 36 includes the 1 bet which is returned.

Question 1: What is the expectation your winnings if you play 36 round of roulette?

Question 2: Your friend offers to bet you 20 that after 36 rounds you will have *lost* money. What is the expectation of your winnings, taking into account the money won or lost from both the game and the bet with your friend?

Solution

Answer 1: The probability of winning a single round is $1/38$ so:

$$\begin{aligned} E(\text{winnings in one round}) &= 35 \cdot \frac{1}{38} + (-1) \cdot \frac{37}{38} = -\frac{2}{38} \approx -0.0526 \\ E(\text{winnings in 36 rounds}) &= 36 \cdot -0.05266 = -1.8947. \end{aligned}$$

Answer 2: Consider the four outcomes of playing roulette for 36 rounds:

- If you lose all the rounds you lose 36.
- If you win one round you win 35 and you lose 35 on the other rounds no money is won or lost.
- If you win two rounds you win 70 and you lose 34 on the other rounds for a net win of 36.
- In general if you win k rounds for $2 < k \leq 36$ your net win is $35k - (36 - k) > 0$.

Therefore, you lose the bet only if you lose all rounds:

$$\begin{aligned} P(\text{losing 36 rounds}) &= \left(\frac{37}{38}\right)^{36} \approx 0.3829 \\ E(\text{total winnings}) &= \underbrace{-1.8947}_{\text{E of all rounds}} + \underbrace{-20 \cdot 0.3829}_{\text{lose bet}} + \underbrace{20 \cdot (1 - 0.3829)}_{\text{win bet}} \approx 2.7904. \end{aligned}$$

Clearly you should take the bet!

Simulation

Expectation of winning a round = -0.0526

Average winnings for a round = -0.0593

¹There are two green pockets in American roulette and one green pocket in European roulette.

The simulation showed a large variance which was reduced by running one million trials.

8. Perfect bridge hand

Randomly select 13 cards from a deck. What is the probability that they will all be of the same suit?

Solution 1

There are $\binom{52}{13}$ ways of selecting 13 cards from a deck of 52 cards. Only four of them consist of 13 cards from the same suit:

$$P(\text{selecting 13 of same suit}) = \frac{4}{\binom{52}{13}} = \frac{4 \cdot 13! \cdot 39!}{52!} \approx 6.2991 \times 10^{-12}.$$

Solution 2

There are 52 ways of selecting the first card, then 12 ways of selecting the second card of the same suit from the remaining 51 cards, 11 ways of selecting a third card, and so on:

$$P(\text{selecting 13 cards of the same suit}) = \frac{52}{52} \cdot \frac{12}{51} \cdot \frac{11}{50} \cdots \frac{1}{40} = \frac{12!}{51! / 39!} \approx 6.2991 \times 10^{-12}.$$

Simulation There is no point in running a simulation with 52 cards because the result would almost certainly be zero. A simulation was run with a deck of 16 cards and 4 suits.

Probability of perfect hand = 0.0022

Proportion perfect hand = 0.0020

9. Craps^D

Craps is played with a pair of dice. On the first throw you win if the sum of the numbers is 7 or 11 and you lose if the sum is 2, 3 or 12. If the sum on the first throw is $n = 4, 5, 6, 8, 9, 10$ (called a *point*), continue to throw the dice until the sum is the point n (a win) or 7 (a loss).

Question 1: What are the probabilities of the events on the first throw: winning, losing, neither?

Question 2: What is the probability of a win?

Solution 1

Answer 1: The probability of any outcome in a throw of a die is uniformly distributed and is equal to $1/6$. Since the outcomes of a throw of a pair of dice are independent, the probability of any outcome is $1/36$. The number of ways of obtaining each of the events—the sum of a pair of dice is equal to one of the points $2, \dots, 12$ —is:

Sum	2	3	4	5	6	7	8	9	10	11	12
Pairs	1	2	3	4	5	6	5	4	3	2	1

On the first throw there are 8 ways of throwing 7 or 11 so the probability of winning is $8/36$ and there are 4 ways of throwing 2, 3, 12 so the probability losing is $4/36$. The probability of neither winning nor losing on the first throw is:

$$1 - \frac{8}{36} - \frac{4}{36} = \frac{24}{36}.$$

Answer 2: Consider two cases:

- The point is 4. The probability of winning on the second throw (a 4) is $3/36$ and the probability of losing (a 7) is $6/36$. The probability of neither winning nor losing is $1 - (3/36) - (6/36) = 27/36$.
- The point is 8. The probability of winning on the second throw (an 8) is $5/36$ and the probability of losing (a 7) is $6/36$. The probability of neither winning nor losing is $1 - (5/36) - (6/36) = 25/36$.

We see that the probability of winning must be computed separately for each of the points 4, 5, 6, 8, 9, 10, so we develop a general formula for the probability.

Let P_n be the probability of winning by throwing the point n on a throw and let Q_n the probability of neither winning nor losing on a throw is the point is n . W_n , the probability of winning by *eventually* throwing the point n after the first throw, is computed by adding:

- The probability of throwing the point on the second throw.
- The probability of neither winning nor losing on the second throw and throwing the point on the third throw.
- The probability of neither winning nor losing on the second and third throws and throwing the point on the fourth throw,

and so on:

$$\begin{aligned} W_n &= P_n + Q_n P_n + Q_n^2 P_n + Q_n^3 P_n + \dots \\ &= P_n \left(1 + Q_n + Q_n^2 + Q_n^3 + \dots \right) \\ &= P_n \left(\frac{1}{1 - Q_n} \right). \end{aligned}$$

You lose the game on any throw after the first if you throw a 7 with probability $6/36$ so:

$$Q_n = 1 - P_n - (6/36)$$

$$W_n = \frac{P_n}{P_n + (6/36)}.$$

W_n for the six points are:

n	4	5	6	8	9	10
P_n	$\frac{3}{36}$	$\frac{4}{36}$	$\frac{5}{36}$	$\frac{5}{36}$	$\frac{4}{36}$	$\frac{3}{36}$
W_n	$\frac{3}{9}$	$\frac{4}{10}$	$\frac{5}{11}$	$\frac{5}{11}$	$\frac{4}{10}$	$\frac{3}{9}$

W , the probability of winning, can be computed by adding the probability of winning on the first throw to the sum of the probabilities for the six wins on points each multiplied by the probability of throwing *that point* on the first throw:

$$W = \frac{8}{36} + \sum_{n \in \{4,5,6,8,9,10\}} P_n W_n \approx 0.4929. \quad (10)$$

The casino's probability of winning a single game of craps is only $0.5 - 0.4929 \approx 0.5\%$ but the law of large numbers ensures that they will eventually win and you will eventually lose!

Solution 2

Answer 2: Consider the following sequences of throws where the point is 4:

4 8 9 9 9 8 8 8 9 8 4
 4 8 9 9 9 8 8 8 9 8 7
 4 9 9 9 8 8 4

The game only terminates if a 4 is thrown (win) or a 7 is thrown (loss), so an appearance of an 8 or a 9 doesn't affect the result. Therefore, once a point has been thrown, the probability of winning is the conditional probability that a 4 is thrown given that a 4 or a 7 is thrown. Let f be the event that a 4 is thrown and s be the event that a 7 is thrown. Then:

$$P(f|f \cup s) = \frac{P(f) \cap P(f \cup s)}{P(f \cup s)} = \frac{P(f)}{P(f \cup s)} = \frac{3/36}{(3+6)/36} = \frac{3}{9},$$

which is exactly the result W_4 in the table above. After computing W_n for all points, Equation 10 can be used to compute W .

Conditional probability is implicitly used in the first solution because W_n is a probability that is conditional on the first throw resulting in the point n .

Simulation

Probability of winning = 0.4929
Proportion of wins = 0.4948

13. The prisoner's dilemma^D

Three prisoners A, B, C are eligible for parole. The parole board will release two of them with equal probability for $\{A, B\}, \{A, C\}, \{B, C\}$, so the probability that A will be released is $2/3$. Prisoner A is told the name of one of the other prisoners who will be released. If A is told that prisoner B will be released, what is the probability that A too will be released? The article [2] is devoted to the prisoner's dilemma and the related Monty Hall problem.

Solution 1

Let $P(A), P(B), P(C)$ be the probabilities that A, B, C are released. A is interested in the conditional probability $P(A|B)$ of his being released if B will be released:

$$P(A|B) = \frac{P(A \cap B)}{P(B)} = \frac{1/3}{2/3} = \frac{1}{2}.$$

But that is *not* the correct conditional probability! Let R_{AB} be the event that A is *told* that B will be released. The probability that must be computed is $P(A|R_{AB})$:

$$P(A|R_{AB}) = \frac{P(A \cap R_{AB})}{P(R_{AB})}.$$

We assume that the report of B 's release is true so:

$$P(A \cap R_{AB}) = P(\{A, B\}) = \frac{1}{3}.$$

Now:

$$P(R_{AB}) = P(\{A, B\}) + P(\{B, C\}) = \frac{1}{3} + \frac{1}{2} \cdot \frac{1}{3} = \frac{1}{2}.$$

If $\{B, C\}$ are to be released A could be *told* that either B or C is to be released, hence the factor of $1/2$. Therefore:

$$P(A|R_{AB}) = \frac{P(A \cap R_{AB})}{P(R_{AB})} = \frac{1/3}{1/2} = \frac{2}{3},$$

so if A is told that B will be released the probability that A will be released does not change.

Solution 2

There are four possible events:

e_1 : A is told that B will be released and $\{A, B\}$ are released.

e_2 : A is told that C will be released and $\{A, C\}$ are released.

e_3 : A is told that B will be released and $\{B, C\}$ are released.

e_4 : A is told that C will be released and $\{B, C\}$ are released.

Each pair of prisoners has equal probability of being released so:

$$P(e_1) = P(e_2) = P(e_3 \cup e_4) = \frac{1}{3}.$$

We assume that if $\{B, C\}$ are to be released, A is told either that B or C will be released with equal probability, so $P(e_3) = P(e_4) = 1/6$. Therefore the probability that A will be released given the event $R_{AB} = e_1 \cup e_3$ that A is told that B will be released is:

$$P(A|R_{AB}) = \frac{P(e_1 \cap (e_1 \cup e_3))}{P(e_1 \cup e_3)} = \frac{P(e_1)}{P(e_1 \cup e_3)} = \frac{1/3}{(1/3) + (1/6)} = \frac{2}{3}.$$

Solution 3

A riddle attributed to Abraham Lincoln asks: “If you call the tail of a dog a leg, how many legs does the dog have?” The answer is that calling a tail a leg doesn’t make it a leg, so the dog still has four legs. Clearly, whether A knows B ’s future doesn’t change his chances of being released.

Simulation

There is no simulation: the problem asks if the probability changes as the result of some knowledge but we have shown that it does not change.

14. Collecting coupons

Given a unbounded sequence of boxes each of which contains coupons numbered 1 to 5, you randomly draw one coupon sequentially from each box.

Question 1: What is the expectation of the number of coupons drawn until you have all five of the numbers?

Question 2: Develop a formula for the expectation for n numbers.

Hint: Use the solution to Problem 4 on page 10 and the approximation for H_n , the sum of harmonic numbers (page 83).

Solution

Answer 1: What is the expectation of the number of draws until you get a number that is *different from* all the previous ones? By Problem 4 this is $1/p$ where p is the probability of

drawing a different number. For the first draw the probability is $1 = 5/5$ so the expectation is also $1/(5/5) = 5/5$, for the second draw the probability is $4/5$ so expectation is $5/4$, and so on. Therefore:

$$E(\text{all five numbers}) = \frac{5}{5} + \frac{5}{4} + \frac{5}{3} + \frac{5}{2} + \frac{5}{1} = \frac{1370}{120} \approx 11.4167.$$

Answer 2: Use the same method and the approximation for H_n :

$$E(\text{all } n \text{ numbers}) = n \left(\frac{1}{n} + \frac{1}{n-1} + \cdots + \frac{1}{2} + \frac{1}{1} \right) = nH_n \approx n \left(\ln n + \frac{1}{2n} + 0.5772 \right).$$

For $n = 5$ this gives:

$$E(\text{all five numbers}) = 5H_5 \approx 5(\ln 5 + \frac{1}{10} + 0.5772) \approx 11.4332.$$

Simulation

For 5 coupons:

Expectation of draws = 11.4332

Average draws = 11.3339

For 10 coupons:

Expectation of draws = 29.2979

Average draws = 29.3001

For 20 coupons:

Expectation of draws = 71.9586

Average draws = 71.6250

15. The theater row

Arrange 8 even numbers and 7 odd numbers randomly in a row, for example:

10 12 3 2 9 6 1 13 7 10 3 8 8 5 20,

which we can write as follows since the specific numbers are not important:

E E O E O E O O O E O E E O E.

What is the expectation of the number of even-odd or odd-even adjacent pairs?

In the example there are 10 EO or OE adjacent pairs.

Hint: What is the probability that a pair of adjacent number are different?

Solution

The following table shows the 10 possible arrangements of 3 even and 2 odd numbers. The total number of different adjacent pairs is 24 and the average is $24/10 = 2.4$.

Arrangement	Pairs	Arrangement	Pairs
EEEE	1	EEOE	3
EEEO	2	EOEO	4
EOEE	3	EOOE	2
OEE	3	OEE	2
OEO	3	OEO	1

Returning to the example with 15 numbers, let P_d be the probability that a given pair in an arrangement is EO or OE :

$$P_d = P(EO) + P(OE) = \frac{8}{15} \cdot \frac{7}{14} + \frac{7}{15} \cdot \frac{8}{14} = 2 \cdot \frac{8}{15} \cdot \frac{7}{14} = \frac{8}{15}.$$

Let E_d be the expectation of the number of pairs in an arrangement that are EO or OE . Since an EO or OE pair contributes 1 to the count of different pairs and an EE or an OO pair contributes 0:

$$E_d = \sum_{\text{all pairs}} (1 \cdot P_d + 0 \cdot (1 - P_d)) = 14 \cdot \frac{8}{15} \approx 7.4667.$$

Check for 10 numbers:

$$P_d = P(EO) + P(OE) = \frac{3}{5} \cdot \frac{2}{4} + \frac{2}{5} \cdot \frac{3}{4} = \frac{3}{5}$$

$$E_d = 4 \cdot \frac{3}{5} = \frac{12}{5} = 2.4.$$

Simulation

For 5 places:

Expectation of different pairs = 2.4000

Average different pairs = 2.3855

For 15 places:

Expectation of different pairs = 7.4667

Average different pairs = 7.4566

For 27 places:

Expectation of different pairs = 13.4815

Average different pairs = 13.4835

For 49 places:

Expectation of different pairs = 24.4898

Average different pairs = 24.4725

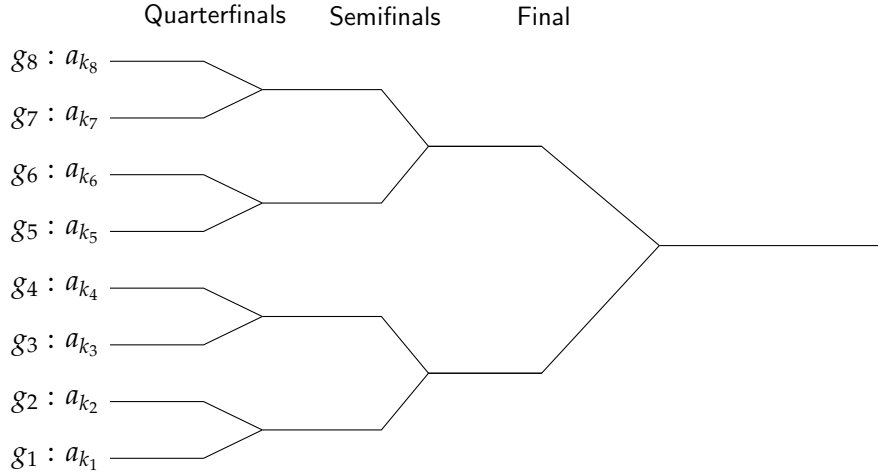


Figure 2: A tournament schedule

16. Will the second-best be runner-up?

Eight players $\{a_1, \dots, a_8\}$ are randomly assigned to play eight games $\{g_1, \dots, g_8\}$ in a tournament (Figure 2). The players are ranked from the best a_1 to the worst a_8 and the better player will *always* defeat his opponent. Clearly a_1 will win the tournament.

Question 1: What is the probability that a_2 will be the runner-up by playing a_1 in the final round and losing?

Question 2: If there are 2^n players what is the probability that a_2 will be the runner-up by playing a_1 in the final round and losing?

Solution

Answer 1: If a_1 is assigned to one of the games $\{g_1, g_2, g_3, g_4\}$ none of the other players assigned to these games will reach the final, so a_2 must be assigned to one of $\{g_5, g_6, g_7, g_8\}$. The temptation is to conclude that the probability of a_2 being the runner-up is $1/2$ since a_2 must be assigned to one of the four games $\{g_1, g_2, g_3, g_4\}$. However, whatever game a_1 is assigned to, a_2 will be the runner up only if he is assigned to one of the four *remaining* seven games so the probability is $4/7$.

Answer 2: Similarly, of the $2^n - 1$ games that a_1 is not assigned to, a_2 must be assigned to one of the 2^{n-1} games not in the same half as a_1 . Therefore:

$$P(a_1, a_2 \text{ playing each other in the final}) = \frac{2^{n-1}}{2^n - 1}.$$

Simulation

For 8 players:

Probability a_2 is runner-up = 0.5714

Proportion of games where a2 is runner-up = 0.5707
For 32 players:
Probability a2 is runner-up = 0.5161
Proportion of games where a2 is runner-up = 0.5184
For 128 players:
Probability a2 is runner-up = 0.5039
Proportion of games where a2 is runner-up = 0.5060

17. Twin knights^D

Eight players $\{a_1, \dots, a_8\}$ are randomly assigned to play games $\{g_1, \dots, g_8\}$ in a tournament (Figure 2). Let $P(i, j)$ be the probability that a_i wins against a_j . For all i, j , $P(i, j) = P(j, i) = 1/2$.

Question 1: What is the probability that a_1, a_2 play each other?

Question 2: If there are 2^n players what is the probability that a_1, a_2 play each other?

Solution

Answer 1: Without loss of generality assign a_1 to g_1 . Consider the different possibilities that a_1, a_2 play each other. With probability $1/7$, a_2 is assigned to g_2 . With probability $2/7$, a_2 is assigned to g_3 or g_4 , but a_2 doesn't play a_1 unless *both* of them win their first game, so we need to multiply the probability of this assignment by $1/4$. With probability $4/7$, a_2 is assigned to g_5, g_6, g_7, g_8 , but a_2 doesn't play a_1 unless *both* of them win their first two games, so we need to multiply the probability of this assignment by $1/16$. Therefore:

$$P(a_1, a_2 \text{ play each other}) = \frac{1}{7} + \frac{1}{4} \cdot \frac{2}{7} + \frac{1}{16} \cdot \frac{4}{7} = \frac{1}{4}.$$

Answer 2: Let P_n be the probability that in a tournament with 2^n players a_1 and a_2 play each other. We have shown that $P_3 = 1/4$. What about P_4 ? Using the same approach:

$$\begin{aligned} P_4 &= \frac{1}{15} + \frac{1}{4} \cdot \frac{2}{15} + \frac{1}{16} \cdot \frac{4}{15} + \frac{1}{64} \cdot \frac{8}{15} \\ &= \frac{1}{15} \left(1 + \frac{1}{2} + \frac{1}{4} + \frac{1}{8} \right) = \frac{1}{8}. \end{aligned}$$

It is reasonable to conjecture that $P_n = 1/2^{n-1}$.

Proof 1: Using the same approach and the formula for the sum of a geometric series:

$$\begin{aligned} P_n &= \frac{1}{2^n - 1} \sum_{i=0}^{n-1} 2^i \cdot \left(\frac{1}{2} \right)^{2^i} \\ &= \frac{1}{2^n - 1} \sum_{i=0}^{n-1} 2^{-i} \\ &= \frac{1}{2^n - 1} \left(\frac{1 - (1/2)^{(n-1)+1}}{1 - (1/2)} \right) = \frac{1}{2^{n-1}}. \end{aligned}$$

Proof 2: By induction. The base case is $P_3 = 1/4 = 1/2^{3-1}$.

There are two inductive steps:

Case 1: a_1 and a_2 are assigned to different halves of the tournament:

$$P(a_1, a_2 \text{ assigned to different halves}) = \frac{2^{n-1}}{2^n - 1}.$$

They can only meet in the final game and therefore both must win all of their $n - 1$ games:

$$P(a_1, a_2 \text{ meet if assigned to different halves}) = \frac{2^{n-1}}{2^n - 1} \left(\frac{1}{2}\right)^{n-1} \left(\frac{1}{2}\right)^{n-1} = \frac{2^{-(n-1)}}{2^n - 1}. \quad (11)$$

Case 2: a_1 and a_2 are assigned to the same half of the tournament:

$$P(a_1, a_2 \text{ assigned to the same half}) = \frac{2^{n-1} - 1}{2^n - 1}.$$

Since both players are in the same half the problem has been reduced to determining P_{n-1} . By the inductive hypothesis:

$$P(a_1, a_2 \text{ meet if assigned to the same half}) = \frac{2^{n-1} - 1}{2^n - 1} \cdot \frac{1}{2^{n-2}} = \frac{2^1 - 2^{-(n-2)}}{2^n - 1}. \quad (12)$$

Combining Equations 11, 12 gives:

$$\begin{aligned} P_n &= \frac{2^{-(n-1)}}{2^n - 1} + \frac{2^1 - 2^{-(n-2)}}{2^n - 1} \\ &= \frac{2^{n-1}}{2^n - 1} \cdot \frac{2^{-(n-1)} + 2^1 - 2^{-(n-2)}}{2^n - 1} \\ &= \frac{1}{2^{n-1}} \cdot \frac{2^0 + 2^n - 2^1}{2^n - 1} = \frac{1}{2^{n-1}}. \end{aligned}$$

Simulation

For 8 players:

Probability that a1, a2 meet = 0.2500

Proportion a1, a2 meet = 0.2475

For 32 players:

Probability that a1, a2 meet = 0.0625

Proportion a1, a2 meet = 0.0644

For 128 players:

Probability that a1, a2 meet = 0.0156

Proportion a1, a2 meet = 0.0137

18. An even split at coin tossing

Question 1: Toss a fair coin 20 times. What is the probability of obtaining 10 heads?

Question 2: Toss a fair coin 40 times. What is the probability of obtaining 20 heads?

Solution

Answer 1: Since the coin is fair the probability of obtaining 10 heads in 20 tosses is given by the binomial distribution:

$$P(10 \text{ heads in } 20 \text{ tosses}) = \binom{20}{10} \left(\frac{1}{2}\right)^{10} \left(\frac{1}{2}\right)^{10} \approx 0.1762.$$

Answer 2: You might expect the probability to be the same before but:

$$P(20 \text{ heads in } 40 \text{ tosses}) = \binom{40}{20} \left(\frac{1}{2}\right)^{20} \left(\frac{1}{2}\right)^{20} \approx 0.1254.$$

By the law of large numbers the numbers of heads and tails will be “roughly” equal [11, Section 8.4], but they are unlikely to be exactly the same, and this event becomes less likely as the number of tosses increases.

Simulation

Probability of 10 heads for 20 tosses = 0.1762

Proportion of 10 heads for 20 tosses = 0.1790

Probability of 20 heads for 40 tosses = 0.1254

Proportion of 20 heads for 40 tosses = 0.1212

Probability of 50 heads for 100 tosses = 0.0796

Proportion of 50 heads for 100 tosses = 0.0785

19. Isaac Newton helps Samuel Pepys

Question 1: What is the probability of obtaining *at least one* 6 when 6 dice are thrown?

Question 2: What is the probability of obtaining *at least two* 6's when 12 dice are thrown?

Question 3: Develop a formula for the probability of obtaining at least n 6's when $6n$ dice are thrown.

Solution

Answer 1: The probability is the complement of the probability of obtaining zero 6's in 6 throws:

$$P(\text{at least one } 6) = 1 - \left(\frac{5}{6}\right)^6 \approx 0.6651.$$

Answer 2: The probability is the complement of the probability of obtaining zero or one 6's in 12 throws:

$$P(\text{at least two 6s}) = 1 - \left(\frac{5}{6}\right)^{12} - \binom{12}{1} \left(\frac{1}{6}\right)^1 \left(\frac{5}{6}\right)^{11} \approx 0.6187.$$

This event is less probable than the previous one.

Answer 3: The probability is the complement of the probability of obtaining less than n 6's in $6n$ throws:

$$\begin{aligned} P(\text{at least } n \text{ 6s}) &= 1 - \binom{6n}{0} \left(\frac{1}{6}\right)^0 \left(\frac{5}{6}\right)^{6n-0} - \binom{6n}{1} \left(\frac{1}{6}\right)^1 \left(\frac{5}{6}\right)^{6n-1} - \dots \\ &= 1 - \sum_{i=0}^{n-1} \binom{6n}{i} \left(\frac{1}{6}\right)^i \left(\frac{5}{6}\right)^{6n-i}. \end{aligned}$$

Simulation

For 6 dice to throw 1 sixes:

Probability = 0.6651

Proportion = 0.6566

For 12 dice to throw 2 sixes:

Probability = 0.6187

Proportion = 0.6220

For 18 dice to throw 3 sixes:

Probability = 0.5973

Proportion = 0.5949

For 96 dice to throw 16 sixes:

Probability = 0.5424

Proportion = 0.5425

For 360 dice to throw 60 sixes:

Probability = 0.5219

Proportion = 0.5250

20. The three-cornered duel

A, B, C fight a sequence of duels. Each of them has a fixed probability of winning a duel regardless of who the opponent is:

$$P(A) = 0.3, \quad P(B) = 1, \quad P(C) = 0.5.$$

A person who is hit no longer participates in the duels. The shots are fired one at a time sequentially in the order A, B, C . If two opponents are still standing the shooter can decide whom to fire at. Assume that each person makes the optimal decision for each duel.

Question 1: What is A 's best strategy?

Question 2: Suppose that A fires the first shot into the air. Is this a better strategy?

Hint: Give a formal definition for one strategy is better than another.

Hint: Compute the conditional probabilities of A winning depending on whether A chooses to shoot first at B or C .

Solution

Let I_X be the indicator variable for X winning the sequence of duels:

$$I_X = \begin{cases} 1, & X \text{ wins the sequence of duels} \\ 0, & X \text{ loses the sequence of duels.} \end{cases} \quad (13)$$

Strategy s_1 for X is better strategy s_2 if the expectation of I_X is greater for s_1 than for s_2 .

Notation: $X \xrightarrow{H} Y$ denotes that X shoots at Y and hits. $X \xrightarrow{M} Y$ denotes that X shoots at Y and misses.

Answer 1: Compute the conditional probabilities of A winning.

Case 1: A chooses to shoot first at C .

If $A \xrightarrow{M} C$ (probability 0.7) then $B \xrightarrow{H} C$ since C is more dangerous than A . A now shoots again at B with probability 0.3 of hitting, but if A misses then $B \xrightarrow{H} A$ with probability 1 and A loses.

If $A \xrightarrow{H} C$ (probability 0.3) then $B \xrightarrow{H} A$ with probability 1 and A loses.

Compute the expectation of I_A :

$$E(A \text{ wins} \mid A \text{ chooses to shoot first at } C) =$$

$$\underbrace{A \xrightarrow{M} C, B \xrightarrow{H} C, A \xrightarrow{H} B}_{1 \cdot (0.7 \cdot 1 \cdot 0.3)} + \underbrace{A \xrightarrow{M} C, B \xrightarrow{H} C, A \xrightarrow{M} B, B \xrightarrow{H} A}_{0 \cdot (0.7 \cdot 1 \cdot 0.7 \cdot 1)} + \underbrace{A \xrightarrow{H} C, B \xrightarrow{H} A}_{0 \cdot (0.3 \cdot 1)} = 0.2100.$$

Case 2: A chooses to shoot first at B .

If $A \xrightarrow{M} B$ (probability 0.7) then as before $B \xrightarrow{H} C$ and A has one more chance to hit B (probability 0.3), otherwise $B \xrightarrow{H} A$ with probability 1 and A loses.

If $A \xrightarrow{H} B$ (probability 0.3) then A, C alternately shoot at each other until one is hit. The possibilities are:

- (1) $C \xrightarrow{H} A$
- (2) $C \xrightarrow{M} A \xrightarrow{H} C$
- (3) $C \xrightarrow{M} A \xrightarrow{M} C \xrightarrow{H} A$
- (4) $C \xrightarrow{M} A \xrightarrow{M} C \xrightarrow{M} A \xrightarrow{H} C$
- (5) $C \xrightarrow{M} A \xrightarrow{M} C \xrightarrow{M} A \xrightarrow{M} C \xrightarrow{H} A$
- (6) $C \xrightarrow{M} A \xrightarrow{M} C \xrightarrow{M} A \xrightarrow{M} C \xrightarrow{M} A \xrightarrow{H} C$
- ...

The probability of A wins by eventually hitting C is the sum of the probabilities of the even-numbered scenarios in the list:

$$\begin{aligned} P(A \text{ wins} \mid A \text{ hits } B) &= (0.5 \cdot 0.3) + \\ &\quad (0.5 \cdot 0.7)(0.5 \cdot 0.3) + \\ &\quad (0.5 \cdot 0.7)(0.5 \cdot 0.7)(0.5 \cdot 0.3) + \dots \\ &= 0.15 \sum_{i=0}^{\infty} 0.35^i = \frac{0.15}{1 - 0.35} = \frac{3}{13} \approx 0.2308. \end{aligned}$$

Similarly, the probability of C winning is $\frac{0.5}{1 - 0.35} = \frac{10}{13} \approx 0.7692$.

The expectation is:

$$\begin{aligned} E(A \text{ wins}) &= E(A \text{ wins} \mid A \text{ misses } B) + E(A \text{ wins} \mid A \text{ hits } B) = \\ &\quad \underbrace{A \xrightarrow{M} B, B \xrightarrow{H} C, A \xrightarrow{H} B}_{1 \cdot (0.7 \cdot 1 \cdot 0.3)} + \underbrace{A \xrightarrow{M} B, B \xrightarrow{H} C, A \xrightarrow{M} B, B \xrightarrow{H} A}_{0 \cdot (0.7 \cdot 1 \cdot 0.7 \cdot 1)} + \underbrace{A \xrightarrow{H} B, C \xrightarrow{H} *A, A \xrightarrow{H} C}_{1 \cdot 0.2308} + \\ &\quad \underbrace{A \xrightarrow{H} B, C \xrightarrow{H} *A, C \xrightarrow{H} A}_{0 \cdot 0.7692} \approx 0.2792, \end{aligned}$$

which is higher than the expectation of winning by shooting at C first.

Answer 2: If A shoots into the air not hitting anyone (probability 1) then $B \xrightarrow{H} C$ with probability 1 and A can try to hit B with probability 0.3. The expectation is:

$$E(A \text{ wins} \mid A \text{ shoots in the air}) = 1 \cdot (1 \cdot 1 \cdot 0.3) + 0 \cdot (1 \cdot 1 \cdot 0.7) = 0.3,$$

which is better than the expectation for the other two strategies!

Simulation

For A fires first at C :

Expectation of wins = 0.2100

Average wins = 0.2138

For A fires first at B :

Expectation of wins = 0.2792

Average wins = 0.2754

For A fires in the air:

Expectation of wins = 0.3000

Average wins = 0.3000

21. Should you sample with or without replacement? ^D

Urn A contains 2 red balls and 1 green ball, and urn B contains 101 red balls and 100 green balls. An urn is chosen at random and two balls are randomly drawn from the selected

urn. You win if you correctly identify whether the selected urn was A or B based on the colors of the balls that were drawn.

Compute the probabilities of winning for each of the following rules and decide which gives you the highest probability of winning.

Question 1: The first ball is replaced before the second drawing.

Question 2: The first ball is not replaced before the second drawing.

Question 3: After the first ball is drawn you can decide whether it will be replaced or not.

Hint: When computing probabilities:

$$\frac{101}{201} \approx \frac{100}{201} \approx \frac{100}{200} \approx \frac{1}{2}.$$

Solution

There are four outcomes which we denote by RR, RG, GR, GG . For each rule compute the conditional probabilities of the four outcomes given that urn A or urn B was selected initially. These probabilities must be multiplied by $1/2$ because the selection of an urn is random.

Answer 1: Drawing with replacement:

$$\begin{array}{rcl} P(RR|A) & = & \frac{2}{3} \cdot \frac{2}{3} = \frac{4}{9} \\ P(RR|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\ \hline P(RG|A) & = & \frac{2}{3} \cdot \frac{1}{3} = \frac{2}{9} \\ P(RG|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\ \hline P(GR|A) & = & \frac{1}{3} \cdot \frac{2}{3} = \frac{2}{9} \\ P(GR|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\ \hline P(GG|A) & = & \frac{1}{3} \cdot \frac{1}{3} = \frac{1}{9} \\ P(GG|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \end{array}$$

If the outcome is RR there is a higher probability that urn A was selected ($4/9$) than that urn B was selected ($1/4$); otherwise, there is a higher probability that urn B was selected:

$$P(\text{winning}) = \frac{1}{2} \left(\frac{4}{9} + \frac{1}{4} + \frac{1}{4} + \frac{1}{4} \right) = \frac{43}{72} \approx 0.5972.$$

Answer 2: Drawing without replacement:

$$\begin{array}{rcl}
 P(RR|A) & = & \frac{2}{3} \cdot \frac{1}{2} = \frac{1}{3} \\
 P(RR|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\
 \hline
 P(RG|A) & = & \frac{2}{3} \cdot \frac{1}{2} = \frac{1}{3} \\
 P(RG|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\
 \hline
 P(GR|A) & = & \frac{1}{3} \cdot 1 = \frac{1}{3} \\
 P(GR|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\
 \hline
 P(GG|A) & = & \frac{1}{3} \cdot 0 = 0 \\
 P(GG|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4}
 \end{array}$$

If the outcome is GG there is (of course!) a higher probability that urn B was selected than that urn A was selected; otherwise, there is a higher probability that urn A was selected:

$$P(\text{winning}) = \frac{1}{2} \left(\frac{1}{3} + \frac{1}{3} + \frac{1}{3} + \frac{1}{4} \right) = \frac{5}{8} = 0.6250,$$

which is greater than the probability of winning when sampling with replacement.

Answer 3: The decision is based on the outcome of the first draw.

If the first drawing is from urn A the probabilities must also be conditioned on the decision to sample with or without replacement. Drawing first from urn B does not affect the probabilities because of the approximation in the hint.

$$\begin{array}{rcl}
 P(RR|A, w) & = & \frac{2}{3} \cdot \frac{2}{3} = \frac{4}{9} \\
 P(RR|A, w/o) & = & \frac{2}{3} \cdot \frac{1}{2} = \frac{1}{3} \\
 P(RR|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\
 \hline
 P(RG|A, w) & = & \frac{2}{3} \cdot \frac{1}{3} = \frac{2}{9} \\
 P(RG|A, w/o) & = & \frac{2}{3} \cdot \frac{1}{2} = \frac{1}{3} \\
 P(RG|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\
 \hline
 P(GR|A, w) & = & \frac{1}{3} \cdot \frac{2}{3} = \frac{2}{9} \\
 P(GR|A, w/o) & = & \frac{1}{3} \cdot 1 = \frac{1}{3} \\
 P(GR|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4} \\
 \hline
 P(GG|A, w) & = & \frac{1}{3} \cdot \frac{1}{3} = \frac{1}{9} \\
 P(GG|A, w/o) & = & \frac{1}{3} \cdot 0 = 0 \\
 P(GG|B) & = & \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4}
 \end{array}$$

If a red ball is drawn first then $\frac{4}{9} > \frac{1}{4}$ and $\frac{2}{9} < \frac{1}{4}$ with replacement, whereas $\frac{1}{3} > \frac{1}{4}$ and $\frac{1}{3} > \frac{1}{4}$ without replacement, so the second ball can help identify the urn only if the drawing is done *with* replacement: urn *A* if red, urn *B* if green. Choose draw with replacement:

$$P(\text{winning if red first}) = \frac{1}{2} \left(\frac{4}{9} + \frac{1}{4} \right) = \frac{25}{72}.$$

If a green ball is drawn first then $\frac{2}{9} < \frac{1}{4}$ and $\frac{1}{9} < \frac{1}{4}$ with replacement, whereas $\frac{1}{3} > \frac{1}{4}$ and $0 < \frac{1}{4}$ without replacement, so the second ball can help identify the urn only if the drawing is done *without* replacement: urn *A* if red, urn *B* if green. Choose draw without replacement:

$$P(\text{winning if green first}) = \frac{1}{2} \left(\frac{1}{3} + \frac{1}{4} \right) = \frac{7}{24}.$$

The probability of winning is:

$$P(\text{winning}) = \frac{25}{72} + \frac{7}{24} = \frac{23}{36} \approx 0.6389,$$

which is greater than the probability of winning when the decision to draw with or without replacement is made before drawing the first ball.

Simulation

With replacement:

Expectation of winning = 0.5972

Average wins = 0.5976

Without replacement:

Expectation of winning = 0.6250

Average wins = 0.6207

Decide after first draw:

Expectation of winning = 0.6389

Average wins = 0.6379

22. The ballot box

In an election there are two candidates *A* and *B*. *A* receives *a* votes and *B* receives *b* votes, $a > b$. The votes are counted one-by-one and the running totals (a_i, b_i) , $1 \leq i \leq a + b$ are updated as each vote is counted. What is the probability that for at least one *i*, $a_i = b_i$?

Question 1: Solve for $a = 3, b = 2$ by listing the running totals (a_i, b_i) for $1 \leq i \leq 5$.

Question 2: Solve for all $a > b$.

Hint 1: What can you say about the identity of the candidate who leads until the *first* tie?

Hint 2: What is the significance of the first vote counted?

Solution

Answer 1: The number of arrangements of running totals is $\binom{5}{2} = \binom{5}{3} = 10$, because the positions of the votes for one candidate determine the positions of the votes for the other candidate. The following table lists the possible arrangements of the votes and the corresponding running totals (a_i, b_i) with the first ties emphasized:

A	A	A	B	B	(1, 0)	(2, 0)	(3, 0)	(3, 1)	(3, 2)
A	A	B	A	B	(1, 0)	(2, 0)	(2, 1)	(3, 1)	(3, 2)
A	B	A	A	B	(1, 0)	(1, 1)	(2, 1)	(3, 1)	(3, 2)
B	A	A	A	B	(0, 1)	(1, 1)	(2, 1)	(3, 1)	(3, 2)
A	A	B	B	A	(1, 0)	(2, 0)	(2, 1)	(2, 2)	(3, 2)
A	B	A	B	A	(1, 0)	(1, 1)	(2, 1)	(2, 2)	(3, 2)
B	A	A	B	A	(0, 1)	(1, 1)	(2, 1)	(2, 2)	(3, 2)
A	B	B	A	A	(1, 0)	(1, 1)	(1, 2)	(2, 2)	(3, 2)
B	A	B	A	A	(0, 1)	(1, 1)	(1, 2)	(2, 2)	(3, 2)
B	B	A	A	A	(0, 1)	(0, 2)	(1, 2)	(2, 2)	(3, 2)

There are ties in all the arrangements except for the first two so:

$$P(\text{tie occurs for } (3, 2) \text{ votes}) = \frac{8}{10} = \frac{4}{5}.$$

Answer 2: We begin with a discussion on how to approach the second question. Here are four arrangements for $(a, b) = (3, 2)$ votes until the *first tie* occurs:

A leads until tie				B leads until tie			
A	B			B	A		
A	A	B	B	B	B	A	A

For every arrangement where A leads until the first tie, there is a mirror image arrangement where B leads until the first tie. Before the first tie one of the candidates must be leading. If the first vote counted is for B there must be a tie later in the count since $a > b$. The probability that the first vote is for B is:

$$P(\text{tie occurs for } (a, b) \text{ votes} \mid \text{first vote is for } B) = \frac{b}{a + b}.$$

By mirroring the positions of the votes, the number of sequences resulting in a tie that begin with a vote for A is the same as the number of sequences resulting in a tie that begin with a vote for B . Therefore:

$$P(\text{tie occurs for } (a, b) \text{ votes}) = 2 \cdot \frac{b}{a + b}.$$

Check:

$$P(\text{tie occurs for } (3, 2) \text{ votes}) = 2 \cdot \frac{2}{2 + 3} = \frac{4}{5}.$$

Simulation

For $a = 3, b = 2$:
 Probability of a tie = 0.8000
 Proportion of ties = 0.8118
 For $a = 10, b = 8$:
 Probability of a tie = 0.8889
 Proportion of ties = 0.8977
 For $a = 20, b = 18$:
 Probability of a tie = 0.9474
 Proportion of ties = 0.9354

23. Ties in matching pennies^D

Toss two fair coins N times, N even, and keep count of how many times the parity is even (heads-heads or tails-tails) and how many times the parity is odd (heads-tails or tails-heads). What is the probability of obtaining a tie (not counting the 0-0 tie at the start)?

Question 1: Solve for $N = 4$ by writing out all the possible outcomes.

Question 2: Solve for $N = 6$ by developing a formula for the probability.

Question 3: Explain why the probability for the odd number $N + 1$ is the same as the probability for the even number N .

Hint: Use the solution of Problem 22.

Solution

Answer 1: Denote tosses with even parity by E and tosses with odd parity by O . Ten out of the sixteen arrangements of tosses have ties (emphasized):

EEEE EEEO EEOE **EEOO** EOEE EOEO EOOE EOOO
 OEEE **OEE**O OEOE **OEOO** OOOE OOEO OOOE OOOO

Answer 2: By Problem 22:

$$P(\text{tie on toss } i) = \begin{cases} 2i/N & \text{if } i \leq N/2 \\ 2(N-i)/N & \text{if } i \geq N/2, \end{cases} \quad (14)$$

since the ballot box problem showed that the smaller value determines the probability.

The probability of i evens is given by the binomial distribution:

$$P(i \text{ evens}) = \binom{N}{i} \left(\frac{1}{2}\right)^i \left(\frac{1}{2}\right)^{N-i} = \binom{N}{i} \left(\frac{1}{2}\right)^N = 2^{-N} \binom{N}{i}. \quad (15)$$

The probability of a tie is the sum over i of the probability of obtaining i evens times the probability of a tie on the i th toss (Equation 14). For $N = 6$ and using $\binom{N}{i} = \binom{N}{N-i}$:

$$\begin{aligned}
P(\text{ties}) &= \frac{2 \cdot 2^{-6}}{6} \sum_{i=0}^6 i \binom{6}{i} \\
&= \frac{1}{192} \left(0 \cdot \binom{6}{0} + 1 \cdot \binom{6}{1} + 2 \cdot \binom{6}{2} + 3 \cdot \binom{6}{3} + 4 \cdot \binom{6}{4} + 5 \cdot \binom{6}{5} + 6 \cdot \binom{6}{6} \right) \\
&= \frac{1}{192} \left(2 \cdot \binom{6}{1} + 4 \cdot \binom{6}{2} + 3 \cdot \binom{6}{3} \right) \\
&= \frac{132}{192} \approx 0.6875.
\end{aligned}$$

Answer 3: The first tie on the $N + 1$ 'st toss occurs only if the counts are nearly equal after the N th toss:

$$\begin{aligned}
&((N/2) - 1, (N/2) + 1) \\
&((N/2), (N/2)) \\
&((N/2) + 1, (N/2) - 1)
\end{aligned}$$

but whatever the outcome of the final toss the counts will not be equal.

Simulation

For 4 tosses:

Probability of ties = 0.6250

Proportion of ties = 0.6192

For 6 tosses:

Probability of ties = 0.6875

Proportion of ties = 0.6900

For 7 tosses:

Probability of ties = 0.6875

Proportion of ties = 0.6811

For 10 tosses:

Probability of ties = 0.7539

Proportion of ties = 0.7559

For 20 tosses:

Probability of ties = 0.8238

Proportion of ties = 0.8255

25. Lengths of random chords

Select a random chord in the unit circle. What is the probability that the length of the chord is greater than 1?

To solve the problem you first have to decide what “select a random chord” means. Solve the problem for each of the following possibilities:

Question 1: The distance of the chord from the center of the circle is uniformly distributed.

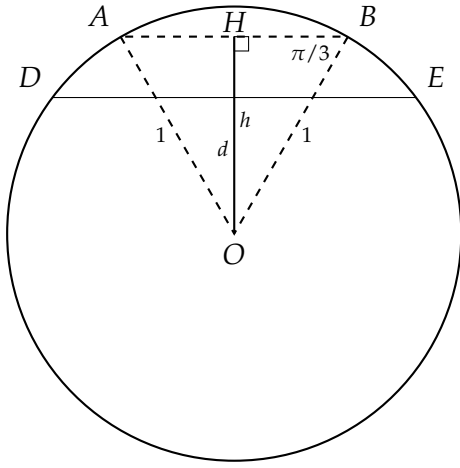


Figure 3(a) Distance of chord from center uniformly distributed in $(0, 1)$

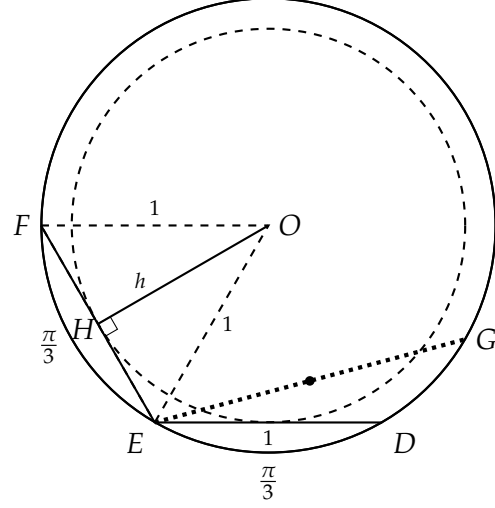


Figure 3(b) Midpoint of chord uniformly distributed within the circle

Question 2: The midpoint of the chord is uniformly distributed within the circle.

Question 3: The endpoints of the chord are uniformly distributed on the circumference of the circle.

Solution

Answer 1: A chord is larger than the radius if it is closer to the center than a chord of length 1. Let \overline{AB} be a chord of length 1 and construct the altitude $h = \overline{OH}$ from the center O to the chord (Figure 3(a)). Since $\triangle AOB$ is equilateral $\angle ABO = \pi/3$ and since $\triangle OHB$ is a right triangle:

$$h = \sin \frac{\pi}{3} / 1 = \frac{\sqrt{3}}{2}.$$

Let d be the distance of a chord \overline{DE} from the center. By assumption d is uniformly distributed in $(0, 1)$ so:

$$P(\overline{DE} > 1) = P(d < h) = \frac{h}{1} = \frac{\sqrt{3}}{2} \approx 0.866.$$

Answer 2: Construct a circle with center O and radius h , where h is the length of the altitude to a chord of length 1. A tangent to any point H on this circle will be a chord \overline{FE} whose length is 1. Any chord \overline{EG} whose midpoint is within this circle will have a length greater than 1 (Figure 3(b)). The probability that the length of the chord is greater than 1 is therefore the ratio of the areas of the two circles:

$$P(\overline{EG} > 1) = \frac{\pi \cdot h^2}{\pi \cdot 1^2} = h^2 = \frac{3}{4}.$$

This is the square of the probability computed in the previous question.

Answer 3: Choose an arbitrary point on the circumference of the unit circle (E in Figure 3(b)). Any other point on the circumference (such as G in the Figure) determines a chord whose length is greater than one unless that point falls on the arcs \widehat{EF} or \widehat{ED} . The probability is therefore the ratio of the longer arc \widehat{FD} to the circumference of the unit circle:

$$P(\overline{EG} > 1) = \frac{(2\pi - (2\pi/3)) \cdot 1}{2\pi \cdot 1} = \frac{2}{3}.$$

Simulation

The simulation is for choosing two random points on the circumference.

Probability of long chords = 0.6667

Proportion of long chords = 0.6627

26. The hurried duelers

A and B arrive at a meeting point at a random time with uniform distribution within a one-hour period. If A arrives first and B does not arrive within 5 minutes, A leaves. Similarly if B arrives first and A does not arrive within 5 minutes, B leaves. What is the probability that they meet?

Time within the one-hour period is *continuous* in the range $[0, 1]$, that is, you cannot *count* a discrete number of minutes or seconds to compute probabilities. You can compute the probabilities of *durations*.

Hint: Draw a graph with A 's time of arrival as the x -axis and B 's time of arrival as the y -axis.

Solution

Without loss of generality assume that A arrives first. If A arrives at $t_A = 0$ and if B arrives before $t_B = 5/60$ they meet, otherwise they do not. This is shown in Figure 4 by the small square at the origin. If A arrives later, B also has to arrive later by the same amount. For example, if A arrives at $t_A = 15$, B must arrive between $t_B = 15$ and $t_B = 20$. Therefore, the meeting will take place during a square of time obtained by moving the square by 15 along both axes from $(0, 0)$ to $(15/60, 15/60)$.

The probability of a meeting is the ratio of the area of the graph colored gray to the area of the large square. It is easier to compute the complement which is the ratio of the area of the two triangles to the area of the large square:

$$\begin{aligned} P(A, B \text{ meet}) &= 1 - P(A, B \text{ don't meet}) \\ &= 1 - 2 \cdot \left(\frac{1}{2} \cdot \frac{55}{60} \cdot \frac{55}{60} \right) = \frac{23}{144} \approx 0.1597. \end{aligned}$$

Simulation

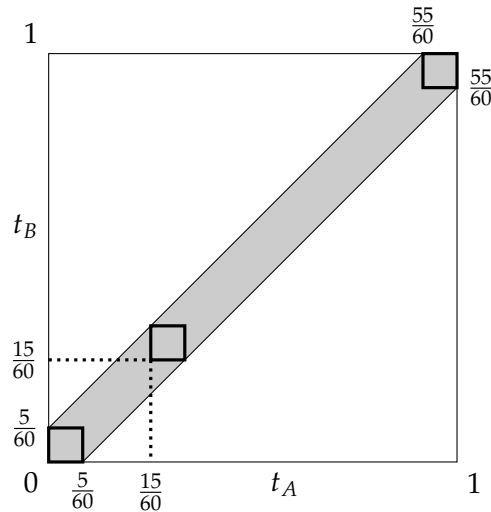


Figure 4: Times that ensure a meeting between A and B

Probability of meeting = 0.1597

Proportion of meetings = 0.1549

27. Catching the cautious counterfeiter

There are n boxes each containing n coins one of which is counterfeit. Draw one coin from each box and test it to determine whether it is counterfeit or genuine. What is the probability that all the coins that are drawn are real?

Question 1: Solve for $n = 10$.

Question 2: Solve for $n = 100$.

Question 3: Solve for arbitrary n .

Question 4: Develop a formula for limit of the probability as n tends to infinity.

Solution

The draws are independent so the probability is the product of the individual probabilities.

Answer 1:

$$P(\text{all coins are genuine}) = \left(\frac{9}{10}\right)^{10} = 0.3487.$$

Answer 2:

$$P(\text{all coins are genuine}) = \left(\frac{99}{100}\right)^{100} = 0.3660.$$

Answer 3:

$$P(\text{all coins are genuine}) = \left(\frac{n-1}{n}\right)^n.$$

Answer 4:

$$\lim_{n \rightarrow \infty} \left(1 - \frac{1}{n}\right)^n = \frac{1}{e} \approx 0.3679. \quad (16)$$

This limit can be proved using differential calculus. Compute the limit of the natural logarithm of the lefthand side of Equation 16:

$$\lim_{n \rightarrow \infty} \ln \left(1 - \frac{1}{n}\right)^n = \lim_{n \rightarrow \infty} n \ln \left(1 - \frac{1}{n}\right) = \lim_{n \rightarrow \infty} \frac{\ln \left(1 - \frac{1}{n}\right)}{1/n}.$$

Taking the limit gives $(\ln 1)/0 = 0/0$ but by l'Hôpital's rule we can replace expression by the quotient of the derivatives where we recall that $(\ln x)' = x'(1/x)$:

$$\begin{aligned} \lim_{n \rightarrow \infty} \ln \left(1 - \frac{1}{n}\right)^n &= \lim_{n \rightarrow \infty} \frac{(-(-n^{-2})) \left(1 - \frac{1}{n}\right)^{-1}}{-n^{-2}} = \lim_{n \rightarrow \infty} -\frac{1}{\left(1 - \frac{1}{n}\right)} = -1 \\ \lim_{n \rightarrow \infty} \left(1 - \frac{1}{n}\right)^n &= e^{-1}. \end{aligned}$$

Simulation

For 10 boxes:

Probability of all real = 0.3487

Proportion all real = 0.3480

For 100 boxes:

Probability of all real = 0.3660

Proportion all real = 0.3730

For 200 boxes:

Probability of all real = 0.3670

Proportion all real = 0.3690

28. Catching the greedy counterfeiter

There are n boxes each containing n coins m of which are counterfeit. Draw one coin from each box and test it to determine whether it is counterfeit or genuine. What is the probability $P(n, m, r)$ that r of the coins that are drawn are counterfeit?

Question 1: Develop a formula for $P(n, m, r)$.

Question 2: Compute $P(20, 10, 2), P(20, 10, 8), P(20, 5, 2), P(20, 5, 4)$.

Solution

Answer 1: There are $\binom{n}{r}$ choices of boxes from which the counterfeit coins can be drawn. From the binomial distribution:

$$P(n, m, r) = \binom{n}{r} \left(\frac{m}{n}\right)^r \left(\frac{n-m}{n}\right)^{n-r}.$$

Answer 2:

$$P(20, 10, 2) = \binom{20}{2} \left(\frac{10}{20}\right)^2 \left(\frac{10}{20}\right)^{18} \approx 0.0002$$

$$P(20, 10, 8) = \binom{20}{8} \left(\frac{10}{20}\right)^8 \left(\frac{10}{20}\right)^{12} \approx 0.1201$$

$$P(20, 5, 2) = \binom{20}{2} \left(\frac{5}{20}\right)^2 \left(\frac{15}{20}\right)^{18} \approx 0.0669$$

$$P(20, 5, 4) = \binom{20}{4} \left(\frac{5}{20}\right)^4 \left(\frac{15}{20}\right)^{16} \approx 0.1897.$$

Simulation

For 10 bad coins, 2 draws:
Probability of counterfeit = 0.0002
Proportion counterfeit = 0.0002
For 10 bad coins, 8 draws:
Probability of counterfeit = 0.1201
Proportion counterfeit = 0.1181
For 5 bad coins, 2 draws:
Probability of counterfeit = 0.0669
Proportion counterfeit = 0.0688
For 5 bad coins, 4 draws:
Probability of counterfeit = 0.1897
Proportion counterfeit = 0.1905

Using the limit from Problem 27, Mosteller shows that for m, r given, as n tends to infinity:

$$\lim_{n \rightarrow \infty} P(n, m, r) = \frac{e^{-m} m^r}{r!}. \quad (17)$$

Here is a comparison of the probabilities for $m = 10, r = 8$ for increasing values of n :

Limit = 0.11259903, binomial = 0.11482303, n = 100
Limit = 0.11259903, binomial = 0.11282407, n = 1000
Limit = 0.11259903, binomial = 0.11262155, n = 10000
Limit = 0.11259903, binomial = 0.11259926, n = 1000000

29. Moldy gelatin

A rectangular plate is divided into n squares with an average of m microbes per square.

Question 1: Develop a formula for probability that there are exactly r microbes in the n squares.

Question 2: Compute the probability for $n = 100, m = 3, r = 3$.

Hint: This problem is similar the Problem 28.

Solution

Answer 1: p , the probability that a single square contains a microbe (ignoring the possibility that a microbe is partially contained within two or more squares), is m/n . Then $P(n, m, r)$, the probability that there are exactly r microbes in the n squares, is given by the binomial distribution:

$$P(n, m, r) = \binom{n}{r} \left(\frac{m}{n}\right)^r \left(\frac{n-m}{n}\right)^{n-r}.$$

Answer 2:

$$P(100, 3, 3) = \binom{100}{3} \left(\frac{3}{100}\right)^3 \left(\frac{97}{100}\right)^{97} \approx 0.2275.$$

Simulation The simulations were run for $m = r = 3$ and $m = r = 5$.

For 20 squares:

Probability of exactly 3 microbes = 0.2428

Proportion of exactly 3 microbes = 0.2436

Probability of exactly 5 microbes = 0.2023

Proportion of exactly 5 microbes = 0.1954

For 100 squares:

Probability of exactly 3 microbes = 0.2275

Proportion of exactly 3 microbes = 0.2247

Probability of exactly 5 microbes = 0.1800

Proportion of exactly 5 microbes = 0.1851

Equation 17 also applies here to compute the limit as n tends to infinity:

$$\begin{aligned}\lim_{n \rightarrow \infty} P(n, m, r) &= \frac{e^{-m} m^r}{r!} \\ \lim_{n \rightarrow \infty} P(n, 3, 3) &= \frac{e^{-3} \cdot 3^3}{3!} \approx 0.2240 \\ \lim_{n \rightarrow \infty} P(n, 5, 5) &= \frac{e^{-5} \cdot 5^5}{5!} \approx 0.1755.\end{aligned}$$

31. Birthday pairings

Question 1: For n people what is the probability $P(n)$ that two or more have the same birthday?

Question 2: What is the smallest value of n such that $P(n) > 0.5$?

Assume that the distribution of birthdays is uniform in the range $[1, 365]$.

Hint: Compute the probability that n people have *different* birthdays and take the complement.

Solution

Question 1: Select the n people one-by-one and check if they have the same birthday as the previous ones selected. For the first person you have 365 days, for the second person you have 364 days to choose from and so on:

$$1 - P(n) = \overbrace{\frac{365}{365} \cdot \frac{364}{365} \cdot \dots \cdot \frac{365 - (n-2)}{365} \cdot \frac{365 - (n-1)}{365}}^n = \frac{365! / (365 - n)!}{365^n}.$$

Question 2: Compute this value for various values of n or use a computer to loop from 1 to 365 until you find the first n such that $1 - P(n) < 0.5$. This turns out to be 23:

$$1 - P(23) = \frac{365!}{365^{23} \cdot 342!} \approx 0.4927.$$

Most people are surprised that 23 is the smallest value of n .

A modern calculator can compute $1 - P(23)$ but it is a worthwhile exercise to compute it with Stirling's approximation $\ln n! \approx n \ln n - n$:

$$\begin{aligned} \ln(1 - P(n)) &= \ln\left(\frac{365!}{342! \cdot 365^{23}}\right) = \ln 365! - \ln 342! - 23 \ln 365 \\ &\approx (365 \ln 365 - 365) - (342 \ln 342 - 342) - 23 \ln 365 \\ &\approx -0.7404 \\ 1 - P(n) &\approx e^{-0.7404} = 0.4769. \end{aligned}$$

The reader is invited to compute the probability with the following better approximation:

$$\ln n! \approx n \ln n - n + \frac{1}{6} \left(8n^3 + 4n^2 + n + \frac{1}{30} \right) + \frac{1}{2} \ln \pi.$$

Simulation

For 21 people:

Expectation of no pairs = 0.5563

Average no pairs = 0.5497

For 22 people:
 Expectation of no pairs = 0.5243
 Average no pairs = 0.5237
 For 23 people:
 Expectation of no pairs = 0.4927
 Average no pairs = 0.4933
 For 24 people:
 Expectation of no pairs = 0.4617
 Average no pairs = 0.4576
 For 25 people:
 Expectation of no pairs = 0.4313
 Average no pairs = 0.4345

32. Finding your birthmate

Your *birthmate* is a person with the same birthday as yours.

Why is finding a birthmate a different problem than finding a birthday pair?

Question 1: How many people do you have to ask until the probability $Q(n)$ of finding your birthmate becomes greater than 0.5?

Question 2: Solve the problem by using the approximation in Equation 16 (page 38).

Solution

Many people could have the same birthday which is considered a success for find a birthday pair, but not for finding a birthmate unless that birthday is the same as yours.

Answer 1: We find $1 - Q(n)$ the smallest number of people for which the probability that none of them are birthmates is less than 0.5. The probability that the first person you ask is not a birthmate is $364/365$, but that is also the probability that the second, third, ..., person is not a birthmate. The solution is the smallest n such that:

$$1 - Q(n) = \left(\frac{364}{365}\right)^n < \frac{1}{2}.$$

By searching or writing a computer program we find that $n = 253$:

$$\left(\frac{364}{365}\right)^{253} \approx 0.4995.$$

Answer 2: Equation 16 is:

$$\lim_{n \rightarrow \infty} \left(1 - \frac{1}{n}\right)^n = \frac{1}{e},$$

which can be used to approximate the probability:

$$\begin{aligned}
 1 - Q(n) &\approx \left(1 - \frac{1}{365}\right)^n = \left[\left(\frac{364}{365}\right)^{365}\right]^{n/365} \\
 &\approx e^{-n/365} \\
 1 - Q(253) &\approx e^{-253/365} \approx 0.5000.
 \end{aligned}$$

Simulation

For 251 people:

Probability of no match = 0.5023

Proportion no match = 0.5120

For 252 people:

Probability of no match = 0.5009

Proportion no match = 0.5055

For 253 people:

Probability of no match = 0.4995

Proportion no match = 0.4984

For 254 people:

Probability of no match = 0.4982

Proportion no match = 0.4987

For 255 people:

Probability of no match = 0.4968

Proportion no match = 0.5078

33. Relating the birthday pairings and the birthmate problems

Let $P(r)$ be the probability of finding a birthday pair (Problem 31) and let $Q(n)$ be the probability that out of n people at least one is your birthmate (Problem 32). Given r for what n does $P(r) \approx Q(n)$?

Solution 1

The solution is based on [7].

From the solution to Problem 31 we have:

$$\begin{aligned}
 1 - P(r) &= \frac{365}{365} \cdot \frac{365-1}{365} \cdot \frac{365-2}{365} \cdot \dots \cdot \frac{365-(r-1)}{365} \\
 &= 1 \left(1 - \frac{1}{365}\right) \left(1 - \frac{2}{365}\right) \cdot \dots \cdot \left(1 - \frac{r-1}{365}\right) \\
 &\approx 1 - \frac{1+2+3+\dots+(r-1)}{365} \\
 &= 1 - \frac{r(r-1)/2}{365},
 \end{aligned}$$

where the approximation in the third equation results from deleting powers of $1/365$ greater than one because they are too small to significantly affect the result.

Using the same approximation, from the solution to Problem 32 we have:

$$\begin{aligned} 1 - Q(n) &= \overbrace{\left(1 - \frac{1}{365}\right) \left(1 - \frac{1}{365}\right) \cdots \left(1 - \frac{1}{365}\right)}^n \\ &\approx 1 - \overbrace{\frac{1}{365} - \frac{1}{365} \cdots - \frac{1}{365}}^n \\ &\approx 1 - \frac{n}{365} \end{aligned}$$

Therefore $P(r) \approx Q(n)$ when:

$$n = \frac{r(r-1)}{2}.$$

For $r = 23$, $n = (23 \cdot 22)/2 = 253$.

Solution 2

Mosteller gives the following intuitive solution:

In comparing the birthday and birthmate problems, one observes that for r people in the birthday problem, there are $r(r-1)/2$ pairs or *opportunities* for like birthdays; whereas, if n people are questioned in the birthmate problem, there are only n opportunities for me to find one or more birthmates [7, p. 322].

From this he concludes that $n \approx r(r-1)/2$.

This reasoning can be understood as follows: For the birthday problem choose an arbitrary date and ask if two people out of r have *that birthday*. There are:

$$\binom{r}{2} = \frac{r!}{2!(r-2)!} = \frac{r(r-1)}{2}$$

ways of doing so. For the birthmate problem your own birthday is given. Any of the n people can have the same birthday. By equating the two expressions we have the n such that $P_{\text{pair}}(r) \approx P_{\text{mate}}(n)$.

Simulation

You can run the simulations using the programs for Problems 31, 32 and check this result.

34. Birthday holidays^D

A factory is closed whenever one of its workers has a birthday. There are no other holidays.

Question 1: How many workers should be employed in order to maximize the number of work-days in one year?

Question 2: What is the expectation of the ratio of the maximum work-days to 365^2 , the number of possible work-days if each one of 365 workers worked every day?

Hint: Prove that there must be a maximum by considering extreme cases, then develop a formula for the expectation of the number of work-days for a single day.

Solution

Answer 1: At one extreme if there is only one worker there are 364 work-days. If there are two workers there are $363 + 363 = 726$ workers days (ignoring the very small possibility that both workers have the same birthday). At the other extreme if there are one million workers the number of work-days will almost certainly be zero. Since the number of work-days rises initially and then returns to zero, there must be a maximum in between the extremes.

To simplify notation denote the number of days in a year by N and the number of workers by n .

Let p be the probability that a given day is a work-day, which is the probability that each worker has a birthday on some other day:

$$p = \overbrace{\frac{N-1}{N} \cdot \dots \cdot \frac{N-1}{N}}^n = \left(1 - \frac{1}{N}\right)^n.$$

On a work-day all workers work and on a holiday none do, so:

$$E(\text{work-days for a given day}) = n \cdot p^n + 0 \cdot (1 - p^n) = np^n.$$

All the days in the year have this same expectation so multiply by N to get the expectation for a year:

$$E(\text{work-days for a year}) = Nnp^n. \quad (18)$$

To find the maximum we take the derivative of Equation 18 with respect to n and use $(p^n)' = p^n \ln p$ which can be proved using the chain rule:

$$(p^n)' = ((e^{\ln p})^n)' = (e^{n \ln p})' = (e^{n \ln p})'(n \ln p)' = e^{n \ln p} \ln p = (e^{\ln p})^n \ln p = p^n \ln p.$$

The derivative of Equation 18 is therefore:

$$(Nnp^n)' = N(p^n + n(p^n)') = N(p^n + np^n \ln p),$$

which is 0 when:

$$n = -\frac{1}{\ln p}.$$

For $N = 365$ this gives $n = 364.5$. Since n is a positive integer the maximum is achieved at $n = 364$ or $n = 365$ which give the same expectation of the number of work-days:

$$E(\text{work-days for a year}) = Nnp^n$$

$$\begin{aligned}
&= 365 \cdot 364 \cdot \left(\frac{364}{365}\right)^{364} \\
&= 365 \cdot 364 \cdot \frac{365}{365} \left(\frac{364}{365}\right)^{364} \\
&= 365 \cdot 365 \cdot \left(\frac{364}{365}\right)^{365} \\
&\approx 48944.
\end{aligned}$$

Answer 2: The expectation of the ratio is:

$$E(\text{max work-days/possible work-days}) = \frac{365 \cdot 365 \cdot \left(\frac{364}{365}\right)^{365}}{365 \cdot 365} = \left(\frac{364}{365}\right)^{365} \approx 0.3674.$$

By Equation 16:

$$\lim_{n \rightarrow \infty} E(\text{max work-days/possible work-days}) = \lim_{N \rightarrow \infty} \left(1 - \frac{1}{N}\right) = \frac{1}{e}.$$

Simulation

For 100 people

Expectation work-days = 27742
Average work days = 27743
Ratio work-days / 365**2 = 0.2082

For 250 people

Expectation work-days = 45958
Average work days = 45939
Ratio work-days / 365**2 = 0.3450

For 364 people

Expectation work-days = 48944
Average work days = 48936
Ratio work-days / 365**2 = 0.3674

For 365 people

Expectation work-days = 48944
Average work days = 48917
Ratio work-days / 365**2 = 0.3674

35. The cliff-hanger

A particle is initially placed on the x -axis at position 1. At any position on the x -axis moves right with probability $2/3$ and left with probability $1/3$ (Figure 5).

Question 1: What is the probability that the particle will eventually be at position 0?

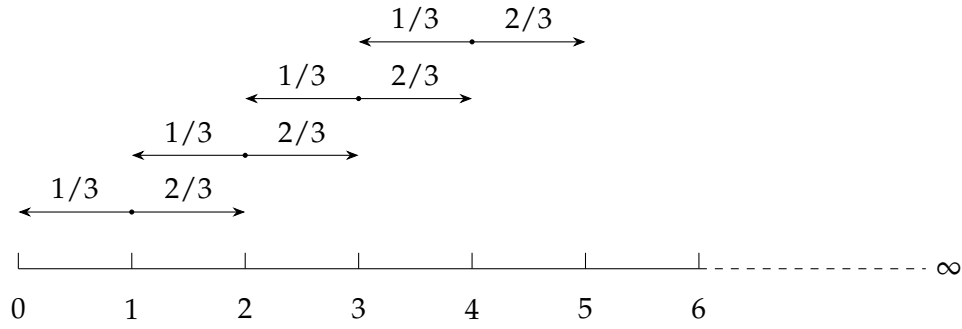


Figure 5: Can the particle return to 0 (axis is infinite to the right)?

Question 2: If the probability of moving right is p and the probability of moving left is $1 - p$, what is the probability that the particle will eventually be at position 0? Analyze the result for various values of p .

Hint: Use conditional probabilities after the first move.

Solution

Answer 1,2: Denote a move left by L and a move right by R . The particle can reach 0 directly by moving L with probability $\frac{1}{3}$, or by moving RLL with probability $\frac{2}{3} \cdot \frac{1}{3} \cdot \frac{1}{3}$, or by moving $RRLLL$ with probability $(\frac{2}{3})^2 (\frac{1}{3})^3, \dots$. This computations seems to be a straightforward geometric progression, but it ignores possibilities such as $RLRLL$ so a different approach is needed.

Denote by $P(i, j)$ the probability that the particle reaches i from j . Compute the probability that the particle reaches 0 from 1 conditioned on the first step:

$$\begin{aligned} P(0, 1) &= P(0, 1 | \text{first move left}) + P(0, 1 | \text{first move right}) \\ &= (1 - p) \cdot 1 + pP(1, 2)P(0, 1). \end{aligned}$$

But $P(1, 2) = P(0, 1)$ giving a quadratic equation in $P(0, 1)$:

$$\begin{aligned} P(0, 1) &= (1 - p) + pP(0, 1)^2 \\ pP(0, 1)^2 - P(0, 1) + (1 - p) &= 0 \\ P(0, 1) &= 1, \text{ or } (1 - p)/p. \end{aligned}$$

If $p \leq 1/2$ then $(1 - p)/p \geq 1$, so $P(0, 1) = 1$ is the only solution and it is certain that the particle will reach 0.

If $p = 1$ then $P(0, 1) = 0$: if the particle always moves to the right it cannot return to 0.

Suppose $P(0, 1) = 1$ for $1/2 < p < 1$, that is, $P(0, 1)$ *does not* depend on p . In Figure 6 the dashed red line shows the value $P(0, 1) = 1$ as p approaches 1 and the red dot shows

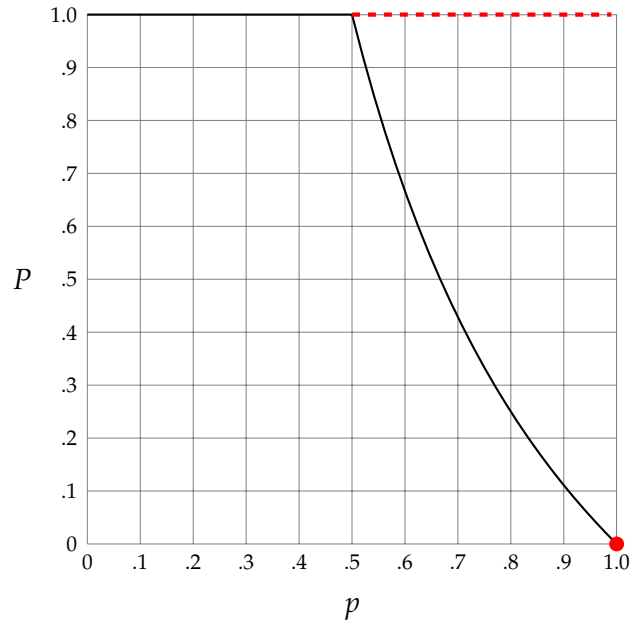


Figure 6: Graph of $P = \min(p/(1-p), 1)$ for $p \in [0, 1]$

$P(1, 0) = 0$ when p becomes 1. Since $P(0, 1)$ cannot suddenly “jump” from 1 to 0, the only solution is $P(0, 1) = (1-p)/p$ for $p > 1/2$.²

For $p = 2/3$, $Pp \leq 1/2 = 1/2$ and for $p = 1/2$, $Pp \leq 1/2 = 1$. This is surprising because one would not expect that the particle always returns to 0 if the direction of the moves were determined by flipping a fair coin! You have to have a very unfair coin (probability of heads is $2/3$) to even the chances of returning to 0.

Simulation

For probability = 0.2500:
 Probability of reaching 0 = 1.0000
 Proportion reaching 0 = 1.0000
 For probability = 0.5000:
 Probability of reaching 0 = 1.0000
 Proportion reaching 0 = 0.9612
 For probability = 0.6667:
 Probability of reaching 0 = 0.5000
 Proportion reaching 0 = 0.5043
 For probability = 0.7500:
 Probability of reaching 0 = 0.3333
 Proportion reaching 0 = 0.3316
 For probability = 0.8000:

²Mosteller writes that this follows by continuity but does not give a proof.

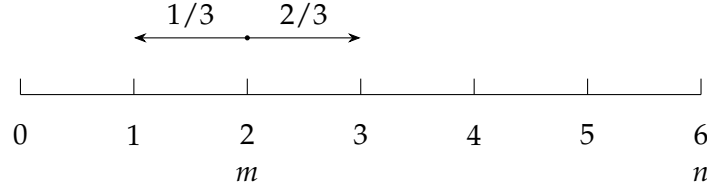


Figure 7: What is the probability that the particle reaches 0 or n ?

Probability of reaching 0 = 0.2500

Proportion reaching 0 = 0.2502

36. Gambler's ruin^D

A particle is initially placed on the x -axis at position $m \geq 1$. At any position on the x -axis moves right with probability $p > 1/2$ and left with probability $1 - p$.

Question 1: What is the probability that the particle will eventually be at position 0?

Question 2: Let $n > m$. If the particle reaches position 0 or position n its stops moving (Figure 7). What is the probability that the particle will eventually be at position 0? What is the probability that the particle will eventually be at position n ?

Note: Problem 35 is represents a gambler with a finite amount of money playing against a casino with unlimited money. The problem asks for the probabliiy that the gambler loses all his money. Problem 36(2) represents one gambler who starts with m playing against a second gambler who starts with $n - m$. The problem asks for the probabilities that *one* of the gamblers loses all his money to the other one.

Solution

The solution is based on [11, Chapter 3, Example 4m].

Denote by $P(i, j)$ the probability of reaching i from j

Answer 1: The solution to Problem 35 showed that for $p > 1/2$ (here it is given), if a particle is at position 1 the probability of reaching position 0 is $r = (1 - p)/p$. This probability does not depend on the absolute position of the particle, that is:

$$P(i, j) = P(i + k, j + k) = P(i - k, j - k),$$

therefore:

$$P(0, m) = P(m - 1, m)P(m - 2, m - 1) \cdots P(1, 2)P(0, 1) = r^m. \quad (19)$$

Answer 2: Abbreviate $P(n, i)$ by P_i and compute P_i :

$$P_i = pP_{i+1} + (1 - p)P_{i-1}$$

$$\begin{aligned}
pP_{i+1} &= (p + (1-p))P_i - (1-p)P_{i-1} \\
p(P_{i+1} - P_i) &= (1-p)(P_i - P_{i-1}) \\
P_{i+1} - P_i &= r(P_i - P_{i-1}).
\end{aligned}$$

$P_0 = 0$ since if the particle is at 0 it does not move. Therefore:

$$\begin{aligned}
P_2 - P_1 &= r(P_1 - P_0) = rP_1 \\
P_3 - P_2 &= r(P_2 - P_1) = r^2P_1 \\
&\dots = \dots \\
P_i - P_{i-1} &= r(P_{i-1} - P_{i-2}) = r^{i-1}P_1.
\end{aligned}$$

Most of the terms on the lefthand sides cancel when we add the equations:

$$\begin{aligned}
P_i - P_1 &= P_1 \sum_{j=2}^i r^{j-1} \\
&= P_1 + P_1 \sum_{j=2}^i r^{j-1} - P_1 \\
P_i &= P_1 \sum_{j=0}^{i-1} r^j = P_1 \left(\frac{1-r^i}{1-r} \right). \tag{20}
\end{aligned}$$

If the particle is at n then it is already at n so $P_n = 1$:

$$\begin{aligned}
1 &= P_1 \left(\frac{1-r^n}{1-r} \right) \\
P_1 &= \left(\frac{1-r}{1-r^n} \right). \tag{21}
\end{aligned}$$

From Equations 20, 21:

$$P(n, i) = \left(\frac{1-r^i}{1-r^n} \right). \tag{22}$$

Using a symmetrical argument exchanging p and $1-p$:

$$P(0, i) = \left(\frac{1-(1/r)^{n-i}}{1-(1/r)^n} \right). \tag{23}$$

We leave it to the reader to show that the sum of Equations 22, 23 is 1 meaning that one of the players will certainly win and one will lose. For $m = 1, n = 3, p = 2/3, r=1/2$:

$$\begin{aligned}
P(0, 1) &= \left(\frac{1 - \left(\frac{1}{2}\right)^1}{1 - \left(\frac{1}{2}\right)^3} \right) = \frac{4}{7} \\
P(3, 1) &= \left(\frac{1 - 2^2}{1 - 2^3} \right) = \frac{3}{7}.
\end{aligned}$$

Simulation

For probability = 0.6667:

Probability of reaching (0,10) from 1 = (0.4995,0.5005)

Proportion reaching (0,10) from 1 = (0.5056,0.4944)

Probability of reaching (0,10) from 4 = (0.0616,0.9384)

Proportion reaching (0,10) from 4 = (0.0643,0.9357)

Probability of reaching (0,10) from 6 = (0.0147,0.9853)

Proportion reaching (0,10) from 6 = (0.0123,0.9877)

For probability = 0.7500:

Probability of reaching (0,10) from 1 = (0.3333,0.6667)

Proportion reaching (0,10) from 1 = (0.3395,0.6605)

Probability of reaching (0,10) from 4 = (0.0123,0.9877)

Proportion reaching (0,10) from 4 = (0.0115,0.9885)

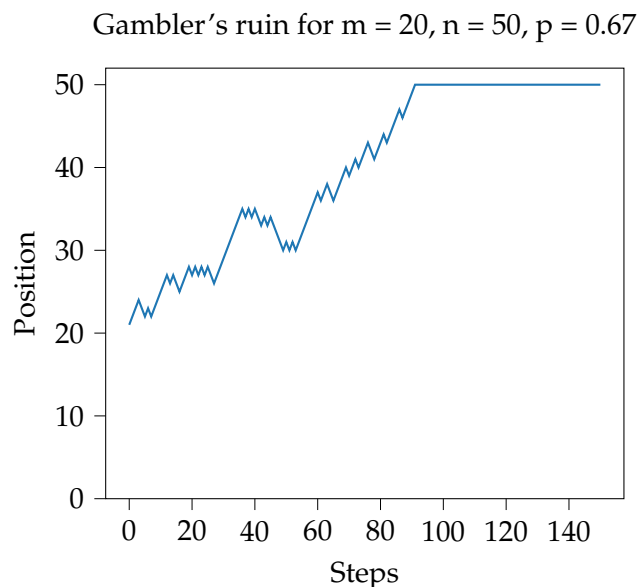
Probability of reaching (0,10) from 6 = (0.0014,0.9986)

Proportion reaching (0,10) from 6 = (0.0015,0.9985)

The greater the amount of money that the left player has and the greater his probability of winning each bet, the higher his probability of winning.

Plot of steps

This plot was generated by the Python library matplotlib; the source code appears in the file 36-gamblers-ruin-plot.py.



37. Bold play vs. cautious play

In roulette you can bet that the ball will fall into a pocket with an even number. The probability is $18/38$ since there are 18 even numbers, 18 odd numbers and 2 green numbers. Which of the following strategies is better?

1. Bold play: bet 20 in one round.
2. Cautious play: bet 1 per round until you win or lose 20.

Hint: Use the results of Problem 36.

Solution

The probability of winning with bold play is $18/38 \approx 0.4737$.

Cautious play is the gambler's ruin problem (Problem 36): you start with 20 and play until you reach 40 (have won 20) or until you reach 0 (have lost it all). The probability of winning with cautious play is therefore given by Equation 22 with $p = 18/38$ and $1 - p = 20/38$ so that $r = 20/18$:

$$P(40, 20) = \frac{1 - (20/18)^{20}}{1 - (20/18)^{40}} \approx 0.1084.$$

Bold play is preferable to cautious play.

Mosteller writes that the intuitive explanation for this result is that betting in more rounds exposes the player to the probability of 2/38 that the casino wins when the ball falls on a green number.

Simulation

Probability of bold wins	= 0.4737
Proportion bold wins	= 0.4677
Probability of cautious wins	= 0.1084
Proportion cautious wins	= 0.1094

39. The clumsy chemist

You have a large number of glass rods of length 1 with one end colored red (hatched) and the other colored blue (dotted). When you drop them on the floor they each break into three pieces with a uniform distribution of the length of the pieces (Figure 8(a)). What is the expectation of the length of the piece whose end is colored blue?

Hint: Instead of straight rods suppose that you are given (unmarked) glass rings that also break into three pieces (Figure 8(b)).

Solution 1

The rods are not symmetric because the end pieces are different from the center piece. However, the ring is symmetric so the distributions of all three pieces must be uniform with expectation $1/3$. By choosing and coloring one of breaks as shown in Figure 8(b),

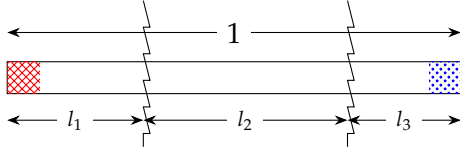


Figure 8(a) Breaking a rod into three pieces

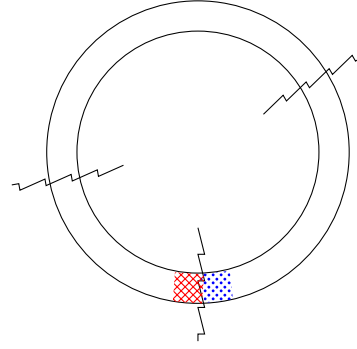


Figure 8(b) Breaking a ring into three pieces

the problem is now the same as that of the rods so the distributions remain the same, and therefore the expectation of the lengths of the pieces is also $1/3$.

Solution 2

Here is an elegant solution from [4].

Assume that the rod represents the line segment $(0, 1)$. The rod is broken in two places which are represented as two uniform independent random variables $X, Y \in (0, 1)$. Let us compute the probability $P(|X - Y| > a)$.

Table 1 shows points (x, y) , where $x, y \in \{0.0, 0.1, 0.2, \dots, 0.9\}$ and the decimal point is omitted. The values that appear in the table are $|X - Y|$. For $a = 0.6$ the entries in the upper left corner (denoted in bold) and the entries in the lower right corner (denoted in bold) are the outcomes for which $P(|X - Y| > a)$:

$$G(a) = P(|X - Y| > a) = 2 \cdot \frac{1}{2}(1 - a)(1 - a) = (1 - a)^2.$$

We are interested in the complement:

$$F(a) = 1 - G(a) = P(|X - Y| < a) = 1 - (1 - a)^2 = 2a - a^2.$$

This is the cumulative probability distribution (CPD) for the interval $(0, 1)$. The probability density function (PDF) can be obtained by differentiating the CDP:

$$f(a) = P(|X - Y| = a) = \frac{d}{da}F(a) = \frac{d}{da}(2a - a^2) = 2(1 - a).$$

The expectation is the integral of the PDF multiplied by the value:

$$E(|X - Y|) = \int_0^1 a \cdot 2(1 - a) da = 2 \left(\frac{a^2}{2} - \frac{a^3}{3} \right) \Big|_0^1 = \frac{1}{3}.$$

Simulation

		<i>a</i>									
	9	9	8	7	6	5	4	3	2	1	0
	8	8	7	6	5	4	3	2	1	0	1
	7	7	6	5	4	3	2	1	0	1	2
<i>a</i>	6	6	5	4	3	2	1	0	1	2	3
	5	5	4	3	2	1	0	1	2	3	4
	4	4	3	2	1	0	1	2	3	4	5
<i>y</i>	3	3	2	1	0	1	2	3	4	5	6
	2	2	1	0	1	2	3	4	5	6	7
	1	1	0	1	2	3	4	5	6	7	8
	0	0	1	2	3	4	5	6	7	8	9
		0	1	2	3	4	5	6	7	8	9
		<i>x</i>					<i>a</i>				

Table 1: Distribution of breaks on $(0, 1) \times (0, 1)$

Expectation of length of right piece = 0.3333

Average length of right piece = 0.3359

40. The first ace

Deal cards from the top of a well-shuffled deck of cards until an ace appears. What is the expectation of the number of cards that must be dealt?

Hint: Consider the deck of cards without the aces laid out in a row.

Solution

The cards form a “rod” of length 48 which is “broken” by the 4 aces into 5 “pieces.” From Problem 39 the expectation of the length of a “piece” is $48/5 = 9.6$.

Simulation

Expectation of first ace = 9.6000

Average first ace = 9.5805

42. The little end of the stick

A large number of glass rods each of length 1 are broken into two pieces each. The breaking point is uniformly distributed along the lengths of the rods.

Question 1: What is the expectation of the length of the *smaller* piece?

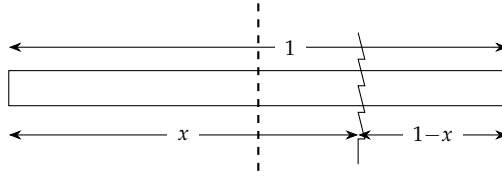


Figure 9: Breaking a stick into two pieces

Question 2: What is the expectation of the ratio of the length of the smaller piece to the length of the larger piece?

Solution

Answer 1: The probability that the break is on the left half of a rod is $1/2$ as is the probability that it is on the right half. The smaller piece is on the same side as the break so the expectation of its position is halfway between the middle and the end:

$$E(\text{length of smaller piece}) = \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{4}.$$

Answer 2: Without loss of generality assume that the break occurred in the right half of the rod (Figure 9). The ratio of the smaller piece to the larger piece is $(1 - x)/x$ and a normalization constant (page 83) must be used because we want the expectation over half the range of x :

$$\begin{aligned} E(\text{ratio of smaller to larger}) &= \left(\frac{1}{1 - (1/2)} \right) \int_{1/2}^1 \frac{1 - x}{x} dx \\ &= 2 \int_{1/2}^1 \left(\frac{1}{x} - 1 \right) dx \\ &= 2(\ln |x| - x) \Big|_{1/2}^1 = 2(0 - 1 - \ln \frac{1}{2} + \frac{1}{2}) \approx 0.3863. \end{aligned}$$

Simulation

Expectation of length of smaller	= 0.2500
Average length of smaller	= 0.2490
Expectation of smaller/larger	= 0.3863
Average smaller/larger	= 0.3845

43. The broken bar^D

A large number of glass rods of length 1 are broken in two places (Figure 10(a)).

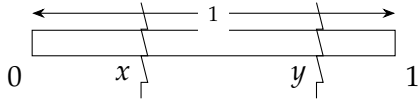


Figure 10(a) Break a rod into two pieces

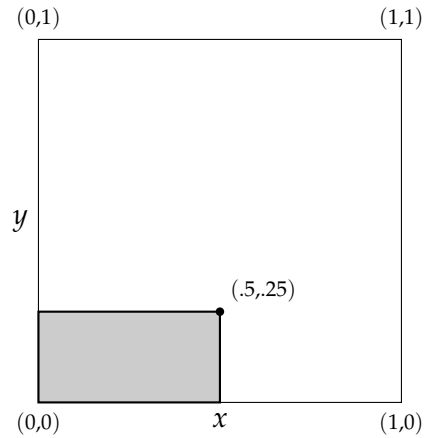


Figure 10(b) Representation of the lengths in the unit square

Question 1: What is the expectation of the length of the shortest piece?

Question 2: What is the expectation of the length of the longest piece?

Hint: x, y are independent random variables with a uniform distribution from $(0, 1)$. Each pair (x, y) can be represented as a point in the unit square $(0, 1) \times (0, 1)$ (Figure 10(b)). From the Figure can you compute is the probability that $(x, y) < (.5, .25)$?

Hint: For **Question 1** assume that left piece is the shortest one and for **Question 2** assume that the left piece is the longest one.

Solution

Answer 1: Without loss of generality assume that the left piece of length x is the shortest. Then $x < y - x$ and $x < 1 - y$, from which we have $2x < y$ and $x + y < 1$.

Figure 11(a) shows the lines $y = 2x$ (red) and $y = 1 - x$ (blue). For the inequalities to be true, (x, y) must be in the shaded region left of the two lines. The point of intersection $(1/2, 2/3)$ can be computed by solving the two equations.

The expectation is computed by integrating the produce of x and the difference between the two lines. The normalization constant is the area of the square divided by the area of the shaded region:

$$\begin{aligned} E(x) &= \frac{1}{1/6} \int_0^{1/3} x[(1-x) - 2x] dx \\ &= 6 \int_0^{1/3} (x - 3x^2) dx \\ &= 6 \left(\frac{x^2}{2} - x^3 \right) \Big|_0^{1/3} = \frac{2}{18} \approx 0.1111. \end{aligned}$$

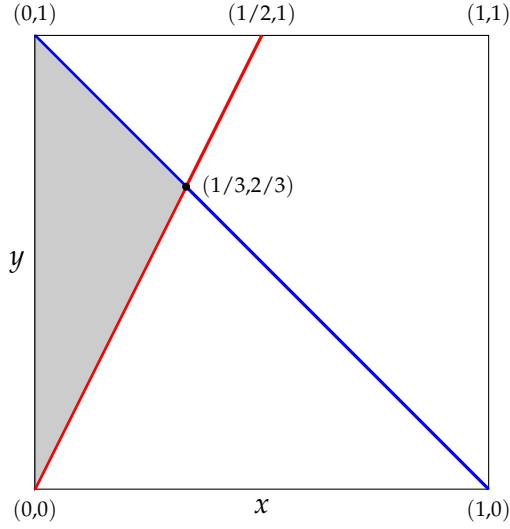


Figure 11(a) Shaded area for shortest bar

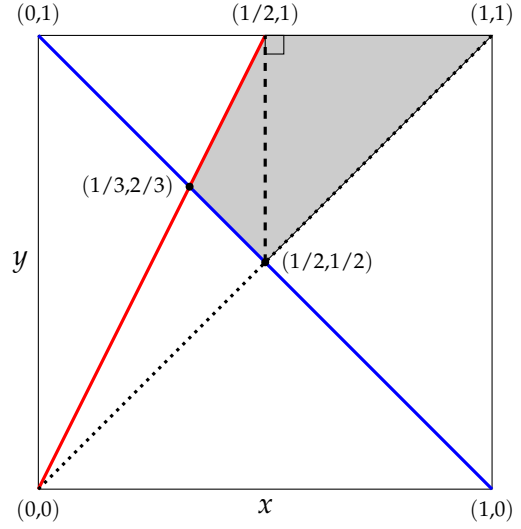


Figure 11(b) Shaded area for longest bar

Answer 2: For the left piece to be the longest, $x > y - x$ and $x > 1 - y$, so (x, y) must lie to the right of $y = 2x$ (red) and to the right of $y = 1 - x$ (blue) (Figure 11(b)). Furthermore, by the assumption that x is to the left of y , (x, y) must lie to the left of $y = x$ (dotted).

By the linearity of expectation the shaded region can be divided into two triangles (dashed line) and the expectations computed separately. The normalization constant is the area of the shaded region which is $1/24 + 1/8 = 6$:

$$\begin{aligned}
 E(x \text{ in left triangle}) &= 6 \int_{1/3}^{1/2} x[2x - (1 - x)] dx \\
 &= 6 \int_{1/3}^{1/2} (3x^2 - x) dx \\
 &= 6 \left(x^3 - \frac{x^2}{2} \right) \Big|_{1/3}^{1/2} = \frac{1}{9} \\
 E(x \text{ in right triangle}) &= 6 \int_{1/2}^1 x(1 - x) dx \\
 &= 6 \int_{1/2}^1 (x - x^2) dx \\
 &= 6 \left(\frac{x^2}{2} - \frac{x^3}{3} \right) \Big|_{1/2}^1 = \frac{1}{2} \\
 E(x) &= \frac{1}{9} + \frac{1}{2} = \frac{11}{18} \approx 0.6111.
 \end{aligned}$$

The expectation of the length of the middle-sized piece is $1 - \frac{2}{18} - \frac{11}{18} = \frac{5}{18} \approx 0.2778$.

Simulation

Expectations: shortest = 0.1111, middle = 0.2778, longest = 0.6111

Averages: shortest = 0.1115, middle = 0.2783, longest = 0.6102

44. Winning an unfair game^D

Given an unfair coin whose probability of heads is $1/3 < p < 1/2$, toss a coin an even number of times $N = 2n$. You win if and only *more than half* of the tosses are heads.

Question 1: Develop a formula for P_N , the probability of winning, and develop a formula for T_N , the probability of a tie.

Question 2: Develop a formula for the N that gives the highest probability of winning.

Hint: If N tosses give the highest probability of winning then $P_{N-2} \leq P_N$ and $P_N \geq P_{N+2}$.

Solution

Answer 1: To win, heads needs to appear in $i \in \{n+1, n+2, \dots, 2n-1, 2n\}$ tosses. From the binomial distribution:

$$P_N = \sum_{i=n+1}^{2n} \binom{2n}{i} p^i (1-p)^{2n-i},$$

and:

$$T_N = \binom{2n}{n} p^n (1-p)^n.$$

Answer 2: For $N = 2n$ to give the highest probability of winning we must have:

$$P_{2n-2} \leq P_{2n} \quad \text{and} \quad P_{2n} \geq P_{2n+2}.$$

When is $P_{2n-2} \neq P_{2n}$?

Case 1: After toss $2n-2$, heads has appeared n times and tails $n-2$ times (so you would have won if you stop here), but tails appears in the next two tosses. You now have n heads and n tails, and therefore you lose. The probability is:

$$\binom{2n-2}{n} p^n (1-p)^{n-2} \cdot (1-p)^2.$$

Case 2: After toss $2n-2$, heads has appeared $n-1$ times and tails $n-1$ times (so you would have lost if you stop here), but heads appears in the next two tosses. You now have $n+1$ heads and $n-1$ tails and therefore you win. The probability is:

$$\binom{2n-2}{n-1} p^{n-1} (1-p)^{n-1} \cdot p^2.$$

For $P_{2n-2} \leq P_{2n}$ to hold P_{2n-2} cannot increase while P_{2n} remains the same (Case 1), although P_{2n} can become greater than P_{2n-2} (Case 2). Therefore:

$$\begin{aligned} \binom{2n-2}{n} p^n (1-p)^{n-2} (1-p)^2 &\leq \binom{2n-2}{n-1} p^{n-1} (1-p)^{n-1} p^2 \\ \frac{1}{n} (1-p) &\leq \frac{1}{n-1} p \\ n &\leq \frac{1-p}{1-2p} \\ 2n &\leq \frac{1+(1-2p)}{1-2p} = \frac{1}{1-2p} + 1. \end{aligned}$$

Similarly, for $P_{2n} \geq P_{2n+2}$ to hold it must be true that:

$$\begin{aligned} \binom{2n}{n+1} p^{n+1} (1-p)^{n-1} (1-p)^2 &\geq \binom{2n}{n} p^n (1-p)^n p^2 \\ \frac{1}{n+1} (1-p) &\geq \frac{1}{n} p \\ n &\geq \frac{p}{1-2p} \\ 2n &\geq \frac{1-(1-2p)}{1-2p} = \frac{1}{1-2p} - 1. \end{aligned}$$

Therefore, value for $N = 2n$ that gives the highest probability for winning is the nearest even integer to $1/(1-2p)$.

Simulation

For probability = 0.3700
 Optimal games to be played = 4
 For 2 games, average won = 0.1372
 For 4 games, average won = 0.1445
 For 6 games, average won = 0.1431

For probability = 0.4000
 Optimal games to be played = 6
 For 4 games, average won = 0.1820
 For 6 games, average won = 0.1845
 For 8 games, average won = 0.1680

For probability = 0.4500
 Optimal games to be played = 10
 For 8 games, average won = 0.2671
 For 10 games, average won = 0.2646
 For 12 games, average won = 0.2640

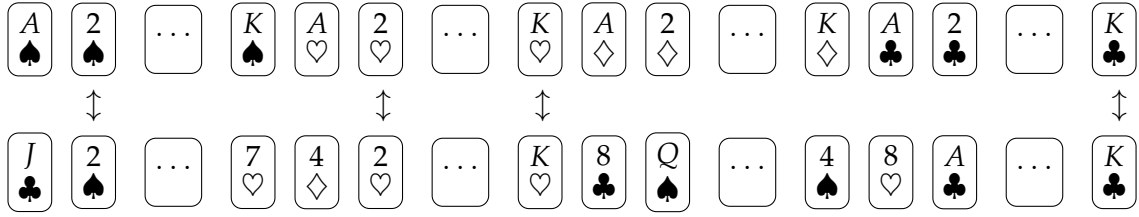


Figure 12: Matching two decks of cards

45. Average number of matches

Lay out a deck of cards in a row in the standard order and then lay out a second deck in random order below the first row (Figure 12). What is the expectation of the number of matches of a card in the first row with the card below it?

Solution

The distribution is uniform because each card in the second row has the same probability of being matched with the card above it. Therefore:

$$E(\text{number of matches}) = 52 \cdot \frac{1}{52} = 1.$$

Expectation of matches = 1.00

Average of matches = 1.01

46. Probabilities of matches

Lay out a deck of n cards in order and then lay out a second deck in random order below the first row (Figure 12). Develop a formula for $P(n, r)$, the probability that there will be exactly r matches of a card in the first row with the card below.

Assume that $P(k, 0)$ is given for $0 \leq k \leq n$.

Solution

At first glance this problem seems to be related to Problem 28 but there is a major difference. The drawings from the boxes are independent, whereas here the matches are not independent. For example, if the first match occurs on the first card (with probability $1/n$), the probability that the second card matches is $1/(n-1)$.

The probability that any *given* set of r cards match is:

$$\frac{1}{n} \cdot \frac{1}{n-1} \cdot \dots \cdot \frac{1}{n+r-1}. \quad (24)$$

To obtain exactly r matches Equation 24 must be multiplied by $P(n - r, 0)$, the probability that there are no matches in the remaining $n - r$ cards. Finally, there are $\binom{n}{r}$ ways of choosing the r matches. Therefore:

$$\begin{aligned} P(n, r) &= \binom{n}{r} \frac{1}{n(n-1)(n+r-1)} P(n-r, 0) \\ &= \frac{n!}{r!(n-r)!} \cdot \frac{1}{n!/(n-r)!} P(n-r, 0) \\ &= \frac{1}{r!} P(n-r, 0), \end{aligned}$$

which solves the problem since $P(k, 0)$ is given.

Mosteller develops a closed formula and a limit for $P(n, r)$:

$$\begin{aligned} P(n, k) &= \frac{1}{k!} \sum_{i=0}^{n-k} \frac{(-1)^i}{i!} \\ \lim_{n \rightarrow \infty} P(n, k) &\approx \frac{1}{k!} e^{-1}. \end{aligned} \tag{25}$$

Simulation

The simulation was run for $n = 52$ cards and the probability computed from Equation 25.

Probability of 1 matches	= 0.3679
Proportion 1 matches	= 0.3710
Probability of 2 matches	= 0.1839
Proportion 2 matches	= 0.1828
Probability of 3 matches	= 0.0613
Proportion 3 matches	= 0.0569
Probability of 4 matches	= 0.0153
Proportion 4 matches	= 0.0168

47. Choosing the largest dowry^D

Place n cards face down in a row. There is a positive integer written on the face of each card but you have no knowledge of their distribution. Turn the cards over one-by-one and look at the numbers. After turning over each card you can declare that it is the largest number. If you are correct you win the game otherwise you lose. For example, let the sequence of cards be (47, 23, 55, 4). You win if and only if you choose the third card.

Consider the following strategy: for some fixed r reject the first $r - 1$ cards and select the first card whose number is greater than all the $r - 1$ cards.

Question 1: For $n = 4$, $r = 3$ check all permutations and determine the number of permutations where you win.

Question 2: Develop a formula for the probability of a win for arbitrary n, r .

Question 3: Find an approximation for the probability when $n, r \rightarrow \infty$.

Hint: Given n, r , in what positions can the largest number m be, and in what positions can the numbers less or equal to m be?

Solution

Answer 1: To simplify notation we write the rank of the numbers as $1, 2, \dots$, although the actual numbers are not known. Suppose that the n numbers are $(47, 23, 55, 4)$. If you uncover cards 3, 2, 4, which are actually 47, 23, 55, you do not know whether to accept 55 or to reject it and select the last card because it might be larger.

There are 24 permutations of the four numbers. By the strategy, you reject the first two cards and select either the third card or the fourth card, so you lose if the permutation has 4 in the first position. What about the permutation $(1, 2, 3, 4)$? You reject 1, 2 and select 3 since it greater than 1, 2 but this is not the largest card so you lose. What about the permutation $(1, 3, 2, 4)$? Again, 1, 3 are rejected by the strategy, but 2 is also rejected because it is *not* larger than 1, 3. Now you select 4 and win. Carry out this reasoning for all the permutations and check that permutations with boxed 4s are wins:

1 2	3 4	1 2	4 3	1 3	2 4	1 3	4 2	1 4	2 3	1 4	3 2
2 1	3 4	2 1	4 3	2 3	1 4	2 3	4 1	2 4	1 3	2 4	3 1
3 1	2 4	3 1	4 2	3 2	1 4	3 2	4 1	3 4	2 1	3 4	2 1
4 1	2 3	4 1	3 2	4 2	1 3	4 2	3 1	4 3	1 2	4 3	2 1

The probability of winning is $10/24$.

Answer 2: If the largest number is in one of the positions $1, \dots, r-1$ you lose. Therefore, in order to win the largest number must be in the m th position for $r \leq m \leq n$:

$$1 \quad 2 \quad \dots \quad r-2 \quad r-1 \quad \overbrace{r \quad r+1 \quad \dots \quad m-1 \quad m \quad m+1 \quad \dots \quad n}^{\text{largest number must be here}}.$$

By the strategy you reject the first $r-1$ cards. You will choose position m only if *all* the numbers in $(r, \dots, m-1)$ are less than or equal to *all* the numbers in $(1, \dots, r)$. In other words, the largest card in the sequence $(1, \dots, m-1)$ is *not* in the second part of the sequence $(r, \dots, m-1)$ but in the first part $(1, \dots, r-1)$. The probability is:

$$P(\text{largest card in } (1, \dots, m-1) \text{ is in } (1, \dots, r-1)) = \frac{r-1}{m-1}.$$

Since the probability that the largest card is at m is $1/n$:

$$P(\text{win}) = \sum_{m=r}^n \frac{1}{n} \cdot \frac{r-1}{m-1} = \frac{r-1}{n} \sum_{m=r}^n \frac{1}{m-1}. \quad (26)$$

For $n = 4, r = 3$, $P(\text{win}) = 5/12 = 10/24$, the result found by checking all permutations.

Answer 3: Rewrite Equation 26 as:

$$P(\text{win}) = \frac{r-1}{n} \left(\sum_{m=2}^n \frac{1}{m-1} - \sum_{m=2}^{r-1} \frac{1}{m-1} \right). \quad (27)$$

For large n, r , the two harmonic series Equation 27 can be approximated by:

$$P(\text{win}) = \frac{r}{n} (\ln n - \ln r) = \frac{r}{n} \ln \frac{n}{r} = -\frac{r}{n} \ln \frac{r}{n}. \quad (28)$$

Denote $x = r/n$ and find the maximum by taking derivatives:

$$\begin{aligned} (-x \ln x)' &= -x \cdot \frac{1}{x} + (-1) \ln x = 0 \\ \ln x &= -1 \\ x &= 1/e. \end{aligned}$$

Therefore, to maximize that probability of winning choose $r \approx n/e$ and from Equation 28:

$$P(\text{win}) \approx -\frac{1}{e} \ln \left(\frac{1}{e} \right) = \frac{1}{e} \approx \frac{1}{3},$$

much larger than the probability $1/n$ of winning if the strategy is to pick a random card.

Simulation The simulation was run with 100 cards and values of r near $100/e$:

```
Reject cards before r = 36:
Probability of wins    = 0.3674
Proportion wins       = 0.3641
Reject cards before r = 37:
Probability of wins    = 0.3678
Proportion wins       = 0.3759
Reject cards before r = 38:
Probability of wins    = 0.3679
Proportion wins       = 0.3548
Reject cards before r = 30:
Probability of wins    = 0.3590
Proportion wins       = 0.3601
```

48. Choosing the largest random number^D

Place n cards face down in a row. There is a real number written on the face of each card with a uniform distribution in $[0.0, 1.0]$. Turn the cards over one-by-one and look at the numbers. After turning over each card you can declare that it is the largest number. If you are correct you win the game otherwise you lose.

Use the strategy of Problem 47: for some fixed r reject the first $r - 1$ cards and select the first card whose number is greater than all the $r - 1$ cards.

Definition: d , the *indifference value*, is the value below which you decide to reject the card and above which you decide to select the card.

Question 1: Compute d for $n = 1$ and compute the probability of winning.

Question 1: Compute d for $n = 2$ and compute the probability of winning.

Question 3: Compute d for $n = 3$. Do not try to compute the probability of winning!

Note: In Problem 37 the values could be 100, 200, 300 or 100, 50, 20, so uncovering the first number gives no information about the other numbers. In this problem, since the distribution is uniform, if the first number is 0.3, the probability that the second number is smaller is 0.3 and the probability that it is larger is 0.7.

Solution

Let v_1, v_2, v_3 be the values of the three cards.

Answer 1: You have no choice but to select the first card since there are no other cards. There is no indifference value. Since v_1 is the “largest” number $P(\text{win}) = 1$.

Answer 2: If you select the first card $P(\text{win}) = v_1$ which is the probability that the second card has a smaller value. If you reject the first card, $P(\text{win}) = 1 - v_1$, which is the probability that $v_2 > v_1$. Therefore, if $v_1 < 0.5$ select the second card because $1 - v_1 > 0.5$ and if $v_1 > 0.5$ select the first card because $1 - v_1 < 0.5$. It follows that $d = 0.5$.

The probability of winning is:

$$P(\text{win}) = p(\text{win} \mid v_1 < 0.5) p(v_1 < 0.5) + p(\text{win} \mid v_1 > 0.5) p(v_1 > 0.5). \quad (29)$$

$p(v_1 < 0.5) = 0.5$ follows by the uniform distribution. What about $p(\text{win} \mid v_1 < 0.5)$? By the strategy you win if $0.5 < v_2 < 1$, but you also win if $v_1 < v_2 < 0.5$. Since v_1 is uniformly distributed in $(0, 0.5)$ the probability that v_2 is larger is one-half the range:

$$p(\text{win} \mid v_1 < 0.5) = 0.50 + 0.25 = 0.75.$$

A similar computation holds for $v_1 > 0.5$ and from Equation 29 we have:

$$P(\text{win}) = 0.75 \cdot 0.50 + 0.75 \cdot 0.50 = 0.75.$$

Answer 3:

If you select the first card $P(\text{win}) = v_1^2$ because the second and third cards must be smaller than the first.

If you reject the first card and select the next card larger than v_1 then:

- $P(\text{win}) = v_1(1 - v_1)$ if $v_2 < v_1$ (reject v_2) and $v_3 > v_1 > v_2$ (select v_3 and win).
- $P(\text{win}) = (1 - v_1)v_1$ if $v_2 > v_1$ (select v_2) and $v_3 < v_1$ (win).

- $P(\text{win}) = \frac{1}{2}(1 - v_1)^2$ if $v_2 > v_1$ and $v_3 > v_1$. The factor of $1/2$ takes into account that winning depends on whether $v_3 < v_2$ (win) or $v_2 < v_3$ (lose).

The indifference value d is the value such that the probability of winning by selecting the first card equals the probability of winning by rejecting the first card:

$$\begin{aligned} d^2 &= d(1 - d) + (1 - d)d + \frac{1}{2}(1 - d)^2 \\ 5d^2 - 2d - 1 &= 0 \\ d &= \frac{1 + \sqrt{6}}{5} \approx 0.6899. \end{aligned}$$

Gilbert and Mosteller [3, page 55] show that for $n = 3$:

$$P(\text{win}) = \frac{1}{3} + \frac{d}{2} + \frac{d^2}{1} - \frac{3d^3}{2} \approx 0.6617.$$

Simulation:

For 3 cards:

```
Indifference value = 0.6000
Probability of win = 0.6693
Proportion of wins = 0.6628
Indifference value = 0.6899
Probability of win = 0.6617
Proportion of wins = 0.6711
Indifference value = 0.7200
Probability of win = 0.6519
Proportion of wins = 0.6473
```

49. Doubling your accuracy

You are given two rods of lengths $L_1 > L_2$ and a length-measuring instrument whose possible error is given by a normal distribution³ with mean 0 and variance σ^2 . The lengths of the two rods can be measured by measuring each one separately. Is there a more accurate method?

Solution Place the rods end-to-end and measure $L_s = L_1 + L_2$ and then place the rods side-by-side and measure $L_d = L_2 - L_1$ (Figure 13). Compute L_1, L_2 :

$$\begin{aligned} \frac{1}{2}(L_s + L_d) &= \frac{1}{2}((L_1 + L_2) + (L_1 - L_2)) = L_1 \\ \frac{1}{2}(L_s - L_d) &= \frac{1}{2}((L_1 + L_2) - (L_1 - L_2)) = L_2. \end{aligned}$$

³This problem assumes that the reader is familiar with normal distributions.

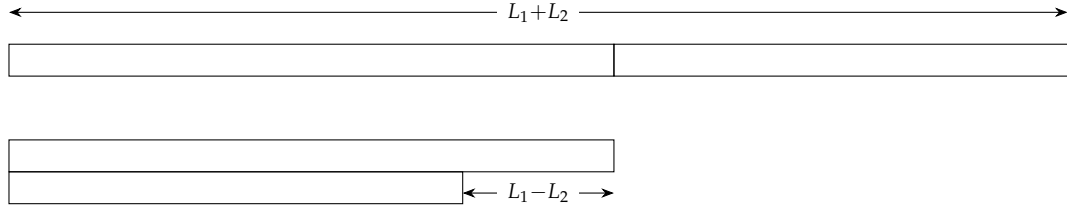


Figure 13: Measuring the lengths of two rods

Let e_s be the mean error of L_s and e_d the mean error of L_d . Then:

$$\begin{aligned}\frac{1}{2}((L_s + e_s) + (L_d + e_d)) &= L_1 + \frac{1}{2}(e_s + e_d) \\ \frac{1}{2}((L_s + e_s) - (L_d + e_d)) &= L_2 + \frac{1}{2}(e_s - e_d).\end{aligned}$$

Since the means of e_s, e_d are 0, the means of $\frac{1}{2}(e_s + e_d)$ and $\frac{1}{2}(e_s - e_d)$ are also 0, so this method of measurement is no more accurate. However, the variance of the measurements are reduced to half their previous values:⁴

$$\begin{aligned}\text{Var}\left(\frac{1}{2}(L_s + L_d)\right) &= \frac{1}{4}(\sigma^2 + \sigma^2) = \frac{1}{2}\sigma^2 \\ \text{Var}\left(\frac{1}{2}(L_s - L_d)\right) &= \frac{1}{4}(\sigma^2 + (-1)^2\sigma^2) = \frac{1}{2}\sigma^2.\end{aligned}$$

Simulation

In the simulation values calculated for L_1, L_2 from the sum and difference of two measurements are denoted by `sd`. The errors of the mean remain close to zero but the variances are reduced by one half.

For `L1 = 10, L2 = 6, variance = 1.00`:

Errors of means:

`L1 = 0.0076, L1_sd = 0.0005`

`L2 = 0.0001, L2_sd = 0.0057`

Variances:

`L1 = 1.0273, L1_sd = 0.5102`

`L2 = 1.0009, L2_sd = 0.5012`

50. Random quadratic equations

Consider the quadratic equation $x^2 + 2bx + c = 0$ defined on $[-B, B] \times [-B, B]$ for $B \geq 1$.

Question 1: What is the probability that the roots are real?

Question 2: As $B \rightarrow \infty$ what is the probability that the roots are real?

⁴The measurements are independent so the covariance is 0.

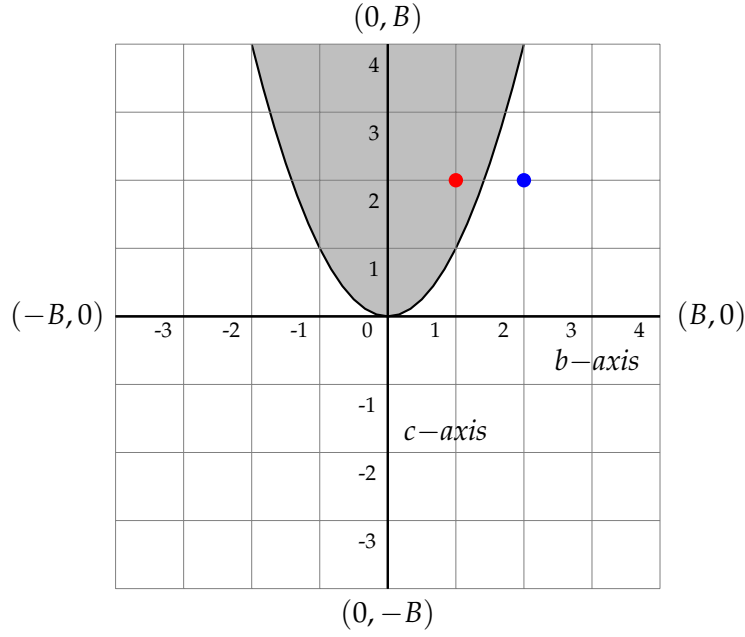


Figure 14: For (b, c) in the shaded area the roots of $c = b^2$ are complex

Solution

Answer 1: The roots will be real if the discriminant is non-negative: $4b^2 - 4c \geq 0$. Figure 14 shows a plot of the parabola $c = b^2$ where the complex roots are within the shaded area. For example, for $(b, c) = (1, 2)$, denoted by the red dot, $x^2 + 2x + 2$ has complex roots $-1 \pm i\sqrt{3}$, while for $(b, c) = (2, 2)$, denoted by the blue dot, $x^2 + 4x + 2$ has real roots $-2 \pm \sqrt{2}$.

The shaded area can be computed by integration:

$$\int_{-\sqrt{B}}^{\sqrt{B}} (B - b^2) db = Bb - \frac{b^3}{3} \Big|_{-\sqrt{B}}^{\sqrt{B}} = \left(B^{3/2} - \frac{B^{3/2}}{3} \right) - \left(-B^{3/2} + \frac{B^{3/2}}{3} \right) = \frac{4}{3} B^{3/2}.$$

The total area of the range $[-B, B] \times [-B, B]$ is $4B^2$ so:

$$P(\text{complex roots}) = \frac{\frac{4}{3} B^{3/2}}{4B^2} = \frac{1}{3\sqrt{B}}$$

$$P(\text{real roots}) = 1 - \frac{1}{3\sqrt{B}}.$$

Answer 2:

$$\lim_{B \rightarrow \infty} P(\text{real roots}) = \lim_{B \rightarrow \infty} \left(1 - \frac{1}{3\sqrt{B}} \right) = 1.$$

Simulation

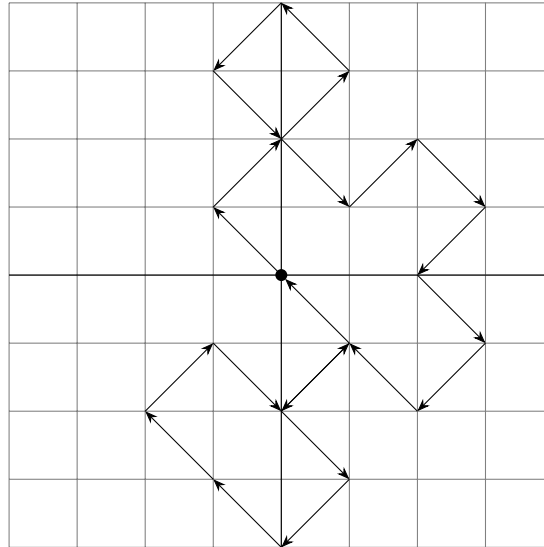


Figure 15: Two-dimensional random walk

For $B = 4$:

Probability of real roots = 0.8333

Proportion real roots = 0.8271

For $B = 16$:

Probability of real roots = 0.9167

Proportion real roots = 0.9205

For $B = 64$:

Probability of real roots = 0.9583

Proportion real roots = 0.9582

51. Two-dimensional random walk

A particle is placed at the origin of a two-dimensional coordinate system. The particle moves left or right on the x -axis with probabilities $1/2$ for each direction and *simultaneously* up or down the y -axis with probabilities $1/2$ for each direction. Figure 15 shows a random walk of 22 steps starting at and returning to the origin.

Question 1: What is the probability that the particle returns to the origin in two moves?

Question 2: Develop a formula for the probability that the particle returns (one or more times) to the origin.

Question 3: Use Stirling's approximation to obtain an estimate of the probability for large n .

Solution

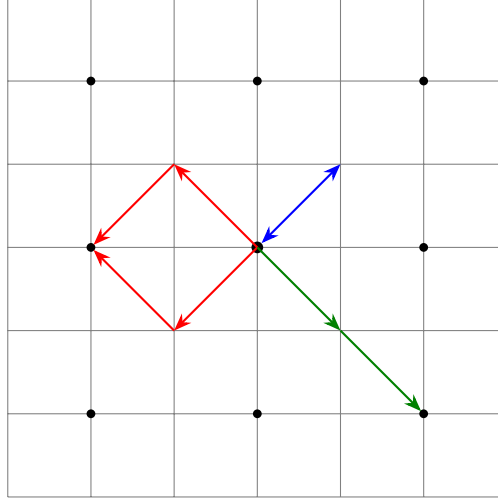


Figure 16: Two moves of the random walk

Answer 1: The dots in Figure 16 show the possible positions of the particle after two moves:

- The green path shows a move to $(\pm 2, \pm 2)$ by taking two moves in the same direction. The probability is $\left(\frac{1}{4}\right)^2 = \frac{1}{16}$.
- The red path shows a move to $(\pm 2, 0)$ or $(0, \pm 2)$. There are two possible paths for each one so the probability is $2 \cdot \left(\frac{1}{4}\right)^2 = \frac{2}{16}$.
- The blue path shows a move to $(\pm 1, \pm 1)$ and back to the origin. The probability is $\frac{1}{16}$.

The blue paths are the only ones that return to the origin. There are four possible paths from the origin to $(\pm 1, \pm 1)$ so:

$$P(\text{return to origin in two moves}) = \frac{4}{16}.$$

Answer 3: The choice of direction for both axes are independent so for $2n$ moves:

$$P_{2n}(\text{return to origin}) = P_{2n}(\text{return to } x=0) P_{2n}(\text{return to } y=0). \quad (30)$$

The particle will return to the origin if and only if for both axes the number of $+1$ moves equals the number of -1 moves. There are $\binom{2n}{n}$ ways to arrange $+1$ s and -1 s so:

$$P_{2n}(\text{return to } x=0) = P_{2n}(\text{return to } y=0) = \binom{2n}{n} \left(\frac{1}{2}\right)^n \left(\frac{1}{2}\right)^n$$

$$P_{2n}(\text{return to origin}) = \left[\binom{2n}{n} \left(\frac{1}{2}\right)^{2n} \right]^2 \quad (31)$$

$$P(\text{return to origin}) = \sum_{n=1}^{\infty} P_{2n}(\text{return to origin}) = \sum_{n=1}^{\infty} \left[\binom{2n}{n} \left(\frac{1}{2}\right)^{2n} \right]^2. \quad (32)$$

Answer 3: By Stirling's approximation $n! \approx \sqrt{2\pi n} (n/e)^n$:

$$\begin{aligned}
 P_{2n}(\text{return to origin}) &= \left[\binom{2n}{n} \left(\frac{1}{2}\right)^{2n} \right]^2 \\
 &= \left[\frac{(2n)!}{n!n!} \left(\frac{1}{2}\right)^{2n} \right]^2 \\
 &\approx \left(\frac{1}{2}\right)^{4n} \frac{(\sqrt{2\pi \cdot 2n})^2 (2n/e)^{4n}}{(\sqrt{2\pi n})^4 (n/e)^{4n}} \\
 &= \left(\frac{1}{2}\right)^{4n} \frac{4\pi n}{4\pi^2 n^2} \cdot \frac{(n/e)^{4n} \cdot 2^{4n}}{(n/e)^{4n}} \\
 &= \frac{1}{\pi n} \\
 P(\text{return to origin}) &= \frac{1}{\pi} \sum_{n=1}^{\infty} \frac{1}{n},
 \end{aligned}$$

which is the harmonic series that diverges, therefore, the particle returns to the origin with probability 1!

Simulation The simulation was run one million times instead of ten thousand times but the result doesn't show that the particle must return to the origin.

Proportion returned to origin = 0.8700

52. Three-dimensional random walk^D

A particle is placed at the origin of a three-dimensional coordinate system. The particle moves left or right on the x -axis with probabilities $1/2$ and up or down the y -axis with probabilities $1/2$ and in or out on the z -axis with probabilities $1/2$.

Question 1: What is the expectation of the number of times that the particle returns to the origin?

Hint: Compute the probability and then use an indicator variable.

Question 2: What is the probability that the particle will return to the origin *at least once*?

Hint: Use the technique from Problem 4.

Solution

P_{2n} , probability of returning to the origin after $2n$ steps, is given by generalizing Equation 31 to three dimensions:

$$P_{2n} = P_{2n}(\text{return to } x=0) P_{2n}(\text{return to } y=0) P_{2n}(\text{return to } z=0).$$

P_r , the probability of returning to the origin one or more times, is given by the analogue of Equation 32:

$$P_r = \sum_{n=1}^{\infty} P_{2n} = \sum_{n=1}^{\infty} \left[\binom{2n}{n} \left(\frac{1}{2} \right)^{2n} \right]^3.$$

From Stirling's approximation:

$$\begin{aligned} P_{2n} &= \left[\frac{(2n)!}{(n!)^2} \left(\frac{1}{2} \right)^{2n} \right]^3 \\ &\approx \left(\frac{1}{2} \right)^{6n} \frac{(\sqrt{2\pi \cdot 2n})^3 (2n/e)^{6n}}{(\sqrt{2\pi n})^6 (n/e)^{6n}} \\ &= \frac{1}{(\pi n)^{3/2}} \\ P_r &= \sum_{n=1}^{\infty} \frac{1}{(\pi n)^{3/2}} \approx 0.3772. \end{aligned}$$

Mosteller used 18 terms in his computation of the sum of the series and obtained 0.315. My program used 500 terms and obtained 0.3772.

Let I_k be the indicator variable for a return to the origin on step k :

$$I_k = \begin{cases} 1, & \text{if the particle returns to origin on step } k \\ 0, & \text{if the particle does not return to origin on step } k. \end{cases} \quad (33)$$

Then:

$$E(\text{number of returns to the origin}) = \sum_{n=1}^{\infty} I_{2n} P_{2n} = P_r \approx 0.3772,$$

so the expectation of the number of returns is equal to the probability.

Question 2: Let P_1 be the probability that the particle returns to the origin *at least once*. From Problem 4 we know that the expectation of the number of trials until the first one where the particle *does not* return to the origin is $1/(1 - P_1)$. Therefore, the expectation of the number of trials for which the particle does return to the origin is one less, because the particle can return to the origin many times until finally it does not [5].

Let $E_r = E(\text{number of returns to the origin})$, then:

$$\begin{aligned} E_r &= \frac{1}{1 - P_1} - 1 \\ P_1 &= \frac{E_r}{1 + E_r}. \end{aligned}$$

In **Answer 1** we computed that $E_r \approx 0.3772$ so:

$$P_1 \approx 1 - \frac{1}{1 + 0.3772} \approx 0.2739.$$

Simulation

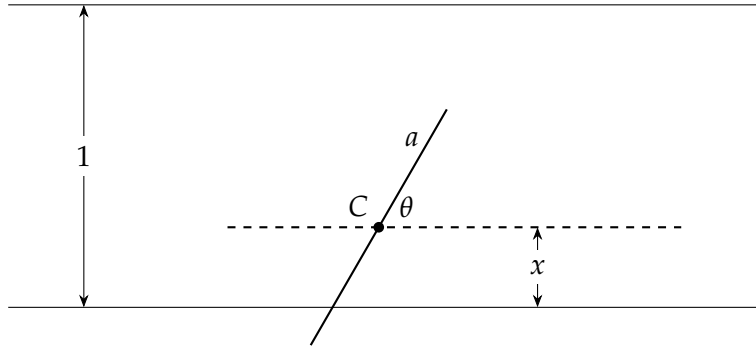


Figure 17: Buffon's needle

Expectation of reaching origin = 0.3772
 Average times reached origin = 0.3630
 Probability of reaching origin = 0.2739
 Proportion reached origin = 0.2790

53. Buffon's needle^D

Consider a needle of length $a \leq 1$ and a surface ruled with parallel lines 1 apart. Throw the needle onto the surface. What is the probability that the needle crosses a line?⁵

Hint: There are two independent random variables (Figure 17): x , the distance of the center of the needle C from the closest line which is uniformly distributed in the range $[0, 1/2]$, and θ , the angle between the needle and the parallel lines which is uniformly distributed in the range $[0, \pi/2]$.

Solution 1

Let $p(a)$ be the probability that a needle of length a crosses a line and define the indicator variable:

$$I_{\text{crosses}} = \begin{cases} 1, & \text{if a needle of length } a \text{ crosses a line} \\ 0, & \text{if a needle of length } a \text{ does not cross a line.} \end{cases}$$

Then:

$$E(I_{\text{crosses}}) = 1 \cdot p(a) + 0 \cdot (1 - p(a)) = p(a), \quad (34)$$

and the probability can be computed by computing the expectation.

Let m be a line perpendicular to the parallel lines that passes through the center of the needle C and let θ be the angle between the needle and a parallel line. Project the needle onto m to give the line segment \overline{DE} . The probability that the needle will cross a line is:

$$P(\text{needle of length } a, \text{ angle } \theta \text{ crosses line}) = \frac{\overline{CE}}{1/2} = \frac{(a/2) \sin \theta}{1/2} = a \sin \theta. \quad (35)$$

⁵The problem has been simplified by fixing specifying the distance between the lines as 1. We ignore the possibilities that the needle lies on a line or just touches two lines since the probability of these events is zero.

The expectation of the number of lines crossed is given by integrating over possible angles:

$$E(\text{lines crossed}) = \frac{1}{(\pi/2) - 0} \int_0^{\pi/2} a \sin \theta d\theta = \frac{2}{\pi} \cdot a(-\cos \theta) \Big|_0^{\pi/2} = \frac{2a}{\pi}. \quad (36)$$

Solution 2 This solution is based upon [1, Chapter 26].

Let $E(a)$ be the expectation of the number of parallel lines crossed by a line of length a .

Given a needle of length a we can break the needle in several segments $\{a_1, \dots, a_n\}$ and by the linearity of expectation:

$$E(a) = E\left(\sum_{i=1}^n a_i\right) = \sum_{i=1}^n E(a_i),$$

so it doesn't matter if we compute the expectation of each segment separately. Therefore, if we bend the needle in a circle the expectation of the number of lines crossed by the circle is the same as the number of lines crossed by the needle.

Consider a line formed into a circle C of *diameter* 1 and circumference π . If the circle is thrown onto the surface it will cross lines *exactly* twice (Figure 19) so:

$$E(C) = 2. \quad (37)$$

Inscribe a regular polygon Q_n (red, dashed) within the circle C (green) and circumscribe a regular polygon R_n (blue, dotted) around c (Figure 20). Any line that Q_n crosses (red) must also cross the circle and any line that crosses the circle (blue) must also cross R_n . Therefore:

$$E(Q_n) \leq E(C) \leq E(R_n). \quad (38)$$

Let a_Q, a_R be the sums of the lengths of the sides of Q_n, R_n , respectively. By the linearity of expectation:

$$E(Q_n) = \sum_{i=1}^n E(\text{sides of } a_Q) = a_Q E(1) \quad (39)$$

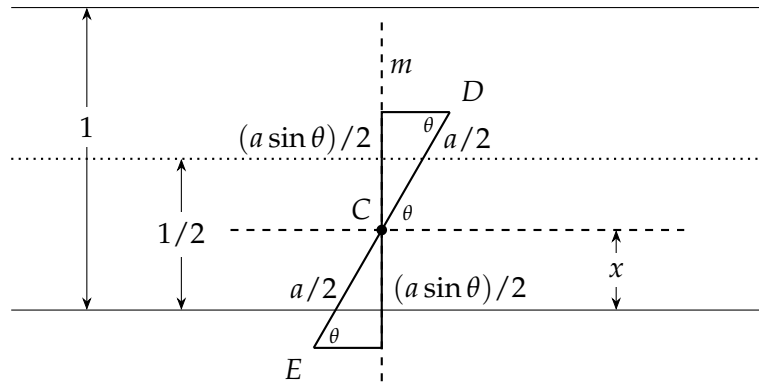


Figure 18: Right triangle for solving Buffon's needle problem

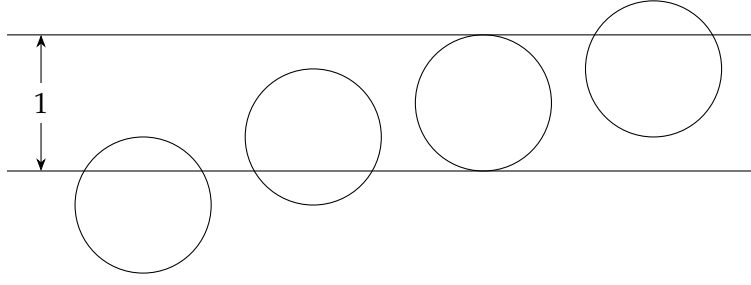


Figure 19: Solving Buffon's needle with circles

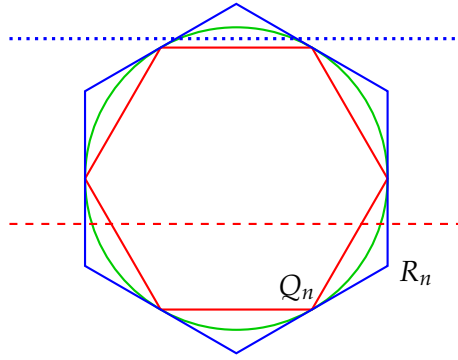


Figure 20: Polygons approximate a circle

$$E(R_n) = \sum_{i=1}^n E(\text{sides of } a_R) = a_R E(1). \quad (40)$$

As $n \rightarrow \infty$ both polygons approximate the circle so:

$$\lim_{n \rightarrow \infty} a_Q = \lim_{n \rightarrow \infty} a_R = \pi, \quad (41)$$

the circumference of the circle. From Equations 39–41 we have:

$$\begin{aligned} \lim_{n \rightarrow \infty} E(Q_n) &= E(C) = \lim_{n \rightarrow \infty} E(R_n) \\ E(C) &= aE(1) = \pi E(1) = 2 \\ E(1) &= \frac{2}{\pi} \\ E(a) &= aE(1) = \frac{2a}{\pi}. \end{aligned}$$

Simulation

Since $\pi = 2a/E$ you can obtain an empirical approximation of its value by running the simulation or by throwing needles on a table!

For length = 0.2:

Expectation of crossings = 0.1273
 Average crossings = 0.1308
 Empirical value for pi = 3.0581

For length = 0.5:

Expectation of crossings = 0.3183
 Average crossings = 0.3227
 Empirical value for pi = 3.0989

For length = 1.0:

Expectation of crossings = 0.6366
 Average crossings = 0.6333
 Empirical value for pi = 3.1581

54. Buffon's needle with horizontal and vertical rulings

Solve Buffon's needle problem for a surface that is covered by a grid with squares of size 1×1 . A needle can cross a vertical line (green), a horizontal line (blue), both (red) or neither (orange) (Figure 21).

Hint: Are the numbers of crossings of the horizontal and vertical lines independent?

Solution

The numbers of crossings of the horizontal and vertical lines are independent. Let a be the length of a needle. By the linearity of expectation:

$$\begin{aligned}
 E(\text{lines crossed by } a) &= E(\text{vertical lines crossed by } a + \text{horizontal lines crossed by } a) \\
 &= E(\text{vertical lines crossed by } a) + E(\text{horizontal lines crossed by } a) \\
 &= \frac{2a}{\pi} + \frac{2a}{\pi} = \frac{4a}{\pi}.
 \end{aligned}$$

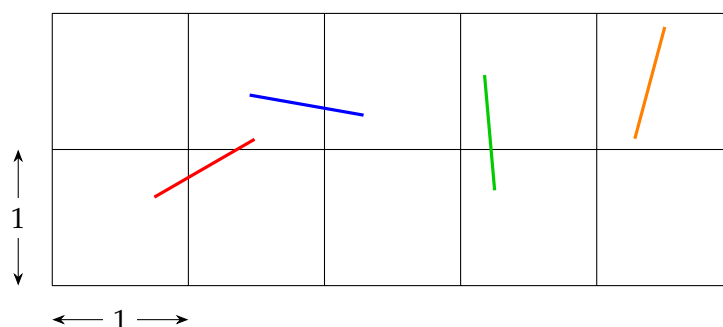


Figure 21: Buffon's needle with horizontal and vertical lines

Simulation

For length = 0.2:
Expectation of crossings = 0.2546
Average crossings = 0.2532
For length = 0.5:
Expectation of crossings = 0.6366
Average crossings = 0.6355
For length = 1.0:
Expectation of crossings = 1.2732
Average crossings = 1.2736

55. Long needles^D

Let the length of the needle in Buffon's problem be $a > 1$.

Question 1: What is the expectation of the *number of crossings*?

Question 2: Develop of formula for the probability that there is *at least one crossing*?

Hint: For what angles θ is the probability a crossing 1?

Solution

Answer 1: Break the needle into pieces of lengths $\{a_1, a_2, \dots, a_n\}$, $a_i < 1$, such that $\sum_{i=1}^n a_i = a$. In the solution of Problem 53 we showed that:

$$E(a) = \sum_{i=1}^n E(a_i) = \frac{2a}{\pi}.$$

Answer 2: This solution is based on [12] and [1, Chapter 26].

By Equation 35 the probability that the needle will cross a line is $a \sin \theta$ if $a \sin \theta \leq 1$, that is, if $0 \leq \theta \leq \sin^{-1}(1/a)$. However, if $a \sin \theta > 1$ then the probability is 1 (Figure 22). Generalize Equation 36 for arbitrary $a > 0$ by dividing the integral into two parts, one for $\theta \leq \sin^{-1}(1/a)$ and one for $\theta \geq \sin^{-1}(1/a)$:

$$\begin{aligned} E(a) &= \frac{2}{\pi} \left(\int_0^{\sin^{-1}(1/a)} a \sin \theta \, d\theta + \int_{\sin^{-1}(1/a)}^{\pi/2} 1 \, d\theta \right) \\ &= \frac{2}{\pi} \left(a(-\cos \theta) \Big|_0^{\sin^{-1}(1/a)} + \left(\frac{\pi}{2} - \sin^{-1}(1/a) \right) \right) \\ &= 1 + \frac{2}{\pi} \left(a \left(1 - \sqrt{1 - \frac{1}{a^2}} \right) - \sin^{-1}(1/a) \right). \end{aligned}$$

Simulation

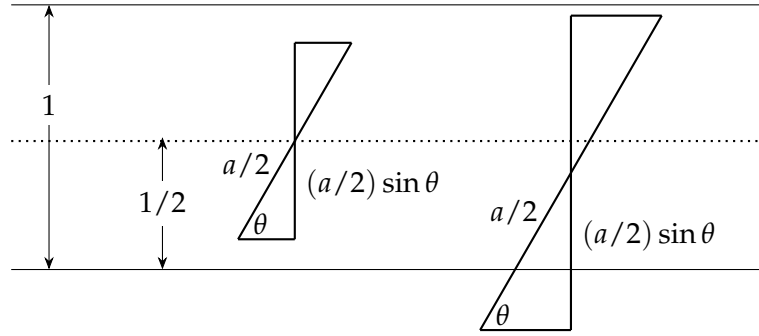


Figure 22: Long needles

For length = 1.5:
 Expectation of crossings = 0.7786
 Average crossings = 0.7780
 For length = 2.0:
 Expectation of crossings = 0.8372
 Average crossings = 0.8383
 For length = 3.0:
 Expectation of crossings = 0.8929
 Average crossings = 0.8897

56. Molina's urns

Let U_1, U_2 be two urns. U_1 has w_1 white balls and b_1 black balls, while U_2 has w_2 white balls and b_2 black balls. It is given that $w_1 + b_1 = w_2 + b_2$. n balls are drawn *with replacement* from each urn.

Question 1: For various values of $n > 1$ find w_1, b_1, w_2, b_2 such that:

$$P(\text{balls drawn from } U_1 \text{ are all white}) = P(\text{balls drawn from } U_2 \text{ are all white or all black}).$$

Solution

Answer 1: For $n = 2$ the equation that must be solved is:

$$\left(\frac{w_1}{m}\right)^2 = \left(\frac{w_2}{m}\right)^2 + \left(\frac{b_2}{m}\right)^2$$

$$w_1^2 = w_2^2 + b_2^2,$$

and any Pythagorean triple is a solution.

By Fermat's Last Theorem, proved in 1995 by Andrew Wiles, there are no solutions to $w_1^n = w_2^n + b_2^n$ for $n \geq 3$.

Simulation

The simulation was run for $n = 2$ and several Pythagorean triples.

For $w_1 = 17$, $w_2 = 8$, $b_2 = 15$:
Proportion of two whites in urn 1 = 0.5523
Proportion of two whites or black in urn 2 = 0.5387
For $w_1 = 29$, $w_2 = 20$, $b_2 = 21$:
Proportion of two whites in urn 1 = 0.5003
Proportion of two whites or black in urn 2 = 0.5026
For $w_1 = 65$, $w_2 = 33$, $b_2 = 56$:
Proportion of two whites in urn 1 = 0.5381
Proportion of two whites or black in urn 2 = 0.5384

Review of Probability

This section reviews concepts of probability. An example of each concept is given using the activity of throwing fair six-sided dice.

Trial This is an undefined primitive concept, the intention being an action that has possible results. Throwing a die is a trial.⁶

Outcome The result of an trial. If you throw a die one outcome is 4.

Sample space The set of all possible outcomes of a trial. The set $S = \{1, 2, 3, 4, 5, 6\}$ is the sample space of the outcomes of throwing a die.

Event A subset of the sample space. The subset $e = \{2, 4, 6\} \subseteq S$ is the event of an even number is shown when a die is thrown.

Random variable A function from a sample space to a set of numbers. Let T be the sample space of (ordered) results from throwing a pair of dice:

$$T = \{(a, b) | a, b \in \{1, 2, 3, 4, 5, 6\}\}.$$

Define the random variable X as the function $X : T \mapsto \{2, 3, \dots, 11, 12\}$ which maps the outcomes of throwing a pair of dice to the sum of the numbers on the dice:

$$X((a, b)) = a + b. \quad (42)$$

Union, intersection, complement Since events are sets these concepts take on their usual set-theoretical meaning. Let $e_1 = \{2, 4, 6\}$ and $e_2 = \{1, 2, 3\}$. Then:

$$e_1 \cup e_2 = \{1, 2, 3, 4, 6\} \quad e_1 \cap e_2 = \{2\} \quad \bar{e}_1 = S \setminus e_1 = \{1, 3, 5\}.$$

The intersection is the set of even numbers among the first three elements of the sample space. The complement is the set of odd numbers among the elements of the sample space.

Mutually exclusive Two or more events are mutually exclusive if their intersection is the empty set. $e_1 = \{2, 4, 6\}$ and $e_2 = \{1, 3, 5\}$ are mutually exclusive since $e_1 \cap e_2 = \emptyset$, that is, there are no outcomes which are numbers that are both even and odd.

Probability The intuitive concept of probability is given by the definition: probability is the limiting relative frequency of an event. Let e be an event and let n_e be the number of times that e occurs in n repetitions of the trial. $P(e)$, the probability of the event e , is:

$$P(e) = \lim_{n \rightarrow \infty} \frac{n_e}{n}.$$

This definition is problematic because we don't actually know that the limit exists. The definition also depends on "repetitions of an event" but we want to define probability without reference to a specific sequence of trials. The *law of large numbers* ensure that our intuitive concept of probability as relative frequency is very similar to what happens when an trial is repeated many times.

Modern probability theory is based on a set of three axioms that are quite intuitive:

⁶*Die* is the singular of the more familiar plural noun *dice*.

- For an event e , $0 \leq P(e) \leq 1$.
- For a sample space S , $P(S) = 1$.
- For a set of mutually exclusive events $\{e_1, \dots, e_n\}$:

$$P\left(\bigcup_{i=1}^n e_i\right) = \sum_{i=1}^n P(e_i).$$

Replacement Drawing colored balls from an urn is frequently used in problems in probability. It is important to specify whether the balls are drawn with or without replacement: after a ball is drawn is it replaced in the urn before the next draw? Consider an urn with three red balls and three black balls, and draw two balls. Let the color of the first ball be red an event with probability $\frac{3}{3+3} = \frac{1}{2}$. If you replace the ball the probability of drawing a second red ball is still $\frac{1}{2}$ so the probability that both are red is $\frac{1}{4}$. If you don't replace the ball the probability that the second ball is red is reduced to $\frac{2}{2+3} = \frac{2}{5}$ so the probability that both are red is $\frac{1}{2} \cdot \frac{2}{5} = \frac{1}{5} < \frac{1}{4}$.

Uniformly distributed If all outcomes in the sample space have equal probability, the probability is said to be uniformly distributed. If S is a finite set with probability that is uniformly distributed then:

$$P(e) = \frac{|e|}{|S|}.$$

If you throw a *fair* die the probability of the outcomes is uniformly distributed, so for $e = \{2, 4, 6\}$:

$$P(e) = \frac{|e|}{|S|} = \frac{|\{2, 4, 6\}|}{|\{1, 2, 3, 4, 5, 6\}|} = \frac{1}{2}.$$

Conditional probability Let e_1, e_2 be events. $P(e_1|e_2)$, the conditional probability that e_1 occurs given that e_2 occurs, is given by:

$$P(e_1|e_2) = \frac{P(e_1 \cap e_2)}{P(e_2)}.$$

Let $e_1 = \{1, 2, 3\}$ be the event that a die shows a number less than or equal to 3 and let $e_2 = \{2, 4, 6\}$ be the event that the die shows an even number. Then:

$$P(e_2|e_1) = \frac{P(E_2 \cap E_1)}{P(e_1)} = \frac{P(\{2\})}{P(\{2, 4, 6\})} = \frac{1/6}{1/2} = \frac{1}{3}.$$

If you know that a number is less than or equal to 3, only one out of the three outcomes is an even number.

Independence Two events are independent if the probability of their intersection is the product of their individual probabilities:

$$P(e_1 \cap e_2) = P(e_1)P(e_2).$$

In terms of conditional probability:

$$P(e_1|e_2) = \frac{P(e_1) \cap P(e_2)}{P(e_2)} = \frac{P(e_1)P(e_2)}{P(e_2)} = P(e_1).$$

For independent events e_1, e_2 , even if you know the probability of e_2 you have no information as to the probability of e_1 . Three throws of a fair die are independent so the probability of all of them showing an even number is $\frac{1}{2} \cdot \frac{1}{2} \cdot \frac{1}{2} = \frac{1}{8}$.

Average Let $S = \{a_1, \dots, a_n\}$ be a set of values. Then:

$$\text{Average}(S) = \frac{\sum_{i=1}^n a_i}{n}.$$

An average is computed over a set of values but the average may not be an element of the set. If there are 1000 families in a town and they have 3426 children, the average number of children per family is 3.426 although clearly no family has 3.426 children. If you throw a die six times and receive the numbers $\{2, 2, 4, 4, 5, 6\}$ the average is:

$$\frac{2 + 2 + 4 + 4 + 5 + 6}{6} = \frac{23}{6} \approx 3.8,$$

again, a value not in the set.

Expectation The expectation of a random variable is the sum of the probability of each outcome times the value of the random variable for that outcome. For a fair die each outcome has the same probability so:

$$E(\text{value of a die}) = 1 \cdot \frac{1}{6} + 2 \cdot \frac{1}{6} + 3 \cdot \frac{1}{6} + 4 \cdot \frac{1}{6} + 5 \cdot \frac{1}{6} + 6 \cdot \frac{1}{6} = 3.5.$$

Consider the random variable defined by the function X (Equation 42) that maps the numbers appearing in a pair of dice to the sum of the numbers. The probability of each pair is $1/36$, but since the pairs $(2, 5)$ and $(5, 2)$ have the same sum they belong to the same outcome. The values of the random variable are $\{2, \dots, 12\}$ and the number of ways of obtaining each one is:

Sum	2	3	4	5	6	7	8	9	10	11	12
Pairs	1	2	3	4	5	6	5	4	3	2	1

The expectation is the average of the values of the random variable *weighted* by the probability of each outcome. Let E_s be the expectation of the sum of the values appearing when two dice are thrown. Then:

$$E_s = 2 \cdot \frac{1}{36} + 3 \cdot \frac{2}{36} + 4 \cdot \frac{3}{36} + \dots + 10 \cdot \frac{3}{36} + 11 \cdot \frac{2}{36} + 12 \cdot \frac{1}{36} = 7. \quad (43)$$

For an arbitrary set of events $\{e_1, \dots, e_n\}$ the expectation is:

$$E = \sum_{i=1}^n e_i P(e_i).$$

Linearity of expectation Consider again at the expectation of the sum of a pair of dice (Equation 43). Let $E(e_6)$ be the expectation of the event of obtaining a 6. Then:

$$E(e_6) = X(e_6)P(e_6) = 6 \cdot \frac{5}{36},$$

because 5 out of the 36 possible pairs sum to 6: $(1, 5), (2, 4), (3, 3), (4, 2), (5, 1)$. But the expectation can also be computed as follows where $P(i, j)$ is the probability of obtaining the pair (i, j) and $E(i, j)$ is the expectation of $i + j$:

$$\begin{aligned} E(X(e_6)) &= 6 \cdot P(1, 5) + 6 \cdot P(2, 4) + 6 \cdot P(3, 3) + 6 \cdot P(4, 2) + 6 \cdot P(5, 1) \\ &= (1 + 5) \cdot \frac{1}{36} + (2 + 4) \cdot \frac{1}{36} + (3 + 3) \cdot \frac{1}{36} + (4 + 2) \cdot \frac{1}{36} + (5 + 1) \cdot \frac{1}{36} \\ &= E(1, 5) + E(2, 4) + E(3, 3) + E(4, 2) + E(5, 1) \\ &= \sum_{i,j|i+j=6} E(i, j). \end{aligned}$$

The computation is dependent on the fact that the events are mutually exclusive, but obviously the events $(2, 4)$ and $(3, 3)$ cannot both appear in the same trial.

The same method can be used to prove the generalization [11, Section 4.9]:

$$E\left(\sum_{i=1}^n a_i e_i\right) = \sum_{i=1}^n a_i E(e_i).$$

This is called the linearity of expectation. In the special case of two random variables $E(ae_1 + be_2) = aE(e_1) + bE(e_2)$.

Indicator variable Let e be an event whose probability is $P(e)$. Define I_e , the indicator variable for e , as follows [11, Chapter 4, Example 3b]:

$$I_e = \begin{cases} 1, & \text{if } e \text{ occurs} \\ 0, & \text{if } e \text{ does not occur.} \end{cases}$$

Then $E(I_e) = 1 \cdot P(e) + 0 \cdot (1 - P(e)) = P(e)$.

Binomial distribution If p is the probability of event e then the probability that a sequence of n independent trials results in *exactly* k events e is given by the *binomial distribution*:

$$\binom{n}{k} p^k (1 - p)^{n-k},$$

and more generally the probability that e occurs between i and j times is:

$$\sum_{k=i}^j \binom{n}{k} p^k (1 - p)^{n-k},$$

By the binomial theorem:

$$\begin{aligned} \sum_{i=0}^n \binom{n}{i} x^i y^{n-i} &= (x + y)^n \\ \sum_{i=0}^n \binom{n}{i} p^i (1 - p)^{n-i} &= (p + (1 - p))^n = 1, \end{aligned}$$

as expected since one of the outcomes must occur.

Sum of a harmonic series For positive integer n the harmonic series is:

$$H_n = \sum_{k=1}^n \frac{1}{k} \approx \ln n + \frac{1}{2n} + \gamma,$$

where $\gamma \approx 0.5772$ is *Euler's constant*. As n approaches infinity the series diverges:

$$\sum_{k=1}^{\infty} \frac{1}{k} = \infty,$$

because $\ln n$ is unbounded.

Stirling's approximation Computing $n!$ for large n is very difficult. It is convenient to use one of the formulas of *Stirling's approximation*:

$$\begin{aligned} n! &\approx \sqrt{2\pi n} \left(\frac{n}{e}\right)^n \\ \ln(n!) &\approx n \ln n - n \\ \ln(n!) &\approx n \ln n - n + \frac{1}{6} \left(8n^3 + 4n^2 + n + \frac{1}{30}\right) + \frac{1}{2} \ln \pi. \end{aligned}$$

Continuous probability distribution Continuous probability distributions do not appear very often in the book but for readers with the appropriate background we review the basic concepts.

Probabilities can be defined over continuous random variables. A *probability density function* (PDF) $f(x) : \mathcal{R} \rightarrow \mathcal{R}$ maps an outcome x to the value of the function so that:

$$P(x) = f(x).$$

Each *individual* real number has zero probability of occurring, so the proper interpretation is to assign probabilities to intervals:

$$P(a < x < b) = \int_a^b f(x) dx.$$

This is also $P(a \leq x \leq b)$ since the probability is zero for individual points.

Like all probabilities for a PDF, $P(x) \geq 0$ for all x , and:

$$\int_{-\infty}^{\infty} P(x) dx = \int_{-\infty}^{\infty} f(x) dx = 1.$$

If the integral does not evaluate to 1 a *normalization constant* must be used. If a PDF is uniformly distributed in the range $[a, b]$ then:

$$P(a \leq x \leq b) = \int_a^b 1 dx = (b - a),$$

and therefore we must define:

$$P(a \leq x \leq b) = \frac{1}{b - a} \int_a^b 1 dx = \frac{1}{b - a} \cdot (b - a) = 1.$$

The expectation can be obtained by integrating the PDF $f(x)$ multiplied by x :

$$E(x) = \int_{-\infty}^{\infty} x f(x) dx.$$

The *cumulative probability distribution* (CPD) for $[-\infty, a]$ is obtained by integrating the PDF:

$$P(x < a) = \int_{-\infty}^a f(x) dx.$$

The PDF can be obtained by differentiating the CPD:

$$P(x < a) = \frac{d}{da} CDP(x < a).$$

References

- [1] Martin Aigner and Günter M. Ziegler. *Proofs from THE BOOK (Fifth Edition)*. Springer, 2014.
- [2] Matthew Carlton. Pedigrees, prizes, and prisoners: The misuse of conditional probability. *Journal of Statistics Education*, 13(2), 2005. <https://doi.org/10.1080/10691898.2005.11910554>.
- [3] John P. Gilbert and Frederick Mosteller. Recognizing the maximum of a sequence. *Journal of the American Statistical Association*, 61(313):35–73, 1966.
- [4] Markus C. Mayer. Average distance between random points on a line segment. Mathematics Stack Exchange. <https://math.stackexchange.com/q/1540015>.
- [5] Aaron Montgomery. Mosteller’s solutions to random-walk problems. Mathematics Stack Exchange. URL:<https://math.stackexchange.com/q/4460054>.
- [6] David S. Moore. A generation of statistics education: An interview with Frederick Mosteller. *Journal of Statistics Education*, 1(1), 1993. <https://www.tandfonline.com/doi/pdf/10.1080/10691898.1993.11910453>.
- [7] Frederick Mosteller. Understanding the birthday problem. *The Mathematics Teacher*, 55(5):322–325, 1962.
- [8] Frederick Mosteller. *Fifty Challenging Problems in Probability with Solutions*. Dover, 1965.
- [9] Frederick Mosteller, Stephen E. Fienberg, and Robert E. K. Rourke. *Beginning Statistics with Data Analysis*. Addison-Wesley, 1983.
- [10] Frederick Mosteller, Robert E. K. Rourke, and George B. Thomas Jr. *Probability With Statistical Applications*. Addison-Wesley, 1961.
- [11] Sheldon Ross. *A First Course in Probability (Tenth Edition)*. Pearson, 2019.
- [12] Wikipedia. Buffon’s needle problem.