

## Human- Versus Computer-Generated Coin Toss Simulations

Analysis of 16 human-generated and 20 computer-generated simulations of 200 coin tosses.

Table shows chi-square statistics for frequencies of blocks of length 3 and of length 4.

Blocks of Length 3

Generated By	Chi-Square Value
Computer	3.0909
Human	3.0909
Computer	3.8182
Computer	3.8182
Computer	4.3030
Computer	4.5455
Human	4.5455
Computer	5.2727
Computer	5.2727
Computer	5.5152
Computer	6.4848
Computer	6.9697
Computer	7.2121
Computer	7.4545
Computer	7.6970
Computer	8.1818
Computer	8.4242
Computer	8.9091
Computer	10.3636
Human	11.3333
Computer	11.8182
Human	13.0303
Human	16.4242
Computer	17.6364
Computer	20.3030
Human	22.9697
Human	24.6667
Human	25.6363
Human	26.3636
Human	32.1818
Human	35.8182
Human	35.8182
Human	40.6666
Human	44.5455
Human	54.4848
Human	61.5152

Blocks of Length 4

Generated By	Chi-Square Value
Computer	7.6000
Computer	8.2400
Computer	9.5200
Computer	10.1600
Computer	10.1600
Human	10.1600
Computer	11.4400
Computer	11.4400
Computer	11.4400
Human	11.4400
Computer	12.0800
Computer	12.0800
Computer	14.0000
Computer	15.2800
Computer	15.2800
Human	15.9200
Computer	16.5600
Computer	16.5600
Computer	17.8400
Computer	19.1200
Computer	19.7600
Computer	21.6800
Human	22.3200
Human	26.8000
Computer	30.0000
Human	31.2800
Human	33.8400
Human	34.4800
Human	44.0800
Human	50.4800
Human	54.9600
Human	54.9600
Human	71.6000
Human	91.4400
Human	99.7600
Human	113.8400

Green: Consistent with Randomness  
Orange: 95% Fake

Yellow: 90% Fake  
Red: 97.5% Fake