Group 1: Tennis

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The Game of Tennis

- ▶ Point: Smallest unit of measurement (Love-15-30-40-game)
- ► Game: A game is one when a player reaches 4 points with atleast a 2 point advantage
- Set: A set consists of 6 games and is won by the player who reases 6 games first
- Advantage Set: If a game score of 6-6 is reached and advantage set rules are used, a player can only win a set with a 2 game lead
- ▶ Matches: Best of 3 set (for women) or 5 sets (for men)
- ► Tie-break game: If a game score of 6-6 is reached and tie-break set rules are used. In a tie-break game, a player/team must reach 7 points with a two point advantage to win

Values

Things we need to know:

- ► Empiricial probablility of winning a rally on serve
- ► Empirical Probablity of winning a game on serve

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Things we need to calculate:

- ► Theoretical probability of winning a game on serve
- Theoretical probibility of winning a set
- Theoretical probibility of winning a match
- Theoretical probibility of winning the tie-breaker

Slide with R Output

summary(cars)

```
##
      speed
                     dist
##
   Min. : 4.0 Min. : 2.00
   1st Qu.:12.0 1st Qu.: 26.00
##
##
   Median: 15.0 Median: 36.00
##
   Mean :15.4
                Mean : 42.98
##
   3rd Qu.:19.0
                3rd Qu.: 56.00
   Max. :25.0 Max. :120.00
##
```

Slide with Plot

