Project 1

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2/6/2020

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1.2 Solving 1b			
I use the built in sample, matrix, and barplot functions to simulate the roll of a 6 sided			
die, as well as to find the probability of the random selection of two people in a group.			
1.1 Solving 1a			
Project 1a:			
Simulate the rolling of a 6-sided fair die.			
Requirements:			

Simulation Number of rolls Numeric Summary Graphic Display

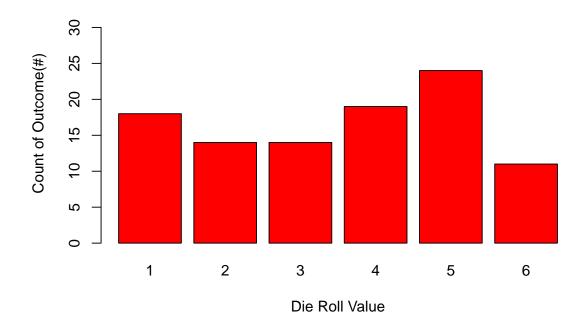
1	100	table	bar plot
2	500	table	bar plot
3	1000	table	bar plot
4	10000	table	bar plot

So lets get to the data! Ideal probabilities for each die roll should be 1/6 or 16.6666...%

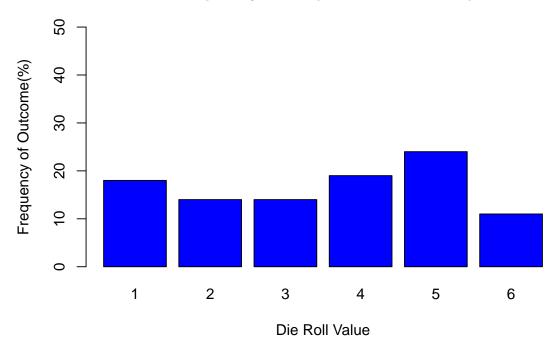
```
## Simulations: 100
##
## Count Table(#)
```

1 2 3 4 5 6 ## Count 18 14 14 19 24 11

Count Table (Simulations: 100)

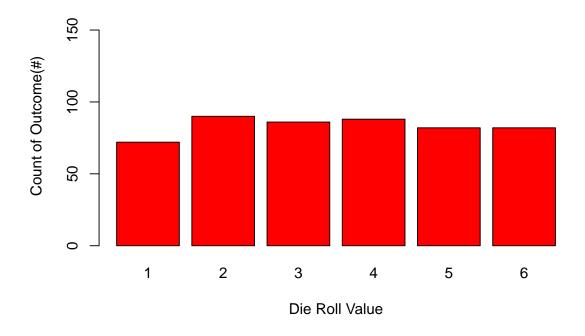


Frequency Table (Simulations: 100)

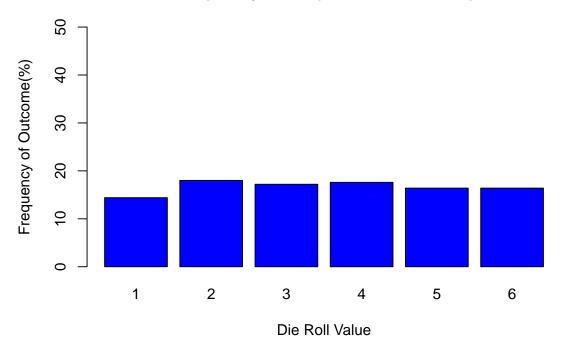


```
## Simulations: 500
##
## Count Table(#)
## 1 2 3 4 5 6
## Count 72 90 86 88 82 82
```

Count Table (Simulations: 500)

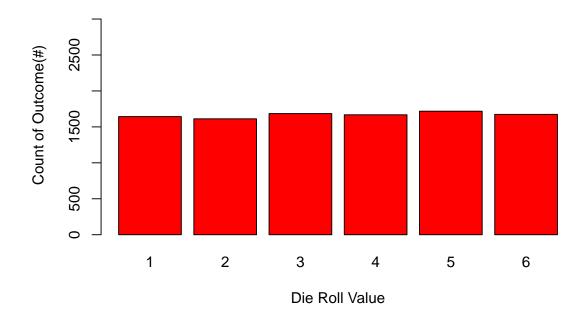


Frequency Table (Simulations: 500)



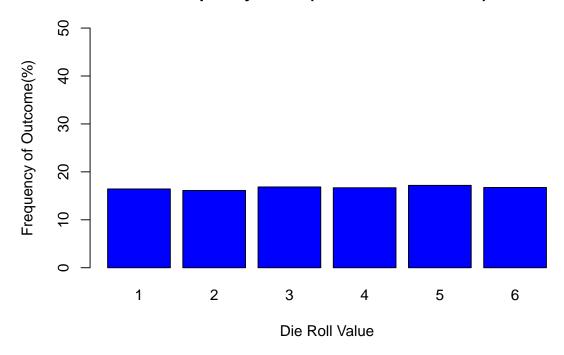
```
## Simulations: 10000
##
## Count Table(#)
## 1 2 3 4 5 6
## Count 1643 1612 1685 1668 1718 1674
```

Count Table (Simulations: 10000)



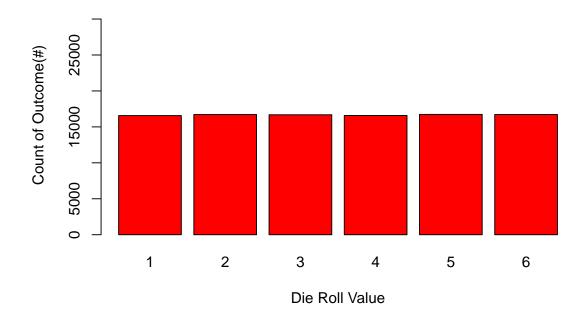
```
## Frequency Table(%)
## 1 2 3 4 5 6
## Frequency 16.43 16.12 16.85 16.68 17.18 16.74
```

Frequency Table (Simulations: 10000)



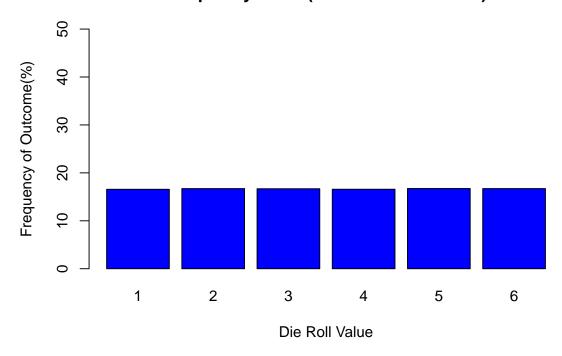
```
## Simulations: 1e+05
##
## Count Table(#)
## 1 2 3 4 5 6
## Count 16569 16716 16683 16582 16732 16718
```

Count Table (Simulations: 1e+05)



```
## Frequency Table(%)
## 1 2 3 4 5 6
## Frequency 16.569 16.716 16.683 16.582 16.732 16.718
```

Frequency Table (Simulations: 1e+05)



In conclusion this simulation approaches acceptable accuracy as the trials appraoch 10000.

1.2 Solving 1b

Project 1b: A club has 5 members, including Tom and Jerry. Randomly select two members. Use simulation to estimate the probability that Tom and Jerry are selected.

Again I will do four simulations with 100, 500, 1000, 10000 trials each. Each with a table and graph.

So lets get to the data!

Probability of Tom getting picked: 1/5 0.20 20%

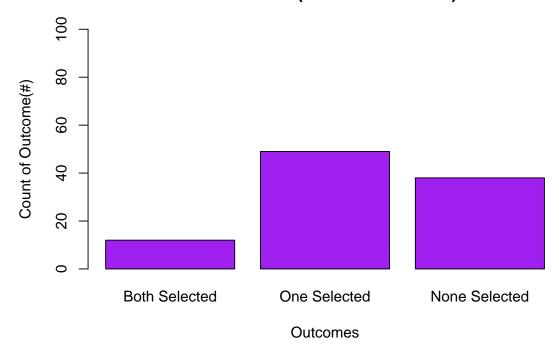
Probability of then Jerry getting picked 1/4 0.25 25%

Probability of Tom and Jerry getting picked: 0.20*0.52= 0.05 5%

Simulations: 100

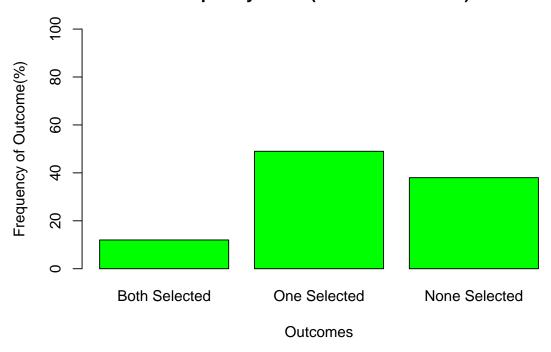
```
##
## Count Table(#)
## Both Selected One Selected None Selected
## Outcome Count 12 49 38
```

Count Table (Simulations: 100)



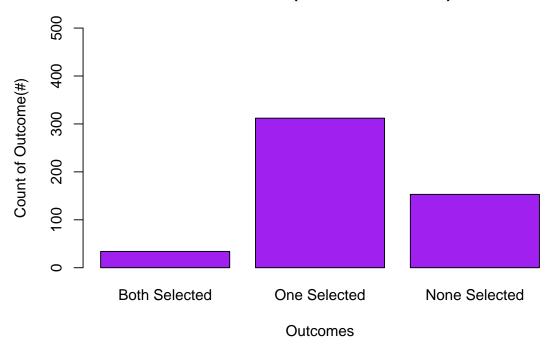
Frequency Table(%)
Both Selected One Selected None Selected
Outcome Frequency 12 49 38

Frequency Table (Simulations: 100)



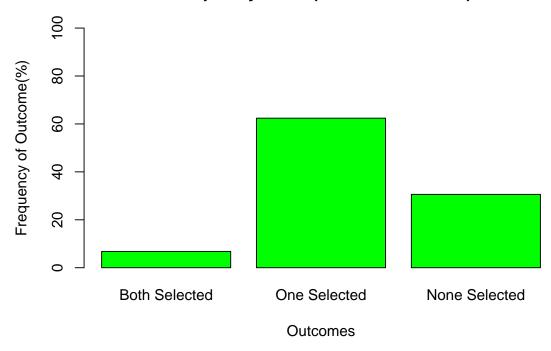
```
## Simulations: 500
##
## Count Table(#)
## Both Selected One Selected None Selected
## Outcome Count 34 312 153
```

Count Table (Simulations: 500)



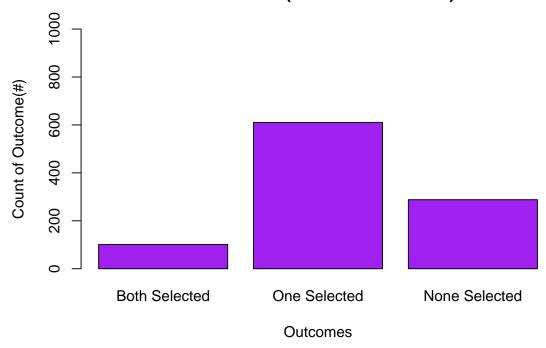
```
## Frequency Table(%)
## Both Selected One Selected None Selected
## Outcome Frequency 6.8 62.4 30.6
```

Frequency Table (Simulations: 500)



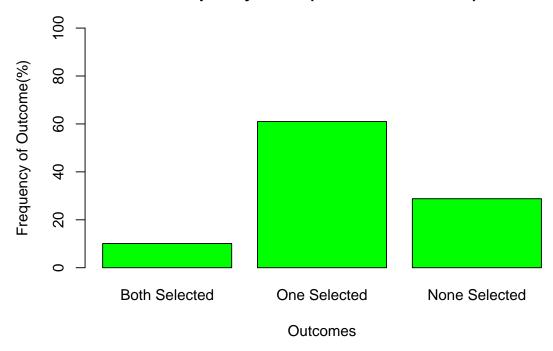
```
## Simulations: 1000
##
## Count Table(#)
## Both Selected One Selected None Selected
## Outcome Count 101 610 288
```

Count Table (Simulations: 1000)



Frequency Table(%)
Both Selected One Selected None Selected
Outcome Frequency 10.1 61 28.8

Frequency Table (Simulations: 1000)

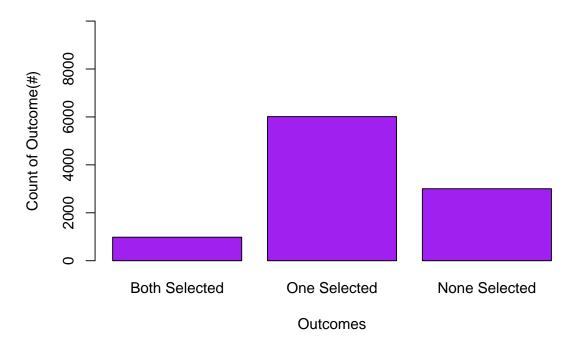


```
## Simulations: 10000
##

## Count Table(#)

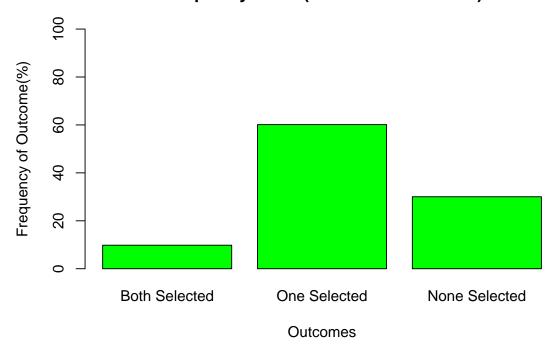
## Both Selected One Selected None Selected
## Outcome Count 981 6014 3004
```

Count Table (Simulations: 10000)



```
## Frequency Table(%)
## Both Selected One Selected None Selected
## Outcome Frequency 9.81 60.14 30.04
```

Frequency Table (Simulations: 10000)



In conclusion this simulation does not seem to become very accurate.