

MonteHall

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```
reveal_host_choice <- function(door) {  
  door.allocation <- sample(c("goat", "goat", "car"))  
  notchosen <- c(1:3)[-door]  
  if (door.allocation[door] == "goat") {  
    if (door.allocation[notchosen[1]] == "goat")  
      host_choice = paste(door.allocation[notchosen[1]],  
                           paste("door", notchosen[1], sep=" "), sep="-")  
    else  
      host_choice = paste(door.allocation[notchosen[2]],  
                           paste("door", notchosen[2], sep=" "), sep="-")  
  }  
  else {  
    d <- sample(notchosen, 1)  
    host_choice = paste(door.allocation[d], paste("door", d, sep=" "), sep="-")  
  }  
  return(host_choice)  
}  
  
reveal_host_choice(1)
```

```
[1] "goat-door 3"
```

```

play_montehall <- function(door, strategy="switch") {
  door.allocation <- sample(c("goat","goat","car"))
  notchosen <- c(1:3)[-door]
  host_choice <- sample(notchosen, 1) # player choice is car

  if (door.allocation[door] == "goat") { # player chice is goat
    host_choice <- ifelse (door.allocation[notchosen[1]] == "goat",
      notchosen[1], notchosen[2])
  }

  # Now employ strategy
  final_door <- door.allocation[door] # Strategy is to stay with original choice

  if (strategy == "switch") {
    d <- notchosen[which(notchosen != host_choice)]
    final_door <- door.allocation[d]
  }

  final_door
}

play_montehall(1)

[1] "car"

```

```
ncar.switch <- 0
for (i in 1:1000) {
  if (play_montehall(door=1, strategy="switch") == "car")
    ncar.switch <- ncar.switch+1
}
ncar.switch/1000
```

```
## [1] 0.683
```

```
ncar.stay <- 0
for (i in 1:1000) {
  if (play_montehall(door=1, strategy="stay") == "car")
    ncar.stay <- ncar.stay+1
}
ncar.stay/1000
```

```
## [1] 0.326
```