



Choose a door, one has a prize. Two others have goats.



You choose **Door 1**. What is the probability it has the prize?



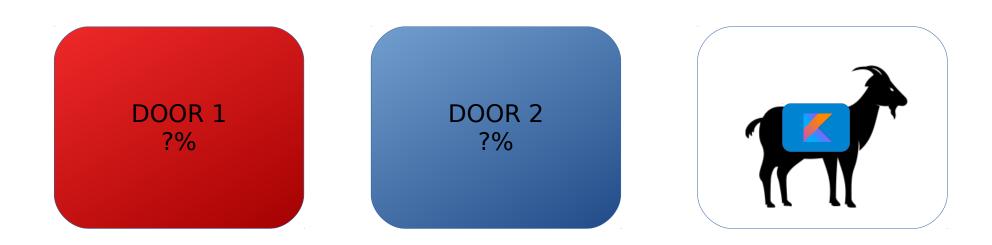
You choose **Door 1**. What is the probability it has the prize? **33**%



Twist! **Door 3** was just opened. It's a goat. Did you want to switch from **Door 1** to **Door 2**?



What is the prize probability of each door now?



HINT: The prize probability of either door is not 50%



The probability of **Door 1** is **33.33**% while **Door 2** is now **66.66**%. You should switch! But why?

33.33%



66.66%



33.33%



According to Bayes Theorem...

$$P(A|B) = \frac{P(B|A)P(A)}{P(B)}$$

DOOR 1 33.33% DOOR 2 66.66%

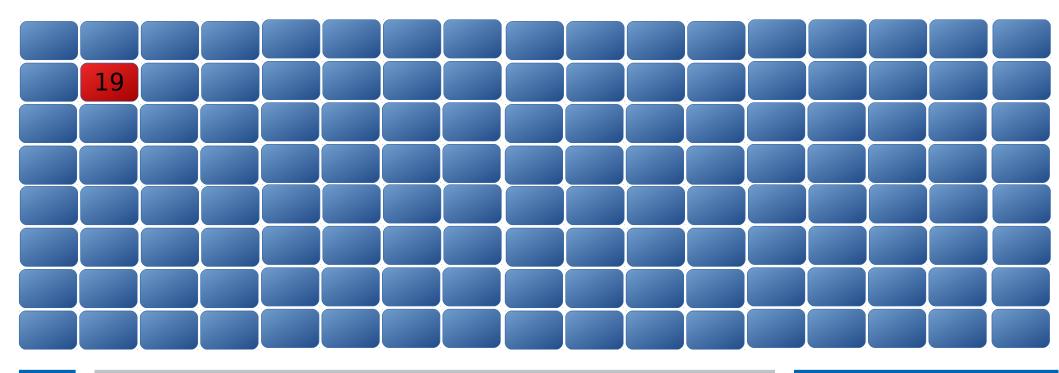


$$P(P_1|D_2) = \frac{P(D_2|P_1)P(P_1)}{P(D_2)} = \frac{(.5)(.33)}{(.5)} = .33$$

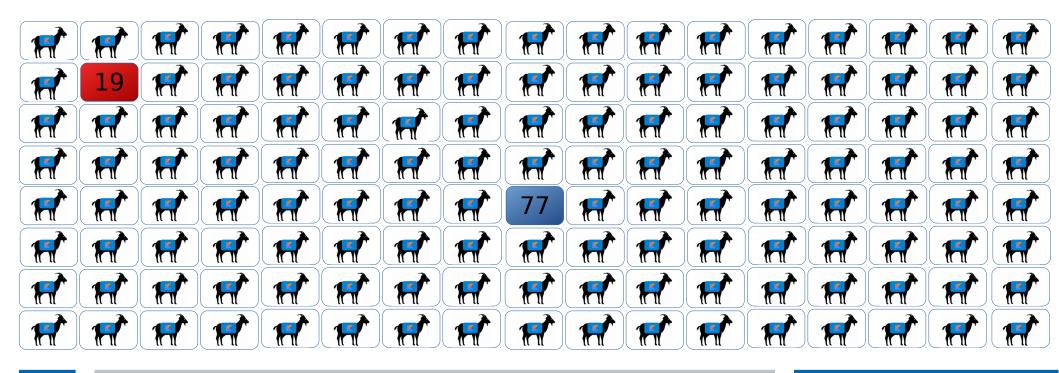
$$P(P_2|D_2) = \frac{P(D_2|P_2)P(P_2)}{P(D_2)} = \frac{(1)(.33)}{(.5)} = \boxed{.66}$$

- $D_2 = \text{Probability of door 2 being left} = .5$
- $P_1 = \text{Probability door 1 contains prize} = .33$
- $P_2 = \text{Probability door 2 contains prize} = .5$
- $P(P_1|D_2) = ext{Probability door 1 contains prize given door 2 is left} = .33$
- $P(P_2|D_2) = \text{Probability door 2 contains prize given door 2 is left} = .66$
- $P(D_2|P_1) = \text{Probability door 2 is left given door 1 has prize} = .5$
- $P(D_2|P_2) = \text{Probability door 2 is left given door 2 has prize} = 1.0$

Still confused? Hyperbolize! Imagine you had 1000 doors, and you chose **Door #19**.



All other doors are opened but yours and **Door #77**. Inclined to switch now?

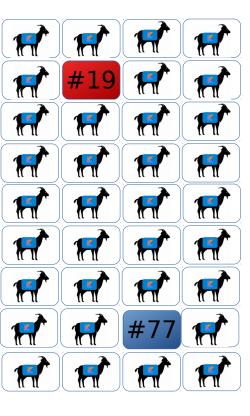


$$P(A|B) = rac{P(B|A)P(A)}{P(B)}$$

$$P(P_{19}|D_{77}) = rac{P(D_{77}|P_{19})P(P_{19})}{P(D_{77})} = rac{rac{1}{999} * rac{1}{1000}}{rac{1}{1000}} = rac{1}{999}$$

$$P(P_{77}|D_{77}) = \frac{P(D_{77}|P_{77})P(P_{77})}{P(D_{77})} = \frac{\frac{999}{1000} * \frac{1}{1000}}{\frac{1}{1000}} = \boxed{\frac{999}{1000}}$$

Yes, you should switch!



Monty Hall Simulation in Kotlin

Monte Carlo simulation of the Monty Hall Problem

https://gist.github.com/thomasnield/7fe76d27a57afbea49939dc1879c9883

Modeling Uncertainty and Approximation

The Monty Hall problem encapsulates the critical (and misunderstood) nuances of.

As programmers, we thrive in certainty and exactness.

But the valuable, high-profile problems today often tackle uncertainty and approximation.

Users and businesses expect "smarter" applications that will predict what they want.

Machine learning and optimization is nondeterministic and unavoidably has error.

Many search spaces are too large to exhaustively explore.