

# Assignment 12, Introduction to Statistics

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# 1 Problems

## 1.1 Problem 1

Given the lottery ticket can have six numbers chosen from 1 through 6. Each play selects a six digits number and the players are awarded according to the number of digits they guessed.

1. What is the chance of guessing all numbers?
2. What is the chance of guessing exactly three of all numbers?
3. What is the chance of the winning number to be a palindrome?

### 1.1.1 Answer 1

The chance of guessing all numbers can be calculated as a product of probabilities of guessing each number independently. Probability of guessing one number is one in six, thus the total probability of guessing the number is  $\frac{1}{6^6} = 2.143\,347 \times 10^{-5}$ .

### 1.1.2 Answer 2

The probability of guessing exactly three numbers is the probability of guessing three numbers times the probability of guessing other three not winning numbers, as many times as we can choose combinations of three out of six, i.e.:  $\binom{6}{3} \times \frac{1}{6^3} \times \frac{5^3}{6^3} = 5.358\,367\,8 \times 10^{-2}$ .

### 1.1.3 Answer 3

The probability of a six-digit number being a palindrome is the product of first and last numbers being the same, second and fifth being the same and

third and fourth being the same. Observe now that the condition of being the same is equivalent to requiring that one of the numbers of the pair be exactly of the six possible results, hence the probability of two given numbers matching is exactly  $\frac{1}{6}$ , thus total probability is  $\frac{1}{6^3} = 4.629\,629\,7 \times 10^{-3}$ .

Here's the calculation that verifies the results:

```
(defun generate-ticket ()
  (loop :repeat 6 :collect (random 6)))

(defun exactly-3-match (a b)
  (= 3 (loop :for i :in a :for j :in b
    :when (= i j) :count 1)))

(defun palindromep (tested) (equal tested (reverse tested)))

(defun num->ticket (n)
  (nreverse
    (loop :repeat 6 :collect (mod n 6) :do (setf n (floor n 6)))))

(defun ticket->num (ticket)
  (reduce (lambda (a b) (+ (* 6 a) b)) ticket :initial-value 0))

(defun next-ticket (previous)
  (num->ticket (1+ (ticket->num previous))))

(defparameter *all-tickets* (expt 6 6))

(defun chance-of-winning ()
  (/ (loop :with ticket := (generate-ticket)
    :repeat *all-tickets*
    :for attempt := '(0 0 0 0 0 0) :then (next-ticket attempt)
    :when (equal attempt ticket) :count 1
    *all-tickets*)))

(defun chance-of-three-matching ()
  (/ (loop :with ticket := (generate-ticket)
    :repeat *all-tickets*
    :for attempt := '(0 0 0 0 0 0) :then (next-ticket attempt)
    :when (exactly-3-match ticket attempt) :count 1
    *all-tickets*)))

(defun chance-of-palindrome ()
  (/ (loop :repeat *all-tickets*
    :for attempt := '(0 0 0 0 0 0) :then (next-ticket attempt)
    :when (palindromep attempt) :count 1
    *all-tickets*)))

(format t "~&Chance of winning the lottery:      ~f%~\n
          Chance of guessing exactly three:  ~f%~\n
          Chance of palindrome ticket:      ~f"
  (chance-of-winning)
  (chance-of-three-matching)
  (chance-of-palindrome))
```

Chance of winning the lottery: 0.00002143347  
 Chance of guessing exactly three: 0.053583678  
 Chance of palindrome ticket: 0.0046296297

## 1.2 Problem 2

Given five country flags, four town flags and two army flags all hung together on a thread.

1. What is the chance that three first flags are the country flags?
2. What is the chance that all the flags of the same kind hung together?
3. What is the chance that between two army flags, there will be only the country flags?
4. If three flags selected at random, what is the chance that at least two of them are of the same kind?

### 1.2.1 Answer 4

The chance of the first three flags being the country flags is the chance of the first being the country flag, times second, times third. The chance of the first is 5 in 11, the chance of second is 4 in 10 and the chance of third is 3 in 9. Thus the total chance is  $\frac{5*4*3}{11*10*9} = 6.060\ 606\ 060\ 58 \times 10^{-2}$ .

### 1.2.2 Answer 5

Observe, first, that there are only 3! possibilities for such arrangements, i.e.

1. **country, city, army.**
2. **country, army, city.**

3. ...

4. **army, city, country.**

Given the total number of ways the flags can be hung:

$$\frac{11!}{5!4!2!} = 6930,$$

it gives that there is only  $\frac{3!}{6930} = 8.658\,008\,658\,01 \times 10^{-4}$  chance the flags will hang in the specified order.

### 1.2.3 Answer 6

The number of ways country flags can be hung between the army flags are either one, or two, or three, or four, or five, for each case there is a number of ways the group of flags can be positioned on the rope.

1. There are  $11 - 3 + 1 = 9$  ways to position the flags on the rope.
2. There are  $11 - 4 + 1 = 8$  ways to position the flags on the rope.
3. There are  $11 - 5 + 1 = 7$  ways to position the flags on the rope.
4. There are  $11 - 6 + 1 = 6$  ways to position the flags on the rope.
5. There are  $11 - 7 + 1 = 5$  ways to position the flags on the rope.

Also observe that for each case, the remaining combinations of flags are defined by the number of flags we can permute times the number of ways we can position the army flags.

1.  $\frac{8!}{4!4!} = 70.$
2.  $\frac{7!}{3!4!} = 35.$
3.  $\frac{6!}{2!4!} = 15.$

$$4. \frac{5!}{1!4!} = 5.$$

$$5. \frac{4!}{4!} = 1.$$

Summing this all up gives:  $\frac{70*9+35*8+15*7+5*6+1*5}{6930} = 1.515\ 151\ 515\ 15 \times 10^{-1}.$

#### 1.2.4 Answer 7

We can divide this problem into two sub-problems:

1. In how many ways can we select three first flags s.t. the first and the second or first and the last will match. We will have three disjoint probabilities for each kind of flag weighted by their relative probability:

$$\begin{aligned} \frac{5}{11} \times \left( \frac{4}{10} + \frac{4}{9} \right) \times 4 + 210 &= 3.030\ 303\ 030\ 3 \times 10^{-1} \\ \frac{4}{11} \times \left( \frac{3}{10} + \frac{3}{9} \right) \times 5 + 210 &= 1.939\ 393\ 939\ 39 \times 10^{-1} \\ \frac{2}{11} \times \left( \frac{1}{10} + \frac{1}{9} \right) \times 5 + 410 &= 3.636\ 363\ 636\ 36 \times 10^{-2}. \end{aligned}$$

2. And the probability that the last two flags are the same, this probability is again weighted by the first flag selected and summed for two remaining kinds of flags:

$$\begin{aligned} \frac{5}{11} \times \left( \frac{4}{10} \times \frac{3}{9} + \frac{2}{10} \times \frac{1}{9} \right) &= 7.070\ 707\ 070\ 67 \times 10^{-2} \\ \frac{4}{11} \times \left( \frac{5}{10} \times \frac{4}{9} + \frac{2}{10} \times \frac{1}{9} \right) &= 8.888\ 888\ 888\ 86 \times 10^{-2} \\ \frac{2}{11} \times \left( \frac{5}{10} \times \frac{4}{9} + \frac{4}{10} \times \frac{3}{9} \right) &= 6.464\ 646\ 464\ 63 \times 10^{-2}. \end{aligned}$$

Summing it up gives

$$\begin{aligned} &7.070\,707\,070\,67 \times 10^{-2} + \\ &8.888\,888\,888\,86 \times 10^{-2} + \\ &6.464\,646\,464\,63 \times 10^{-2} + \\ &3.030\,303\,030\,3 \times 10^{-1} + \\ &1.939\,393\,939\,39 \times 10^{-1} + \\ &3.636\,363\,636\,36 \times 10^{-2} = 7.575\,757\,575\,75 \times 10^{-1}. \end{aligned}$$

The code to verify the answers:

```
(defun shift-elements (vec low high)
  (progn vec
    (loop :for i :from high :downto low :do
      (setf (aref vec (1+ i)) (aref vec i)))))

(defun initialize-perms (vec element &optional (low 0))
  (progn vec
    (loop :with j := low
      :for i :from low :below (length vec)
      :if (eql (aref vec i) element) :do
        (shift-elements vec j (1- i))
        (setf (aref vec j) element j (1+ j)))))

(defun can-move-index (vec element)
  (loop :for i :from (1- (length vec)) :downto 0
    :for current := (aref vec i)
    :with prev := nil
    :when (and prev
      (not (eql prev element))
      (eql current element))
    :do (return i)
    :end :do (setf prev current)))

(defun move-index (vec index)
  (progn vec
    (psetf (aref vec (1+ index)) (aref vec index)
      (aref vec index) (aref vec (1+ index)))))

(defun permute-group (vec element &optional (low 0))
  (cons
    (copy-seq (initialize-perms vec element low))
    (loop :with init := (initialize-perms vec element low)
      :with last := low
      :for moving := (can-move-index init element)
      :while moving
      :do (move-index init moving)
      :when (< moving last) :do
        (initialize-perms init element (1+ moving))
      :end
```



```

:collect (copy-seq init)
:do (setf last moving))))

(defun canonical (element repeat &optional (previous #()))
  (loop :with result := (make-array (+ repeat (length previous)))
    :for i :below repeat :do
      (setf (aref result i) element)
    :finally
      (return
        (prog1 result
          (loop :for j :from i :below (length result) :do
            (setf (aref result j) (aref previous (- j i)))))))

(defun permutations-with-repetition (groups)
  (loop :with first := (car groups)
    :with perms := (list (canonical (car first) (cdr first)))
    :for (key . value) :in (cdr groups)
    :do (setf perms
      (loop :for perm :in perms
        :nconc (permute-group
          (canonical key value perm) key)))
    :finally (return perms)))

(defparameter *all-flags*
  (permutations-with-repetition '((a . 5) (b . 4) (c . 2))))

(defun first-three-a ()
  (/ (loop :for flags :in *all-flags*
    :when (equal (coerce (subseq flags 0 3) 'list) '(a a a))
    :count 1)
    (length *all-flags*)))

(defun togetherp (flags)
  (= 2 (loop :with previous := nil
    :for elt :across flags
    :when (and previous (not (eql elt previous)))
    :count 1 :end
    :do (setf previous elt))))

(defun flags-hang-together ()
  (/ (loop :for flags :in *all-flags*
    :when (togetherp flags)
    :count 1)
    (length *all-flags*)))

(defun between-army-p (flags)
  (not
    (loop :with flags-seen := 0
      :with previous := nil
      :for elt :across flags :do
        (case elt
          (b (when (= flags-seen 1) (return t)))
          (c (when (eql previous 'c) (return t)
            (incf flags-seen)))
          (setf previous elt))))))

```

```

(defun between-army ()
  (/ (loop :for flags :in *all-flags*
        :when (between-army-p flags)
        :count 1)
     (length *all-flags*)))

(defun first-three-duplicate ()
  (/ (loop :for flags :in *all-flags*
        :when (or (eql (aref flags 0) (aref flags 1))
                  (eql (aref flags 1) (aref flags 2))
                  (eql (aref flags 0) (aref flags 2)))
     :count 1)
     (length *all-flags*)))

(format t "~&Chance three first flags are country flags: ~f~%~
          Chance all flags hang together: ~f~%~
          Chance only city flags between army flags: ~f~%~
          Chance of duplicate in first three flags: ~f~%"
      (first-three-a)
      (flags-hang-together)
      (between-army)
      (first-three-duplicate))

```

```

Chance three first flags are country flags: 0.060606062
Chance all flags hang together: 0.0008658009
Chance only city flags between army flags: 0.15151516
Chance of duplicate in first three flags: 0.75757575

```

### 1.3 Problem 3

Given five different research subject and ten students selecting from these subjects at random:

1. What is the chance all students will select the same subject?
2. What is the chance there will be exactly 3 papers on the first subject?
3. What is the chance two students will select the same subject?
4. What is the chance that two particular students will choose the first subject, thee students will choose the second subject, four will choose the third subject and the rest will choose the fourth subject?
5. What is the chance that only two of the five subjects will be selected?

### 1.3.1 Answer 8

The probability of selecting the subject is independent for each student, thus the total probability is the product of probabilities of each student selecting the same subject times number of subjects. This gives:

$$5 \times \frac{1}{5^{10}} = 5.12 \times 10^{-7}.$$

### 1.3.2 Answer 9

The chance of having exactly three papers written on the first subject is the chance of writing three papers times the chance of writing other papers times the number of ways the students can be assigned to papers. This gives:  $\binom{10}{3} \times \frac{1}{5^3} \times \frac{4^7}{5^7} = 2.013\,265\,92 \times 10^{-1}$ .

### 1.3.3 Answer 10

The chance of two students selecting a particular subject is the number of available subjects times the probability of selecting the same subject for two students. I.e.  $5 \times \frac{1}{5^2} = 0.2$ .

### 1.3.4 Answer 11

### 1.3.5 Answer 12

The chance that only two of the five subjects will be selected is the chance that every subsequent student selects from two of the possible subjects (independently) times the number of ways the subjects can be paired. This gives  $\left(\frac{2}{5}\right)^{10} \times 45 = 4.718\,592 \times 10^{-3}$ .

## 1.4 Problem 4

Given six pairs of different shoes, from which four shoes are selected at random:

1. What is the chance of drawing a pair of boots?
2. What is the chance of drawing a single boot (without a pair)?
3. What is the chance of drawing a pair of boots and two boots, which aren't a pair?
4. What is the chance of all shoes being from distinct pairs?

### 1.4.1 Answer 13

The chance of drawing a pair of boots can be seen as follows: there are only  $\binom{12}{4}$  arrangements of boots possible. Of them in  $\binom{10}{2}$  contain “other” shoes, since we have no choice but to select the boots we are asked, the solution is given by:  $\frac{\binom{10}{2}}{\binom{12}{4}} = 9.090\,909 \times 10^{-2}$ .

### 1.4.2 Answer 14

The chance of selecting a single boot without a pair is similar to the one above. I.e. it is the number of ways to select three shoes from the remaining “other” shoes multiplied by two (for left and right shoes).  $\frac{2\binom{10}{3}}{\binom{12}{4}} = 4.848\,484\,7 \times 10^{-1}$ .

### 1.4.3 Answer 15

Similar to the 1.4.1, except we can only choose the remaining boots subtracting the number of times we draw two pairs of shoes:  $\frac{\binom{10}{2}-5}{\binom{12}{4}} = 8.080\,808 \times 10^{-2}$ .

#### 1.4.4 Answer 16

Using different approach, the number of ways shoes can be chosen without repetition can be given by: no matter the first shoe, the second can be only chosen in 10 ways such as not to form a pair. The third can be chosen in 8 ways such as not to form a pair, and fourth can be chosen in only 6 ways such as not to form a pair. In other words, the probability of drawing dissimilar shoes is the multiplicative inverse of the number of ways they can be chose. This gives  $\frac{6}{10 \times 8 \times 6} = 0.0125$ .

```
(defun combinations (input)
  (labels ((%combinations (elt input)
            (append input (loop :for comb :in input
                               :collect (cons elt comb))))))
    (loop :for elt :in input
          :for result := (list (list elt))
          :then (cons (list elt) (%combinations elt result))
          :finally (return result)))

(defun combinations-of (input length)
  (remove-if (lambda (x) (/= (length x) length))
    (combinations input)))

(defparameter *shoes*
  (combinations-of '(1 2 3 4 5 6 7 8 9 10 11 12) 4))

(defun has-pair-p (shoes)
  (loop :for i :from 1 :to 6
        :thereis (and (member (* i 2) shoes)
                      (member (1- (* i 2)) shoes))))

(defun single-pair-p (shoes)
  (and (member 1 shoes) (member 2 shoes)
    (not (has-pair-p (remove 1 (remove 2 shoes))))))

(defun single-boot-p (shoes)
  (or (and (member 1 shoes) (not (member 2 shoes)))
    (and (member 2 shoes) (not (member 1 shoes)))))

(defun chance-of-pair ()
  (/ (loop :for shoes :in *shoes*
        :when (and (member 1 shoes) (member 2 shoes)) :count 1)
    (length *shoes*)))

(defun chance-no-pairs ()
  (/ (loop :for shoes :in *shoes*
        :unless (has-pair-p shoes) :count 1)
    (length *shoes*)))

(defun chance-single-pair ()
  (/ (loop :for shoes :in *shoes*
        :when (single-pair-p shoes) :count 1)
    (length *shoes*)))
```

```

(defun chance-single-boot ()
  (/ (loop :for shoes :in *shoes*
        :when (single-boot-p shoes) :count 1)
     (length *shoes*)))

(format t "~&Chance to draw a pair of boots: ~f%~
          Chance of drawing no pairs: ~f%~
          Chance of drawing a single pair: ~f%~
          Chance of drawing a single boot: ~f"
      (chance-of-pair)
      (chance-no-pairs)
      (chance-single-pair)
      (chance-single-boot))

```

```

Chance to draw a pair of boots: 0.09090909
Chance of drawing no pairs: 0.4848485
Chance of drawing a single pair: 0.08080808
Chance of drawing a single boot: 0.4848485

```