Concept questions

Concept question 1.

Toss a coin 4 times. Let A = 'at least three heads' and B = 'first toss is tails'.

- 1. What is P(A|B)?
- (a) 1/16 (b) 1/8 (c) 1/4 (d) 1/5
- 2. What is P(B|A)?
- (a) 1/16 (b) 1/8 (c) 1/4 (d) 1/5

Concept question 2. Trees 1.



1. The probability x represents

(a) $P(A_1)$ (b) $P(A_1|B_2)$ (c) $P(B_2|A_1)$ (d) $P(C_1|B_2 \cap A_1)$.

Concept question 3. Trees 2.

2. The probability y represents

(a) $P(B_2)$ (b) $P(A_1|B_2)$ (c) $P(B_2|A_1)$ (d) $P(C_1|B_2 \cap A_1)$.

Concept question 4. Trees 3.

3. The probability z represents

(a) $P(C_1)$ (b) $P(B_2|C_1)$ (c) $P(C_1|B_2)$ (d) $P(C_1|B_2 \cap A_1)$.

Concept question 5. Trees 4.

4. The circled node represents the event

(a) C_1 (b) $B_2 \cap C_1$ (c) $A_1 \cap B_2 \cap C_1$ (d) $C_1 | B_2 \cap A_1$.

In class examples

Class example 1.

- Organize computations
- Compute total probability
- Compute Bayes' formula

Example. Game: 5 orange and 2 blue balls in an urn. A random ball is selected and replaced by a ball of the other color; then a second ball is drawn.

- 1. What is the probability the second ball is orange?
- 2. What is the probability the first ball was orange given the second ball was orange?



Board questions

Problem 1. Monty Hall

- One door hides a car, two hide goats.
- The contestant chooses any door.
- Monty always opens a different door with a goat. (He can do this because he knows where the car is.)
- The contestant is then allowed to switch doors if they want.

What is the best strategy for winning a car?

(a) Switch (b) Don't switch (c) It doesn't matter



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Organize the Monty Hall problem into a tree and compute the probability of winning if you always switch.

Hint first break the game into a sequence of actions.

Problem 2. Independence

Roll two dice and consider the following events

- A = 'first die is 3'
- B = `sum is 6'
- C = 'sum is 7'

A is independent of

(a) B and C (b) B alone (c) C alone (d) Neither B or C.

Problem 3. Evil Squirrels

Of the one million squirrels on MIT's campus most are good-natured. But one hundred of them are pure evil! An enterprising student in Course 6 develops an "Evil Squirrel Alarm" which they offer to sell to MIT for a passing grade. MIT decides to test the reliability of the alarm by conducting trials.



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- When presented with an evil squirrel, the alarm goes off 99% of the time.
- When presented with a good-natured squirrel, the alarm goes off 1% of the time.
- (a) If a squirrel sets off the alarm, what is the probability that it is evil?
- (b) Should MIT co-opt the patent rights and employ the system?

Problem 4. Dice Game

- 1. The Randomizer holds the 6-sided die in one fist and the 8-sided die in the other.
- 2. The Roller selects one of the Randomizer's fists and covertly takes the die.
- 3. The Roller rolls the die in secret and reports the result to the table.

Given the reported number, what is the probability that the 6-sided die was chosen? (Find the probability for each possible reported number.)

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