

## Contents of this Document [ntc2]

### 2. Probability: Intuition - Ambiguity - Absurdity - Puzzles

- Regular versus random schedules [nl40]
- Pick the winning die [nex2]
- Educated guess [nex4]
- Coincident birthdays [nex82]
- Win the new car or take the goat! [nex11]
- Three-cornered duel [nex13]
- Bad luck: waiting for the worst [nex74]
- Bertrand's paradox [nl41]
- Random quadratic equations [nex12]
- Crossing a river [nex84]
- Combinatorics of poker hands [nex124]
- Know your odds [nex125]

## Regular Versus Random Schedules [nl40]

Consider a bus company serving a given bus stop. There are good days and bad days, mostly related to weather.

Buses arrive at the bus stop

- regularly at intervals  $t_n - t_{n-1} = \tau$  on a good day,
- randomly at average intervals  $\langle t_n - t_{n-1} \rangle = \tau$  on a bad day.

How does this affect passengers  $A$  who know the schedule and passengers  $B$  who do not know the schedule?

- On a good day, passengers  $A$  do not have to wait if they plan well. Passengers  $B$  wait half the interval, on average.

$$T_A = 0, \quad T_B = \frac{\tau}{2}.$$

- On a bad day, the schedule is useless. Passengers  $A$  and  $B$  wait the same time on average. The average waiting time is

$$T_A = T_B = \tau.$$

The analysis is postponed to

- ▷ [nl10] Exponential distribution
- ▷ [nl11] Waiting time problem
- ▷ [nex18] Random bus schedule

**[nex2] Pick the winning die!**

The six faces of four dice  $A, B, C, D$  have these numbers on them:

$A$	1 1 5 5 5 5
$B$	4 4 4 4 4 4
$C$	3 3 3 3 7 7
$D$	2 2 2 6 6 6

You and your opponent each pick one die to use throughout the game. In each round you both roll, and the high number wins. Which is the best die to have? Should you pick first or let your opponent pick first? What is your probability of winning? Give a detailed explanation.

**Solution:**

**[nex4] Educated guess**

A railroad company numbers its locomotives in order,  $1, 2, \dots, N$ .

(a) One day, you see a locomotive, and its number is 60. What is your best guess for the total number  $N$  of locomotives which the company owns?

(b) On the following days, you see four more locomotives, all with numbers smaller than 60. What is your best guess for  $N$  based on this additional information?

Describe your reasoning carefully and in detail.

**Solution:**

**[nex82] Coincident birthdays**

- (a) In a group of  $n$  children whose birthdays are uniformly distributed throughout a year of 365 days, what is the probability  $P(n)$  that at least two kids have their birthday on the same day?
- (b) What is the minimum size of the group for which that probability exceeds 10%, 50%, 90%?
- (c) For what value of  $n$  does the probability for no coincident birthdays drop below one part in a million?
- (d) Plot  $P(N)$  versus  $n$  for  $n = 1, \dots, 100$ .

**Solution:**

**[nex11] Win the new car or take a goat!**

A contestant in the game show hosted by Monty Hall faces three closed doors. Behind two of the doors are goats and behind the third is a new car. The contestant chooses a door without opening it. Monty Hall, who knows which door hides the car, then opens one of the other doors to reveal a goat. Now the contestant is given a second opportunity to guess the door which hides the car. Is it to the contestant's advantage to switch doors, to stick to the original choice, or does it make no difference?

The question was correctly answered by the newspaper columnist Marylin vos Savant in her weekly column. Her solution stimulated thousands of letters, many from professors of mathematics and statistics, that claimed that her answer was incorrect.

**Solution:**

**[nex13] Three-cornered duel.**

The Vicomte de Morcerf, the Baron Danglars and the Count of Monte Christo (characters from the novel by Alexandre Dumas) meet at dawn in a Paris park to fight a three-cornered pistol duel. The Vicomte's chance of hitting the target is 30% and the Baron's chance 50%. The Count never misses. This information is known to all three. They are to fire at their choice of target in succession in the order Vicomte/Count/Baron, cyclically until only one man is left standing. Once a man has been hit he loses further turns and is no longer shot at.

The Vicomte begins. What should be his strategy? Calculate the Vicomte's survival probability (a) if he hits the Baron in his first shot, (b) if he misses in his first shot, and (c) if he hits the Count in his first shot.

**Solution:**

**[nex74] Bad luck: waiting for the worst**

Harry's share of bad luck on any given day  $m$  is measured by a random number  $0 < X_m < 1$ . How many days, on average, does Harry have to wait, until his luck is worse than yesterday's ( $m = 0$ )?

Hint: Calculate the probabilities for respite on days  $m - 1$  and  $m$ . The probability  $P_m$  for the worst luck occurring on day  $m$  is the difference. Check the normalization of  $P_m$  and calculate  $\langle m \rangle$ , which turns out to be pretty good news.

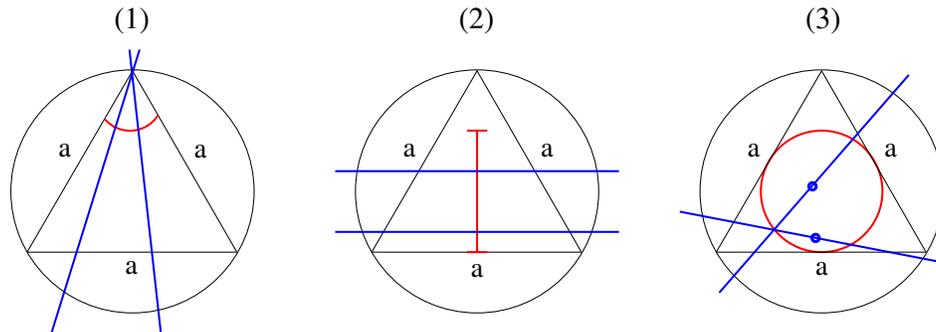
**Solution:**

# Bertrand's paradox [nl41]

A circle of unit radius with an inscribed equilateral triangle (of side  $a = \sqrt{3}$ ) is painted on a flat horizontal surface. In a hypothetical experiment, long and thin rods are sequentially thrown onto that surface with random positions and orientations.

Among the rods that intersect the circle in two points, what is the probability  $P$  that its chord is larger than  $a$ ? This question has no unique answer.

- (1) All intersection points are equally likely. Therefore, we can pick rods through one intersection point with random orientations. Rods with chord  $L > a$  have a restricted angle of orientation:  $P = 1/3$ .
- (2) All directions are equally likely. Therefore, we can pick rods of one direction and random parallel displacements. Rods with chord  $L > a$  have a restricted distance from the center of the circle:  $P = 1/2$ .
- (3) The midpoint of an intersecting rod is equally likely at any point inside the circle. Rods with chord  $L > a$  have midpoints with restricted distance from the center of the circle:  $P = 1/4$



Conclusion: The protocol of randomization in this hypothetical experiment is insufficiently described.

Further analysis and related problem:

- ▷ [nex5] Probability distributions of chord lengths
- ▷ [nex12] Random quadratic equations

**[nex12] Random quadratic equations**

What is the probability that the quadratic equation  $x^2 + 2bx + c = 0$  has real roots if  $b$  and  $c$  are chosen randomly from the real numbers?

Demonstrate that this question has no unique answer. The instruction, “choose  $b$  and  $c$  randomly from the real numbers”, needs to be further specified. Calculate two distinct answers that follow the instructions to the letter.

**Solution:**

**[nex84] Crossing a river**

Four Chadian friends wish to cross the Chari river at night over a narrow and treacherous bridge. They have one flashlight. Gougouma, Ndakta, Maitaina, and Kaissebo require 1, 2, 5, and 10 minutes, respectively, to walk across the bridge. The bridge supports not more than two persons simultaneously. The use of the flashlight is essential on every trip. The duration of each trip is dictated by the slower person. Find the shortest time in which the four friends can make it to the other side of the river. Describe the sequence of trips that minimizes the total time.

**Solution:**

## [nex124] Combinatorics of poker hands

The game of poker is played with a deck of 52 cards: 4 suits ( $\clubsuit, \diamondsuit, \heartsuit, \spadesuit$ ) with 13 ranks each (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A). The table below states the number of hands of five cards from nine different types and the probability of each type. Explain how you arrive at each number in the middle column.

type of hand	number	probability
straight flush	40	0.000015
four of a kind	624	0.000240
full house	3744	0.001441
flush	5108	0.001965
straight	10,200	0.003925
three of a kind	54,912	0.021129
two pairs	123,552	0.047539
one pair	1,098,240	0.422569
nothing	1,302,540	0.501177
total	2,598,960	1.000000

A *straight flush* has five cards in sequence, all from the same suit. A *straight* has five cards of sequential rank, not all from the same suit. A *full house* has three of one kind (rank) and a pair of a different rank. A *flush* has five cards of the same suit but not all in sequence. In a *straight* (*flush* or not) the ace (A) can be the highest or the lowest card in rank.

**Solution:**

**[nex125] Know your odds!**

In the year 1654 the Chevalier de Méré complained to Blaise Pascal that mathematics does not deal with questions of everyday life, which, for the Chevalier, meant gambling. De Méré did well financially by betting that he wins if at least one 6 shows in 4 rolls of one die (original version). His continued success had the consequence that nobody would bet against him any longer. Therefore, he offered the following modified version: he wins if at least one double-6 shows in 24 rolls of two dice. The Chevalier reasoned that in both versions the ratio between the number of throws and the number of possible outcomes is the same,  $4/6$  and  $24/36$ , respectively, and a single outcome is desirable. Therefore, he concluded, the chances of winning should be the same as well. However, de Méré started to lose money heavily with the modified version. "My dear friend Blaise, please explain!"

**Solution:**