

Problems for Recitation 17

The Four-Step Method

This is a good approach to questions of the form, “What is the probability that ——?” Intuition *will* mislead you, but this formal approach gives the right answer every time.

1. Find the sample space. (Use a tree diagram.)
2. Define events of interest. (Mark leaves corresponding to these events.)
3. Determine outcome probabilities:
 - (a) Assign edge probabilities.
 - (b) Compute outcome probabilities. (Multiply along root-to-leaf paths.)
4. Compute event probabilities. (Sum the probabilities of all outcomes in the event.)

A Baseball Series

Problem 1. The New York Yankees and the Boston Red Sox are playing a two-out-of-three series. (In other words, they play until one team has won two games. Then that team is declared the overall winner and the series ends.) Assume that the Red Sox win each game with probability $3/5$, regardless of the outcomes of previous games.

Answer the questions below using the four-step method. You can use the same tree diagram for all three problems.

- (a) What is the probability that a total of 3 games are played?
- (b) What is the probability that the winner of the series loses the first game?
- (c) What is the probability that the *correct* team wins the series?

The Four-Door Deal

Problem 2. Suppose that *Let's Make a Deal* is played according to different rules. Now there are four doors, with a prize hidden behind one of them. The contestant is allowed to pick a door. The host must then reveal a different door that has no prize behind it. The contestant is allowed to stay with his or her original door or to pick one of the other two that are still closed. If the contestant chooses the door concealing the prize in this second stage, then he or she wins.

- (a) Contestant Stu, a sanitation engineer from Trenton, New Jersey, stays with his original door. What is the probability that he wins the prize?

The tree diagram is awkwardly large. This often happens; in fact, sometimes you'll encounter *infinite* tree diagrams! Try to draw enough of the diagram so that you understand the structure of the remainder.

- (b)** Contestant Zelda, an alien abduction researcher from Helena, Montana, switches to one of the remaining two doors with equal probability. What is the probability that she wins the prize?

Mergatroid the Engineering student

Problem 3. Let's consider another variation of the four-doors problem. Suppose that Carol always opens the *lowest-numbered* door possible with the restriction that she can neither reveal the prize nor open the door that the player picked.

This gives contestant Mergatroid— an engineering student from Cambridge, MA— just a little more information about the location of the prize. Suppose that Mergatroid always switches to the lowest-numbered door, excluding his initial pick and the one Carol opened. What is the probability that he wins the prize?

(Interestingly, in the three-door problem, the contestant gains *no* advantage if Carol always opens the lowest-numbered door available.)