

Mathematics for Computer Science
MIT 6.042J/18.062J

## Monty Hall Conditional Probability often confusing

@(1) ${ }^{10}$
Albert R Meyer, May 3, 2013

Pr[ prize at 1 | goat at 2]
$=\frac{1}{2} \quad$ Really!



## Stick or Switch?

Seems the contestant may as well stick, since the probability is $1 / 2$ given what he knows when he chooses. Wait! contestant knows more than what door he picked \& where a goat is, he knows

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what door Carol opened!
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@(1)

Albert R Meyer, May 3, 2013




## a! Conditional Probability: Monty Hall <br> $\operatorname{Pr}[$ prize at $1 \mid$ picked 1 \& <br> opened 2] <br> [picked $1 \&$ opened 2$]=$ <br>  <br> COBO Albert R Meyer, May 3, 2013

$$
\begin{aligned}
& \text { Conditional Probability: Monty Hall } \\
& \begin{array}{c}
\operatorname{Pr}[\text { prize at } 1 \mid \text { picked } 1 \& \\
\text { opened } 2] \\
=\frac{1 / 18}{1 / 18+1 / 9}=\frac{1}{3} \\
=\operatorname{Pr}[\text { sticking wins] }
\end{array}
\end{aligned}
$$

```
Stick or Switch?
Pr[prize at 1 | picked 1 &
            opened 2]
\[
\begin{aligned}
& =\frac{1 / 18}{1 / 18+1 / 9}=\frac{1}{3} \\
& =\operatorname{Pr}[\text { sticking wins }]
\end{aligned}
\]
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\]
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Switch!
By conditioning on everything
the contestant knows, we've
finally confirmed what we
learned earlier:
$\operatorname{Pr}\left[\right.$ switching wins] $=\frac{2}{3}$
$\quad$ The 4 Step Method
It's easy to see how so many
smart people get confused by
Monty Hall. Finding the right
event to condition on can be
tricky.
$\quad$ The 4 Step Method
It's easy to see how so many
smart people get confused by
Monty Hall. Finding the right
event to condition on can be
tricky. The 4 step method
is a good fall back approach.

