Probability

Probability









Investigations into probability can have interesting results. One famous investigation involves making a choice given three options.



A ball is hidden under one of three cups.

You choose which cup it is under and then get shown another cup it is NOT under. Do you think it is better to stick with your original choice or change to the other remaining cup?

Try for yourself and see what conclusion you make. For more information about this, search for the Monty Hall Problem.



A class of students were surveyed about whether or not they liked these three fruits: Oranges, Apples and Mangoes.

Students who liked:

- Only one piece of fruit Oranges = 8 Apples = 4 Mangoes = 7
- Two pieces of fruit Oranges and Apples = 8 Oranges and Mangoes = 4 Apples and Mangoes = 7
- All three peices of fruit
- Oranges, Apples and Mangoes = 8

Come up with a way of grouping and displaying this information in a single diagram.

Use this diagram to calculate the probability that a surveyed student selected at random liked oranges.



low does it work?

Theoretical probability is the expected chance of events written as fractions, decimals or percentages. It compares how many times a particular event can happen with all the possible outcomes.

Theoretical probability of an event $P(E) = \frac{\text{Total number of favourable outcomes } n(E)}{\text{The total number of possible outcomes } n(S)}$

- n(E) = the number of outcomes matching the result we are looking for.
- n(S) = the total number of outcomes in the sample space.

Remember: Sample space is a list of all the possible outcomes

The total number of favourable outcomes can never be more than the total number of possible outcomes.

- \therefore The probability of an event can **only** be any value from 0 to 1.
- \therefore Probabilities in percentage form can **only** be any value from 0% to 100%.

Here are some typical questions

- (i) A pencil case has three blue, one green, two pink and two yellow highlighters.
 - α) List the sample space for all the possible outcomes if one highlighter was picked out at random.

The sample space $S = \{Blue, Blue, Blue, Green, Pink, Pink, Yellow, Yellow\}$

 β) Calculate P(Blue) after first calculating n(Blue) and n(S).

$$n(Blue) = 3 \qquad n(S) = 8$$

 $\therefore P(Blue) = \frac{n(Blue)}{n(S)} = \frac{3}{8}$ Probability as a fraction

= 0.375 Probability as a decimal

= 37.5% Probability as a percentage

(ii) If $P(E) = \frac{4}{5}$ and n(S) = 15, what is the value of n(E)?

$$P(E) = \frac{n(E)}{n(S)} = \frac{4}{5}$$
Simplified fraction
$$= \frac{n(E)}{15}$$
Equivalent fraction with denominator of 15
$$n(E) = 12$$
Numerator of simplified fraction × 3





1 Write down the sample space S and calculate n(S) for each of these spinners:



Calculate P(E) accurate to 2 decimal places for these favourable outcomes and sample set values.

- a n(E) = 2, n(S) = 25 P(E) =b n(White flowers) = 10, n(Flowers) = 14P(White flowers) =
- \circ n(Brown) = 7, n(Cards) = 16 \circ n(Odd numbers) = 12, n(Numbers) = 33P(Brown card) =P(Odd numbers) =
- Calculate P(E), as a percentage of these:
 n(E) = 1, n(S) = 2
 P(E) =

•
$$n(E) = 36$$
, $n(S) = 48$
 $P(E) =$

•
$$n(E) = 3$$
, $n(S) = 25$
 $P(E) =$

d
$$n(E) = 5$$
, $n(S) = 8$
 $P(E) =$

•
$$P(Orange) = 0.6 (i.e. \frac{6}{10}), \quad n(Oranges) = 21$$

 $\therefore n(Fruit) =$

▶
$$P(E) = 30\%$$
 (i.e. $\frac{3}{10}$), $n(E) = 15$
 $\therefore n(S) =$

•
$$n(Animals) = 12, P(Duck) = 75\%$$

 $\therefore n(Ducks) =$





A bag contains the following wooden tiles with numbers or letters in the quantities given.



A wooden tile is drawn at random from the bag.

a Write down the total values for each of these favourable outcomes:



b Write down the sample space for all the possible outcomes and the value of (S).

(i) S =(ii) n(S) =

• Write these theoretical probabilities as simplified fractions if a tile is drawn at random from the bag.



A cup and ball guessing game is played with three cups and one ball. It is up to players to guess which cup has the ball underneath it after they have been shuffled around.

a Write down the sample space for all the possible outcomes when a cup is lifted up and the value of n(S).

$$S = n(S) =$$

b Calculate $P(No \ ball)$ and P(Ball) when a cup is lifted up as a percentage.

$$P(No \ ball) = P(Ball) =$$

• Calculate $P(No \ ball) + P(Ball)$.







In Roulette a small white ball is spun on a moving wheel with red, black or green numbers.

People try to predict which number or colour the ball will stop on after each spin of the wheel.



Write down the total values for each of these favourable outcomes:



b Write down the sample space for all the possible numbers and the value of (S).

- (i) *S* =
- (ii) n(S) =

Calculate these theoretical probabilities as fractions then decimals rounded to 3 decimal places.



SERIES

TOPIC



Words, fractions, decimals and percentages are all used to describe the **probability** of an outcome. This scale links the words used to describe chance to their **approximate** calculated probability value.



TODIC

Complementary events

So far we know that for the probability of an event:

- The total number of favourable outcomes can never be more than n(S).
- The probability of an event P(E) can **only** be any value from 0 to 1 or 0% to 100%. •

Complementary events in probability are about predicting the chance of the other possible events.

In other words, the probability of a certain event **not** happening.

 $P(Event NOT Happening) = P(\overline{Event})$



 $P(\overline{E})$: The bar drawn over the event means complementary (or not)

 $P(Winning \ a \ game) = P(\overline{Losing \ a \ game})$

Calculate these probabilities and look for a relationship between the two

Axis Airport had six jumbo jets, three airbuses and one helicopter land during a 1 hour period. A plane spotter outside the airport was looking at what type of planes landed during this 1 hour period. Calculate:



$$P(\overline{A \text{ jumbo jet was spotted}}) = 1 - P(A \text{ jumbo jet was spotted})$$
$$= 1 - \frac{3}{5}$$
$$= \frac{2}{5}$$

This rule applies to all complementary probabilities:

- $P(\overline{E}) = 1 P(E)$ when a decimal or fraction.
- $P(\overline{E}) = 100\% P(E)\%$ when a percentage.





5

Complementary events

- 4 Calculate the complementary probability for each of these:
 - P(Blue) = 1/3
 P(Not blue) =
 P(Not blue) =
 P(Arriving on time) = 0.30
 P(Arriving on time) =
 P(Arriving on time) =
 P(Raining tomorrow) = 2/5
 P(Raining tomorrow) =
 P(Have green eyes) = 74.4%
 P(Parrot talking) =
 P(Have green eyes) =
 - $30 \times \$5$ mobile phone credit
- $4 \times \$25$ mobile phone credit
- $15 \times \$10$ mobile phone credit
- $\bullet \quad 1 \times \text{new prepaid mobile phone}$

Write these prize probabilities as simplified fractions if one voucher is chosen randomly.

- a P(\$25 mobile phone credit)
- **b** P(\$25 mobile phone credit)

- *P*(*New prepaid mobile phone*)
- **d** $P(\overline{New \ prepaid \ mobile \ phone})$

• P(\$5 or \$10 mobile phone credit)

• $P(\$25 \ credit \ or \ a \ new \ prepaid \ mobile \ phone$)

Comment on the relationship between the events for parts and .

Complementary events

• The pieces in the completed jigsaw puzzle shown below get jumbled up. A piece is then taken from the jumbled pile at random. Calculate these probabilities as percentages for the selected puzzle piece:

 \bigcirc $P(\overline{Puzzle \ piece \ that \ touches \ a \ shaded \ piece \ once \ solved})$

You are one in a group of 8 children at a birthday party playing 'pass the parcel'. In this game, children sit in a circle and pass around a wrapped parcel until the music stops. Whoever is holding the parcel after the music stops unwraps one layer of wrapping to see if they have won a small prize. The child who unwraps the last layer of paper wins the main prize. Each child takes 2 seconds to pass the parcel to the next person.

If the parcel starts with you, how many times will you hold it after 80 seconds of music (not including at the start of the game)?

b Not including at the start, calculate $P(\overline{Holding the parcel})$ during the first 80 seconds.

Calculate *P*(*Winning the main prize*) written as a decimal.

How does it work?

Probability

Independent and dependent events

When two or more simple events take place we call it a compound event.

There are two main types of compound events:

• Independent: The outcomes of one event does not affect the outcomes of the other.

Eg: Flipping two coins. The outcome of one coin has no effect on the outcome of the other.

Eg: Popping the balloon in a bunch that contains a prize. The chance of popping the winning balloon increases after each attempt as there are fewer balloons left to pop.

Random selections of two or more objects can happen one of two ways:

- With replacement: Each object selected is replaced before making the next selection. The sample space size is the same for all selections, so the outcome of each event is **independent** of the one before.
- Without replacement: Each object selected is not replaced before making the next selection. The sample space is smaller for the next selection, so the outcome of each event is **dependent** on what is left after the previous event.

Identify each of these types of events

(i) Tossing a coin and rolling a die (singular of dice).							
	Independent	Outcome of the coin toss does not affect the outcome on the die					
(ii) Selecting t	(ii) Selecting two tiles together of the same colour from a bag.						
	Dependent	Two tiles together is a without replacement selection					
(iii) Rolling a p	(iii) Rolling a pair of normal playing dice.						
	Independent	Outcome of each die is not affected by the outcome on the other					
(iv) An mp3 player selecting two songs by the same artist, one after the other while on random shuffle mode.							
	Dependent	There are less songs to randomly select from after the first one is played					

À	Independent and dependent even	ts	
1	Identify each of these as dependent or independent even	ts by ticking the correct tern	n.
	 a Flipping two coins 	Independent	Dependent
	Flicking a number spinner and selecting a numbered card at random from a pack.	Independent	Dependent
	Selecting two blunt pencils from a pencil case at the same time.	Independent	Dependent
	 Picking two out of three cups (one after the other) to see which one contains a hidden ball. 	Independent	Dependent
	Selecting two green marbles if the first marble was returned to the bag before selecting the second one.	Independent	Dependent
	Guessing correctly the first two numbers to be drawn in a game of bingo.	Independent	Dependent
	Randomly selecting seven tiles in a word game, then replacing and selecting another seven tiles.	Independent	Dependent
	Two different people opening their books to the exact same page as each other.	Independent	Dependent
	Two sheep giving birth to lambs on the same day.	Independent	Dependent
	Guessing who will finish in the first two places of a race.	Independent	Dependent
2	Bag 1 contains ten cards and each card has a different nur Bag 2 contains five yellow cubes and five green cubes. Describe two independent events and two dependent events selections from one or both of these bags.	nber (from 0 through to 9) wents that can be explored the	vritten on it. rough random
	Independent events 1:		
	Independent events 2:		
	C Dependent events 1:		
	d Dependent events 2:		

H	ow	does it w	vork?	Your Turn	Probak	oility
3	(i) (ii)	Indepen Identify each Describe how	ndent and dep of these compound e v you could change ea	endent events vents as either depen ach event into the oth	ident or independent. her type.	AVENTS * HUBEPER
	а	Rolling a die t	wice and recording ti	ne sum. 	······	1
		(i) (ii) Roll the d The secor	ie twice to record the nd role (and sum) is no	sum, only if an odd i ow dependent on the	Dependent number occurs on the e outcome of the first r	first roll.
	b	Picking two co	ploured discs from a b	ag containing yellow,	green and red discs wit	hout replacement.
		(i)	Independent	t	Dependent	
		(ii)	**************************************	·		
	C	Guessing the	number between 1 a	nd 20 that Vaneeta is	s thinking of in two or 1	nore attempts.
		(i) (ii)	Independent	: (Dependent	
	d	Recording the sided die.	e colour this spinner s	tops on each time it	is spun and the numbe	r rolled on a four
		(i) (ii)	Independent	: (Dependent	R O G Y P
	е	Selecting thre	ee numbers from a ba	g at random in desce	ending order with repla	cement.
		(i)	Independent	t (Dependent	
		(ii)				
	f	Selecting one	key from each of two	o identical sets of key	that will open the sam	ne lock.
		(i)	Independent	: (<u></u>	Dependent	
		(ii)				

Mutually exclusive and inclusive events

Mutually exclusive events cannot happen at the same time.

Inclusive events can happen at the same time.

When rolling a die:

- A number that is odd or is a multiple of two cannot happen at the same time.
 these are mutually exclusive events
- A number that is odd or is a multiple of three can happen at the same time.
 these are inclusive events (or not mutually exclusive)

Both types of events use the words 'and', 'or', 'either' and 'at least' in probability statements.

• Inclusive and: Where events *X* and *Y* can happen.

Eg: A musician playing the guitar (X) while singing (Y).

• Exclusive-Or: Where **either** event X or Y can happen but not at the same time.

Eg: A person shouting (X) or whispering (Y).

• Inclusive-Or : Where events *X* or *Y* or both *X* and *Y* can happen.

Eg: Jenny shaking hands (X) or Linda shaking hands (Y).

(X and Y is Jenny and Linda shaking hands with each other or other people).

'At least' is used for inclusive-or statements. Because 'at least' means **either** X **or** Y **or** both X **and** Y: 'At least **either** events X **or** Y **or** both occurring'.

Write the type of exclusive and inclusive events each of these statements represent

- (i) Picking one disc which is either blue or red from a bag containing red, blue and green discs.
 Mutually Exclusive (Exclusive-Or): Blue or Red (but not both) colours can be selected.
- (ii) Picking two discs, one blue and the other red, from a bag containing 3 red and 3 blue discs.Inclusive-and: Picking a disc of each colour can happen at the same time.

(iii) Catching at least one of the $10\ {\rm tadpoles}$ in a pond using a net.

Inclusive-Or: One, two, three or more can be caught. A minimum of one must be caught.

(iv) An outcome of only one Tail when flipping three coins.

Mutually Exclusive (Exclusive-Or): Only coin 1, coin 2 or coin 3 can be a Tail, not a combination of this.

Η	ow does it work?	Your Turn	Probability
	*		
2	Mutually exclusi	ve and inclusive eve	nts
1	Decide if these are mutually e	exclusive or inclusive events by	icking the right term.
	Flipping a Head or Tail on	two different coins.	
	Mu	tually exclusive	Inclusive
	A light switch in the 'on' o	or 'off' position.	
	Mu	tually exclusive	Inclusive
	• Winning first or second p	rize in a local raffle with one ti	cket.
	Mu	tually exclusive	Inclusive
	Winning first or second p	rize in a local raffle with two ti	ckets.
	Mu	tually exclusive	Inclusive
2	A bag contains ten cards and Describe mutually exclusive a	each card has a different numb nd inclusive events that involve	er (from 0 through to 9) written on it. randomly selecting a card from this bag.
	Mutually exclusive events	5:	
	Inclusive events:		
3	Two boxes contain the follow	ving:	
	Box Box	A: 1 orange, 1 blue and 5 yell B: 1 yellow, 1 green and 3 bla	ow marbles. ck marbles.
	Describe two different a muse of two marbles (with a contain the following:	tually exclusive and b inclusive or without replacement) from	e events that involve randomly the same box, or one from each box
	a Mutually exclusive events	5:	
	Inclusive events:		

How does it work?	Your Turn	Probability
Mutually exclusive a	and inclusive eve	nts
4 Tick the correct type of exclusive or	inclusive events each of	these statements represent.
A student selected from the classical end of the selected from the classical end of the selected from the selected fr	ass has either brown hair	or brown eyes.
Exclusive Or	Inclusive	Or Inclusive And
Dropping a cup and spilling all	the contents.	
Exclusive Or	Inclusive	Or Inclusive And
• One of two teachers selected r	andomly in a school catc	hes public transport to school.
Exclusive Or	Inclusive	Or Inclusive And
Boiling and freezing a containe	r of water.	
Exclusive Or	Inclusive	Or Inclusive And
A person selected at random is	either sitting down or st	anding up.
Exclusive Or	Inclusive	Or Inclusive And
Rolling a number larger than 5	and an even number on	a normal 6-sided die.
Exclusive Or	Inclusive	Or Inclusive And
Spelling a word correctly and u	sing it properly in a sente	ence.
Exclusive Or	Inclusive	Or Inclusive And
Selecting a red card and the nu	mber 7 from a normal pa	ack of playing cards
Exclusive Or	Inclusive	Or Inclusive And
A student selected randomly d	uring period 3 was doing	Physical Education or Music.
Exclusive Or	Inclusive	Or Inclusive And
Earn yourself and AWESOME passp Professor Probability visits one day "There is no such thing a Explain why you agree or disagree v support your answer.	ort stamp with this one. and during a chat exclaim is a single inclusive, deper with the statement and gi	is: indent event!" ve an example to

Two-way tables

These are a great way to display all the pairs of outcomes for two events, actions or questions.

For example: A group of students where asked if they had ever gone surfing or kayaking before.

There are four different possible responses (outcomes) each student can give.

Yes to surfing and yes to kayaking Yes to surfing and no to kayaking No to surfing and yes to kayaking No to surfing and no to kayaking

We can represent these outcomes in a two-way table.

			Kayaking			
Yes			Yes	No		
ing	fing	Yes	← Yes ↑ Yes Students here have done both activities	← Yes ↑ No Students here only have been surfing		
	Sur	No	← No ↑Yes Students here have only been kayaking	← No ↑ No Students here have done neither activity		

Each cell showing the outcome pairings is filled with the frequency of that outcome like this:

		Kayaking		
		Yes	No	
fing	Yes	8	6	
Sur	No	4	12	

The total number of students surveyed is the sum of all the values in the two-way table (= 30).

Numbered red and black cards were selected at random and the outcomes recorded					
	Number				
		Odd		Even	
lor	Black	11		16	
Co	Red	14		9	
(i) How many cards were selected?			(ii) How many red cards were selected with an odd number on them?		
Number of cards selected = $11 + 16 + 14 + 9$ = 50 $n(Red, Odd) = 14$					
(iii) How many black cards were selected? (iv) Which outcome had the highest f			Which outcome had the highest freq	luency?	
n(Black) = 11 + 16			A black card with an even number;		
= 27			n(Black, Even) = 16		

Your Turn

Probability

Two-way tables

- Complete the two-way tables for each of these:
 - People were asked if they preferred their apple pie hot/cold and with/without ice cream.

A decision spinner (Yes/No) spun either clockwise or counter-clockwise.

A new local sports team asked its players for their preferred choice of team colours between black/white shorts and yellow, red or orange shirts.

Answer the questions for the two-way table below showing the results of a musical survey.

a How many people were surveyed?

b How many people surveyed play both instruments?

• How many people surveyed play the flute?

How many people surveyed can play one instrument only?

- Another 5 people who do not play either instrument are surveyed. What change needs to be made to the table?

Two-way tables

Aruma School has 200 students who travel from four surrounding towns. The towns where all the boys and girls in this school live was recorded in a two-way table.

	Girls	Boys
Neeuk Creek	18	21
Nooroon Plains	37	26
Dilkara	15	
Alba	42	33

a How many boys travel from Dilkara to attend the school?

b How many girls attend Aruma School?

C A large family with two sons and four daughters who attend Aruma School move from Nooroon Plains to Neeuk Creek. Complete the two-way table with the new values below.

	Girls	Boys
Neeuk Creek		
Nooroon Plains		

A group of people took part in a blind tasting test as part of a market research. Each person had to say whether brand A or brand B tasted better. Then they needed to decide if the brands were better on their own, or with ingredient X or ingredient Y added. Use the information collected to fill in the two-way table.

- 10 people preferred brand *B* without any added ingredients.
- Four times as many people preferred brand *B* with ingredient *Y* added, than on its own.
- Forty seven people preferred the product after ingredient Y was added.
- Thirty four people preferred the brands unchanged.
- An equal amount of people liked Brand A with nothing added and with ingredient X added.
- 120 people participated.

	Nothing Added	Ingredient	Ingredient
Brand:			
Brand:			

n(T, 4) = 1, n(S) = 8

Two-way table probabilities

The fraction of observed results in any experiment/collection of trials is called the relative frequency.

Number of times it happens

Relative frequency = $\frac{\text{The frequency of the outcome being observed}}{\text{The number of trials completed}}$

The values along with the row and column totals make relative frequency calculations easy.

Complete the two-way table and use it to answer the given questions below

After tossing a coin and rolling a four-sided die together $100\ {\rm times},$ the tally of each outcome pairing was recorded.

(<i>H</i> , 1) = ### ###	(H, 2) = HH III	(<i>H</i> , 3) = ### ###	(<i>H</i> , 4) = ### ### 1111
(T, 1) = HH HH HH	(<i>T</i> , 2) = <i>## ## IIII</i>	(T, 3) = HHT III	(<i>T</i> , 4) = ### ### 1

(i) Record the observed results into a two-way table.

		4 sided die					
		1	2	3	4	Total	
Coin	Hand (H)	13	8	12	14	47 🛶	——Total heads
Coin	Tail (T)	15	14	8	16	53 🖛	Total tails
	Total	28	22	20	30	100 -	——Sum of the column/row
		Total 1s	Total 2s	Total 3s	Total 4s		totals should both equal the total number of trials.

(ii) Calculate the relative frequency and theoretical probability for the outcome (T, 4).

Relative Frequency (or Experimental Probability)

$$n(T, 4) = 16$$
, $n(Trials) = 100$

Relative frequency of $(T, 4) = \frac{n(T, 4)}{n(Trials)} = \frac{16}{100} = \frac{4}{25}$ $P(T, 4) = \frac{n(T, 4)}{n(S)} = \frac{1}{8}$

The more trials completed, the closer we expect the relative frequency to match the theoretical probability.

(iii) Calculate the relative frequency for flipping a Head when the number 3 was rolled.

n(H, 3) = 12, n(Trials in which a 3 was rolled) = 20

Relative frequency of heads when a 3 is rolled = $\frac{n(H, 3)}{n(Trials in which a 3 was rolled)}$ = $\frac{12}{20}$ = $\frac{3}{5}$ Simplified form = 60% Percentage form

2

Two-way table probabilities

- Complete these two-way tables using the collected data given.
 - The position of two light switches observed 20 times.

(Switch 1, S	witch 2)			Swit	ch 2	
$(\bigcirc n \bigcirc n)$				On	Off	Total
(On, On). (On, Off):	 ###	Curitale 1	On			
(Off, On):	 ///	Switch 1	Off			
(Off, Off):	HH III		Total			

b The results of flipping two coins 50 times.

(<i>Coin</i> 1,	Coin 2)			Coi	n 2	
(H H)	111t III			Head (H)	Tail (T)	Total
(H, T):		Coin 1	Head (H)			
(T, T):	HHT HHT HHT II	Coin I	Tail (T)			
(T, H):	HH HH I		Total			

Fill in the missing values for these two-way tables:

(i) Shades and numbers spinner.

	White	Grey	Total	
1	18	15		
2		11	30	
3	13		22	
Total		35		

		(ii)	Scissors,	Paper,	Rock	games.
--	--	------	-----------	--------	------	--------

$\partial \mathbb{C}$		F	Player 2	,	
6	× •	Scissors (S)	Paper (P)	Rock (<i>R</i>)	Total
	Scissors (S)	8	9	5	
ayer	Paper (P)	11		7	23
PI	Rock (R)	4	6		15
	Total		20		60

b Use the completed tables to answer these:

- (i) How many spins were observed on the shades and numbers spinner?
- (ii) How many games of Scissors, Paper, Rock were recorded?
- (iii) How many times did the spinner stop on a grey sector?
- (iv) How many times did player 1 say 'paper'?
- (v) How many times did a game have scissors and paper (by either player) as the result?
- (vi) If rock beats scissors, which player won the most games when this outcome occurred?
- (vii) How many times did Player 1 and Player 2 make the same symbol?

Your Turn

Two-way table probabilities

This two-way table shows the results of a random survey of students in a school who were asked a yes/no question followed by a multiple choice question.

			Q	2		
		А	В	С	D	Total
01	Yes(Y)	4	7	1	0	12
QI	No (<i>N</i>)	8	17	10	3	38
	Total	12	24	11	3	50

a How many students were surveyed in this school?

b How many students surveyed selected 'C' for Question 2?

- What was the most common outcome for the two questions asked in this survey?
- What outcome did not occur for the two questions asked in this survey?
- What is the frequency for the outcome 'Yes, A'?
- What is the relative frequency for the outcome 'Yes, A'?
- What is the relative frequency for an answer of 'No' to Q1 as a percentage?
- Numbers 1 through to 20 were printed on two packs of twenty cards. One pack printed using red ink (R) and the other printed using green ink (G). The two packs were then shuffled together.
 - Twenty four cards were randomly selected (with replacement) and the outcomes recorded. Complete the two-way table given using the recorded outcomes below.

(<i>G</i> , 15)	(<i>G</i> , 1)	(G, 11)	(<i>R</i> , 6)	185		Col	our	
(<i>R</i> , 5)	(<i>R</i> , 18)	(<i>R</i> , 3)	(<i>G</i> , 17)			Red	Green	Total
(<i>R</i> , 12)	(G , 8)	(<i>R</i> , 19)	(<i>R</i> , 2)		≤10			
(G , 7)	(<i>R</i> , 1)	(<i>G</i> , 3)	(<i>G</i> , 6)	Number	>10			
(<i>G</i> , 10)	(<i>R</i> , 3)	(<i>G</i> , 5)	(<i>G</i> , 6)		>10			
(<i>R</i> , 14)	(<i>R</i> , 16)	(<i>G</i> , 13)	(<i>R</i> , 5)		Total			

Calculate the expected (theoretical) probability of selecting a green card with a number ≤ 10 and its relative frequency following the random selections.

• If the number of random selections is increased greatly, what do you expect will happen to the theoretical probability and relative frequency values?

Two-way table probabilities

Children who successfully tossed a ring around a particular bottle at a local fair where then given the chance to pick a prize randomly from the lucky dip box.

The lucky dip box contained two different prizes: A mini mp3 player or a packet of bubble gum. After one day at the fair, the results in the two-way table below were observed.

		Luck		
		Mp3	Gum	Total
Ring toss	Yes(Y)	2	48	50
successful	No (<i>N</i>)	0	0	0
	Total	2	48	50

a Explain why the values for 'No' are all zero.

b Write the relative frequency of each lucky dip prize in percentage form.

• Explain why you think there is a large difference between the two values in part •.

- After another 30 successful ring tosses, all the prizes drawn from the lucky dip were bubble gum. What is the new relative frequency for each lucky dip prize following the extra 25 wins?
- Earn an Awesome passport stamp for this one. Use the information given here to complete the two-way table below
 - Relative frequency of the outcome (*Even*, Up) = $\frac{32}{115}$ 64 Odd numbers were observed
 - Relative frequency of the direction being 'Up' when an odd number was observed = 25%

		Dire		
		Up	Down	Total
Number	Even			
Number	Odd			
	Total			

Set diagram basics

Venn diagrams show the members of collected data arranged into groups called sets. They show what members are unique to a set and which ones occur in more than one set.

All data – including anything outside of the sets – are members of the Universal Set (U).

Set diagram basics

- (i) Shade each of these diagrams to match the statements given.
 - (ii) Write the shaded area using the symbols \cap , \cup , or \overline{Set} .

Write down the members of the following sets displayed in the Venn diagram below:

5 Shade each of these diagrams to match the information given underneath.

6 List the members of these sets for this Venn diagram:

The total number of members can be written on a Venn diagram instead of each individual element.

7 Twenty five year 8 students (U) were surveyed about their smartphone (S) or tablet (T) use.

- Smartphone users = n(S) = 17
- Tablet users = n(T) = 11
- Neither = $n(\overline{S \cup T}) = 2$

Six of the students used tablets only (T - S).

Ocomplete the Venn diagram with the number of members for each set in the appropriate place.

Write down the number of members in each of these sets:

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If there are two favourable outcomes, we use this rule:

$$P(A \text{ or } B) = P(A) + P(B) - P(A \text{ and } B)$$
Probability of outcome A
Probability of outcome A \cap B

Probability of outcome B

We subtract $P(A \cap B)$ to avoid counting the overlapping favourable outcomes twice.

• Mutually exclusive events.

P(A and B) = 0, so we simply add the probability of each favourable outcome.

$$P(A) = \frac{n(U)}{n(U)} = \frac{15}{15} = \frac{1}{3}$$

$$P(A \cap B) = \frac{n(A \cap B)}{n(U)} = \frac{0}{15} = 0$$

$$P(A \cap B) = \frac{n(A \cap B)}{n(U)} = \frac{0}{15} = 0$$

$$P(A \cap B) = \frac{n(A \cap B)}{n(U)} = \frac{0}{15} = 0$$

$$P(A \cap B) = \frac{n(A \cap B)}{n(B)} = \frac{0}{15} = 0$$

$$P(A \cap B) = \frac{1}{3} + \frac{1}{3}$$

$$P(A \cap B) = \frac{1}{3$$

• Inclusive events.

 $P(A \text{ and } B) \neq 0$, so we must subtract it from P(A) + P(B).

$$\begin{bmatrix} U & A & 0 & 7 & B & 12 \\ 1 & 5 & 9 & 11 & 13 & 8 & 14 \\ 3 & 15 & 10 & 2 \end{bmatrix} A = \{1, 3, 5, 7, 9, 11, 13, 15\} \therefore n(A) = 8$$

$$B = \{7, 8, 9, 10, 11, 12, 13, 14, 15\} \therefore n(B) = 9$$

$$n(U) = 15$$

$$P(A) = \frac{n(A)}{n(U)} = \frac{8}{15} P(A)$$

$$P(B) = \frac{n(B)}{n(U)} = \frac{9}{15} = \frac{3}{5} P(A)$$

$$P(A \cap B) = \frac{n(A \cap B)}{n(U)} = \frac{5}{15} = \frac{1}{3} \text{ Minus } P(A \cap B)$$

$$From a \text{ Venn diagram, } P(A \text{ or } B) \text{ can be also be calculated using } P(A \cup B) = \frac{n(A \cup B)}{n(U)}. \text{ Try it!}$$

 $\therefore P(A \cup B) = P(A) + P(B) - P(A \cap B) = \frac{n(A \cup B)}{n(U)}$

Fill in the missing values and complete the probability calculations for these set diagrams:

(ii) Use two different methods to calculate $P(1 \cup 2)$ when an object is selected at random from the bag.

- 2 Some animals in a small sanctuary were sorted by:
 a
 (i) n(F) =
 (i) n(F) =
 - (ii) n(L) =(iii) n(U) =(The number of animals)
 - **b** Briefly explain why the two categories **(F)** and **(L)** do not overlap in the diagram.
 - If an animal was selected at random, what is the probability it could fly as a percentage?
 - **d** There are three animals in neither category. Use this to calculate $P(\overline{F \text{ or } L})$. Remember: The bar over the top means the complement.
- The Venn diagram below shows all the elements in a box containing a mixture of shapes, numbers and shapes with numbers on them only.

b Write a rule you need to use to calculate P(P or Q).

• One of the elements were selected randomly from the box. Calculate P(P or Q).

- **e** Briefly explain why the probability of selecting a shape (Set P) or a number (Set Q) equals 1.
- **d** What probability would the calculation $\frac{n(P \cap Q)}{n(P \cup Q)} \times 100\%$ be finding?

- **4 •** Use the information below to fill in the Venn diagram:
 - 8 of the objects are blue only.
 - 10 Green objects are a combination of yellow and blue.
 - 40% of all the objects contain yellow.

b What is the probability of selecting a green $(Yellow \cap Blue)$ object at random?

A bag contains discs, each one with a different number from 1 through to 30. This Venn diagram shows the chosen subsets in the question and where they overlap.

U	13	29 27 9	X = Multiples of 7 up to 28
5	X	Y 25 4 20	$= \{7, 14, 21, 28\}$
7		$\begin{pmatrix} 14 \\ 8 \\ 30 \\ 24 \end{pmatrix}$	$\therefore n(X) = 4$
	21	$\begin{pmatrix} 28 \\ 18 \\ 18 \\ 12 \\ 26 \end{pmatrix}$	Y = Even integers up to 30
15		10 22 19	= {2, 4, 6, 8, 10, 12, 14, 16, 18, 20, 22, 24, 26, 28, 30}
1 17		3 23 11	$\int \therefore n(Y) = 15$

If one disc is drawn at random, what is the probability it contains:

a multiple of 7?

An even number?

• An even number and a multiple of 7?

d Either an even number or a multiple of 7?

• An even number that is not a multiple of 7?

U

Probability and set diagrams

Complementary probabilities can be simple to find using Venn diagrams

The complementary probability $P(\overline{A})$ is represented here in these various diagrams:

Mutually exclusive

They show all the members of the set that are NOT members of Set A. What is the probability of not selecting an orange from the bag of fruit shown below?

$$P(\overline{Orange}) = \frac{n(\overline{Orange})}{n(Bag)} = \frac{2+5}{10} = \frac{7}{10} \text{ or } 70\%$$

Same as: $P(\overline{Orange}) = 1 - P(Orange) = 1 - \frac{3}{10} = \frac{7}{10}$

Calculate the given complementary probability for each of these Venn diagrams: 6

- 7 Use this information to complete the Venn diagram.
 - Set α = Positive multiples of 4 less than 20 •
 - Set β = Positive multiples of 6 less than 20 •
 - $P(\overline{\alpha \cup \beta}) = \frac{1}{20}$ •

8 Drops of two different paints were spilt onto a bench, some of which mixed together.

Calculate the probability that a drop of paint has no paint 2 in it.

b Another drop of Paint 1 is spilt and it mixes with one of the drops that contained paint 2 only. Has the probability that a drop on the bench does not contain paint 2 in it changed? Draw a new Venn diagram to help.

 $\frac{n(I)}{n(U)} \times 100\% = \frac{4}{9} \times 100\% = 44.\bar{4}\%$

$$\frac{n(\overline{I \cup II})}{n(U)} \times 100\% = \frac{3}{9} \times 100\% = 33\frac{1}{3}\%$$

More Venn diagrams

Shade the areas on these Venn diagrams that match the given set notations.

Link the descriptions below with the matching Venn diagram using straight lines to reveal the title of the book John Venn wrote to introduce Venn diagrams back in 1881.

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Your Turn

More Venn diagrams

3 This Venn diagram contains three sets.

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(viii) P(A or C but not B)

- Write the probability for selecting a surveyed student at random who liked oranges as a simplified fraction.
- Write the probability for selecting a surveyed student at random who did not like Apples to 2 decimal places.
- Fourteen more students were surveyed. Eight liked Apples and Mangoes while the remaining six like all three pieces of fruit.
 - (i) Has the number of students who don't like Apples 🔅 changed 🔅 stayed the same?
 - (ii) Does this mean the probability for selecting a surveyed student at random who does not like apples has increased, decreased or remained the same? Explain your answer.

Including these fourteen newly surveyed students.

More Venn diagrams

5 (a) Use the pack of card information here to complete the partially filled in Venn diagram.

A card is selected randomly from the pack. Use the Venn diagram to calculate the probability that the card belongs to the following sets accurate to 2 decimal places:

(i) P(Red suit) (ii) P(Picture card)

- (iii) $P(Red \ suit \ or \ Odd \ valued) = P(Red \cup Odd)$ (iv) $P(Red \cap Odd \cap Picture)$
- (v) $P(\overline{Red \cup Odd \cup Picture})$
- (vii) P(Red card Picture card)

(viii) $P(\overline{Black \ picture \ card})$

(vi) $P(\overline{Picture \ card \cap Odd})$

Reflecting on the work covered within this booklet:

• What useful skills have you gained by learning how to calculate probabilities?

• Write about one or two ways you think you could apply probability calculations to a real life situation.

• If you discovered or learnt about any shortcuts to help with probability calculations, using two-way tables or Venn diagrams, (or simply some other cool facts), jot them down here:

Cheat Sheet

Here is a summary of some important things to remember for Probability

Theoretical Probability

 $P(E) = \frac{n(E)}{n(S)}$ Size of the favourable outcomes space Size of the sample space

Probability of the event $(E) = \frac{\text{The number } (n) \text{ of times the even } (E) \text{ can happen}}{\text{The number } (n) \text{ of outcomes in the sample space } (S)}$

Complementary Events

The probability of an event not happening: $P(\overline{E}) = 1 - P(E)$

Independent and Dependent Events

- Independent: The outcomes of one event does not affect the outcomes of the other. Eg: Flipping two coins.
- **Dependent:** The outcome of one event affects the outcome of the other. Eg: Popping the balloon in a bunch that contains a prize.

Mutually Exclusive and Inclusive Events

- Mutually exclusive events cannot happen at the same time. When rolling a die: A number that is odd or is a multiple of two cannot happen at the same time.
- Inclusive events can happen at the same time.
 When rolling a die: A number that is odd or is a multiple of three can happen at the same time.

Relative Frequency

The fraction of observed results in any experiment/collection of trials is called the relative frequency.

Number of times it happens

Relative frequency = $\frac{\text{The frequency of the outcome being observed}}{\text{The number of trials completed}}$

Two-Way Table Probability Calculations

A good way to recorded results from a probability experiment containing two sets of outcomes

The rules for simple Venn diagrams can be extended to more than just two sets.

Relative frequency of (*Outcome* 1, *Outcome* 2) =
$$\frac{n(Outcome 1, Outcome 2)}{n(Trials)}$$

Set Diagram Basics and Probability

Euler diagrams are used to represent sets of data that do not overlap or groupings within a set. Venn diagrams show the members of collected data sets and where they overlap.

More Venn Diagrams

The rules for simple Venn diagrams can be extended to more than just two sets.

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