ECE 341 - Homework #1

Tree Diagrams and Enumeration.

1) Two teams, A and B, are playing a best of 5 game series.

- The series is over once one team wins 3 games.
- B starts with +1 point (odds)

Draw the tree diagram for all possible outcomes of the series.



2) List all possible combinations of rolling a 4-sided die (d4) and a 6-sided die (d6) (enumaration).

(d4, d6) min(d4, d6)		6-sided die					
		1	2	3	4	5	6
4-sided die	1	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1,6)
		1	1	1	1	1	1
	2	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)
		1	2	2	2	2	2
	3	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)
		1	2	3	3	3	3
	4	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)
		1	2	3	4	4	4

Also determine the probability X {1..6} where X is the smallest of the two numbers.

- X = 1: 9 chances out of 24 outcomes (p = 9/24)
- X = 2: 7 chances out of 24 outcomes (p = 7/24)
- X = 3: 5 chances out of 24 outcomes (p = 5/24)
- X = 4: 3 chances out of 24 outcomes (p = 3/24)
- X = 5: 0 chances out of 24 outcomes (p = 0/24)
- X = 6: 0 chances out of 24 outcomes (p = 0/24)

Two players, A and B, are playing a game of dice.

- Player A rolls a d4 and a d6 and takes the smallest of the two numbers (i.e. problem #2)
- Player B rolls a 6-sided die and subtracts one (d6 1).

Player A wins on ties.

3) What is the conditional probability

• Player A wins given B's score is 3 (B rolled a 4)

The probability that A wins given that B scores 3 points is

p(A wins) = p(A scores 3 points) + p(A scores 4 points)= (5/24) + (3/24)= 8/24

Player A has a 8/24 chance of winning knowing that B scored 3 points

4) What is the probability that player A will win any given game?

p(A wins B scores 0 points)	= 1.000
p(A wins B scores 1 points)	= 1.000
p(A wins B scores 2 points)	= p(A=2) + p(A=3) + p(A=4)
	= (7/24) + (5/24) + (3/24) = 15/24
p(A wins B scores 3 points)	= p(A=3) + p(A=4)
	= (5/24) + (3/24) = 8/24
p(A wins B scores 4 points)	= p(A=4)
	= (3/24)
p(A wins B scores 5 points)	= 0

p(A wins) = (1.00)(1/6) + (1.00)(1/6) + (15/24)(1/6) + (8/24)(1/6) + (3/24)(1/6) + (0)(1/6) +

A has a 51.38889% chance of winning any given game

Enumeration & Farkle

Write a Matlab program to go through every combination of 6d6 and determine...

5) The odds of rolling 5-of-a-kind

dice = xxxxx a a not equal to x

6) The odds of rolling two tripples

dice = xxx yyy x and y different

five of a kind two tripples **p = 0.003858024691358 0.006430041152263**

Elapsed time is 2.485368 seconds

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Code:
```

```
% Lecture #1: Enumeration
% Roll six dice
% Count how many times you get 4 of a kind
% xxxx a b
tic
Pair5 = 0;
Pair33 = 0;
for d1 = 1:6
   for d2 = 1:6
      for d3 = 1:6
         for d4 = 1:6
            for d5 = 1:6
                for d6 = 1:6
                    Dice = [d1, d2, d3, d4, d5, d6];
                    % check for pairs
                    N = zeros(1, 6);
                    for i=1:6
                        N = sum(Dice == i);
                        end
                    [N,b] = sort(N, 'descend');
                    if (N(1) == 5)
                       Pair5 = Pair5 + 1;
                       end
                    if (N(1) == 3) * (N(2) == 3))
                        Pair33 = Pair33 + 1;
                    end
                end
            end
         end
      end
   end
end
% probability:
disp('Odds')
disp([ Pair5, Pair33] / (6^6) )
toc
```

Enumeration in 4-card Poker

7) In 4-card poker, you're dealt just 4 cards. Determine using enumeration the odds of being dealt 2-pair

hand = xx yy

8) Determine using enumeration the odds of being dealt one-pair

Code

```
% 4-Card Stud
tic
Pair22 = 0;
Pair2 = 0;
for c1=1:52
  for c2 = c1+1:52
    clc
    disp([c1, c2])
    for c3 = c2+1:52
      for c4 = c3+1:52
          Hand = [c1, c2, c3, c4];
          Value = mod(Hand, 13) + 1;
          N = zeros(1, 13);
          for n=1:13
            N(n) = sum(Value == n);
          end
          [N,a] = sort(N, 'descend');
          if ((N(1) == 2)*(N(2) == 2)) Pair22 = Pair22 + 1; end
          if ((N(1) == 2)*(N(2) == 1)) Pair2 = Pair2 + 1; end
        end
    end
  end
end
disp([Pair22, Pair2]/270725)
toc
```