

Applications of Probability Theory

- The subject of probability can be traced back to the **17th century** when it arose out of the study of **gambling games**.
- The range of applications extends beyond games into business decisions, insurance, law, **medical tests**, and the social sciences.
- The **stock market**, “the largest casino in the world,” cannot do without it.
- The **telephone network**, call centers, and airline companies with their randomly fluctuating loads could not have been economically designed without probability theory.

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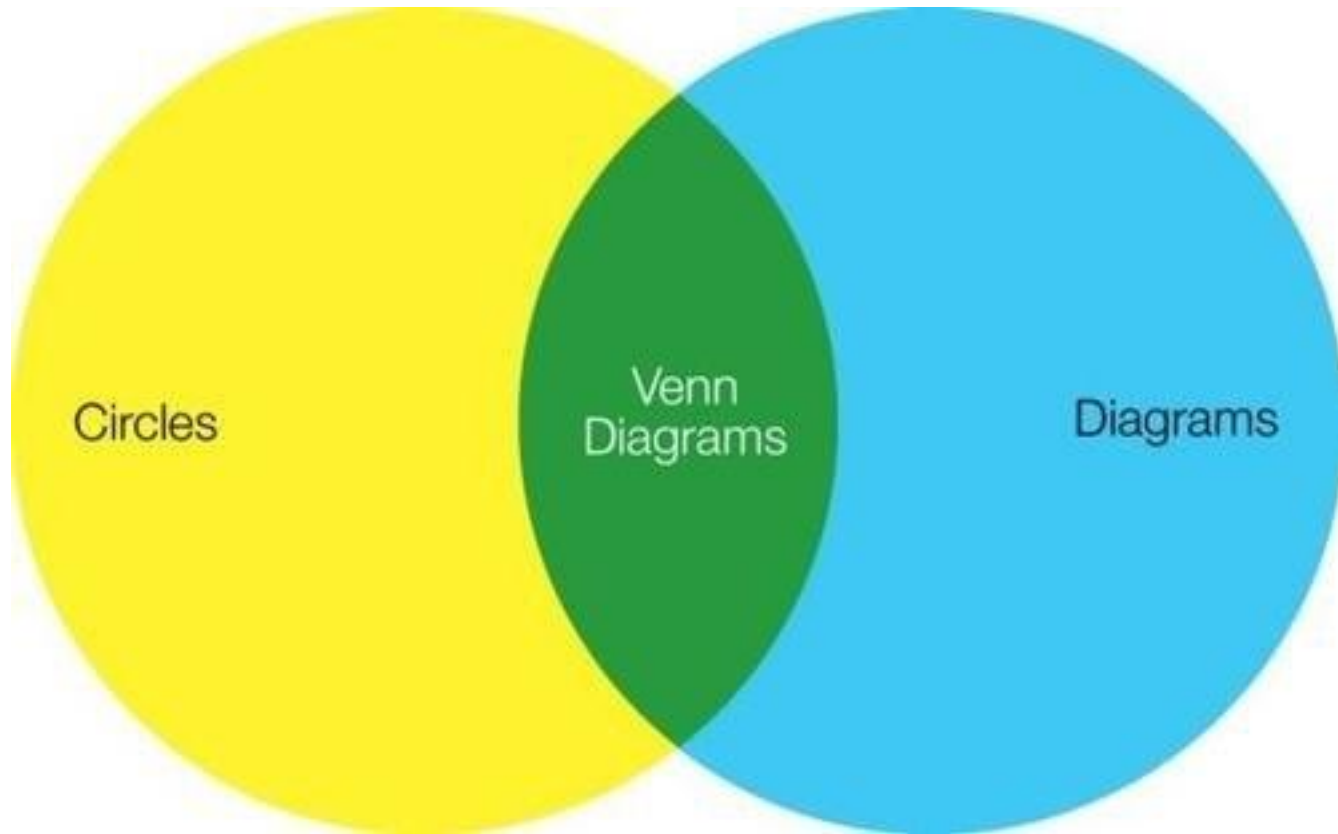
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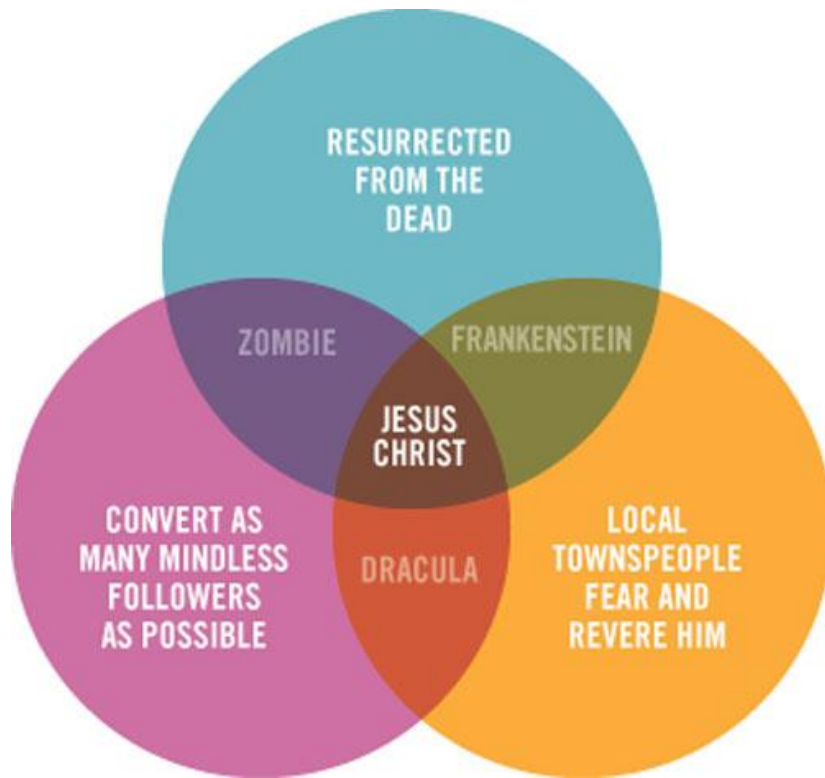
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2 Review of Set Theory

Venn diagram



Venn diagram: Examples

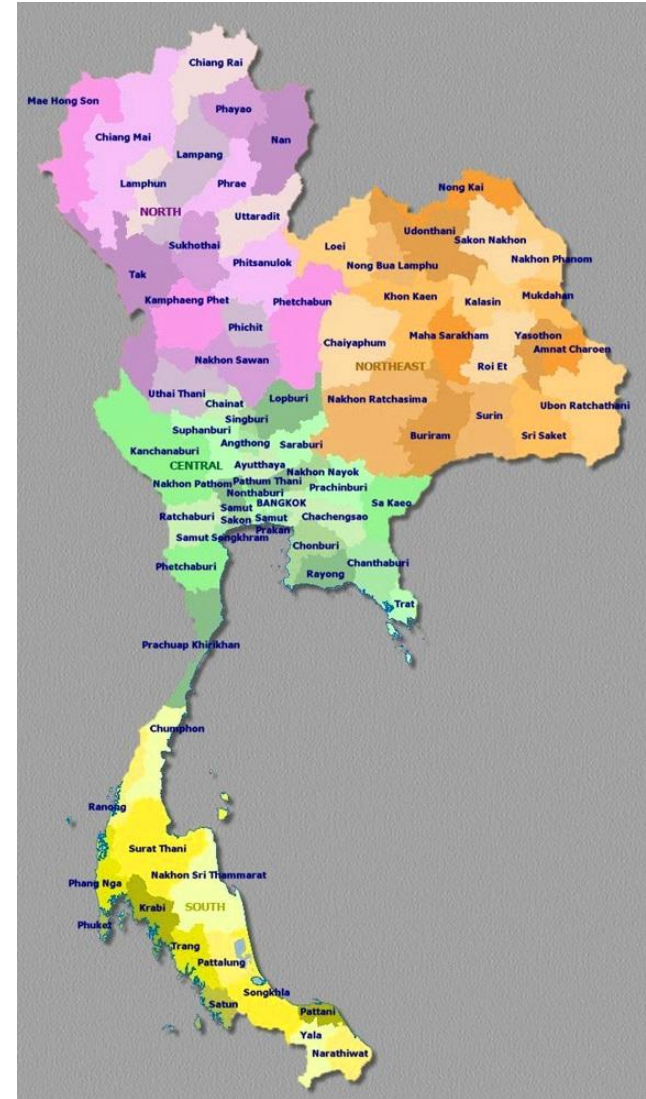


THE DENZEL WASHINGTON VENN DIAGRAM

- GLASSES
- FACIAL HAIR
- GLASSES & FACIAL HAIR
- ALL THREE!
- HAT
- HAT & GLASSES
- HAT & FACIAL HAIR



Partition



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3 Classical Probability

Real coins are biased

- From a group of Stanford researchers

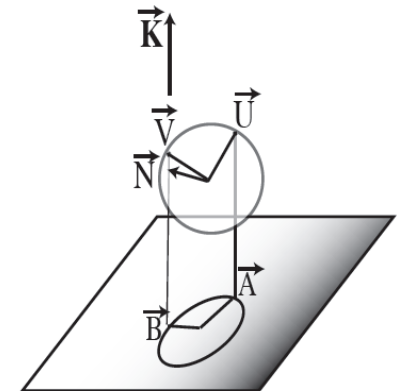
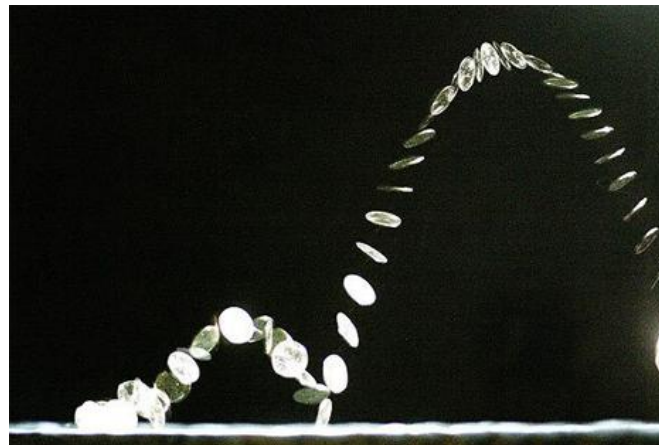


DYNAMICAL BIAS IN THE COIN TOSS

Persi Diaconis	Susan Holmes	Richard Montgomery
Departments of Mathematics and Statistics	Department of Statistics Sequoia Hall	Department of Mathematics University of California Santa Cruz
Stanford University	Stanford University	

Abstract

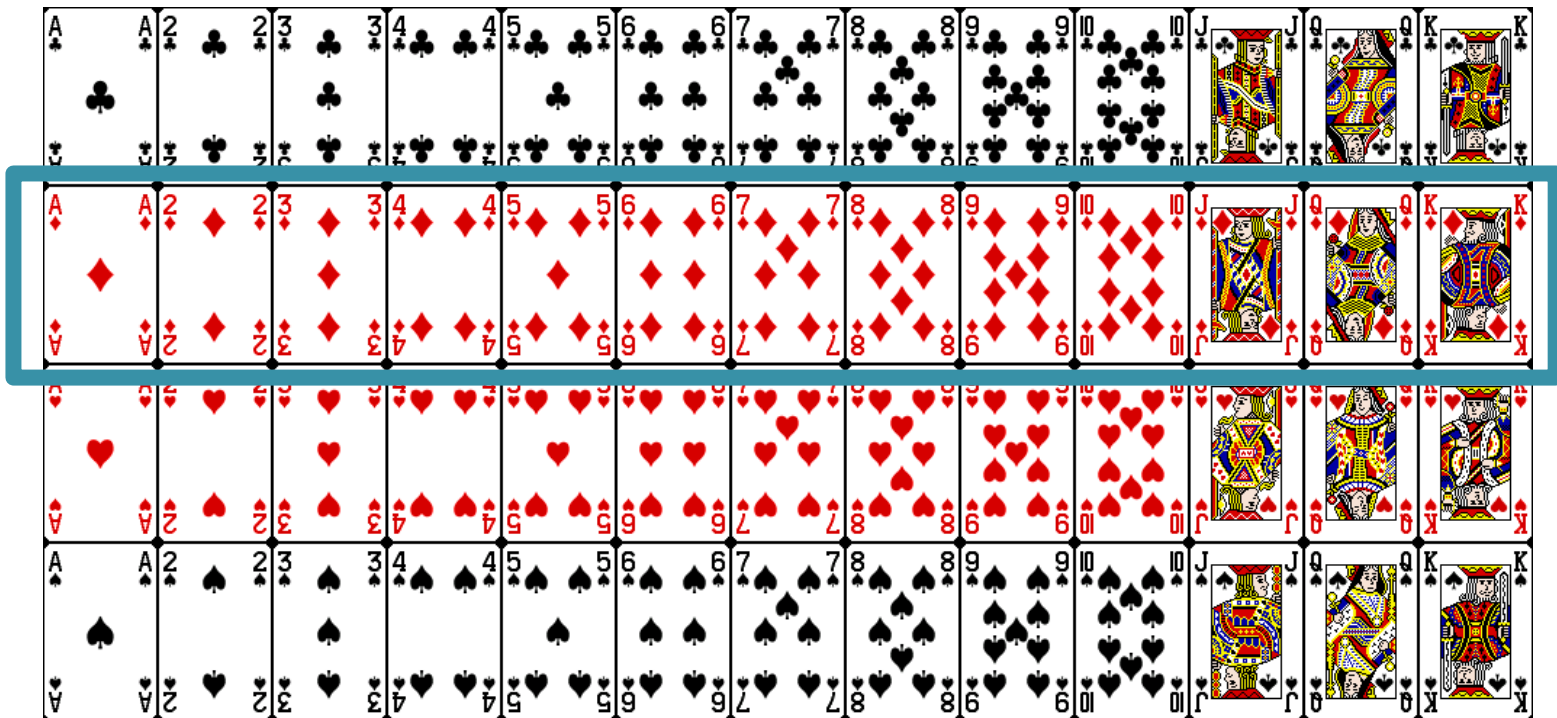
We analyze the natural process of flipping a coin which is caught in the hand. We prove that vigorously-flipped coins are biased to come up the same way they started. The amount of bias depends on a single parameter, the angle between the normal to the coin and the angular momentum vector. Measurements of this parameter based on high-speed photography are reported. For natural flips, the chance of coming up as started is about .51.



<http://gajitz.com/up-in-the-air-coin-tosses-not-as-neutral-as-you-think/>
<http://www.codingthewheel.com/archives/the-coin-flip-a-fundamentally-unfair-proposition>
<http://www-stat.stanford.edu/~susan/papers/headswithJ.pdf>

Example

- In drawing a card from a deck, there are 52 equally likely outcomes, 13 of which are **diamonds**. This leads to a probability of $13/52$ or $1/4$.



The word “dice”

- Historically, **dice** is the plural of **die**.
- In modern standard English, **dice** is used as both the singular and the plural.



Example of 19th Century bone dice



“Advanced” dice




[<http://gmdice.com/>]

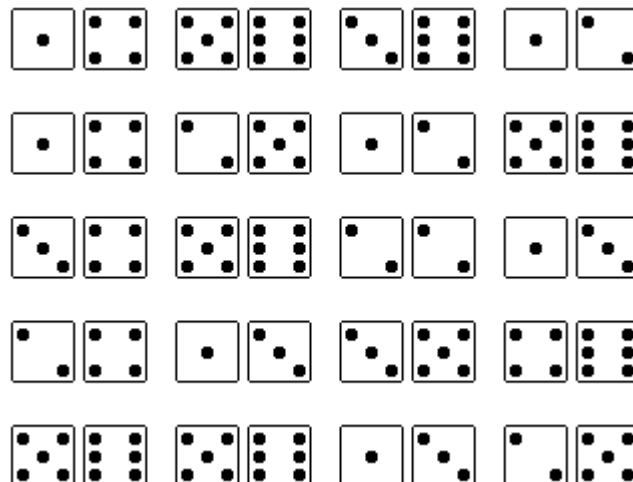


Two dice: Simulation



 <i>Simulated Experimental Dice-Roll Data (2 dice)</i>
Roll how many sets of 2 Dice? <input type="text" value="20"/> <input type="button" value="Roll Them!"/>
The results of the dice rolls will appear in a pop-up window. If you have pop-ups disabled, you might have to check to see if another window opened in the background.
<input type="button" value="Reset Form"/>
©Jeff LeMieux, 2002

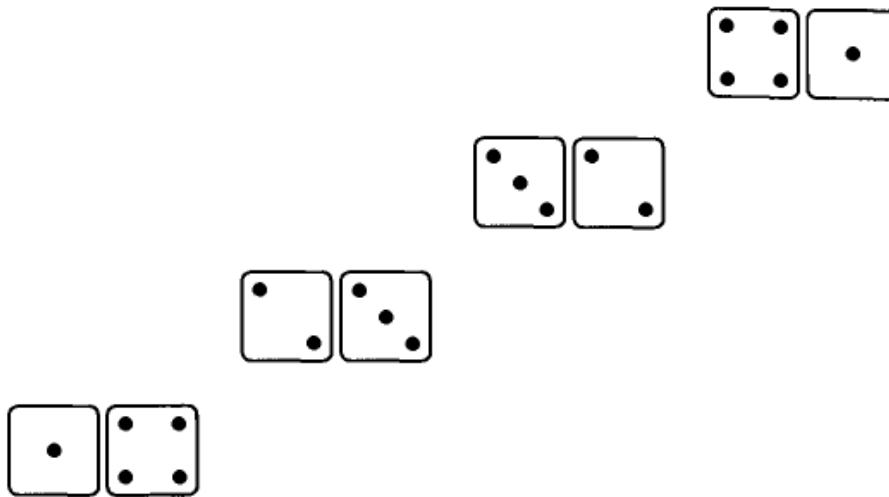
[<http://www2.whidbey.net/ohmsmath/webwork/javascript/dice2rol.htm>]



Two dice

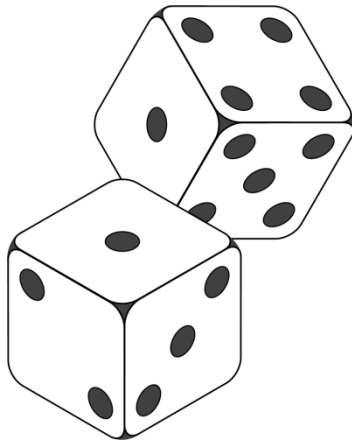


- Assume that the two dice are fair and independent.
- $P[\text{sum of the two dice} = 5] = 4/36$



Two dice

- Assume that the two dice are fair and independent.



DICE CHART		
ROLL		PROBABILITY ↗
2		1/36
3		2/36
4		3/36
5		4/36
6		5/36
7		6/36
8		5/36
9		4/36
10		3/36
11		2/36
12		1/36



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4 Combinatorics

Heads, Bodies and Legs flip-book



Heads, Bodies and Legs flip-book (2)



One Hundred Thousand Billion Poems

- Cent mille milliards de poèmes



One Hundred Thousand Billion Poems (2)



Scandal of Arithmetic

Which is more likely, obtaining at least one six in 4 tosses of a fair die (event A), or obtaining at least one double six in 24 tosses of a pair of dice (event B)?

[<http://www.youtube.com/watch?v=MrVD4q1m1Vo>]



Scandal of Arithmetic

Which is more likely, obtaining at least one six in 4 tosses of a fair die (event A), or obtaining at least one double six in 24 tosses of a pair of dice (event B)?

$$P(A) = \frac{6^4 - 5^4}{6^4} = 1 - \left(\frac{5}{6}\right)^4 \approx .518$$

$$P(B) = \frac{36^{24} - 35^{24}}{36^{24}} = 1 - \left(\frac{35}{36}\right)^{24} \approx .491$$



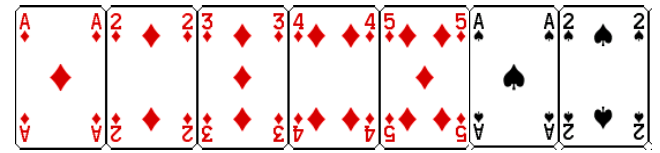
“Origin” of Probability Theory

- Probability theory was originally inspired by **gambling** problems.
- In 1654, Chevalier de Mere invented a gambling system which bet even money on case B on the previous slide.
- When he began losing money, he asked his mathematician friend Blaise **Pascal** to analyze his gambling system.
- Pascal discovered that the Chevalier's system would lose about 51 percent of the time.
- Pascal became so interested in probability and together with another famous mathematician, Pierre de **Fermat**, they laid the foundation of probability theory.



best known for Fermat's Last Theorem





Example: The Seven Card Hustle

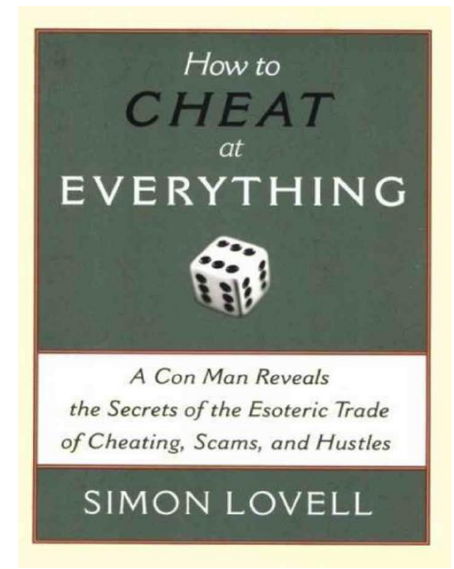
- Take five red cards and two black cards from a pack.
- Ask your friend to shuffle them and then, without looking at the faces, lay them out in a row.



- Bet that they can't turn over three red cards.
- The probability that they CAN do it is

$$\frac{\cancel{5} \times 4 \times 3}{7 \times 6 \times \cancel{5}} = \frac{2}{7}$$

$$\frac{\binom{5}{3}}{\binom{7}{3}} = \frac{5!}{\cancel{3!} 2!} \times \frac{\cancel{3!} 4!}{7!} = 5 \times 4 \times 3 \times \frac{1}{7 \times 6 \times 5} = \frac{2}{7}$$



[Lovell, 2006]



Finger-Smudge on Touch-Screen Devices



FRUIT NINJA



ANGRY BIRDS

- Fingers' oily smear on the screen
- Different apps gives different finger-smudges.
- Latent smudges may be usable to infer recently and frequently touched areas of the screen--a form of **information leakage**.

[<http://www.ijsmblog.com/2011/02/ipad-finger-smudge-art.html>]



Lockscreen PIN / Passcode



[<http://lifehacker.com/5813533/why-you-should-repeat-one-digit-in-your-phones-4+digit-lockscreen-pin>]



Smudge Attack

- Touchscreen smudge may give away your password/passcode
- Four distinct fingerprints reveals the four numbers used for passcode lock.



Suggestion: Repeat One Digit

- Unknown numbers:
 - The number of 4-digit different passcodes = 10^4
- Exactly four different numbers:
 - The number of 4-digit different passcodes = $4! = 24$
- Exactly three different numbers:
 - The number of 4-digit different passcodes = $3 \times (4)_2 = 36$

Choose the
number that
will be
repeated

Choose the
locations of
the two non-
repeated
numbers.

