Chapter 10 Probability

Section 10-1 Sample Spaces and Probability

Sample Spaces

A **probability experiment** is an action, or trial, that has varying results. The possible results of a probability experiment are **outcomes**. For instance, when you roll a six-sided die, there are 6 possible outcomes: 1, 2, 3, 4, 5, or 6. A collection of one or more outcomes is an **event**, such as rolling an odd number. The set of all possible outcomes is called a **sample space**.

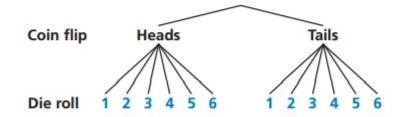
EXAMPLE 1

Finding a Sample Space

You flip a coin and roll a six-sided die. How many possible outcomes are in the sample space? List the possible outcomes.

SOLUTION

Use a tree diagram to find the outcomes in the sample space.



▶ The sample space has 12 possible outcomes. They are listed below.

Heads, 1 Heads, 2 Heads, 3 Heads, 4 Heads, 5 Heads, 6
Tails, 1 Tails, 2 Tails, 3 Tails, 4 Tails, 5 Tails, 6

1

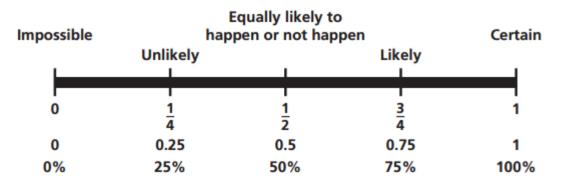
Find the number of possible outcomes in the sample space. Then list the possible outcomes.

1. You flip two coins.

2. You flip two coins and roll a six-sided die.

Theoretical Probabilities

The **probability of an event** is a measure of the likelihood, or chance, that the event will occur. Probability is a number from 0 to 1, including 0 and 1, and can be expressed as a decimal, fraction, or percent.



The outcomes for a specified event are called *favorable outcomes*. When all outcomes are equally likely, the **theoretical probability** of the event can be found using the following.

Theoretical probability =
$$\frac{\text{Number of favorable outcomes}}{\text{Total number of outcomes}}$$

The probability of event A is written as P(A).

EXAMPLE 2 Finding a Theoretical Probability

A student taking a quiz randomly guesses the answers to four true-false questions. What is the probability of the student guessing exactly two correct answers?

SOLUTION

Step 1 Find the outcomes in the sample space. Let C represent a correct answer and I represent an incorrect answer. The possible outcomes are:

	Number correct	Outcome		
exactly t	0	IIII		
	1	CIII ICII IICI IIIC		
	wo → 2	IICC ICIC ICCI CIIC CICI CCII		
	3	ICCC CICC CCIC CCCI		
	4	CCCC		

- **Step 2** Identify the number of favorable outcomes and the total number of outcomes. There are 6 favorable outcomes with exactly two correct answers and the total number of outcomes is 16.
- Find the probability of the student guessing exactly two correct answers. Because the student is randomly guessing, the outcomes should be equally likely. So, use the theoretical probability formula.

$$P(\text{exactly two correct answers}) = \frac{\text{Number of favorable outcomes}}{\text{Total number of outcomes}}$$
$$= \frac{6}{16}$$
$$= \frac{3}{8}$$

The probability of the student guessing exactly two correct answers is $\frac{3}{8}$, or 37.5%.

The sum of the probabilities of all outcomes in a sample space is 1. So, when you know the probability of event A, you can find the probability of the *complement* of event A. The *complement* of event A consists of all outcomes that are not in A and is denoted by \overline{A} . The notation \overline{A} is read as "A bar." You can use the following formula to find $P(\overline{A})$.

G Core Concept

Probability of the Complement of an Event

The probability of the complement of event A is

$$P(\overline{A}) = 1 - P(A).$$

EXAMPLE 3 Finding Probabilities of Complements

When two six-sided dice are rolled, there are 36 possible outcomes, as shown. Find the probability of each event.

- **a.** The sum is not 6.
- **b.** The sum is less than or equal to 9.

SOLUTION

- **a.** $P(\text{sum is not } 6) = 1 P(\text{sum is } 6) = 1 \frac{5}{36} = \frac{31}{36} \approx 0.861$
- **b.** $P(\text{sum} \le 9) = 1 P(\text{sum} > 9) = 1 \frac{6}{36} = \frac{30}{36} = \frac{5}{6} \approx 0.833$
- **3.** You flip a coin and roll a six-sided die. What is the probability that the coin shows tails and the die shows 4?

Find $P(\overline{A})$.

4.
$$P(A) = 0.45$$

6.
$$P(A) = 1$$

5.
$$P(A) = \frac{1}{4}$$

7.
$$P(A) = 0.03$$

Experimental Probabilities

An experimental probability is based on repeated *trials* of a probability experiment. The number of trials is the number of times the probability experiment is performed. Each trial in which a favorable outcome occurs is called a *success*. The experimental probability can be found using the following.

Experimental probability =
$$\frac{\text{Number of successes}}{\text{Number of trials}}$$

EXAMPLE 5

Finding an Experimental Probability

Spinner Results				
red	green	blue	yellow	
5	9	3	3	

Each section of the spinner shown has the same area. The spinner was spun 20 times. The table shows the results. For which color is the experimental probability of stopping on the color the same as the theoretical probability?



SOLUTION

The theoretical probability of stopping on each of the four colors is $\frac{1}{4}$. Use the outcomes in the table to find the experimental probabilities.

$$P(\text{red}) = \frac{5}{20} = \frac{1}{4}$$
 $P(\text{green}) = \frac{9}{20}$

$$P(\text{green}) = \frac{9}{20}$$

$$P(\text{blue}) = \frac{3}{2}$$

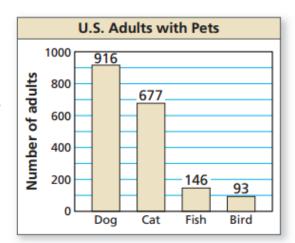
$$P(\text{blue}) = \frac{3}{20}$$
 $P(\text{yellow}) = \frac{3}{20}$

The experimental probability of stopping on red is the same as the theoretical probability.

EXAMPLE 6

Solving a Real-Life Problem

In the United States, a survey of 2184 adults ages 18 and over found that 1328 of them have at least one pet. The types of pets these adults have are shown in the figure. What is the probability that a pet-owning adult chosen at random has a dog?



SOLUTION

The number of trials is the number of pet-owning adults, 1328. A success is a pet-owning adult who has a dog. From the graph, there are 916 adults who said that they have a dog.

$$P(\text{pet-owning adult has a dog}) = \frac{916}{1328} = \frac{229}{332} \approx 0.690$$

The probability that a pet-owning adult chosen at random has a dog is about 69%.

- **10.** In Example 5, for which color is the experimental probability of stopping on the color greater than the theoretical probability?
- **11.** In Example 6, what is the probability that a pet-owning adult chosen at random owns a fish?