Probability distribution 17.01 [52 marks]

A game is played where two unbiased dice are rolled and the score in the game is the greater of the two numbers shown. If the two numbers are the same, then the score in the game is the number shown on one of the dice. A diagram showing the possible outcomes is given below.

		I			t die		
		1	2	3	4	5	6
_	1	•	•	•	•	•	•
	2	•	•	•	•	•	•
Second die	3	•	•	•	•	•	•
Secol	4	•	•	•	•	•	•
	5	•	•	•	•	•	•
	6	•	•	•	•	•	•

Let T be the random variable "the score in a game".

1a. Complete the table to show the probability distribution of T.

[2 marks]

t	1	2	3	4	5	6
$\mathbf{P}(T=t)$						

Find the probability that

1b. a player scores at least 3 in a game.

[1 mark]

1d. Find the expected score of a game.

[2 marks]

Jae Hee plays a game involving a biased six-sided die.

The faces of the die are labelled -3, -1, 0, 1, 2 and 5.

The score for the game, X, is the number which lands face up after the die is rolled.

The following table shows the probability distribution for X.

Score x	-3	-1	0	1	2	5
P(X=x)	$\frac{1}{18}$	р	$\frac{3}{18}$	$\frac{1}{18}$	$\frac{2}{18}$	$\frac{7}{18}$

2a. Find the exact value of p.

Jae Hee plays the game once.

2b. Calculate the expected score.

[2 marks]

[1 mark]

2c. Jae Hee plays the game twice and adds the two scores together. Find the probability Jae Hee has a **total** score of -3. [3 marks]

There are three fair six-sided dice. Each die has two green faces, two yellow faces and two red faces.

All three dice are rolled.

3a. Find the probability of rolling exactly one red face.[2 marks]

Ted plays a game using these dice. The rules are:

- Having a turn means to roll all three dice.
- He wins \$10 for each green face rolled and adds this to his winnings.
- After a turn Ted can either:
 - $\circ~$ end the game (and keep his winnings), or
 - have another turn (and try to increase his winnings).
- If two or more red faces are rolled in a turn, all winnings are lost and the game ends.
- 3c. Show that, after a turn, the probability that Ted adds exactly \$10 to his [5 marks] winnings is $\frac{1}{3}$.

The random variable $D\left(\$\right)$ represents how much is added to his winnings after a turn.

The following table shows the distribution for D, where w represents his winnings in the game so far.

D (\$)	-w	0	10	20	30
$\mathbb{P}\left(D=d\right)$	x	у	$\frac{1}{3}$	$\frac{2}{9}$	$\frac{1}{27}$

3d. Write down the value of x.

3e. Hence, find the value of y.

[2 marks]

[1 mark]

3f. Ted will always have another turn if he expects an increase to his winnings.

Find the least value of w for which Ted should end the game instead of having another turn.

A bag contains n marbles, two of which are blue. Hayley plays a game in which she randomly draws marbles out of the bag, one after another, without replacement. The game ends when Hayley draws a blue marble.

4a. Find the probability, in terms of *n*, that the game will end on her first [1 mark] draw.

4b. Find the probability, in terms of n, that the game will end on her second [3 marks] draw.

Let n = 5. Find the probability that the game will end on her

 4c. third draw.
 [2 marks]

4e. Hayley plays the game when n = 5. She pays \$20 to play and can earn [7 marks] money back depending on the number of draws it takes to obtain a blue marble. She earns no money back if she obtains a blue marble on her first draw. Let M be the amount of money that she earns back playing the game. This information is shown in the following table.

Number of draws	1	2	3	4
Money earned back (\$ <i>M</i>)	0	20	8 <i>k</i>	12 <i>k</i>

Find the value of k so that this is a fair game.

A discrete random variable \boldsymbol{X} has the following probability distribution.

Х	0	1	2	3
P(X=x)	0.475	$2k^2$	$\frac{k}{10}$	6 <i>k</i> ²

5a. Find the value of k.

[4 marks]

5b. Write down P(X = 2).

[1 mark]

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