

**Statistics 1:
Elementary Statistics
Section 4-7**

Probability

- **Chapter 3**
 - Section 2: Fundamentals
 - Section 3: Addition Rule
 - Section 4: Multiplication Rule #1
 - Section 5: Multiplication Rule #2
 - Section 6: Simulating Probabilities
 - Section 7: Counting

Learning to Count

- **Why do we need to learn to count?**
- **We approach probability through the doorway of relative frequency**

Learning to Count

- Count ways for $A = s$
- Count all ways = n
- Probability = s/n

Five Counting Rules

- Fundamental Counting Rule
- Factorial Rule
- Permutations Rule
- Permutations Rule when some items are identical to others
- Combinations Rule

Fundamental Counting Rule

- Event A can happen in “ m ” ways
- Event B can happen in “ n ” ways
- Then A and B can happen together in $(m)(n)$ ways
- Examples

Fundamental Counting Rule Examples

- Dice
 - 1st die can happen in 6 ways
 - 2nd die can happen in 6 ways
 - the two dice can happen in $(6)(6)=36$ ways
- Birthday example

Factorial Rule

- If there are N distinct items, they can be arranged in $N!$ different sequences
- Synonyms: sequences, orders, arrangements

Factorial Rule

- Calculator use for “factorials”

Permutations Rule

- There are N distinct items
- You could form different distinct sequences of size “r” (sequence matters)
- How many?

$${}_n P_r = \frac{N!}{(N-r)!}$$

Permutations Rule

- Using the calculator function for “permutations”

Permutations Rule #2

- You have N items made up of “k” groups, and within each group the items are not distinct.
- The N items together can form **this many distinct sequences:**

$$\frac{N!}{(r_1! r_2! \cdots r_k!)}$$

Combinations Rule

- There are N distinct items
- You could form different combinations of size “ r ” for which the sequence does not matter

- How many? ${}_n C_r = \frac{N!}{(N-r)!r!}$

Combinations Rule

- Using the calculator function for “combinations”
