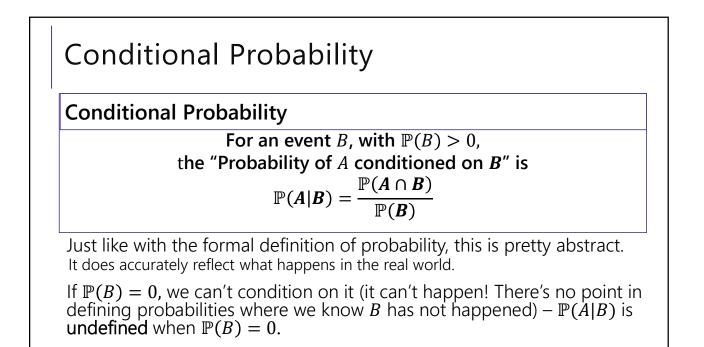
Conditioning Practice							
Red die 6 conditioned on sum 7		D2=1	D2=2	D2=3	D2=4	D2=5	D2=6
	D1=1	(1,1)	(1,2)	(1,3)	(1,4)	(1,5)	(1.6)
Red die 6 conditioned on sum 9	D1=2	(2,1)	(2,2)	(2,3)	(2,4)	(2,5)	(2,6)
	D1=3	(3,1)	(3,2)	(3,3)	(3,4)	(3,5)	(3,6)
Sum 7 conditioned on red die 6 Take a few minutes to work on this with the people around you! (also on your handout)	D1=4	(4,1)	(4,2)	(4,3)	(4,4)	(4,5)	(4,6)
	D1=5	(5,1)	(5,2)	(5,3)	(5,4)	(5,5)	(5,6)
	D1=6	(6,1)	(6,2)	(6,3)	(6,4)	(6,5)	(6,6)



## Conditioning

Let *S* be the event that the Scale alerts you

Let G be the event your bar has a Golden ticket.

What conditional probabilities are each of these?

Willy Wonka has placed golden tickets on 0.1% of his Wonka Bars. If the bar you weigh **does** have a golden ticket, the scale will alert you 99.9% of the time.

If the bar you weigh does not have a golden ticket, the scale will (falsely) alert you only 1% of the time.

You pick up a bar and it alerts, what is the probability you have a golden ticket?

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