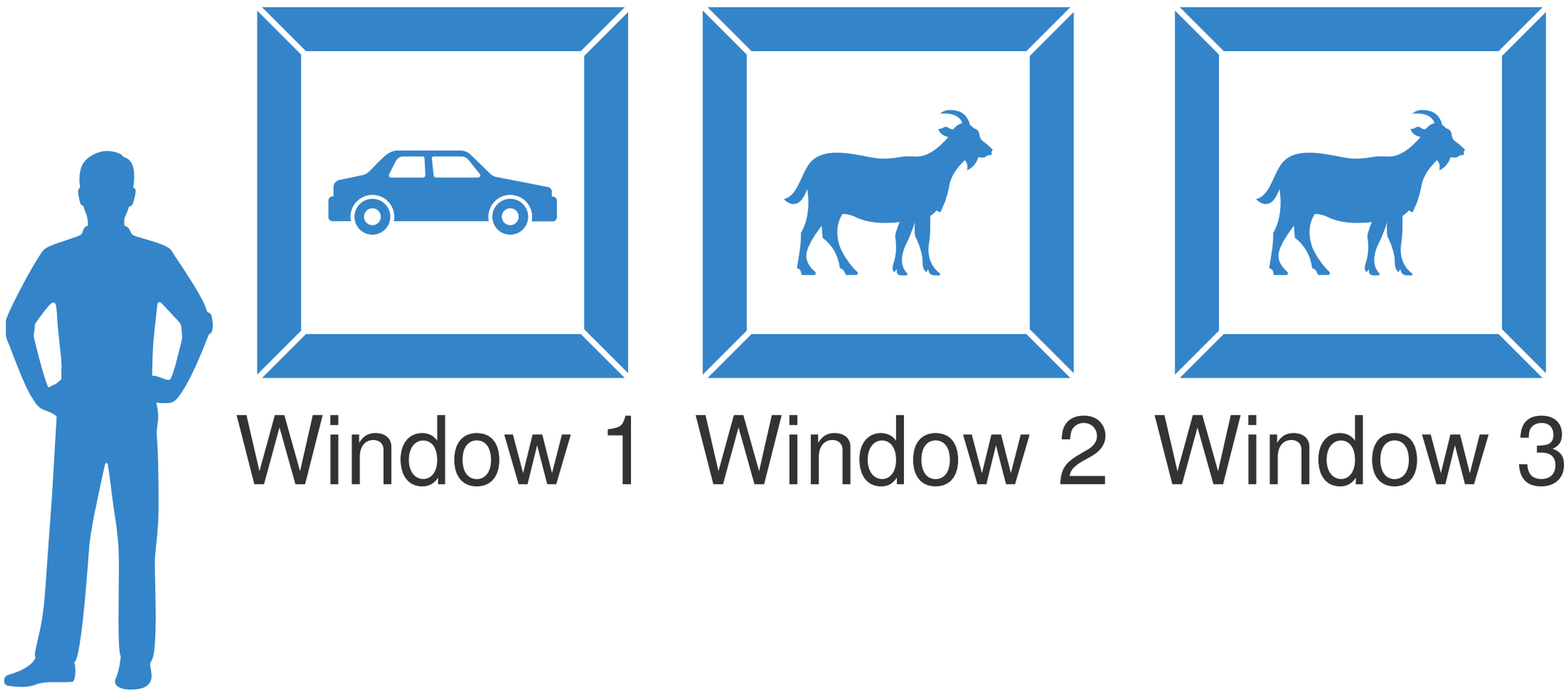
Monty Hall

The Monty Hall Problem

- A real gameshow in the 1960's rested on a simple probabilistic judgement.
- Your chances of winning would be doubled if you knew what you were doing.
- Very few people change their minds though, even when shown the solution.
- Our 'intuition' is unreliable.

Three windows, two goats, one car

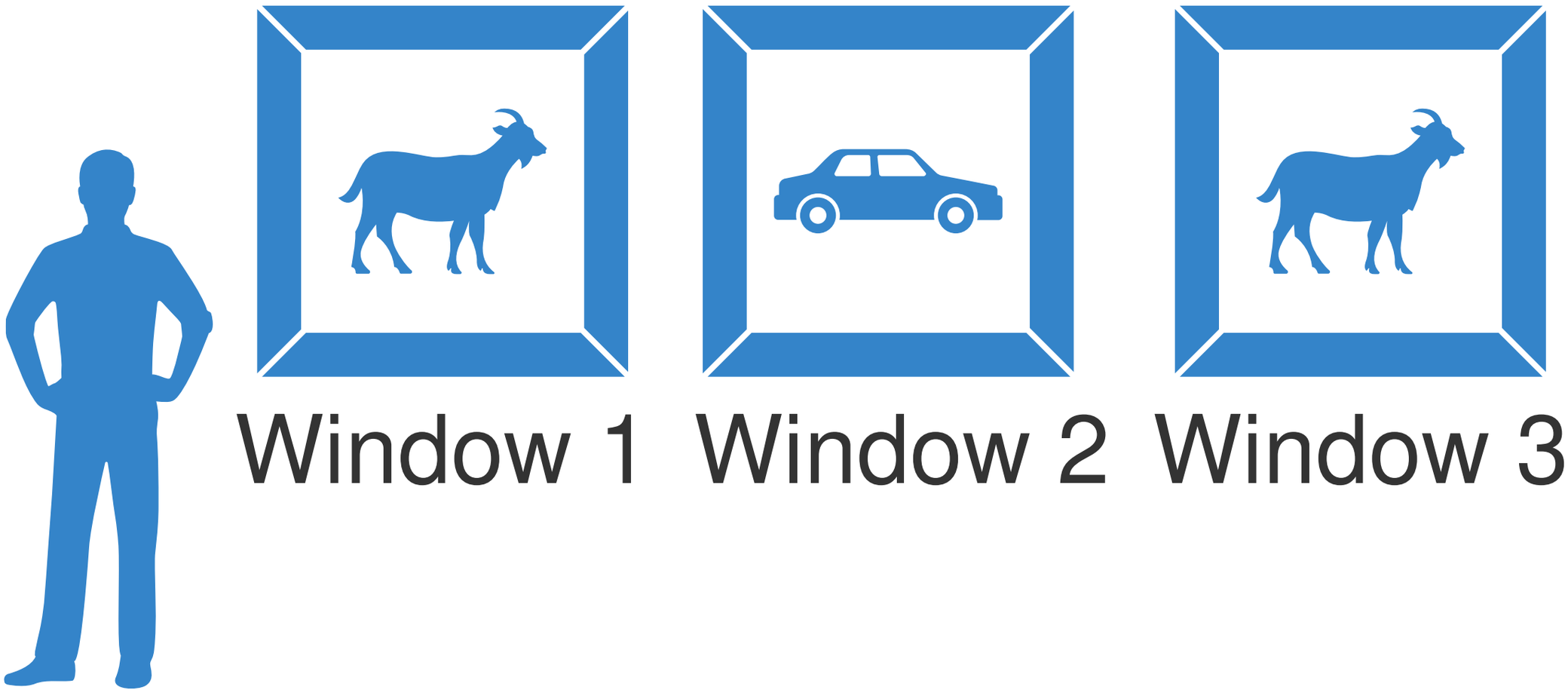
You are trying to win the car



Monty Hall

Three windows, two goats, one car

The car and goats are randomly placed



Window 1 Window 2 Window 3

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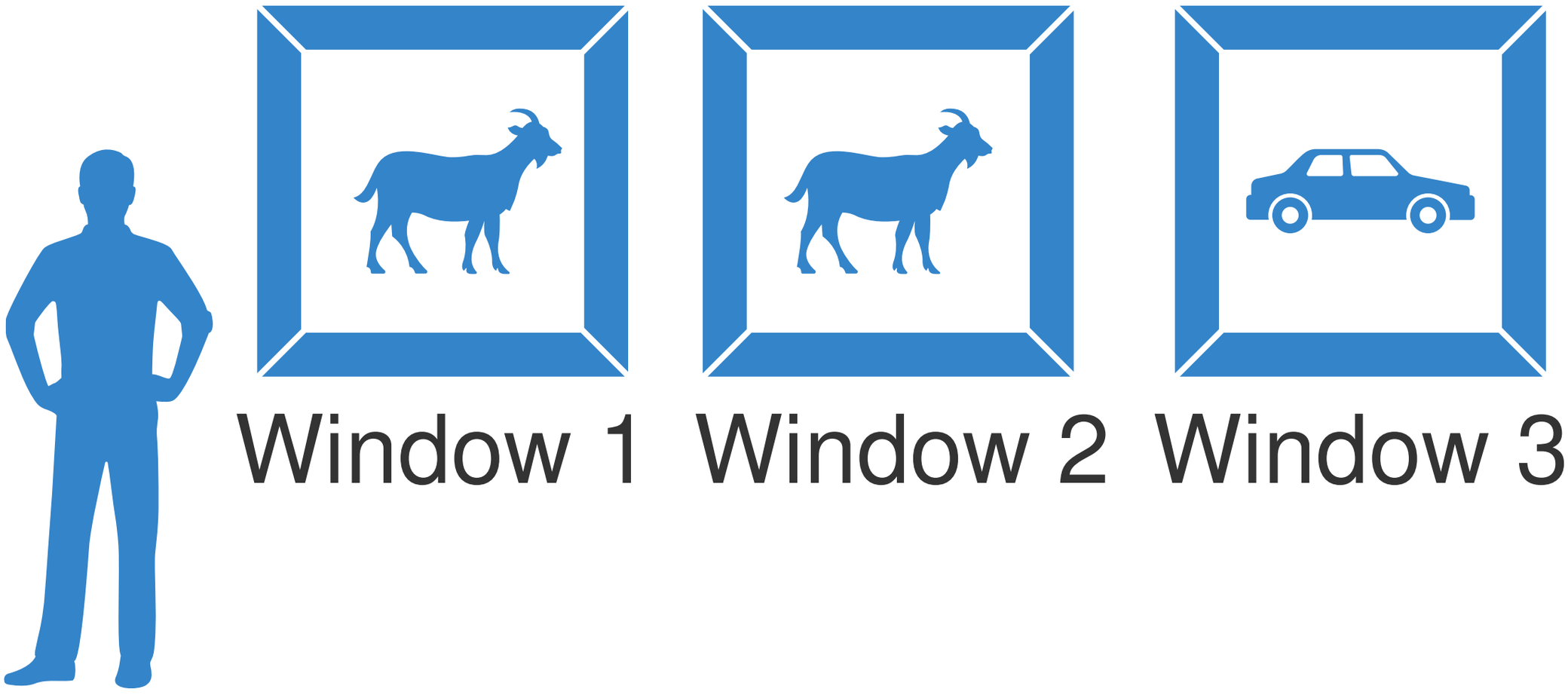
Three windows, two goats, one car

The car and goats are randomly placed



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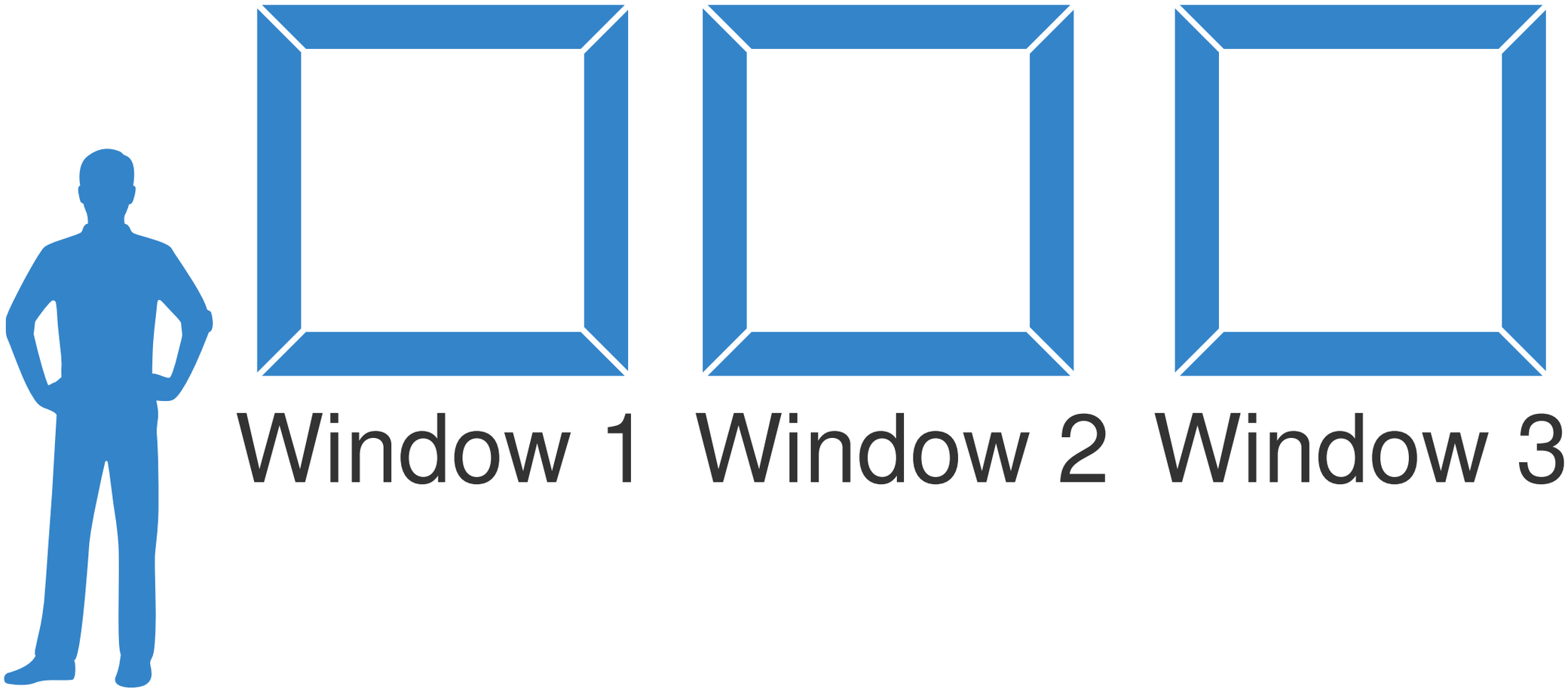
Three windows, two goats, one car

You don't know where the car is



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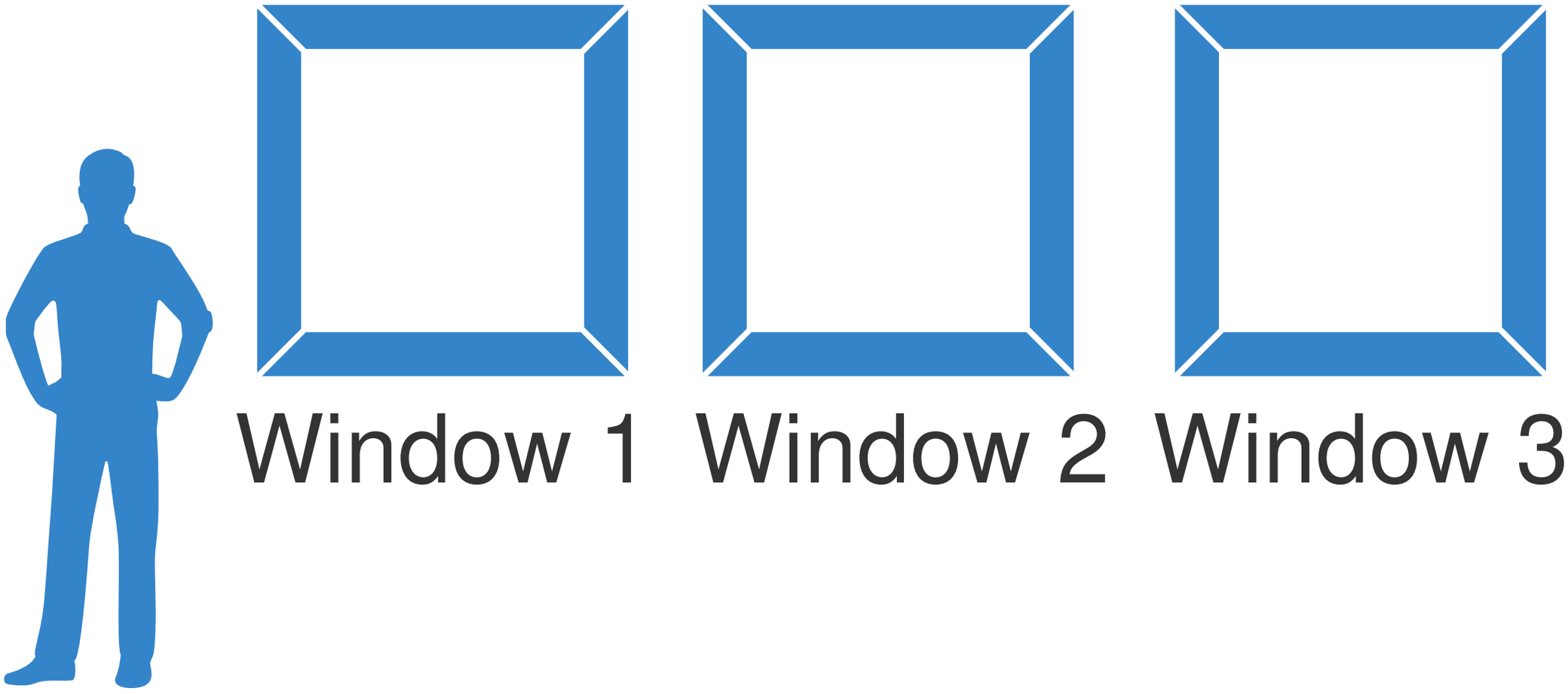
Pick a window!!!



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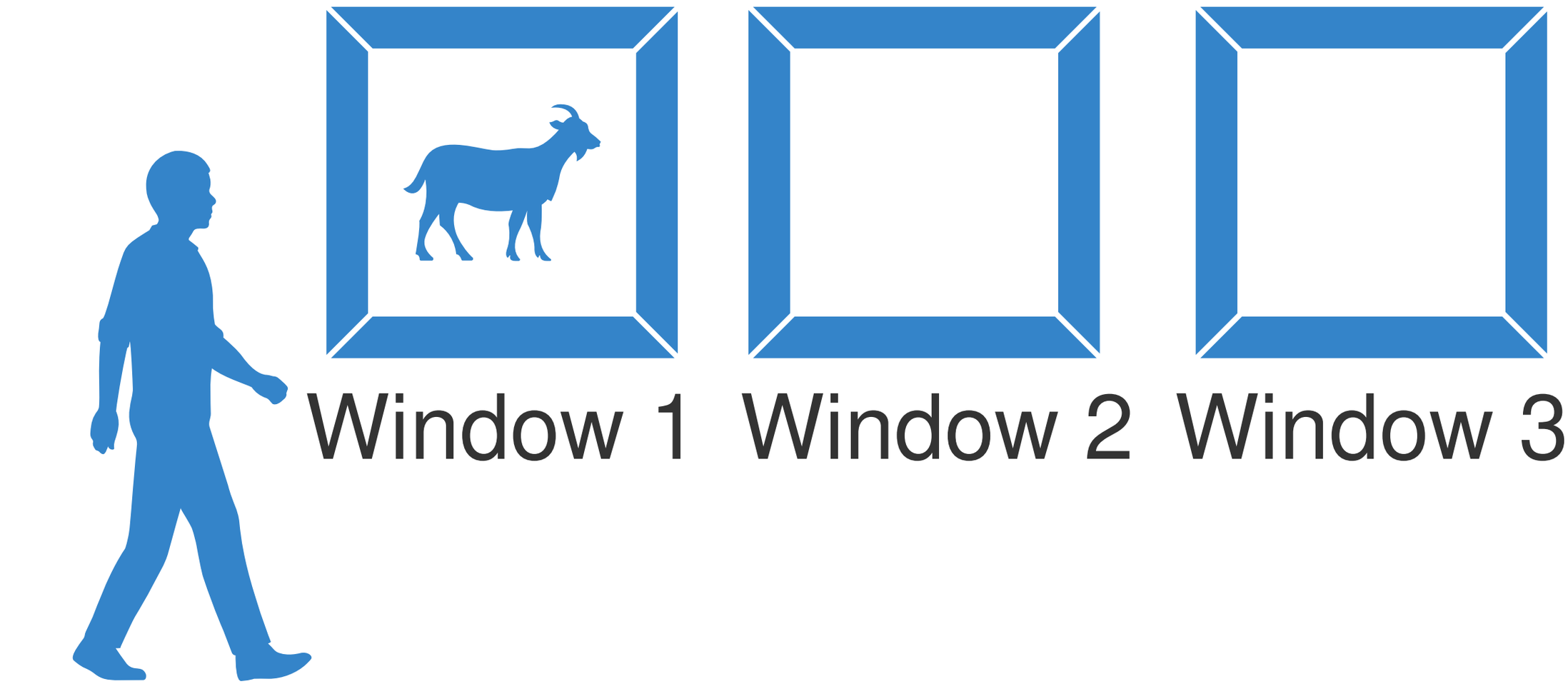
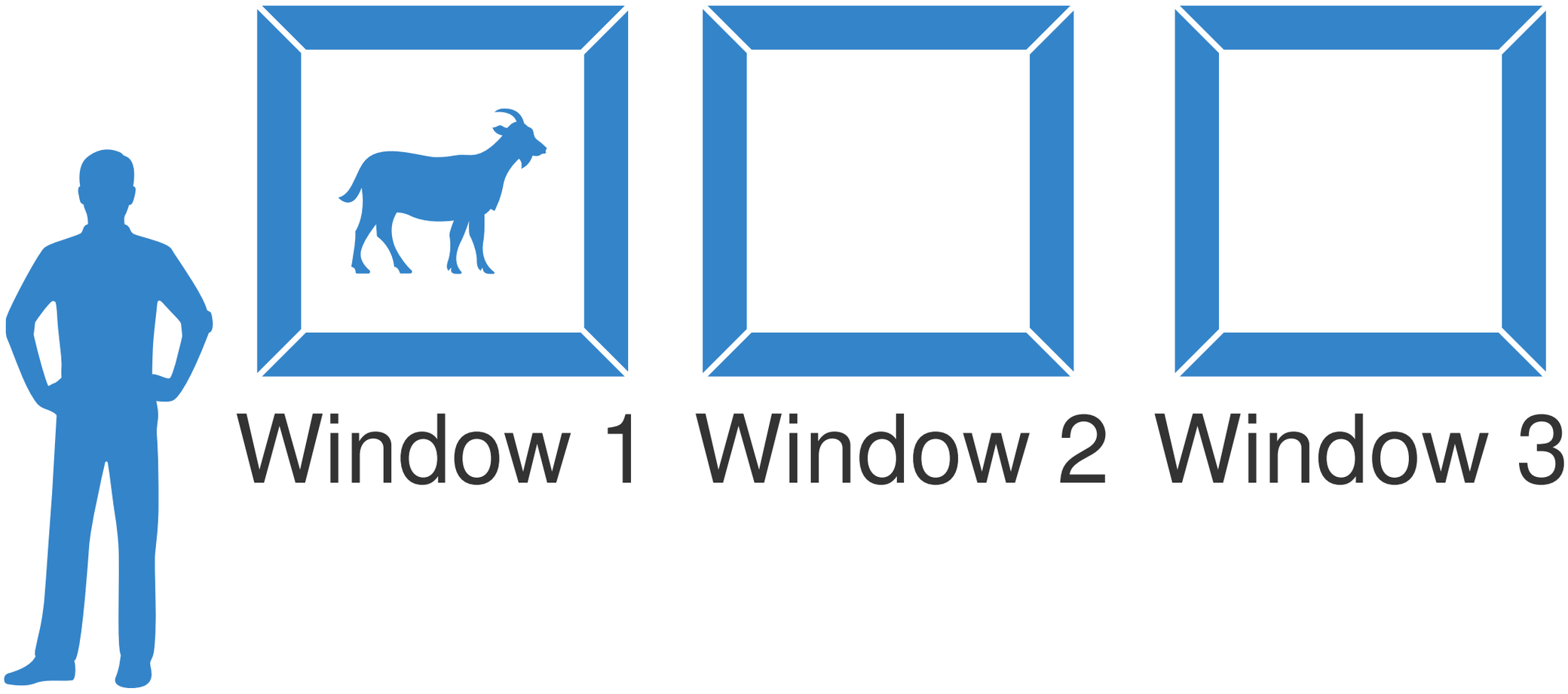
ed your window, Monty opens a *different* wi



dows left, the one you originally picked and the

Do you **stick or change** to the other window??



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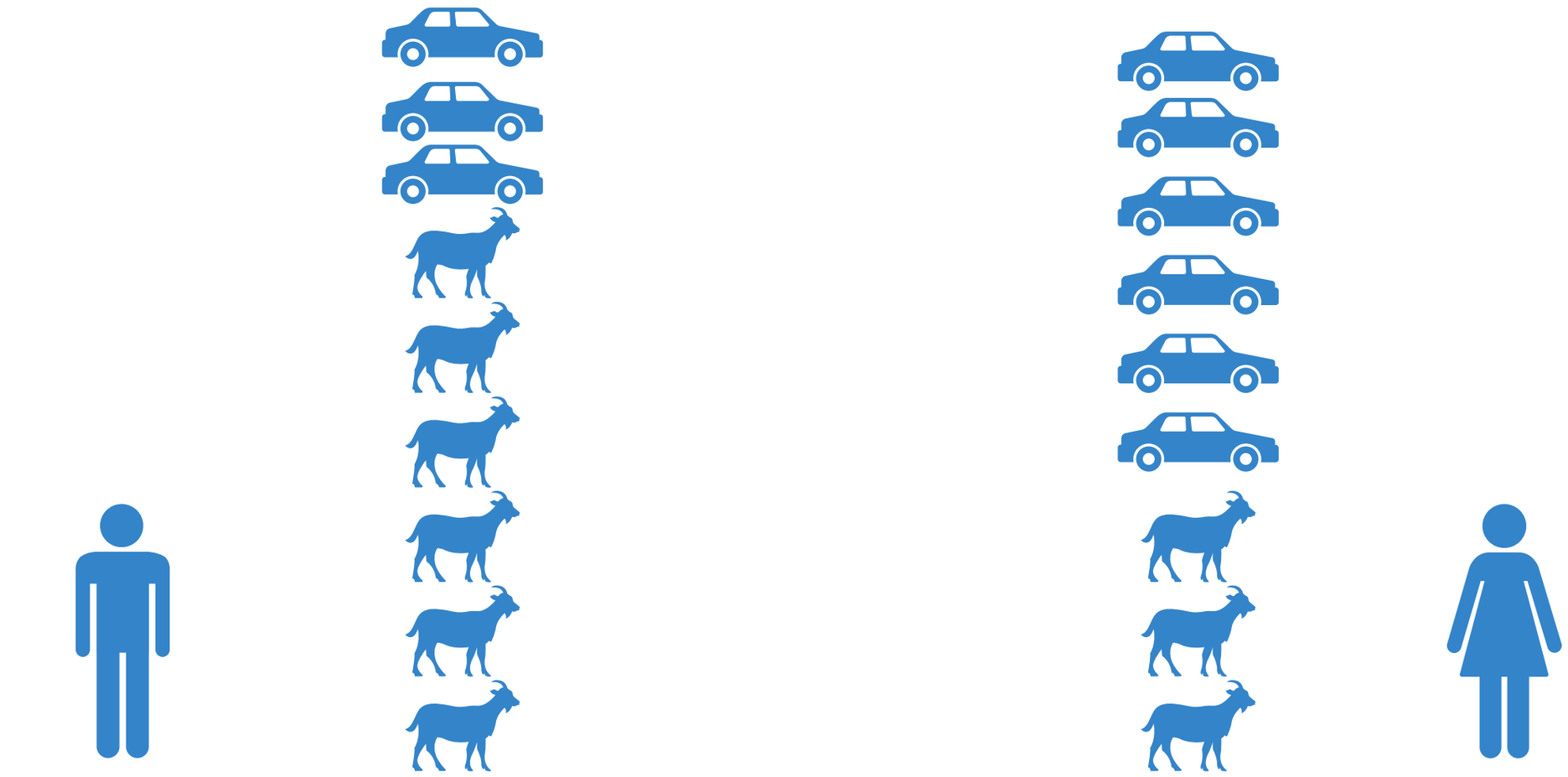
Always change.

The odds are **twice as good** as sticking.



Stick

Change

http://www.grand-illusions.com/simulator/montysim.htm