

Simulate the Knight/Troll/Gnome problem
100,000 times.

Plot (fraction of safe crossings so far) vs.
(number of simulated trials so far) to
confirm that this fraction converges to the
probability calculated in the segment



- Each one of the boxes shown contains 10 items.
 - Most of the boxes contain 2 valuable items and 8 worthless items, but a few have 9 valuable items and just 1 worthless item.
 - You pick a box, reach in, and select one item at random. It is valuable and you keep it!
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- Q1. What have you learned about the number of boxes that originally had 9 valuable items?
 - Q2. What is the probability that the next item that you select at random *from the same box* will be valuable?

