

Two Rolls

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This was done in Mathematica 6.0

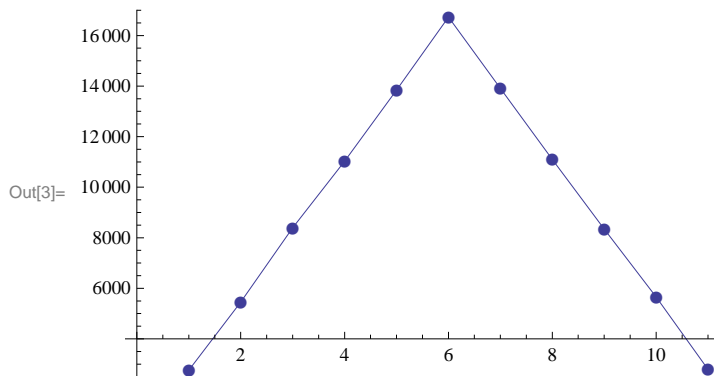
The number of times different sums in the range 2 through $2*n$ occur, is quite different.

For example, in experiments with a 6-sided dice the sums 2 and 12 occur rarely relative to the sum 7. In general, the sums in the middle of the range 2 through $2*n$ occur more frequently than the sums at the ends of the range. For an experiment with 6-side dice, I got the following output.

Sum	Number of occurrences
2	2758
3	5453
4	8390
5	11028
6	13839
7	16727
8	13911
9	11097
10	8348
11	5655
12	2794

Plotting these numbers gives the following:

```
In[3]:= ListPlot[{2758, 5453, 8390, 11028, 13839, 16727, 13911, 11097, 8348, 5655, 2794},  
PlotJoined -> True, PlotMarkers -> Automatic]
```



For an experiment with a 10-sided dice, I got the following output . The corresponding plot is shown below.

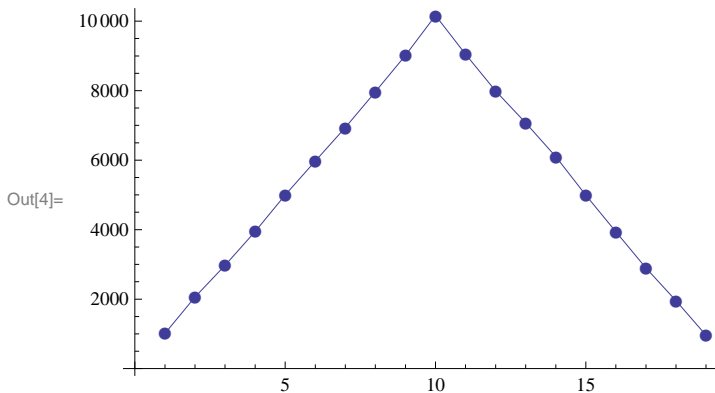
Sum	Number of occurrences
2	1016
3	2060
4	2970
5	3948
6	4996
7	5975
8	6938
9	7967
10	9015

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11      10162
12      9050
13      7989
14      7074
15      6102
16      4990
17      3939
18      2896
19      1954
20      959
    
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In[4]:= ListPlot[{1016, 2060, 2970, 3948, 4996, 5975, 6938, 7967, 9015, 10162, 9050, 7989, 7074,
6102, 4990, 3939, 2896, 1954, 959}, PlotJoined -> True, PlotMarkers -> Automatic]
    
```



The sums do not all occur the same number of times because the number of occurrences of a sum x is proportional to the number of ways in which two numbers, both in the range 1 through n , add up to x . The following table illustrates this point.

Sum	Ways in which two numbers in the range 1 through 6 add up to that sum	Number
2	1+1	1
3	1+2, 2+1	2
4	1+3, 2+2, 3+1	3
5	1+4, 2+3, 3+2, 4+1	4
6	1+5, 2+4, 3+3, 4+2, 5+1	5
7	1+6, 2+5, 3+4, 4+3, 5+2, 6+1	6
8	2+6, 3+5, 4+4, 5+3, 6+2	5
9	3+6, 4+5, 5+4, 6+3	4
10	4+6, 5+5, 6+4	3
11	5+6, 6+5	2
12	6+6	1

Since the number of distinct pairs of rolls one can get using two 6-sided dice is 36, the probability of obtaining the sum $x = 2, 3, \dots, 7$ is $(x-1)/36$ and for $x = 8, 9, \dots, 12$, it is $(13-x)/36$. More generally, for n -sided dice, for values of $x = 2, 3, \dots, n+1$, the probability is $(x-1)/n*n$ and for values of $x = n+2, n+3, \dots, 2n$, it is $(2n+1 - x)/n*n$. Using these formulae, below I calculate the expected number of occurrences of each sum, first for $n = 6$ and then for $n = 10$, for 100,000 rolls.

```

In[6]:= Prob[x_, n_] := If[x <= n + 1, 100 000 * (x - 1) / n^2, 100 000 * (2 n + 1 - x) / n^2]
    
```

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In[9]:= Table[Prob[x, 6], {x, 2, 12}] // N
    
```

```

Out[9]= {2777.78, 5555.56, 8333.33, 11111.1, 13888.9,
16666.7, 13888.9, 11111.1, 8333.33, 5555.56, 2777.78}
    
```

```
In[10]= Table[Prob[x, 10], {x, 2, 20}] // N
```

```
Out[10]= {1000., 2000., 3000., 4000., 5000., 6000., 7000., 8000., 9000.,  
10000., 9000., 8000., 7000., 6000., 5000., 4000., 3000., 2000., 1000.}
```

So for $n = 6$, the theoretically predicted number of occurrences and the experimentally obtained number of occurrences is given below.

Sum	Experimental Result	Theoretical Prediction
2	2758	2777.78
3	5453	5555.56
4	8390	8333.33
5	11028	11111.1
6	13839	13888.9
7	16727	16666.7
8	13911	13888.9
9	11097	11111.1
10	8348	8333.33
11	5655	5555.56
12	2794	2777.78

As you can see from the above table the experimental results match up the theoretical prediction quite closely (less than 1% difference). The same is true for $n = 10$.