

① PERMUTATIONS — ARRANGE IN ORDER

Permutation = arrangement; ORDER MATTERS

★ **AND = MULTIPLY OR = ADD**

$$n! = n(n-1)(n-2)\dots(3)(2)(1)$$

Factorial method: BREAK THE BIGGER ONE DOWN

n objects, take r: ${}^n P_r = n! / (n-r)!$

Together: use 'bubbles' (group together as one)

Not together: Total – Together

Identical objects: $n! / (p! q!)$

② COMBINATIONS — CHOOSE (no order)

$${}^n C_r = (n \text{ choose } r) = n! / [r!(n-r)!]$$

Type 2 — sub-divide: $(m \text{ choose } r) \times (n \text{ choose } s)$

"Exactly" = one case to handle

"At least / at most" = multiple cases, ADD them

Points on diagram, no 3 collinear:

→ no 3 in a straight line

⚠ **WATCH:** Permutation ≠ Combination — does ORDER matter?

③ BASIC PROBABILITY

P(E) = (favourable) / (total possible)

$$0 \leq P(E) \leq 1$$

• $P(E) = 0$ → impossible

• $P(E) = 1$ → certain

$$P(\text{NOT } E) = 1 - P(E)$$

Sample space: set of all possible outcomes

5 methods: Logic / Sample space / Tree diagram / Permutation / Combination

④ KEY EVENT TYPES

Relative frequency (experimental):

$$P(E) = \text{times } E \text{ happened} / \text{total trials}$$

Exhaustive: $P(E) + P(F) = 1$ (no other outcomes)

Mutually Exclusive: can't happen together

$$\rightarrow P(A \cap B) = 0$$

Independent: outcome of one doesn't affect the other

$$\rightarrow P(A \cap B) = P(A) \times P(B)$$

$$\rightarrow P(A|B) = P(A)$$

⑤ VENN DIAGRAMS

$$P(A \cup B) = P(A) + P(B) - P(A \cap B)$$

$P(A')$ = everything outside A (complement)

$P(A | B)$ = probability of A given B occurred

$$P(A | B) = P(A \cap B) / P(B)$$

★ $P(A \cap B) = P(A) \times P(B)$ ONLY if independent

To prove independent: check the multiplication rule holds

⑥ EXPECTED VALUE

$$\text{Mean} = \mu = E(x) = \sum(x \cdot P(x))$$

• x = the win / value

• $P(x)$ = probability of that win

• Σ = sum of (sigma)

Method:

1. List each outcome and its probability

2. Multiply x by $P(x)$

3. Sum them all up

✓ **TIP:** Game is FAIR if $E(x) = 0$ Game in your favour if $E(x) > 0$

⑦ BERNOULLI TRIALS (BINOMIAL)

4 conditions:

1. Only 2 outcomes (success / failure)

2. Events independent

3. $P(\text{success})$ same each trial

4. Fixed number of trials

Formula (in log tables):

$$P(r) = {}^n C_r \cdot p^r \cdot q^{n-r}$$

p =success q =1- p n =trials r =successes

⚠ **WATCH:** ONLY 2 outcomes allowed — no draws!

⑧ TREE DIAGRAMS

When to use: multi-stage events, with/without replacement

Method:

1. Draw branches for each stage

2. Write $P(\text{outcome})$ on each branch

3. MULTIPLY along branches (AND)

4. ADD between branches (OR)

★ *Branches at each junction must sum to 1*

⑨ COMMON QUESTION TYPES

With replacement: probabilities stay same each draw

Without replacement: denominator shrinks each draw

"At least one" trick:

$$P(\text{at least 1}) = 1 - P(\text{none})$$

✓ **TIP:** Often easier to find the OPPOSITE event and subtract from 1

⑩ PROBABILITY SCALE & TIPS

$$0 \text{ ——— } 0.5 \text{ ——— } 1$$

impossible → even → certain

Quick reminders:

✓ Sense-check: $0 \leq \text{answer} \leq 1$

✓ Independent before multiplying

✓ Conditional: $P(A \cap B) / P(B)$

✓ Dice (1d6): each face = $1/6$

✓ 52-card deck: 4 suits \times 13 cards