

Chapter 1 : Multinomial Calculator

*Coins, Marbles and Dice Use the calculator probability simulator to look at how probabilities in experiments change. 1. First set up your calculator: 2. Make a copy of this table in your exercise book. (About 20 rows long): 3. Press +1 to throw the coin. Fill in the fraction of heads and tails you have got so far.*

Six coins[ edit ] Six coinsâ€”five identical coins and one differentâ€”can be thrown at once. The coin that lands closest to a line drawn on the table will make the first line of the hexagram and so on, heads for yang, tails for yin. The distinct coin is a moving line. This has the dual failings that it forces every hexagram to be a changing hexagram, and it only ever allows exactly one line to be changing. Eight coins on Ba Qian[ edit ] Eight coins, one marked, are tossed at once. They are picked up in order and placed onto a Bagua diagram; the marked coin rests on the lower trigram. The eight process is repeated for the upper trigram. After a third toss the first six coins are placed on the hexagram to mark a moving line. This has the deficiency or allowing at most one moving line whereas all six lines could be moving in traditional methods. Dice[ edit ] Any dice with an even number of faces can also be used in the same fashion of the coin tosses with even die rolls for heads and odd for tails. An eight sided die d8 can be used to simulate the chances of a line being an old moving line equivalent to the yarrow-stalk method. For example, because the chances of any yin line or any yang line are equal in the yarrow-stalk method, there is a one in eight chance of getting any basic trigram, the same chance held under the ba qian method so the ba qian method can thus be used to determine the basic hexagram. The d8 can then be used by rolling it once for each line to determine moving lines. Another dice method that produces the 1: All odd results are considered yang, with the result of eleven denoting an old yang. Any even results would be considered yin and both fours and tens are treated as old yin. The long-dice method was created by an artisan in the United States to mimic the probabilities of the traditional yarrow-stalk method. The long dice each have four faces marked with either two or three dots, called "pips". The dice are cast six times to obtain the six lines of an I Ching hexagram. Marbles or beads Method of Sixteen [ edit ] Sixteen marbles can be used in four different colours. The distribution of results is the same as for the yarrow-stalk method. Yang and yin are equally likely. Static is more likely than changing. The yarrow method produces "near" probabilities dependent upon the initial divisions into piles differing within two standard deviations of the mean. The diviner must attempt to divide equally, or the algorithm is lost. The Method of Sixteen simply produces the correct numbers using sixteen instances of some element of equal probability, such as marbles, subdivided into four subsets of the correct numbers, i. The diviner just selects with replacement one marble at random. Rice grains[ edit ] For this method, either rice grains or small seeds are used. Six small piles of rice grains are made by picking up rice between finger and thumb. The number of grains in a pile determines if it is yin or yang. This has the deficiency of forcing zero and exactly zero lines in the hexagram to be a moving line when using the traditional yarrow method there can from zero to six moving lines. Calendric cycles and astrology[ edit ] Main articles: Chinese fortune telling , Chinese astrology , Symbolic stars , and Zi wei dou shu There is a tradition of Taoist thought which explores numerology , esoteric cosmology , astrology and feng shui in connection with the I Ching. The Han period BCE CE â€” saw the combination and correlation of the I Ching, particularly in its structural aspects of line , trigrams , and hexagrams , with the yin-yang and wu hsing Five Element theories of the cosmologists, with numerical patterns and speculations, with military theory, and, rather more nebulously, with the interests of the fang-shih or "Masters of Techniques," who ranged over many areas, from practical medicine, through alchemy and astrology, to the occult and beyond. While a hexagram is derived with one of the common methods like coin or yarrow stalks, here the divination is not interpreted on the basis of the classic I Ching text. Instead, this system connects each of the six hexagram lines to one of the Twelve Earthly Branches , and then the picture can be analyzed with the use of 5 Elements Wu Xing. Here is a typical example for the "modified 3-coin" method but you can change to 3-coin if you want to: With both "3-coin method" and "modified 3-coin method" see <https://SystemRandom.com> auto-seeded, with os. Also, the first number shall be in the bottom and hence the printing shall start from the bottom. Probability analysis of I Ching divination[ edit ] Most analyses of the probabilities of either the coin

method or yarrow-stalk method agree on the probabilities for each method. The coin method varies significantly from the yarrow-stalk method, in that the former gives the same probability to both the moving lines and to both the static lines, which is not the case in the yarrow-stalk method. However, the calculation of the frequencies for the yarrow-stalk methodâ€”generally believed to be the same as those described in this article in the simplified method using sixteen objectsâ€”contains a further error, in the opinion of Andrew Kennedy, [10] which is that of including the selection of zero as a quantity for either hand. The yarrow-stalk procedure expressly requires that the four numbers be produced without using zero; Kennedy shows that by not allowing the user to select zero for either hand, or a single stalk for the right hand this stalk is moved to the left hand before counting by fours, and so also leaves a zero in the right hand , the hexagram frequencies change significantly for a daily user of the oracle. He has modified the simplified method of using sixteen coloured objects described in this article as follows: A serial killer uses I Ching and the Hexagram determines what and how someone is chosen and killed. Dick , several characters consult the I Ching at various points, and consider the answers given. Dick apparently used the I Ching while writing his novel, to help him decide on the direction of the plot. Barnabas casts himself into a trance using the wands, allowing his astral body travels back to the year

## Chapter 2 : Our Pastimes: Find Your Next Hobby & Game

*Beginning of a dialog window, including tabbed navigation to register an account or sign in to an existing account. Both registration and sign in support using google and facebook.*

Probability How likely something is to happen. The best we can say is how likely they are to happen, using the idea of probability. Tossing a Coin When a coin is tossed, there are two possible outcomes: What is the probability that a blue marble gets picked? Number of ways it can happen: Probability is always between 0 and 1 Probability is Just a Guide Probability does not tell us exactly what will happen, it is just a guide Example: But when we actually try it we might get 48 heads, or 55 heads Learn more at Probability Index. Words Some words have special meaning in Probability: Tossing a coin, throwing dice, seeing what pizza people choose are all examples of experiments. Deck of Cards the 5 of Clubs is a sample point the King of Hearts is a sample point "King" is not a sample point. As there are 4 Kings that is 4 different sample points. Getting a Tail when tossing a coin is an event Rolling a "5" is an event. An event can include one or more possible outcomes: Choosing a "King" from a deck of cards any of the 4 Kings is an event Rolling an "even number" 2, 4 or 6 is also an event So: A Sample Point is just one possible outcome. And an Event can be one or more of the possible outcomes. Alex wants to see how many times a "double" comes up when throwing 2 dice. Each time Alex throws the 2 dice is an Experiment. It is an Experiment because the result is uncertain. The Event Alex is looking for is a "double", where both dice have the same number. It is made up of these 6 Sample Points:

## Chapter 3 : Marble Mania - Science NetLinks

*marbles on the first three marble withdrawal, the probability is just  $p=1/27=$ %. In addition to games involving just two outcomes and /or extensions thereof, one has games involving dice where each dice offers six possible outcomes. That is, if one rolls a single dice, the outcome is 1/6 for each of the six numbers 1,2,3,4,5,or 6.*

## Chapter 4 : Toy mega marble sets and Game Marbles

*Teachers Teaching with Technology™ Activity 9: Coins, marbles and dice Handout 2 4) Lots more coin tosses Press q ((below +10) and watch 10 more coin tosses all in one go!*

## Chapter 5 : TI PROBABILITY SIMULAON USER MANUAL Pdf Download.

*Find best value and selection for your Collectible Vintage Game Board dice and marbles search on eBay. World's leading marketplace.*

## Chapter 6 : Probability Questions with Solutions

*24 Glass Marbles and 6 Dice in a Cloth Carry Pouch. AUSTOR 50 Pieces 6- Sided Dice Set, 5 x 10 Pearl Colors Square Corner Dice with Free Velvet Pouches for Tenzi, Farkle, Yahtzee, Bunco or Teaching Math.*

## Chapter 7 : How to find simple probability (example with marbles) (video) | Khan Academy

*If you want to try it out for yourself, here's how you do it: Sit in an upright yet somewhat comfortable chair. Hold some marbles, ball bearings, coins, dice, whatever in one of your hands.*

## Chapter 8 : I Ching divination - Wikipedia

*We say that the probability of the coin landing H is there are 5 marbles in a bag: 4 are blue, and 1 is red. Tossing a coin, throwing dice, seeing what pizza.*

**Chapter 9 : Theoretical and experimental probability: Coin flips and die rolls (article) | Khan Academy**

*A recent innovation in I Ching divination is the "long dice" is a variation on older dice-rolling methods using a set of three specially made dice. The long-dice method was created by an artisan in the United States to mimic the probabilities of the traditional yarrow-stalk method.*