

sci.stat.math: Re: what is the best/state-of-art lottery prediction algorithm in statistics?

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pie wrote:

> *hey*

> *can u teach me how did u do this ? plz . i am intrested in this ?*

> *and what major did u choose for this field?*

Who are you replying to? Surely you can't be asking to be taught how to lose money so fast it makes your head spin?

Did you notice from kiki's post that a box of 7 numbers cost 42 units and if you match 3 you win 36 units?

Of course, you could always increase your box to, say, 11 numbers. That would give you 28 winning cards for a payout of 168 units. But then, to box 11 numbers you have to play 462 cards at a cost of 924 units. Increasing the box size increases your chances at losing a bigger amount of money.

If I extend my 7 number box to 11 numbers and compared them to the 30 events given, there would be

7 match 3's for 1,176 units

15 match 4's for 12,810 units

for a total win of 13,986 units.

At a cost of 27,720 you would "only" be down 13,734.

Actually, I counted the two match 5's as match 4. So wouldn't the "millions" you get from the match 5 make up for all your accumulated losses?

There are exactly 26,334 ways to select 22 items 5 at a time. There is no way the match 5 payout can be millions. It would only take 52,668 units to box all

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22 numbers.

Finally, keep in mind that I am not predicting the future, I am predicting the past. If the numbers are truly random, all the correlations of the past occurrences are meaningless.

To answer your last question, I whipped up that analysis in about an hour using MS-Access (you could probably use any SQL database). If you really want to know how to box numbers, I could post my database design.