# **Stat 100a: Introduction to Probability.**

- Outline for the day
- 0. Quick facts about normals.
- 1. Chip proportions and induction.
- 2. Doubling up.
- 3. Examples.

0. If X and Y are independent and both are normal, then X+Y is normal, and so are -X and -Y.

- The computer project is due on Sat Dec2 8:00pm.
- HW3 is due Tue Dec 5.

Thu Dec 7 is the final exam, here in class, 11am to 12:15pm.

Again any notes and books are fine, and bring a pencil and a calculator. Also bring your student ID to the exam.

# 1. Chip proportions and induction, Theorem 7.6.6.

P(win a tournament) is proportional to your number of chips.

Simplified scenario. Suppose you either go up or down 1 each hand, with prob. 1/2. Suppose there are n chips, and you have k of them.

Let  $p_k = P(\text{win tournament given } k \text{ chips}) = P(\text{random walk goes } k \rightarrow n \text{ before hitting } 0).$ 

Now, clearly  $p_0 = 0$ . Consider  $p_1$ . From 1, you will either go to 0 or 2.

So,  $p_1 = 1/2 p_0 + 1/2 p_2 = 1/2 p_2$ . That is,  $p_2 = 2 p_1$ .

We have shown that  $p_j = j p_1$ , for j = 0, 1, and 2.

(*induction:*) Suppose that, for  $j = 0, 1, 2, ..., m, p_j = j p_1$ .

We will show that  $p_{m+1} = (m+1) p_1$ .

Therefore,  $p_j = j p_1$  for all j.

That is, P(win the tournament) is prop. to your number of chips.

 $p_m = 1/2 p_{m-1} + 1/2 p_{m+1}$ . If  $p_j = j p_1$  for  $j \le m$ , then we have  $mp_1 = 1/2 (m-1)p_1 + 1/2 p_{m+1}$ ,

so  $p_{m+1} = 2mp_1 - (m-1) p_1 = (m+1)p_1$ .

- **2. Doubling up.** Again, P(winning) = your proportion of chips.
- Theorem 7.6.7, p152, describes another simplified scenario.
- Suppose you either double each hand you play, or go to zero, each with probability 1/2.
- Again, P(win a tournament) is prop. to your number of chips.
- Again,  $p_0 = 0$ , and  $p_1 = 1/2 p_2 = 1/2 p_2$ , so again,  $p_2 = 2 p_1$ .
- We have shown that, for j = 0, 1, and  $2, p_j = j p_1$ .
- (*induction:*) Suppose that, for  $j \le m$ ,  $p_j = j p_1$ .
- We will show that  $p_{2m} = (2m) p_1$ .

**Therefore**,  $p_j = j p_1$  for all  $j = 2^k$ . That is, P(win the tournament) is prop. to # of chips.

This time,  $p_m = 1/2 p_0 + 1/2 p_{2m}$ . If  $p_j = j p_1$  for  $j \le m$ , then we have

$$mp_1 = 0 + 1/2 p_{2m}$$
, so  $p_{2m} = 2mp_1$ . Done.

In Theorem 7.6.8, p152, you have k of the n chips in play. Each hand, you gain 1 with prob. p, or lose 1 with prob. q=1-p.

Suppose  $0 and <math>p \neq 0.5$ . Let r = q/p. Then P(you win the tournament) =  $(1-r^k)/(1-r^n)$ . The proof is again by induction, and is similar to the proof we did of Theorem 7.6.6.

# **3.** Examples.

- (Chen and Ankenman, 2006). Suppose that a \$100 winner-take-all tournament has  $1024 = 2^{10}$  players. So, you need to double up 10 times to win. Winner gets \$102,400.
- Suppose you have probability p = 0.54 to double up, instead of 0.5.
- What is your expected profit in the tournament? (Assume only doubling up.)
- Answer. P(winning) =  $0.54^{10}$ , so exp. return =  $0.54^{10}$  (\$102,400) = \$215.89. So exp. profit = \$115.89.
- What if each player starts with 10 chips, and you gain a chip with
- p = 54% and lose a chip with p = 46%? What is your expected profit?
- Answer. r = q/p = .46/.54 = .852. P(you win) =  $(1-r^{10})/(1-r^{10240}) = 79.9\%$ .
- So exp. profit =  $.799(\$102400) \$100 \sim \$81700$ .

### Random Walk example.

Suppose you start with 1 chip at time 0 and that your tournament is like a simple random walk, but if you hit 0 you are done. P(you have not hit zero by time 47)? We know that starting at 0,  $P(Y_1 \neq 0, Y_2 \neq 0, ..., Y_{2n} \neq 0) = P(Y_{2n} = 0)$ . So,  $P(Y_1 > 0, Y_2 > 0, ..., Y_{48} > 0) = \frac{1}{2} P(Y_{48} = 0) = \frac{1}{2} Choose(48, 24)(\frac{1}{2})^{48}$ 

$$= P(Y_1 = 1, Y_2 > 0, \dots, Y_{48} > 0)$$

- = P(start at 0 and win your first hand, and then stay above 0 for at least 47 more hands) = P(start at 0 and win your first hand) x P(from (1,1), stay above 0 for  $\ge$  47 more hands) = 1/2 P(starting with 1 chip, stay above 0 for at least 47 more hands). So, P(starting with 1 chip, stay above 0 for at least 47 hands) = Choose(48,24)(1/2)^{48}
- = 11.46%.

## Bayes' rule example.

- Your opponent raises all-in before the flop. Suppose you think she would do
- that 80% of the time with AA, KK, or QQ, and she would do that 30% of the time
- with AK or AQ, and 1% of the time with anything else.
- Given <u>only</u> this, and not even your cards, what's P(she has AK)?

Given nothing,  $P(AK) = \frac{16}{C(52,2)} = \frac{16}{1326}$ .  $P(AA) = \frac{C(4,2)}{C(52,2)} = \frac{6}{1326}$ .

Using Bayes' rule,

 $P(AK \mid all-in) = \underline{P(all-in \mid AK) * P(AK)}$ 

 $P(all-in|AK)P(AK) + P(all-in|AA)P(AA) + P(all-in|KK)P(KK) + \dots$ 

| = . 30% x 16/1326 .  |      |      |      |                      |
|--|------|------|------|----------------------|
| [30%x16/1326] + [80%x6/1326] + [80%x6/1326] + [80%x6/1326] + [30%x16/1326] + [1% (1326-16-6-6-16)/1326)] |      |      |      |                      |
| (AK)   | (AA) | (KK) | (QQ) | (AQ) (anything else) |
| = <b>13.06%</b> . Compare with 16/1326 ~ 1.21%.  |      |      |      |                      |

**Conditional probability examples.** 

# Approximate P(SOMEONE has AA, given you have KK)? Out of your 8 opponents?

Note that given that you have KK,

P(player 2 has AA & player 3 has AA)

 $= P(player 2 has AA) \qquad x \quad P(player 3 has AA | player 2 has AA)$ 

= choose(4,2) / choose(50,2) x 1/choose(48,2)

= 0.0000043, or 1 in 230,000.

So, very little overlap! Given you have KK,

P(someone has AA) = P(player2 has AA or player3 has AA or ... or pl.9 has AA)

~ P(player2 has AA) + P(player3 has AA) + ... + P(player9 has AA)

= 8 x choose(4,2) / choose(50,2) = 3.9%, or 1 in **26**.

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What is **exactly** P(someone has an Ace | you have KK)? (8 opponents)

or more than one ace

Given that you have KK, P(someone has an Ace) = 100% - P(nobody has an Ace). And P(nobody has an Ace) = choose(46,16)/choose(50,16) = 20.1%.

So P(someone has an Ace) = 79.9%.

### Some other example problems.

a. Find the probability you are dealt a suited king.

4 \* 12 / C(52,2) = 3.62%.

b. The typical number of hands until this occurs is ... +/- ....

1/.0362 ~ 27.6. (√96.38%) / 3.62% ~ 27.1. So the answer is 27.6 +/- 27.1. More on luck and skill.

Gain due to skill on a betting round = your expected *profit* during the betting round = your exp. chips after betting round – your exp. chips before betting round

= (equity after round + leftover chips) –

(equity before round + leftover chips + chips you put in during round)

### = equity after round – equity before round – cost during round.

For example, suppose you have  $A \clubsuit A \clubsuit$ , I have  $3 \heartsuit 3 \diamondsuit$ , the board is

A  $\bigtriangledown$  Q  $\clubsuit$  10  $\diamondsuit$  and there is \$10 in the pot. The turn is 3  $\clubsuit$ 

You go all in for \$5 and I call. How much equity due to skill did you gain on the turn?

Your prob. of winning is 43/44.

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Your skill gain on turn = your equity after turn bets - equity before turn bets - cost = (\$20)(43/44) - (\$10)(43/44) - \$5
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= \$4.77.

Suppose instead you bet \$5 on the turn and I folded. How much equity due to skill did you gain on the turn?

15(100%) - (10)(43/44) - 5 = 0.23.



P(You have AK | you have exactly one ace)?

= P(You have AK and exactly one ace) / P(exactly one ace)

= P(AK) / P(exactly one ace)

$$= (16/C(52,2)) \div (4x48/C(52,2))$$
  
= 4/48 = 8.33%.

P(You have AK | you have at least one ace)?

= P(You have AK and at least one ace) / P(at least one ace)

$$= P(AK) / P(at least one ace)$$

 $= (16/C(52,2)) \div (((4x48 + C(4,2))/C(52,2)) \sim 8.08\%.$ 

P(You have AK | your FIRST card is an ace)? = 4/51 = 7.84%. Suppose there are 1000 players in a casino. Each of them is playing holdem. What is the expected number of people who have pocket aces?

Let  $X_1 = 1$  if player 1 has pocket aces, and 0 otherwise.

 $X_2 = 1$  if player 2 has pocket aces, and 0 otherwise.

 $X_3 = 1$  if player 3 has pocket aces, and 0 otherwise, etc.

 $X_1$  and  $X_2$  are not independent. Nevertheless, if Y = the number of people with AA,

then  $Y = X_1 + X_2 + ... + X_{1000}$ , and

 $E(Y) = E(X_1) + E(X_2) + \dots + E(X_{1000})$ 

 $= C(4,2)/C(52,2) \times 1000$ 

~ 4.52.

Let X = the number of aces you have and Y = the number of kings you have. What is cov(X,Y)? cov(X,Y) = E(XY) - E(X)E(Y).

 $X = X_1 + X_2$ , where  $X_1 = 1$  if your first card is an ace and  $X_2 = 1$  if your 2<sup>nd</sup> card is an ace,

so  $E(X) = E(X_1) + E(X_2) = 1/13 + 1/13 = 2/13$ . E(Y) = 2/13.

E(XY) = 1 if you have AK, and 0 otherwise, so  $E(XY) = 1 \times P(AK) = 4x4/C(52,2) = .0121$ .

So,  $cov(X,Y) = .0121 - 2/13 \times 2/13$ 

= -.0116.

## Another CLT Example

Suppose X1, X2, ..., X100 are 100 iid draws from a population with mean  $\mu$ =70 and sd  $\sigma$ =10. What is the approximate distribution of the sample mean,  $\bar{x}$ ?

By the CLT, the sample mean is approximately normal with mean  $\mu$  and sd  $\sigma/\sqrt{n}$ , i.e. ~ N(70, 1<sup>2</sup>).

Now suppose Y1, Y2, ..., Y100 are iid draws, independent of X1, X2, X100, with mean  $\mu$ =80 and sd  $\sigma$ =25. What is the approximate distribution of  $\bar{x}$  -  $\bar{y}$  = Z? Now the sample mean of the first sample is approximately N(70, 1<sup>2</sup>) and similarly the negative sample mean of the 2<sup>nd</sup> sample is approximately N(-80, 2.5<sup>2</sup>), and the two are independent, so their sum Z is approximately normal.

Its mean is 70-80 = -10,

and  $var(Z) = 1^2 + 2.5^2 = 7.25$ , so  $Z \sim N(-10, 2.69^2)$ , because  $2.69^2 = 7.25$ . Remember, if X and Y are ind., then var(X+Y) = var(X) + var(Y).