A Mirror Step Variant of Gambler's Ruin

Lucy Martinez

Rutgers University

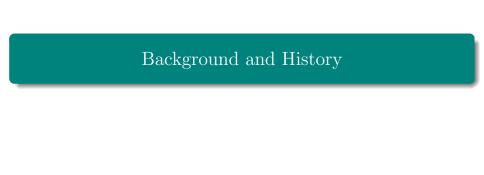
Experimental Math Seminar

Outline

Background and History

2 A Mirror Step Variant of Gambler's Ruin

Results



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This scenario is known as the **gambler's ruin problem**, first posed by Pascal in 1656 in a letter to Fermat.

Questions

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- What is the probability of winning N dollars?

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Let g(x) be the expected number of steps the gambler takes to exit the game (either with N dollars or 0 dollars). For 1 < x < N, this expected duration satisfies

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Solution: g(x) = x(N - x).

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Solution:

$$f(x) = \frac{1 - \left(\frac{q}{p}\right)^x}{1 - \left(\frac{q}{p}\right)^N}$$



Restatement: A particle starts at a point x on a line segment of length N where 0 < x < N. The particle moves to the left from x to x-1 with probability $\frac{1}{2}$, or to the right from x to x+1 with probability $\frac{1}{2}$.

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- 2x + 1 with probability q_2 , or
- N x with probability p

where $p + q_1 + q_2 = 1$.

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where $p + q_1 + q_2 = 1$.

We will focus on the case when $q_1 = q_2 = \frac{1-p}{2}$ (symmetric case).

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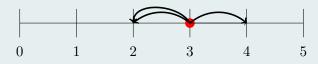
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where g(0) = 0, g(N) = 0.

Expected Duration (2)

Example

Let $p = \frac{1}{2}$ then the recurrence is

$$g(x) = \frac{1}{4}g(x-1) + \frac{1}{4}g(x+1) + \frac{1}{2}g(N-x) + 1, \quad g(0) = 0, g(N) = 0.$$

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Let's compute some examples by varying N:

	Expected duration of ending at 0 or N starting at x						
N	x = 1	x = 2	x = 3	x = 4	x = 5		
1	0						
2	2						
3	4	4					
4	6	8	6				
5	8	12	12	8			
6	10	16	18	16	10		

Expected Duration (3)

	Expected duration of ending at 0 or N						
	starting at x						
N	x = 1	x=2	x = 3	x = 4	x = 5		
1	0						
2	1						
3	2	2					
4	3	4	3				
5	4	6	6	4			
6	5	8	9	8	5		

	7						
	Expected duration of ending at 0 or N						
	starting at x when $p = 1/2$						
N	x = 1	x = 2	x = 3	x = 4	x = 5		
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2	2						
3	4	4					
4	6	8	6				
5	8	12	12	8			
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Expected Duration

Theorem (1)

Consider the generalization of the gambler's ruin problem when we add a mirror step. Then, the expected duration of ending at 0 or N starting at x is given by

$$g(x) = \frac{1}{1-n}x(N-x)$$

whenever we restrict the particle moves by either moving from x to x-1 with probability q_1 , or from x to x+1 with probability q_2 , or jumps to N-x with probability p where $q_1=q_2=\frac{1-p}{2}$.

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Remark: When p=0, Theorem (1) recovers the formula for the expected duration of the classical gambler's ruin game.

Probability

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Define $f(x) = f_N^{(p)}(x)$ as the probability that a particle starting at x will eventually reach N. For 0 < x < N, this probability satisfies the recurrence relation

$$f(x) = \frac{1-p}{2}f(x-1) + \frac{1-p}{2}f(x+1) + pf(N-x)$$

where f(0) = 0 and f(N) = 1.

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Let's compute some examples by varying N:

	Probab	Probability of ending at N starting at x			
N	x = 1	x=2	x = 3	x = 4	x = 5
1	1				
2	1/2				
3	3/7	4/7			
4	5/12	1/2	7/12		
5	17/41	20/41	21/41	24/41	
6	29/70	17/35	1/2	18/35	41/70

Example (continued)

	Probability of ending at N starting at x				
N	x = 1	x=2	x = 3	x = 4	x = 5
1	1				
2	1/2				
3	1/3	2/3			
4	1/4	1/2	3/4		
5	1/5	2/5	3/5	4/5	
6	1/6	1/3	1/2	2/3	5/6

	Probability of ending at N starting at x when $p = 1/2$				
N	x = 1	x = 2	x = 3	x = 4	x = 5
1	1				
2	1/2				
3	3/7	4/7			
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Let N = 100, x = 1 and set $p = \frac{1}{k}$ for $k \in \{2, 3, \dots, 9\}$.

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Example

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p	$\lim_{N \to \infty} f_{100}^{(p)}(1)$
1/2	0.4142135624
1/3	0.3660254038
1/4	0.3333333333
1/5	0.3090169944
1/6	0.2898979486
1/7	0.2742918852
1/8	0.2612038750
1/9	0.2500000000

Experiments (2)

Maple contains a function called *identify* which is based, in part, on the continued fraction expansion of any given numerical value. Let's use that function on our data:

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p	$\lim_{N \to \infty} f_{100}^{(p)}(1)$
Р	$N \to \infty$
1/2	$\sqrt{2}-1$
1/3	$\frac{\sqrt{3}-1}{2}$
1/4	$\frac{1}{3}$
1/5	$\frac{\sqrt{5}-1}{4}$
1/6	$\frac{\sqrt{6}-1}{5}$
1/7	$\frac{\sqrt{7}-1}{6}$
1/8	$\frac{2\sqrt{2}-1}{7}$
1/9	$\frac{1}{4}$

Experiments (3)

What does this suggest?

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1/8	$\frac{2\sqrt{2}-1}{7}$
1/9	$\frac{1}{4}$

It suggests that the probability of the particle starting at x=1 and ending at 100 converges to some number!

Guess (1)

Guess
$$(x=1)$$

If the particle starts at x = 1, then

$$\lim_{N \to \infty} f_N^{(p)}(1) = \frac{\sqrt{p} - p}{1 - p}.$$

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Guess (x = N - 1)

If the particle starts at x = N - 1, then

$$\lim_{N \to \infty} f_N^{(p)}(N-1) = \frac{1 - \sqrt{p}}{1 - p}.$$

From previous slide,

Guess (x=1)

If the particle starts at x = 1, then

$$\lim_{N \to \infty} f_N^{(p)}(1) = \frac{\sqrt{p} - p}{1 - p}.$$

More Guesses (2)

Guess
$$(x=2)$$

If the particle starts at x = 2, then

$$\lim_{N \to \infty} f_N^{(p)}(2) = \frac{2\sqrt{p}(1+p-2\sqrt{p})}{(1-p)^2}.$$

More Guesses (2)

Guess (x=2)

If the particle starts at x = 2, then

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Guess (x = N - 2)

If the particle starts at x = N - 2, then

$$\lim_{N \to \infty} f_N^{(p)}(N-2) = \frac{(1+p)(1+p-2\sqrt{p})}{(1-p)^2}.$$

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Guess (x = N - 2)

If the particle starts at x = N - 2, then

$$\lim_{N \to \infty} f_N^{(p)}(N-2) = \frac{(1+p)(1+p-2\sqrt{p})}{(1-p)^2}.$$

Check that the sum (of the numerators) equals $(p-1)^2$.

Pattern

Set $p = \frac{1}{k^2}$ for some positive integer k. Moreover, let $p = n^2$ (some squared rational number).

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Let us look at squared p values:

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$1/2^{2}$	$\frac{1}{3}$
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We can conjecture that $\lim_{N\to\infty} f_N^{(p)}(1) = \frac{1}{k+1}$ but $k = \frac{1}{\sqrt{p}}$ and $p = n^2$. Together,

$$\lim_{N \to \infty} f_N^{(p)}(1) = \frac{n}{n+1}$$

Pattern (2)

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x = 1	$\frac{n}{n+1}$
x = 2	$\frac{2n}{(n+1)^2}$
x = 3	$\frac{n^3+3n}{(n+1)^3}$
x = 4	$\frac{4n^3+4n}{(n+1)^4}$

x = N - 1
x = N - 2
x = N - 3
x = N - 4

Binomial Theorem

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We can take the odd (or even) part:

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Check: Plug in k = 3 and x = n

$$\frac{1}{(n+1)^3} \sum_{i=0}^{1} {3 \choose 2i} n^{3-2i} = \frac{n^3 + 3n}{(n+1)^3}$$

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x = 1	$\frac{n}{n+1}$
x = 3	$\frac{n^3+3n}{(n+1)^3}$

$\frac{1}{n+1}$	x = N - 1
$\frac{3n^2+1}{(n+1)^3}$	x = N - 3

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Check: Plug in k = 3 and x = n

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Turns out the odd part yields the same closed form from above.

Result

Corollary

If the particle starts at some x where 0 < x < N, then

$$\lim_{N \to \infty} f_N^{(p)}(x) = \frac{1}{2} - \frac{1}{2} \left(\frac{1 - \sqrt{p}}{1 + \sqrt{p}} \right)^x$$

whenever we restrict the particle moves by either moving from x to x-1 with probability q_1 , or from x to x+1 with probability q_2 , or from x to N-x with probability p where $q_1=q_2=\frac{1-p}{2}$.

Miracle

Lemma

Consider the symmetric case when

$$f(x) = \frac{1-p}{2}f(x-1) + \frac{1-p}{2}f(x+1) + pf(N-x)$$

with boundary conditions f(0) = 0, f(N) = 1 for some $0 . For any <math>0 \le x \le N$, the following identity holds

$$f(x) + f(N - x) = 1.$$

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For any $0 \le x \le N$, the following identity holds

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Consider f(x) = 1 - f(N - x). Then, f(x) := probability of ending at N (starting at x) andf(N - x) := probability of ending at N (starting at N - x)



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 $\implies 1 - f(N - x) := \text{probability of ending at 0 (starting at } N - x).$

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$$f(N-x) := \text{probability of ending at } N \text{ (starting at } N-x)$$

$$\implies 1 - f(N - x) := \text{probability of ending at } 0 \text{ (starting at } N - x).$$

The distance of both random walks is N-x.



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f(x) := probability of ending at N (starting at x) and f(x) := probability of ending at N (starting at x)

$$f(N-x) := \text{probability of ending at } N \text{ (starting at } N-x)$$

$$\implies 1 - f(N - x) := \text{probability of ending at } 0 \text{ (starting at } N - x).$$

The distance of both random walks is N-x.

Hence,
$$f(x) = 1 - f(N - x)$$
.

Recurrence Relation

Since f(N-x) = 1 - f(x), then we can rewrite the recurrence relation as follows

$$f(x) = \frac{p}{1+p} + \frac{1}{2} \left(\frac{1-p}{1+p} \right) f(x-1) + \frac{1}{2} \left(\frac{1-p}{1+p} \right) f(x+1)$$

where f(0) = 0, f(N) = 1.

For the probability and expected duration: It is an open problem to give formulas for general q_1,q_2 and p.

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Conjecture

Consider the generalization of the gambler's ruin problem when we add a mirror step. If the particle starts at x = 1, then

$$\lim_{N \to \infty} f_N^{(p)}(1) = \frac{\sqrt{(p+1)(1-3p+4p^2)} - (1-2p)(p+1)}{2p(p+1)}$$

whenever we restrict the particle moves by either moving from x to x-1 with probability q_1 , or from x to x+1 with probability p, or from x to N-x with probability q_2 where $q_1=q_2=\frac{1-p}{2}$.

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Thank You!



https://marti310.github.io/research.html

Probability Formula

Theorem

Consider the generalization of the gambler's ruin problem when we add a mirror step. Then, the probability of ending at N starting at x is given by

$$f(x) = \frac{1}{2} \frac{\left(\frac{1-\sqrt{p}}{1+\sqrt{p}}\right)^N + 1}{\left(\frac{1+\sqrt{p}}{1-\sqrt{p}}\right)^N - \left(\frac{1-\sqrt{p}}{1+\sqrt{p}}\right)^N} \left(\frac{1+\sqrt{p}}{1-\sqrt{p}}\right)^x + \frac{1}{2} \frac{\left(\frac{1+\sqrt{p}}{1-\sqrt{p}}\right)^N + 1}{\left(\frac{1-\sqrt{p}}{1+\sqrt{p}}\right)^N - \left(\frac{1+\sqrt{p}}{1-\sqrt{p}}\right)^N} \left(\frac{1-\sqrt{p}}{1+\sqrt{p}}\right)^x + \frac{1}{2}$$