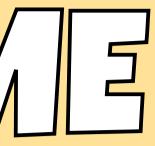


- Fourth-year student
- Research: Experimental Mathematics Game theory

$$\sigma = \sqrt{rac{\sum (x_i - \mu)^2}{N}}$$







Concerns events and numerical descriptions of how likely they are to occur



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The probability of an event is a number between zero and one



Empirical/Experimental

Estimates probabilities from experience and observation



Empirical/Experimental

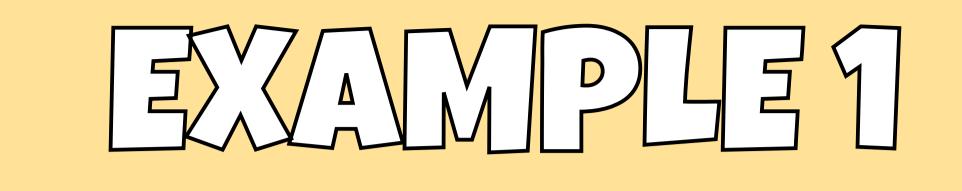
Estimates probabilities from experience and observation

Theoretical

Calculates the likeliness of an event happening based on reasoning and mathematics



Empirical Probability: You toss a coin 8 times and you record the following <u>outcomes</u>



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Experiment		2	3	Ч	5	6	7	8
Outcome	heads	heads	tails	heads	tails	tails	heads	heads



Empirical Probability

Experiment		2	3	Ч	5	6	7	8
Outcome	heads	heads	tails	heads	tails	tails	heads	heads

What is the probability of getting tails?

3	\int



Empirical Probability

Experiment		2	3	Ч	5	6	7	8
Outcome	heads	heads	tails	heads	tails	tails	heads	heads

What is the probability of getting tails? 3/8 = 37.5?

5	6		



Theoretical Probability:

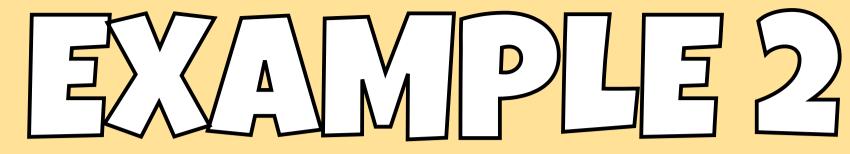
number of desired outcomes total number of all outcomes



Theoretical Probability:

number of desired outcomes total number of all outcomes

Probability of getting tails? P(tails) =



Theoretical Probability:

number of desired outcomes total number of all outcomes

Probability of getting tails? P(tails) = $\frac{1}{2}$ = 50%

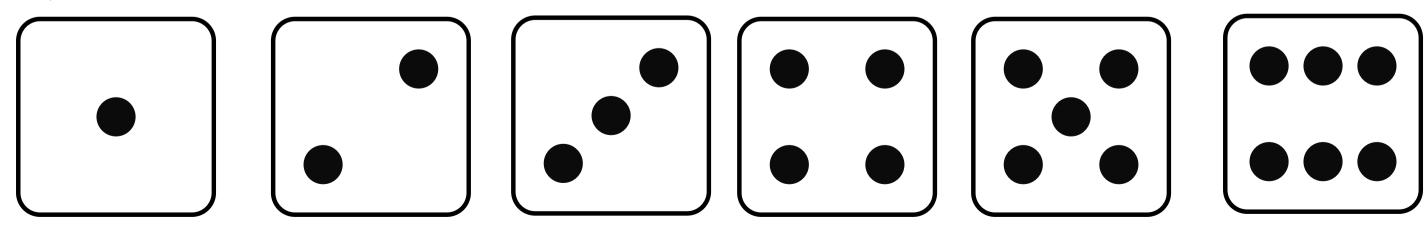


We will now focus on "theoretical probability" and we will simply say "probability"



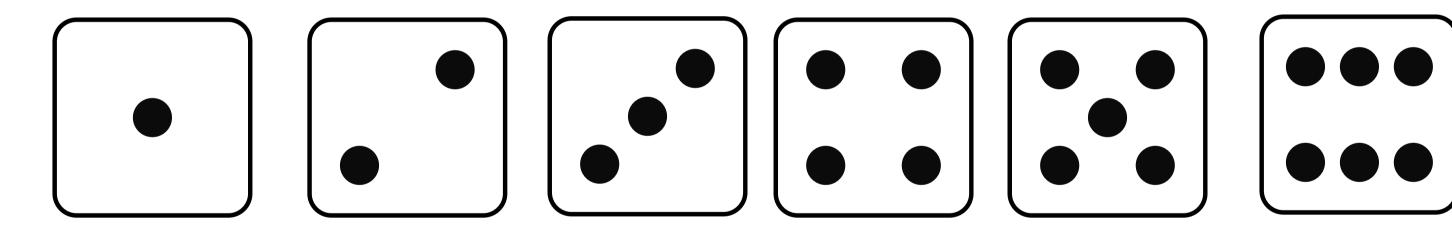
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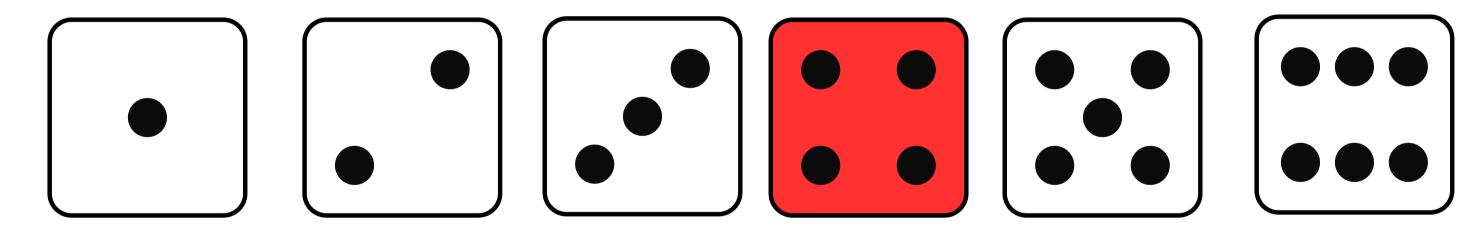


What is the probability of getting a 4?

P(getting a 4)



Example: Consider a six-sided die.



What is the probability of getting a 4?

P(getting a 4) = $\frac{1}{6}$





• Physics: Used to model particle movement as a stochastic process

Δ \

- Physics: Used to model particle movement as a stochastic process
- Hydrology: Sediment transport processes in rivers such as scouring and deposition



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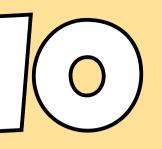
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- Physics: Used to model particle movement as a stochastic process
- Hydrology: Sediment transport processes in rivers such as scouring and deposition
- Probability: Random walks
- Other fields...



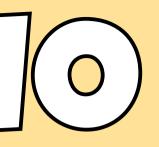
Consider a gambler who starts with \$5 and plays the following game:



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The gambler flips a coin:

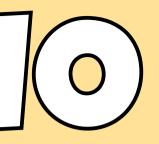
- If it lands on tails, the gambler wins \$
- If it lands on heads, the gambler loses \$1



Consider a gambler who starts with \$5 and plays the following game:

- The gambler flips a coin:

• If it lands on tails, the gambler wins \$1 • If it lands on heads, the gambler loses \$1 The gambler keeps playing until they run out of money or wins a desirable amount. For now, let's say \$7



If the gambler starts with \$5, what is the probability of the gambler exiting the game with \$7?



If the gambler starts with \$5, what is the probability of the gambler exiting the game with \$7?

This scenario is known as the gambler's ruin problem, first posed by Blaise Pascal in 1656





Gambler starts with \$5 and the goal is \$7:

Start	\$	\$5	\$5		
First Round	\$	6	\$4		
Second Round	\$5\$7		\$3	\$5	



Each step has two different outcomes: lose \$1 or win \$1

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- Each step has two different outcomes: lose \$| or win \$| • Ex: If the gambler is at \$4, in the previous step the gambler could have been at \$5 or \$3
- The gambler either loses \$1 or wins \$1 with probability $\frac{1}{2}$



ROBARTH 70 FWUNLUG D

Let P(5) be the probability of winning \$7 if the gambler starts with \$5



ORARTH TO EVANNUMD)

Let P(5) be the probability of winning \$7 if the gambler starts with \$5 <u>Note:</u> We do not know what P(5) is at this moment!



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• In the next round, the gambler has \$4 with probability 1/2 or \$6 with probability 1/2



- Let P(5) be the probability of winning \$7 if the gambler starts with \$5
- Then, P(5) will depend on P(4) and P(6)
 - In the next round, the gambler has \$4 with probability 1/2 or \$6 with probability 1/2 $P(5) = \frac{1}{2}P(4) + \frac{1}{2}P(6)$







What do we actually know? • We know P(0)=0

• We know P(0)=0

 If the gambler starts with \$0 then the gambler ran out of money so the probability of winning \$7 is 0



OBV = CBV = CBV

- We know P(0)=0
 - If the gambler starts with \$0 then the gambler ran out of money so the probability of winning \$7 is 0
- We know P(7)=I



- We know P(0)=0
 - If the gambler starts with \$0 then the gambler ran
 - out of money so the probability of winning \$7 is 0
- We know P(7)=I

• If the gambler starts with \$7 then the gambler has reached the goal so the probability of winning \$7 is l



MORE GENERALLY.

We can generalize this scenario by replacing any starting amount by a variable "A" and the goal amount by "N":

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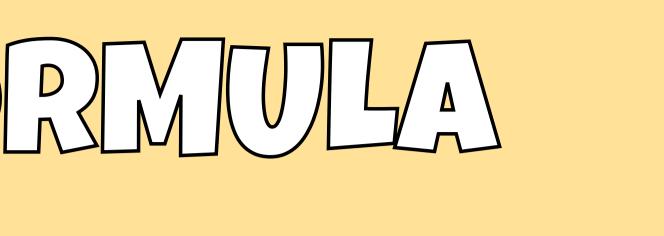
If the gambler starts with \$A, what is the probability of the gambler exiting the game with \$N?



If the gambler starts with \$A, what is the probability of the gambler exiting the game with N?

If the gambler starts with \$A, what is the probability of the gambler exiting the game with \$N?

$$P\left(A
ight) = rac{1}{2} P\left(A-1
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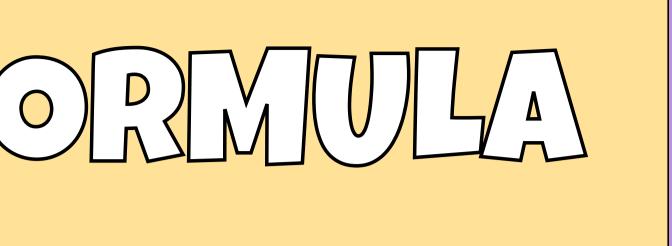


-P(A+1)

 \bigcirc

If the gambler starts with \$A, what is the probability of the gambler exiting the game with \$N?

The formula is...

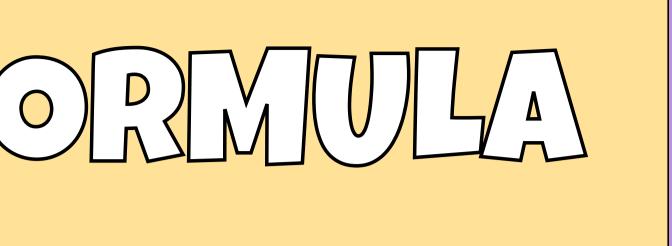


ORANGH MARY FORMULLA

If the gambler starts with \$A, what is the probability of the gambler exiting the game with \$N?

 $P(A) = \frac{A}{N}$

The formula is

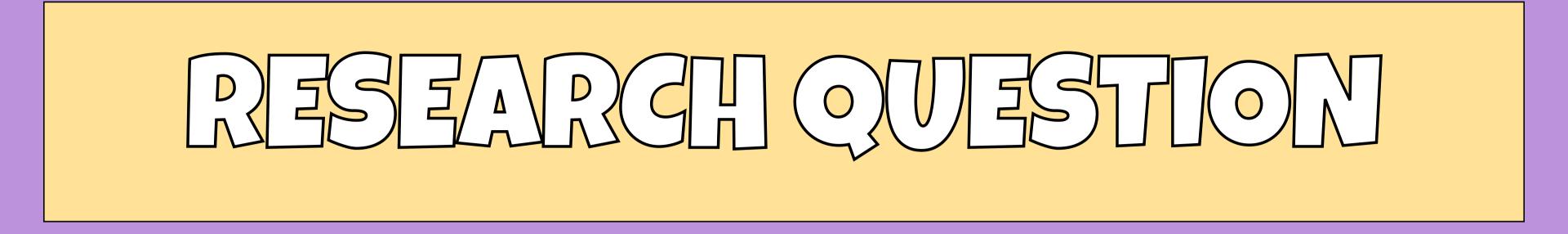




If the gambler starts with \$5, what is the probability of the gambler exiting the game with \$7?

$P(5) = \frac{5}{7} \approx 71\%$





If a particle starts at some point A on a line of length N. At each step:

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 - The particle moves from A to A-I or
 - The particle moves from A to A+l or
 - The particle moves from A to N-A



- If a particle starts at some point A on a line of length N. At each step:
 - The particle moves from A to A-I or
 - The particle moves from A to A+I or
- The particle moves from A to N-A What is the probability that the particle reaches the end of the line?





- Advisor: Dr. Doron Zeilberger
- NSF-GRFP fellowship



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