THE POWER OF COMPUTATION

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GAME 1: DICE PROBLEM





• Faces: $\{1, 2, 3, 4, 5, 6\}$



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- Set s = 0. Roll the die and add the outcome to s



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- Set s = 0. Roll the die and add the outcome to s
- Keep rolling the die, add the outcome to *s*, and stop when *s* is a prime number





• Say we get a 4, then s = 4



- Say we get a 4, then s = 4
- Roll again: say we get a 6, then s = 4 + 6 = 10



- Say we get a 4, then s = 4
- Roll again: say we get a 6, then s = 4 + 6 = 10
- Roll again: say we get a 3, then s = 10 + 3 = 13 (prime!)



- Say we get a 4, then *s* = 4
- Roll again: say we get a 6, then s = 4 + 6 = 10

• Roll again: say we get a 3, then s = 10 + 3 = 13 (prime!) Total rolls: 3





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- Keep rolling the die, and pretend we only got even numbers!

- Say we get a 4, then *s* = 4
- Roll again: say we get a 6, then s = 4 + 6 = 10
- Roll again: say we get a 4, then s = 10 + 4 = 14
- Keep rolling the die, and pretend we only got even numbers!
- We would not be able to get a prime sum.



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1/9 + 1/18 + 1/18 = 2/9

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The probability that the game lasts 2 rounds is 1/9 + 1/18 + 1/18 = 2/9

With probability 1 - 1/2 - 2/9 = 5/18, you need to continue

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Alon-Malinovsky (2022)

The expectation of this random variable (up to an additive error of less than 10^{-4}) is 2.484

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- To estimate E_K , we find the first K values, $p(1), p(2), \dots, p(K)$ where

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• Turns out: $E_{1000} = 2.4284$ is a good approximation (Alon-Malinovsky)

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- What if instead of a standard die with six faces, you have a different number of faces?
- What if instead of trying to hit a prime, you want to hit your favorite numbers? Say a product of two distinct primes, product of three distinct primes, perfect square (starting at a non-square), etc.

OUR APPROACH: SYMBOLIC COMPUTATION

Let q(k, n) be the probability that the game ended after k rounds and that the running sum then was the prime n.

$$F_R(t,x) := \sum_{k=1}^R \left(\sum_{k \le n \le 6k \atop n \text{ prime}} q(k,n) x^n \right) t^k$$

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• To compute
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ight) \ S_R(x) &:= P(x)S_{R-1}(x) - N_R(x) \ F_R(t,x) &:= F_{R-1}(t,x) + N_R(x)t^R. \end{aligned}$$

$$S_0(x)=1$$

$$S_0(x) = 1$$

$$N_1(x) = \mathcal{P}(\mathcal{P}(x)S_0(x))$$

$$\begin{split} S_0(x) &= 1\\ N_1(x) &= \mathcal{P}(\mathcal{P}(x)S_0(x))\\ &= \mathcal{P}\left(\frac{1}{6}(x + x^2 + x^3 + x^4 + x^5 + x^6) \cdot 1\right) \end{split}$$

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$$S_{0}(x) = 1$$

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$$= \frac{1}{6}(x^{2} + x^{3} + x^{5})$$

$$S_{1}(x) = \mathcal{P}(x)S_{0}(x) - N_{1}(x) = \frac{1}{6}(x + x^{4} + x^{6})$$

$$\implies F_{1}(t, x) = \left(\frac{1}{6}(x^{2} + x^{3} + x^{5})\right)t$$

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= $\mathcal{P}\left(\frac{1}{6}(x + x^2 + x^3 + x^4 + x^5 + x^6) \cdot \frac{1}{6}(x + x^4 + x^6)\right)$

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- First roll: {2,3,5}, and with probability 1/2 the game lasts one round
- Second roll:

Possible outcomes in the first round: $\{1, 4, 6\}$

How can we get a prime sum if s = 1, s = 4 or s = 6?

- If s = 1, we must roll: {1, 2, 4, 6}. Probability to get a prime sum is 1/6 ⋅ 4/6 = 1/9
- If s = 4, we must roll: $\{1, 3\}$. Probability to get a prime sum is $1/6 \cdot 2/6 = 1/18$
- If s = 6, we must roll: $\{1, 5\}$. Probability to get a prime sum is $1/6 \cdot 2/6 = 1/18$

The probability that the game lasts 2 rounds is 1/9+1/18+1/18=2/9

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The probability that the game lasts 2 rounds is

$$1/9 + 1/18 + 1/18 = 2/9$$

Note: The coefficient of $F_2(t,x)$ at t^2 was

$$\frac{1}{36}x^2 + \frac{1}{36}x^3 + \frac{1}{18}x^5 + \frac{1}{12}x^7 + \frac{1}{36}x^{11}$$

Non-rigorous Estimates - Results

Number of Faces	Property	Expected Duration
7	prime sum	2.1364 · · ·
12	prime sum	3.0814 · · ·
6	product of two	3.7889 · · ·
	distinct primes	
6	product of three	17.616887 · · ·
	distinct primes	
6	product of four	112.907872 · · ·
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Note: To find the expected duration, we compute the partial derivative with respect to t of $F_R(t, x)$, evaluate at t = x = 1, and then divide by $F_R(1, 1)$.

GAME 2: St. Petersburg Paradox

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 - If it lands on Heads \implies we get \$4 and stop playing.

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- If it lands on Heads \implies we get \$2 and stop playing.
 - Otherwise, we toss the coin again.
 - If it lands on Heads ⇒ we get \$4 and stop playing. Otherwise, we toss the coin again. And so on.

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- The rewards doubles each time.

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 - Otherwise, we toss the coin again.
 - If it lands on Heads ⇒ we get \$4 and stop playing. Otherwise, we toss the coin again. And so on.
- The rewards doubles each time.
- Expected gain:

$$\frac{1}{2} \cdot 2 + \frac{1}{4} \cdot 4 + \frac{1}{8} \cdot 8 + \dots = \sum_{i=1}^{\infty} \frac{1}{2^i} \cdot 2^i = \infty.$$

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$$\frac{1}{2} \cdot 2 + \frac{1}{4} \cdot 4 + \frac{1}{8} \cdot 8 + \dots = \sum_{i=1}^{\infty} \frac{1}{2^i} \cdot 2^i = \infty.$$

We would want to pay any amount A since $\infty - A = \infty$.

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In this case, if the gambler pays any amount A, then to ensure they do not lose money, A < k + 1.

• Simulation

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- Symbolic Computation

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- Central Limit Theorem

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 StPetePT(n,A) which inputs the number of allowed rounds in one game *n* and the entrance fee *A*. It outputs the probability table *M* of the outcomes of the game. First, gambler decides the number of times to play $\implies n$. We implement the following procedures in Maple:

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Example

Say n = 6 and A = 0. Then, StPetePT(6,0) outputs

[[2,1/2],[4,1/4],[8,1/8],[16,1/16],[32,1/32],[32,1/32]]

Next, we simulate the game in Maple:

• Simu1(M,n) takes any probability table *M* and runs the gamble *n* times. It outputs your total gain.

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- Simu(M,n,N) runs the previous procedure *N* times. It outputs the total gain followed by the estimated probability that you will win some money.

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Example

Let

```
M = [[2, 1/2], [4, 1/4], [8, 1/8], [16, 1/16], [32, 1/32], [32, 1/32]], n = 100, and N = 1,000. Then, Simu(M,n,N) outputs
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M = [[2, 1/2], [4, 1/4], [8, 1/8], [16, 1/16], [32, 1/32], [32, 1/32]], n = 100, and N = 1,000. Then, Simu(M,n,N) outputs
```

101.512,0.915

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- Simu1(M,n) takes any probability table *M* and runs the gamble *n* times. It outputs your total gain.
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Example

Let

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M = [[2, 1/2], [4, 1/4], [8, 1/8], [16, 1/16], [32, 1/32], [32, 1/32]], n = 100, and N = 1,000. Then, Simu(M,n,N) outputs
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Spoiler Alert: Using symbolic computation, the exact probability is $0.9088\cdots$

Let $M = [[M_1, p_1], [M_2, p_2], \dots, [M_r, p_r]]$. Assume M_1, \dots, M_r are integers.

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we get

$$P_M(x) = \frac{1}{2}x^2 + \frac{1}{4}x^4 + \frac{1}{8}x^8 + \frac{1}{16}x^{16} + \frac{1}{16}x^{32}$$

Symbolic Computation (continued)

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Example

Playing the following

$$P_M(x) = \frac{1}{2}x^{-3} + \frac{1}{4}x^{-1} + \frac{1}{8}x^3 + \frac{1}{16}x^{11} + \frac{1}{16}x^{27}$$

for n = 100 times, we get the exact probability of 0.9088286275.

Essentially, we are interested in calculating

$$(P_M(x)^n)^+ = \sum_{j=1}^{\infty} \operatorname{Coeff}_{x^j}(P_M(x)) = \dots = \frac{1}{2\pi i} \int_{|x|=1} \frac{(P_M(x))^n}{x(x-1)} dx$$

for $n \in \mathbb{N}$, where $\text{Coeff}_{x^j}(P_M(x))$ is the coefficient of x_j in $P_M(x)$.

Using this *theorem*, we can get a good approximation for sufficiently large n.

Central Limit Theorem

Using this *theorem*, we can get a good approximation for sufficiently large n. From n = 1 up to n = 200:



Figure 1. The risk-averseness graphs for the corresponding gambles.

• Dice Game and St. Petersburg Paradox

- Dice Game and St. Petersburg Paradox
- Simulation, and Symbolic Computation

THANK YOU!

Lucy Martinez and Doron Zeilberger.

How many dice rolls would it take to reach your favorite kind of number?

To appear in Maple Transactions, 2023.

- Lucy Martinez and Doron Zeilberger. A guide to the risk-averse gambler and resolving the st. petersburg paradox once and for all.
- Noga Alon and Yaakov Malinovsky. Hitting a prime in 2.43 dice rolls (on average). The American Statistician, 2023.

Numerical Dynamic Programming

Alon-Malinovsky

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Observe that p(1,1) = p(1,4) = p(1,6) = 1/6.

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$$p(k+1) := \sum_{n: k \le n \le 6k} p(k,n),$$
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Why?

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Why? For non-prime n:

$$p(3) = \sum_{3 \le n \le 18} p(2, n)$$

= $p(2, 4) + p(2, 6) + \dots + p(2, 18)$