### Random processes and its application in real life

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### Problem Statement

**Context:** You are at a roulette table with **1000 units** of money.

Objective: Make more money !!!

#### **Conditions:**

- Bet on 37 numbers (1-36 and 0).
- Payouts vary by bet type:
  - Single number bet: 35 to 1
  - Red/Black, Even/Odd: 1 to 1
  - Other structured bets available (e.g., splits, corners).



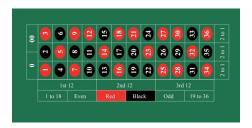
Example of an roulette wheel

#### **Problem:**

What is the optimal way to use the 1000 units?

# Types of bets

Bet Type	Payout	Probability	Description
Straight Up	35:1	$\frac{\frac{1}{37}}{\frac{3}{37}} \approx 2.70\%$ $\frac{3}{37} \approx 8.11\%$	Single number (e.g., 7)
Street	11:1	$\frac{3}{37} \approx 8.11\%$	Three numbers in a row (e.g.,
		<u>.                                    </u>	1–2–3)
Corner (Square)	8:1	$\frac{4}{37} \approx 10.81\%$	Four numbers forming a square
		31	(e.g., 1, 2, 4, 5)
Six Line	6:1	$\frac{6}{37} \approx 16.22\%$	Two adjacent rows of three num-
		· .	bers (e.g., 1–2–3 and 4–5–6)
Column / Dozen	2:1	$\frac{12}{37} \approx 32.43\%$	Group of 12 numbers
Even/Odd, Red/Black	1:1	$\frac{12}{37} \approx 32.43\%$ $\frac{18}{37} \approx 48.65\%$	18-number bets: even vs. odd,
		31	red vs. black, etc.



# Change in Wealth After a Bet

#### Let

- $X_t$  Wealth at time t
- $U_t$  Bet amount at time t
- *b* Payout ratio (e.g., 35 for 35:1)
- $I_t$  Indicator variable: 1 if the bet wins, 0 if it loses

#### Then

$$X_{t+1} = X_t + (U_t(b-1))I_t - U_t(1-I_t)$$
  
=  $X_t + U_t bI_t - U_t$ 

### Interpretation:

- If you win  $(I_t = 1)$ :  $\Delta X_t = U_t \cdot (b-1)$
- If you lose (I = 0):  $\Delta X_t = -U_t$

## Sequence vs. Random Process

$$X_{t+1} = X_t + (U_t(b-1))I_t - U_t(1-I_t)$$

### Deterministic Sequence

- A sequence is an ordered list of values, usually generated by a fixed rule.
- Examples: arithmetic sequence  $(x_n = a + nd)$ , Fibonacci sequence, geometric sequence  $(x_n = ar^n)$ .
- Entirely predictable.
- Problem: This assumes we know the outcome of each bet ahead of time — unrealistic in most real-world settings.

## Sequence vs. Random Process

$$X_{t+1} = X_t + (U_t(b-1))I_t - U_t(1-I_t)$$

#### Random Process

- A random process is a sequence of random variables indexed by time. [1]
- Each value is uncertain and governed by a probability distribution.
- Examples: temperature over time, noise in a signal, stock prices.

## Possible betting strategies

We have the **wealth update** equation

$$X_{t+1} = X_t + (U_t(b-1))I_t - U_t(1-I_t)$$
  
=  $X_t + bU_tI_t - U_t$ 

What are all the possible ways of making bet ? We know

$$0 \leq U_t \leq X_t$$

- $U_t = X_t$ : All in
- $U_t = constant$ : constant bet
- $U_t = g_t(t, X_t)$ : As a function of time

•  $U_t = g(X_t)$ 

# What is Kelly Betting?

PROPORTIONAL BETTING

$$U_t = g(X_t) = fX_t, \quad 0 < f < 1$$

• Maximize long-term capital growth.

# Derivation of the Kelly Betting Strategy

### Setup:

- Initial wealth: X<sub>t</sub>
- Fraction of wealth bet: f
- Odds ratio: b
- Indicator of winning:  $I_t = \begin{cases} 1 & \text{with probability } p \text{ (win)} \\ 0 & \text{with probability } 1 p \text{ (loss)} \end{cases}$
- *I<sub>t</sub>* **Bernoulli** I.I.D random variable.

### Wealth update equation:

$$X_{t+1} = X_t + fX_t(b-1)I_t - fX_t(1-I_t)$$
 $\frac{X_{t+1}}{X_t} = 1 + f(b-1)I_t - f(1-I_t)$ 
 $\frac{X_n}{X_0} = \prod_{t=0}^{n-1} (1 + f(b-1)I_t - f(1-I_t))$ 

# Strong Law of Large Numbers (SLLN)

**Theorem:** Let  $X_1, X_2, X_3, \ldots$  be a sequence of i.i.d. (independent and identically distributed) random variables with expected value  $\mathbb{E}[X_i] = \mu$  and  $\mathbb{E}[|X_i|] < \infty$ . Then,

$$\frac{1}{n} \sum_{i=1}^{n} X_i \xrightarrow{\text{a.s.}} \mu \quad \text{as } n \to \infty$$

The sample average converges almost surely (with probability 1) to the expected value  $\mu$ .

# Derivation of the Kelly Betting Strategy (Single bet)

### Taking log:

$$\log(\frac{X_n}{X_0}) = \sum_{t=0}^{n-1} \log(1 + f(b-1)I_t - f(1-I_t))$$

The wealth at time n is of the form

$$X_n = X_0 e^{nS_n}$$

Where,

$$S_n = \frac{1}{n} \sum_{t=0}^{n-1} \log(1 + f(b-1)I_t - f(1-I_t))$$

## Derivation of the Kelly Betting Strategy (Single bet)

Using SNNL, we can infer that

$$S_n \xrightarrow{\text{a.s.}} \mathbb{E}[Y_t] \quad \text{as } n \to \infty$$

as 
$$Y_t = \log(1 + f(b-1)I_t - f(1-I_t))$$
 is I.I.D.

$$\mathbb{E}[Y_t] = p \log(1 + f(b-1)) + (1-p) \log(1-f) = \mu$$

If  $\mu > 0$  then  $X_n \to \infty$  as  $n \to \infty$  else,  $X_n \to 0$ . Let

$$G(f) = p \log(1 + f(b-1)) + (1-p) \log(1-f)$$
  $G(f) o$  Expected growth rate

# The Kelly Formula (Single Bet)

First-order condition:

$$\frac{p(b-1)}{1+f^*(b-1)}-\frac{1-p}{1-f^*}=0$$

Solve for  $f^*$ :

$$f^* = p - \frac{1-p}{b-1}$$

This is the Kelly Criterion for a single binary bet:

- p: probability of winning
- b: odds (Total payout of b for every 1 unit bet)
- q = 1 p

The Kelly fraction is:

$$f^* = p - \frac{q}{b-1}$$

Bet  $f^* \times$  your capital.

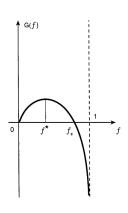


Figure: Illustrative plot of G(f) [2]

### Six Line Bet

$$f^* = p - \frac{q}{b-1}$$

#### Six Line Bet:

- Covers 6 out of 37 numbers  $\rightarrow p = \frac{6}{37}$ ,  $q = \frac{31}{37}$
- *b* = 6

$$f^* = \frac{6}{37} - \frac{\frac{31}{37}}{6 - 1}$$
$$= \frac{-1}{185} = -0.0054$$

**Conclusion:** The optimal Kelly bet is negative  $\rightarrow$  you should not take this bet.

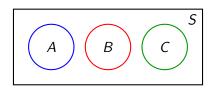
Multiple mutually exclusive outcomes: only one outcome can occur,

- Derive  $G(\mathbf{f}) = \mathbb{E}[\log(X_{t+1}/X_t)]$
- Find  $f^*$  by maximizing  $G(\mathbf{f})$ , subject to:  $\sum_i f_i \leq 1, f_i \geq 0$  [3]

### Wealth update equation:

$$X_{t+1} = X_t + \sum_{i=1}^m f_i X_t (b_i - 1) I_{it} - \sum_{i=1}^m f_i X_t (1 - I_{it})$$

$$\frac{X_n}{X_0} = \prod_{t=0}^{n-1} (1 + \sum_{i=1}^m f_i (b_i - 1) I_{it} - \sum_{i=1}^m f_i (1 - I_{it}))$$



#### SNNL:

$$egin{aligned} Y_t &= \log(1 + \sum_{i=1}^m f_i(b_i - 1) I_{it} - \sum_{i=1}^m f_i(1 - I_{it})) \ S_n &= rac{1}{n} \sum_{t=0}^{n-1} Y_t = rac{1}{n} \sum_{t=0}^{n-1} \log(1 + \sum_{i=1}^m f_i(b_i - 1) I_{it} - \sum_{i=1}^m f_i(1 - I_{it})) \ G(f) &= \mathbb{E}[Y_t] = \sum_{i=1}^m p_i \log(1 + f_i(b_i - 1) - \sum_{j \neq i} f_j) \ &+ (1 - \sum_{i=1}^m p_i) \log(1 - \sum_{j=1}^m f_j) \end{aligned}$$

### Obtaining first order derivative:

$$\frac{\partial G(\mathbf{f})}{\partial f_k} = \frac{\partial}{\partial f_k} \left\{ \sum_{i=1}^m p_i \prod_{j \neq i} (1 - p_j) \log(1 + f_i(b_i - 1) - \sum_{j \neq i} f_j) \right\} 
+ \frac{\partial}{\partial f_k} \left\{ \prod_{i=1}^m (1 - p_i) \log(1 - \sum_{j=1}^m f_j) \right\} = 0$$

We get m linear equations in  $f_1, f_2..., f_m$ .

Also, Hessian must be negative for maxima.

For m = 3:

$$f_1 = \frac{-b_1b_2b_3p_1 + b_1b_2p_1 + b_1b_3p_1 - b_2b_3p_2 - b_2b_3p_3 + b_2b_3}{-b_1b_2b_3 + b_1b_2 + b_1b_3 + b_2b_3}$$

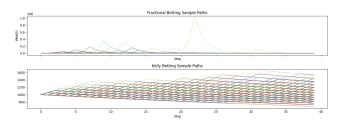
$$f_2 = \frac{-b_1b_2b_3p_2 + b_1b_2p_2 - b_1b_3p_1 - b_1b_3p_3 + b_1b_3 + b_2b_3p_2}{-b_1b_2b_3 + b_1b_2 + b_1b_3 + b_2b_3}$$

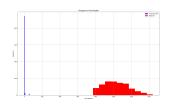
$$f_3 = \frac{-b_1b_2b_3p_3 - b_1b_2p_1 - b_1b_2p_2 + b_1b_2 + b_1b_3p_3 + b_2b_3p_3}{-b_1b_2b_3 + b_1b_2 + b_1b_3 + b_2b_3}$$

### Simulation Parameters

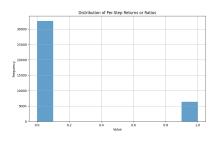
- Number of Steps:  $n_{\text{steps}} = 40$
- Number of Samples:  $n_{\text{samples}} = 1000$
- Initial Wealth:  $x_0 = 1000$
- Win Probability: p = 0.162
- Payoff (Net Odds): b = 6.5
- Wager Fraction (Kelly): frac = 0.00982
- Wager Fraction : frac = 0.5
- Expected growth rate at Kelly fraction: 0.00026
- Expected growth rate at f = 0.5: -0.366

# Kelly bet - single





Outcomes between the 1st and 99th percentiles



### Double Street Bet (Six Line Bet):

- Covers 6 consecutive numbers on the roulette table.
- Probability of winning:  $\frac{6}{37}$  (European roulette).
- Payout: 6 to 1 (total payout).

### Multiple Bets:

- Three non-overlapping double street bets cover 18 unique numbers.
- Probability of winning at least one bet:

$$\frac{18}{37}\approx 0.4865$$

Overall risk is diversified.

#### **Bet Parameters:**

- $p_1 = 0.162$  (Probability of winning bet 1)
- $b_1 = 6$  (Total payout for bet 1)
- $p_2 = 0.162$  (Probability of winning bet 2)
- $b_2 = 6$  (Total payout for bet 2)
- $p_3 = 0.162$  (Probability of winning bet 3)
- $b_3 = 6$  (Total payout for bet 3)

Subtituting it in the Kelly bet fraction formulae we found [4]

- $f_1 \approx 0$  & < 0
- $f_2 \approx 0$  & < 0
- $f_3 \approx 0$  & < 0

# Pros and Cons of Kelly Strategy

#### Pros

- Maximizes long-term capital growth
- Avoids bankruptcy in the long run
- Disciplines risk-taking

### Cons

- Requires accurate estimation of probabilities
- High short-term volatility mitigated by **fractional kelly** :  $f^*/\alpha$ ,  $\alpha > 1$

### From Roulette to Investment Strategy

### Application to Investment

- Systematic Investment Plan (SIP): regular fraction of income is invested consistently to build wealth over time.
- **Diversification:** Spreading investments across different assets (e.g., equity, gold, bonds) helps reduce overall risk.
- **Expected Value:** successful investing focuses on identifying opportunities with a positive expected growth rate over time.

Smart investing, like smart betting, is not about luck—it's about disciplined, probability-informed decisions.

Note: This discussion is for educational purposes only and does not constitute financial advice.

### Reference I



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