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HW3-Written Problems/READM

1.) Blackjack

On the next page is a table which represents the transition matrix.

Р	Start	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	S12	S13	S14	S15	S16	S17	S18	S19	S20	Bust
start	0	1	2	3 169	4	5	6 169	7	8	15	14	13	12	11	10	9	8	16	8	1	2 169	2	2	2	2	2	2	2	0
4	0	169 0	169 0	169 1	169 1	169 1	169 1	169	169 1	169	169 1	169 4	169 0	169 0	169 0	169 0	169 0	169 0	169 0	169 0	169 0	169 0	169 1	169 0	169 0	169 0	169 0	169 0	0
				13	13	13	13	13	13	13	13	13											13						
5	0	0	0	0	$\frac{1}{13}$	4 13	0	0	0	0	0	0	0	0	0	0	$\frac{1}{13}$	0	0	0	0	0							
6	0	0	0	0	0	1 13	1 13	$\frac{1}{13}$	$\frac{1}{13}$	$\frac{1}{13}$	$\frac{1}{13}$	1 13	$\frac{1}{13}$	$\frac{4}{13}$	0	0	0	0	0	0	0	0	0	0	$\frac{1}{13}$	0	0	0	0
7	0	0	0	0	0	0	1 13	1 13	1 13	1 13	1 13	1 13	1 13	1 13	4 13	0	0	0	0	0	0	0	0	0	0	1 13	0	0	0
8	0	0	0	0	0	0	0	1 13	1 13	1 13	1 13	1 13	1 13	1 13	1 13	4 13	0	0	0	0	0	0	0	0	0	0	1 13	0	0
9	0	0	0	0	0	0	0	0	1 13	1/13	1 13	1 13	1 13	1 13	1 13	1 13	4 13	0	0	0	0	0	0	0	0	0	0	1 13	0
10	0	0	0	0	0	0	0	0	0	1/13	1 13	1 13	1 13	1 13	1 13	1/13	1 13	4 13	1 13	0	0	0	0	0	0	0	0	0	0
11	0	0	0	0	0	0	0	0	0	1/13	1 13	1/13	1/13	1/13	1/13	1/13	1/13	1/13	4 13	0	0	0	0	0	0	0	0	0	0
12	0	0	0	0	0	0	0	0	0	0	1 1 13	1 1 13	1 1 13	1 1 13	1 13	1 1 13	1 1 13	1 1 13	1 1 13	0	0	0	0	0	0	0	0	0	4 13
13	0	0	0	0	0	0	0	0	0	0	0	1 13	1 13	1 13	1 1 13	1 13	1 13	1 13	1 13	0	0	0	0	0	0	0	0	0	5 13
14	0	0	0	0	0	0	0	0	0	0	0	0	1 13	13 1 13	13 1 13	13 13	1 13	13 13	13 1 13	0	0	0	0	0	0	0	0	0	6 13
15	0	0	0	0	0	0	0	0	0	0	0	0	0	1 13	1 1 13	1 1 13	1 13	1 13	1 13	0	0	0	0	0	0	0	0	0	7 13
16	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1 1 13	1 13	1 13	1 13	13 13	0	0	0	0	0	0	0	0	0	8 13
17	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13 1 13	1 1 13	13 1 13	13 1 13	0	0	0	0	0	0	0	0	0	9 13
18	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1.	13 1 13	1	13 1 13	0	0	0	0	0	0	0	0	0	10 13
19	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13 1 13	1	0	0	0	0	0	0	0	0	0	13 11 13
20	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13	0	0	0	0	0	0	0	0	0	13 12 13
21	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	13 13 13
S12	0	0	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0	1 1	0	1	1	1 1	1	1	1	1	1	0
S13	0	0	0	0	0	0	0	0	0	13 1 1	4	0	0	0	0	0	0	0	13	0	0	13 1 1	13 1 1	13 1 1	13 1 1	13 1 1	13 1 1	13 1 13	0
S14	0	0	0	0	0	0	0	0	0	13 1 13	13 1 13	4	0	0	0	0	0	0	13 1 13	0	0	0	13 1 13	13 1 1	13 1 1	13 1 1	13 1 1	13 1 13	0
S15	0	0	0	0	0	0	0	0	0	13 1 13	13 1 13	13 1 13	4 13	0	0	0	0	0	13 1 13	0	0	0	0	13 1 13	13 1 13	13 1 13	13 1 13	13 1 13	0
S16	0	0	0	0	0	0	0	0	0	13 1 13	1	1	1	4 12	0	0	0	0	13 1 13	0	0	0	0	0	1	1	1	1	0
S17	0	0	0	0	0	0	0	0	0	1	13 1 12	13	13 1 13	13 1 1	4	0	0	0	13 1 13	0	0	0	0	0	0	13 1 13	13 1 1	13 1 1	0
S18	0	0	0	0	0	0	0	0	0	13 1	13 1 12	13	1	1 1 13	13 1 1	4 12	0	0	1	0	0	0	0	0	0	0	13 1 1	13 1 1	0
S19	0	0	0	0	0	0	0	0	0	13	13 1	13	13 1 13	1	13 1 13	13 1	4	0	13	0	0	0	0	0	0	0	0	13	0
S20	0	0	0	0	0	0	0	0	0	13	13 1	13	1	13	1	13	13	4	13	0	0	0	0	0	0	0	0	0	0
bust	0	0	0	0	0	0	0	0	0	13 0	13 0	0	0	13 0	13 0	13 0	13 0	13 0	13 0	0	0	0	0	0	0	0	0	0	13
																													13

2.) Whitejack

a.

P	start	1	2	3	4	Bust
Start	0	1_	1_	1_	1_	0
		$\overline{4}$	4	$\overline{4}$	4	
1	0	0	1	1	1	1
			$\overline{4}$	$\overline{4}$	$\overline{4}$	$\overline{4}$
2	0	0	0	$\frac{1}{4}$	1	$\frac{1}{2}$
				$\overline{4}$	$\overline{4}$	
3	0	0	0	0	1	$\frac{3}{4}$
					$\frac{\overline{4}}{4}$	$\frac{\overline{4}}{4}$
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P^2	start	1	2	3	4	Bust
Start	0	0	1	$\frac{2}{16}$	7	$\frac{6}{16}$
			16	16	16	
1	0	0	0	$\frac{1}{16}$	6	$\frac{9}{16}$
				16	16	16
2	0	0	0	0	5	11
					16	16
3	0	0	0	0	4	$\frac{12}{16}$
					16	$\overline{16}$
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P^3	start	1	2	3	4	Bust
Start	0	0	0	1	31	32
				64	64	64
1	0	0	0	0	25	39
					64	64
2	0	0	0	0	20	44
					64	64
3	0	0	0	0	16	48
					64	64
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P^4	start	1	2	3	4	Bust
Start	0	0	0	0	125	131
					256	256
1	0	0	0	0	100	156
					256	256
2	0	0	0	0	80	176
					256	256
3	0	0	0	0	64	192
					256	256
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

- b. $P_{START 1}^{\infty}$, the probability our dealer ends in state 1 given we are at the start of a game = 0
 - $P_{START 2}^{\infty}$, the probability our dealer ends in state 2 given we are at the start of a game = 0
 - $P_{START 3}^{\circ}$, the probability our dealer ends in state 3 given we are at the start of a game = 0
 - $P_{START 4}^{\infty}$, the probability our dealer ends in state 4 given we are at the start of a game = $\frac{125}{256}$
 - $P_{START\ BUST}^{\infty}$, the probability our dealer ends in the Bust state given we are at the start of a game = $\frac{131}{256}$

c. Stand on 3/4 hit on ½ (cannot bust when a 3 or 4 is drawn first)

P	start	1	2	3	4	Bust
Start	0	$\frac{1}{4}$	1	1	1	0
		$\frac{\overline{4}}{4}$	$\overline{4}$	4	$\overline{4}$	
1	0	0	$\frac{1}{4}$	1	1	1
			$\overline{4}$	$\overline{4}$	$\overline{4}$	$\overline{4}$
2	0	0	0	1	1	1
				4	$\overline{4}$	$\overline{2}$
3	0	0	0	1	0	0
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

\mathbf{P}^2	start	1	2	3	4	Bust
Start	0	0	1	6	6	$\frac{3}{16}$
			16	16	16	
1	0	0	0	5	6	$\frac{5}{16}$
				16	16	
2	0	0	0	4	4	$\frac{8}{16}$
				16	16	16
3	0	0	0	1	0	0
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P^3	start	1	2	3	4	Bust
Start	0	0	0	25	25	14
				64	64	64
1	0	0	0	20	20	$\frac{24}{64}$
				64	64	64
2	0	0	0	16	16	32
				64	64	64
3	0	0	0	1	0	0
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P^4	start	1	2	3	4	Bust
Start	0	0	0	100	120	32
				256	256	256
1	0	0	0	36	24	196
				256	256	256
2	0	0	0	16	16	224
				256	256	256
3	0	0	0	1	0	0
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

This policy is better than the original which is made obvious upon observation of the data.

C. Grayjack

P(winning)	1	2	3	4
stand	56/256	56/256	56/256	156/256
hit	19/48	5/16	3/16	0

If you stand against the grayjack at states 1,2,or 3 the only way to win is if your opponent busts. Therefore, P(winning when you stand for 1,2,3) = P(dealer busting) P(winning when you stand at 4) is the probability of the dealer busting PLUS the probability that the dealer has a 3 since his only options are 3,4,or bust.

README

I began to execute the coding portion of the homework but unfortunately ran out of time. I will be sure to allot for time for myself in the future to prevent this from happening again. I began making the pieces to simulate the two different dealers which I completed, but I was a bit hung-up on the sampling portion. There are 2 py files that show the beginnings of both of my approaches. As it does not say anything in the syllabus about submitting incomplete programs I am hoping I can get some partial credit for this.