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HW3-Written Problems/READM

1.) Blackjack

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

[illegible]

## 2.) Blackjack

a.

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

P <sup>2</sup>	start	1	2	3	4	Bust
Start	0	0	$\frac{1}{16}$	$\frac{2}{16}$	$\frac{7}{16}$	$\frac{6}{16}$
1	0	0	0	$\frac{1}{16}$	$\frac{6}{16}$	$\frac{9}{16}$
2	0	0	0	0	$\frac{5}{16}$	$\frac{11}{16}$
3	0	0	0	0	$\frac{4}{16}$	$\frac{12}{16}$
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P <sup>3</sup>	start	1	2	3	4	Bust
Start	0	0	0	$\frac{1}{64}$	$\frac{31}{64}$	$\frac{32}{64}$
1	0	0	0	0	$\frac{25}{64}$	$\frac{39}{64}$
2	0	0	0	0	$\frac{20}{64}$	$\frac{44}{64}$
3	0	0	0	0	$\frac{16}{64}$	$\frac{48}{64}$
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

P <sup>4</sup>	start	1	2	3	4	Bust
Start	0	0	0	0	$\frac{125}{256}$	$\frac{131}{256}$
1	0	0	0	0	$\frac{100}{256}$	$\frac{156}{256}$
2	0	0	0	0	$\frac{80}{256}$	$\frac{176}{256}$
3	0	0	0	0	$\frac{64}{256}$	$\frac{192}{256}$
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

b.

$P_{\text{START } 1}^{\infty}$ , the probability our dealer ends in state 1 given we are at the start of a game = 0

$P_{\text{START } 2}^{\infty}$ , the probability our dealer ends in state 2 given we are at the start of a game = 0

$P_{\text{START } 3}^{\infty}$ , the probability our dealer ends in state 3 given we are at the start of a game = 0

$P_{\text{START } 4}^{\infty}$ , the probability our dealer ends in state 4 given we are at the start of a game =  $\frac{125}{256}$

$P_{\text{START BUST}}^{\infty}$ , 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 1/2 (cannot bust when a 3 or 4 is drawn first)

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

P <sup>2</sup>	start	1	2	3	4	Bust
Start	0	0	$\frac{1}{16}$	$\frac{6}{16}$	$\frac{6}{16}$	$\frac{3}{16}$
1	0	0	0	$\frac{5}{16}$	$\frac{6}{16}$	$\frac{5}{16}$
2	0	0	0	$\frac{4}{16}$	$\frac{4}{16}$	$\frac{8}{16}$
3	0	0	0	1	0	0
4	0	0	0	0	1	0
bust	0	0	0	0	0	1

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

P <sup>4</sup>	start	1	2	3	4	Bust
Start	0	0	0	$\frac{100}{256}$	$\frac{120}{256}$	$\frac{32}{256}$
1	0	0	0	$\frac{36}{256}$	$\frac{24}{256}$	$\frac{196}{256}$
2	0	0	0	$\frac{16}{256}$	$\frac{16}{256}$	$\frac{224}{256}$
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,  $P(\text{winning when you stand for } 1,2,3) = P(\text{dealer busting})$   $P(\text{winning when you stand at } 4)$  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.