Faculty of Mathematics and Physics, Charles University

# Mathematical problems of prisoners

• 100 prisoners, numbered 1-100

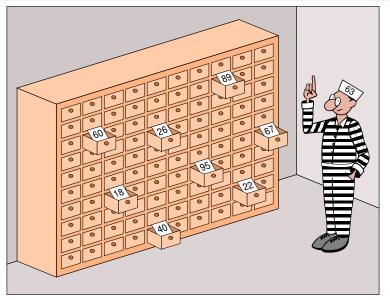
- 100 prisoners, numbered 1-100
- 100 drawers, numbered 1-100

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- Every prisoner opens  $\leq$  50 drawers
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- Everyone is pardoned, if everyone finds their number
- No one is pardoned, if at least one prisoner fails



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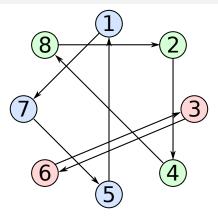
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- But... why?

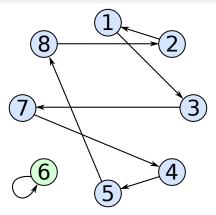


# Example 1 [5]



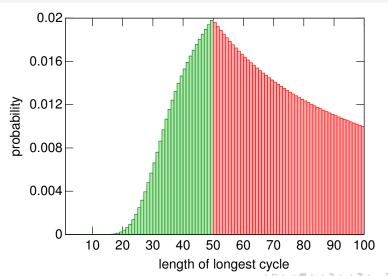
number of drawer	1	2	3	4	5	6	7	8
number of prisoner	7	4	6	8	1	3	5	2

# Example 2 [4]



number of drawer	1	2	3	4	5	6	7	8
number of prisoner	3	1	7	5	8	6	4	2

# Probability distribution of the length of the longest cycle of a random permutation [9]



Three prisoners

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#### Monty Hall problem [7]

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- Which probabilities are true?

- Three doors
- Monty knows, behind which door the car is, but can't tell

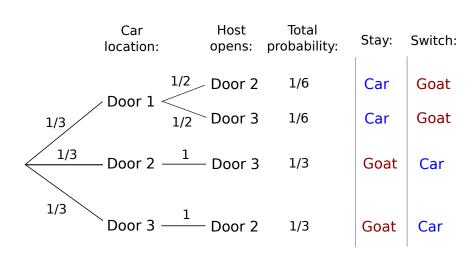
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- Three doors
- Monty knows, behind which door the car is, but can't tell
- Monty tells the player what is behind one of the remaining (not picked) doors
- Which doors are hiding the car with a higher probability?

#### Decision tree [3]



Prisoners can't communicate

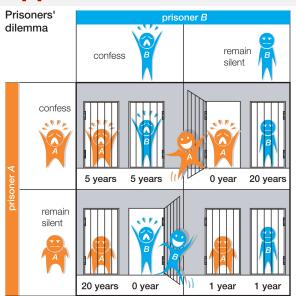
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- How will they (probably) act?

# Illustration [1]



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4 D > 4 A > 4 B > 4 B > B 9 Q P

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- Welcome to Game Theory: https://www.coursera.org/course/welcomegametheory

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# Thank you for your attention

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Ondrej Škopek <oskopek@matfyz.cz>

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