

# Monty Hall Problem: Complexity Comparison

## Overview

Both programs solve the Monty Hall problem but with fundamentally different approaches.

---

## Time Complexity

### Bayesian Inference Approach

- **Time Complexity:  $O(1)$**  - Constant time
- Performs a fixed number of arithmetic operations regardless of input
- Calculates exact probabilities using Bayes' theorem
- Typical execution time:  $< 0.000001$  seconds

### Monte Carlo Simulation Approach

- **Time Complexity:  $O(n)$**  - Linear time
- Where  $n$  = number of simulations (1,000,000 in this implementation)
- Each simulation involves:
  - Random number generation
  - Conditional checks
  - Counting operations
- Typical execution time: 0.01-0.05 seconds (varies by hardware)

**Winner: Bayesian Inference** - Orders of magnitude faster

---

## Space Complexity

### Bayesian Inference Approach

- **Space Complexity:  $O(1)$**  - Constant space
- Uses only a fixed number of double variables
- No data structures or arrays needed
- Memory usage: ~64 bytes (8 doubles)

### Monte Carlo Simulation Approach

- **Space Complexity:  $O(1)$**  - Constant space
- Uses only a few integer variables for counters
- No arrays or dynamic memory allocation

- Memory usage: ~32 bytes (counters and temporary variables)

**Winner: Tie** - Both use constant space

---

## Accuracy Comparison

### Bayesian Inference

- **Accuracy: Exact (100%)**
- Mathematically precise:  $2/3$  for switching,  $1/3$  for staying
- No margin of error

### Monte Carlo Simulation

- **Accuracy: Approximate (converges to exact)**
- With 1,000,000 simulations: typically within 0.1% of exact value
- Accuracy improves with  $\sqrt{n}$  (law of large numbers)
- Standard error  $\approx \sqrt{p(1-p)/n} \approx 0.0005$  for  $n=1,000,000$

**Winner: Bayesian Inference** - Provides exact answers

---

## Advantages & Disadvantages

### Bayesian Inference

#### Advantages:

- Instant results
- Exact probabilities
- No randomness or variance
- Minimal computational resources

#### Disadvantages:

- Requires mathematical derivation
- Less intuitive for beginners
- Hard to extend to complex variants without rederiving

### Monte Carlo Simulation

#### Advantages:

- Intuitive and easy to understand
- Easy to modify for game variants

- Demonstrates the problem empirically
- Good for educational purposes

**Disadvantages:**

- Computationally expensive
- Only approximates the answer
- Results vary slightly each run
- Requires many iterations for accuracy