

# Monte Carlo Simulation for Poker Hands Probabilities

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# Introduction

Monte Carlo Simulation is a method that performs a random sampling to estimate the solution of a problem.

This method can be used to estimate the probability of an event. In this homework we decided to simulate the following distributions of Poker hands:

- Distribution of Double Pair;
- Distribution of Tris;
- Distribution of a Full House;
- Distribution of Four of a kind.

# Method

We started by creating a possible Poker hand, with 5 cards, with ranks ranged from 1,...13 and four suits. We set the parameter  $nsim = 10^6$ .

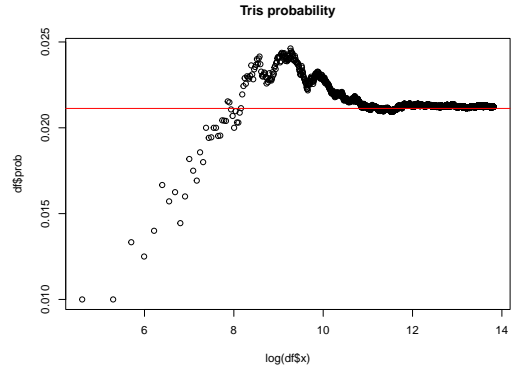
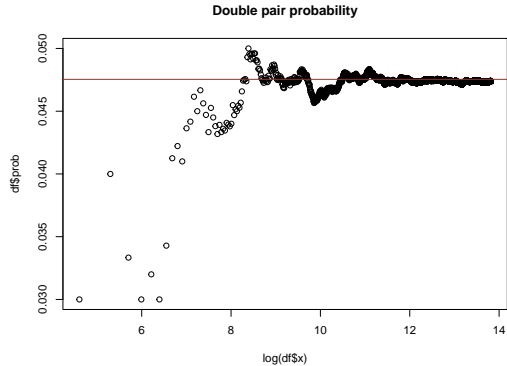
```
montecarlo <- function(f){  
  prob <- c()  
  count_f <- 0  
  prob <- c()  
  x <- c()  
  j <- 1  
  for(i in 1:nsim){  
  
    df <- deck[sample(nrow(deck),5,replace = FALSE),]  
  
    count_f <- count_f + f(df)  
    if(i %% 100 == 0){  
      prob[j] <- count_f / i  
      x[j] <- i  
      j <- j + 1  
    }  
  }  
  prob_f <- count_f / nsim  
  print(prob_f)  
  result <- data.frame(prob,x)  
  return(result)  
}
```

## Number of iterations required

Increasing the number of simulations results in a larger sample and therefore greater precision and accuracy (essentially an application of the central limit theorem).

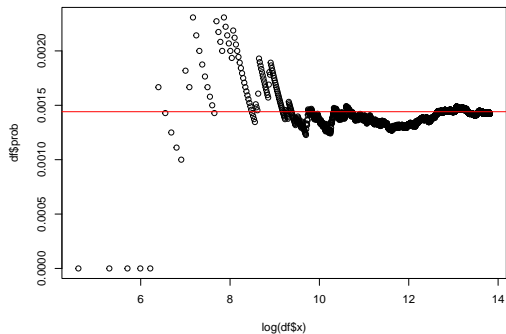
As the number of iterations increases, there is a convergence of the output towards values that would be analytically "exact" (see the red line in the plots).

# Plots

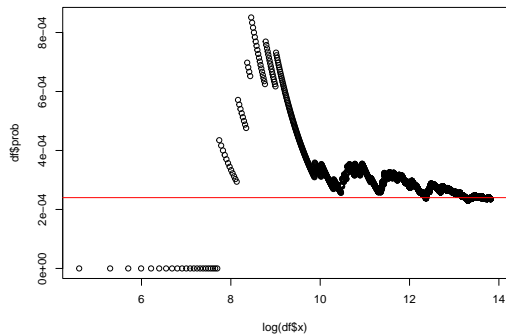


# Plots

Full house probability



Poker probability



# References



Wikipedia contributors (2024).

Poker probability — Wikipedia, the free encyclopedia.

[https://en.wikipedia.org/w/index.php?title=Poker\\_probability&oldid=1214988653](https://en.wikipedia.org/w/index.php?title=Poker_probability&oldid=1214988653).

[Online; accessed 23-March-2024].