## **Daily Coding Problem**

Blog

## **Daily Coding Problem #178**

## **Problem**

This problem was asked by Two Sigma.

Alice wants to join her school's Probability Student Club. Membership dues are computed via one of two simple probabilistic games.

The first game: roll a die repeatedly. Stop rolling once you get a five followed by a six. Your number of rolls is the amount you pay, in dollars.

The second game: same, except that the stopping condition is a five followed by a five.

Which of the two games should Alice elect to play? Does it even matter? Write a program to simulate the two games and calculate their expected value.

## Solution

Counterintuitively, the first game costs less to play on average.

Consider first rolling a 5 in both games. The probability of this is the same in both, which is 1 / 6. But at the next roll, you can land either a 6 (to win) or another 5, which will keep you in the running. Rolling a 1, 2, 3, or 4 will require you to restart the sequence.

In the second game, you need to roll a 5. If you roll a 1, 2, 3, 4, or 6, you have to restart the rolls.

We can simulate the expected cost of each game:

```
from random import randint
NUM TRIALS = 1000
def d6():
    return randint(1, 6)
def game_one():
   prev, curr = None, None
    cost = 0
   while prev != 5 or curr != 6:
        prev = curr
       curr = d6()
        cost += 1
    return cost
def ev_game_one():
   games = []
    for i in range(NUM_TRIALS):
        games.append(game_one())
    return sum(games) / len(games)
def game_two():
   prev, curr = None, None
    cost = 0
   while prev != 5 or curr != 5:
       prev = curr
        curr = d6()
```

```
cost += 1
return cost

def ev_game_two():
    games = []
    for i in range(NUM_TRIALS):
        games.append(game_two())
    return sum(games) / len(games)

After running each game for 1000 trials, we get:
$36.226 for game 1
$41.856 for game 2
```

So game 1 is indeed the better one to play.

© Daily Coding Problem 2019

Privacy Policy

Terms of Service

Press