Kelly Criterion Experiment

November 29, 2019

#
Kelly Criterion Experiment
A simulation inspired by the work of Victor Haghani and Richard Dewey in their paper: **Rational Decision-Making Under Uncertainty: Observed Betting Patterns on a Biased Coin** retrieved from: https://arxiv.org/pdf/1701.01427.pdf

0.0.1 Description of the experiment:

Starting by 25$ in their balance, the participants were told that a simulated coin is likely to land heads 60% and fall tails 40% of the time. Furthermore, the rule is that you place any amount you fancy on either heads or tail. A win douples the stake of money you bet, a loss substracts the amount they bet from their balance.

The game ends if: - 1 The participant bust with less than 2 dollars in their balance. - 2 The participant reaches a maximum payout of 250$ (10 folds the starting balance). - 3 The amount of time they spend playing the game hits 30 minutes.

0.0.2 Optimal strategy

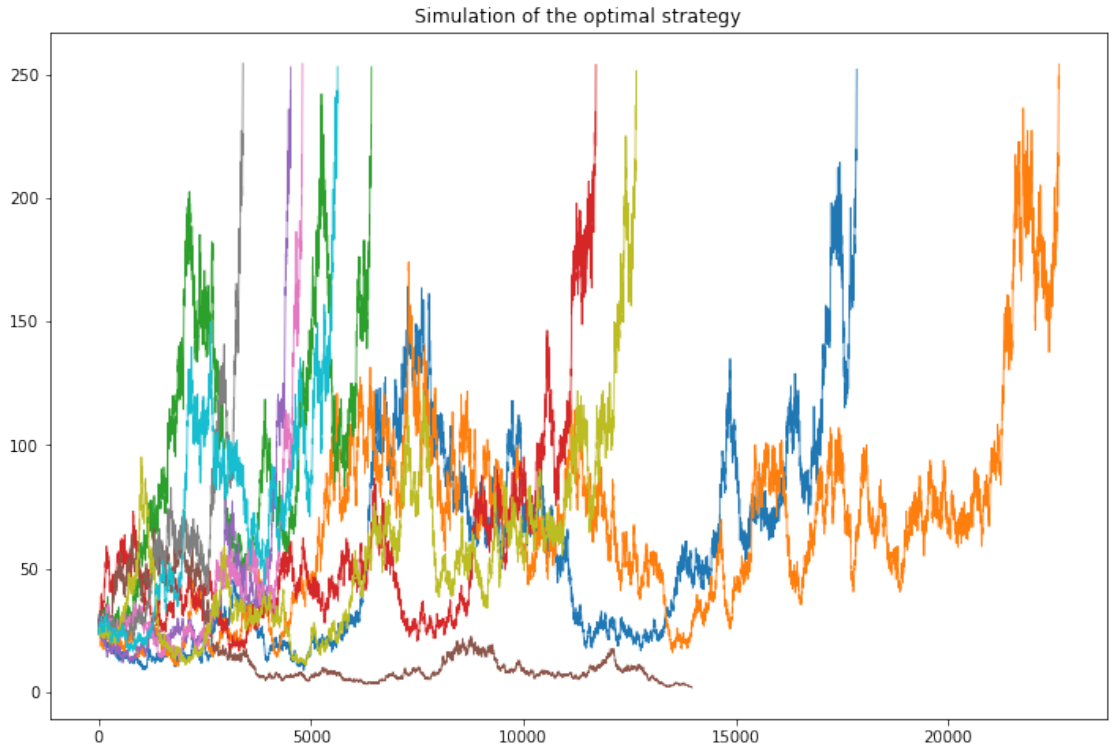
According to Kelly criterion, the subject is supposed to bet $[2 \cdot (0.6 - 1)] = 20\%$ of their balance on heads on each flip.

```
In [75]: import random as rn
         from math import *
         import numpy as np
         import pandas as pd
         import matplotlib.pyplot as plt
         %matplotlib inline

         # Function to impliment a biased coin
         def flip(p):
             return "H" if rn.random() < p else "T"

         summ = []
         for _ in range(10**3):
             summ.append(flip(0.6))

         print('Count of landing heads: ', summ.count("H"),
               '\nCount of landing tails: ', summ.count("T"))
```

```
Count of landing heads:  581
Count of landing tails:  419
```

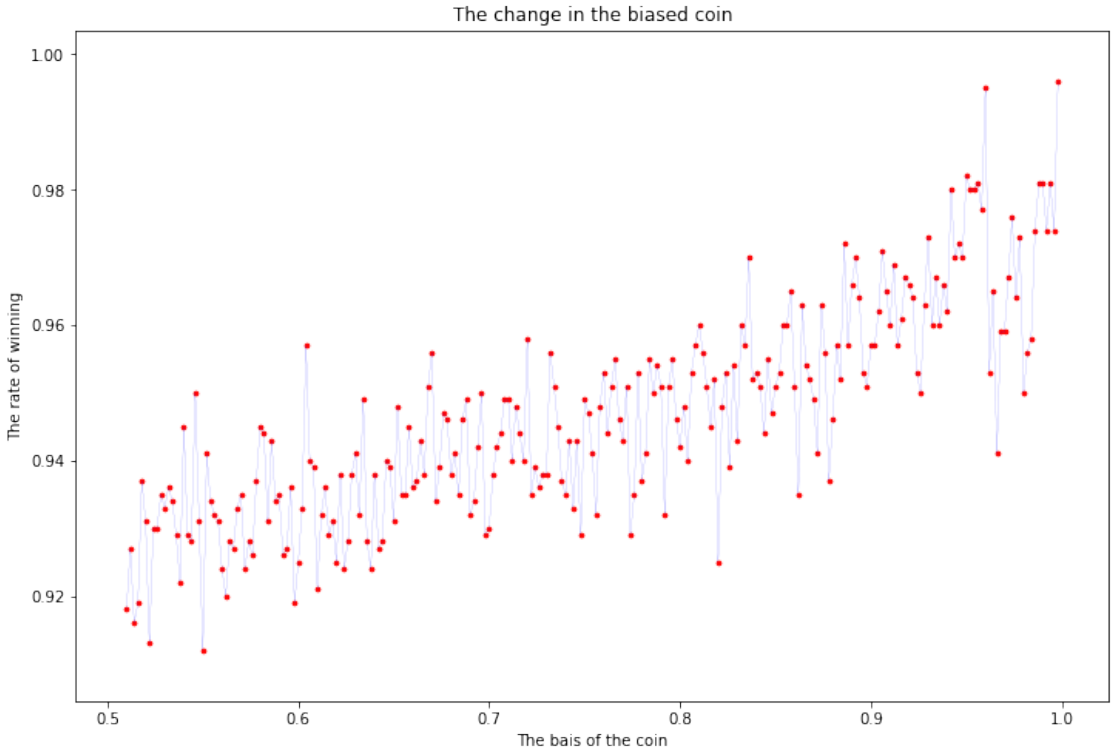
In [80]:
```
# Playing the optimal strategy
"""
Following the rule of Kelly at each trial, the participant
should bet 20% of the balance on heads every time.
This method would maximize the outcome of the play.
"""

def flip_coin(p):
    return True if rn.random() < p else False

N, pr, tracks = 10, .51, []
for _ in range(N):
    track = []
    balance = 25
    while balance > 2 and balance < 250:
        bet = (2*pr-1) * balance
        if flip_coin(pr):
            balance += bet
        else:
            balance -= bet
        track.append(balance)
    tracks.append(track)

won, bust = 0, 0
for _ in tracks:
    if _[-1] < 2:
        bust +=1
    else:
        won +=1
print('\nThe number of busts: ', bust,
      '\nThe number of wins: ', won)

plt.figure(figsize=(12, 8))
for _ in tracks:
    plt.plot(_, linewidth=.8)
plt.title('Simulation of the optimal strategy')
plt.show()
```

```
The number of busts:  1
The number of wins:  9
```



In [133]:
```
# An attempt to generalize the idea:

# I. Changing the bias of the coin to test the Kelly rule

def flip_coin(p):
    return True if rn.random() < p else False

N = 1000
results = []
for pr in range(510, 1000, 2):
    bust, win = 0, 0
    for _ in range(N):
        balance = 25
        while balance > 2 and balance < 250:
            bet = (2*(pr/1000)-1) * balance
            if flip_coin(pr/1000):
                balance += bet
            else:
                balance -= bet
        if balance < 2:
            bust += 1
        else:
            win += 1
```

```
        results.append([pr/1000, bust, win, win/(win+bust)])

    results = pd.DataFrame(results)
    results.columns=['Bias', 'Bust', 'Win', 'Rate']

    plt.figure(figsize=(12, 8))
    plt.scatter(results['Bias'], results['Rate'], s=7, color='red')
    plt.plot(results['Bias'], results['Rate'], linewidth=.1, color='blue')
    plt.title('The change in the biased coin')
    plt.xlabel('The bais of the coin')
    plt.ylabel('The rate of winning')
    plt.show()
```



In [ ]:
```
# TODO:
# re-visualize the performance using the Kelly criterion
# tune the bias of the coin
# tune the number of tries before maxing out
# tune the interval of the kelly criterion
```

In [171]:
```
# Tunning the interval of the Kelly Criterion
"""
Holding the bias at .6 for the coin to land head
Changing the Kelly Criterion between 10 to 30%
```

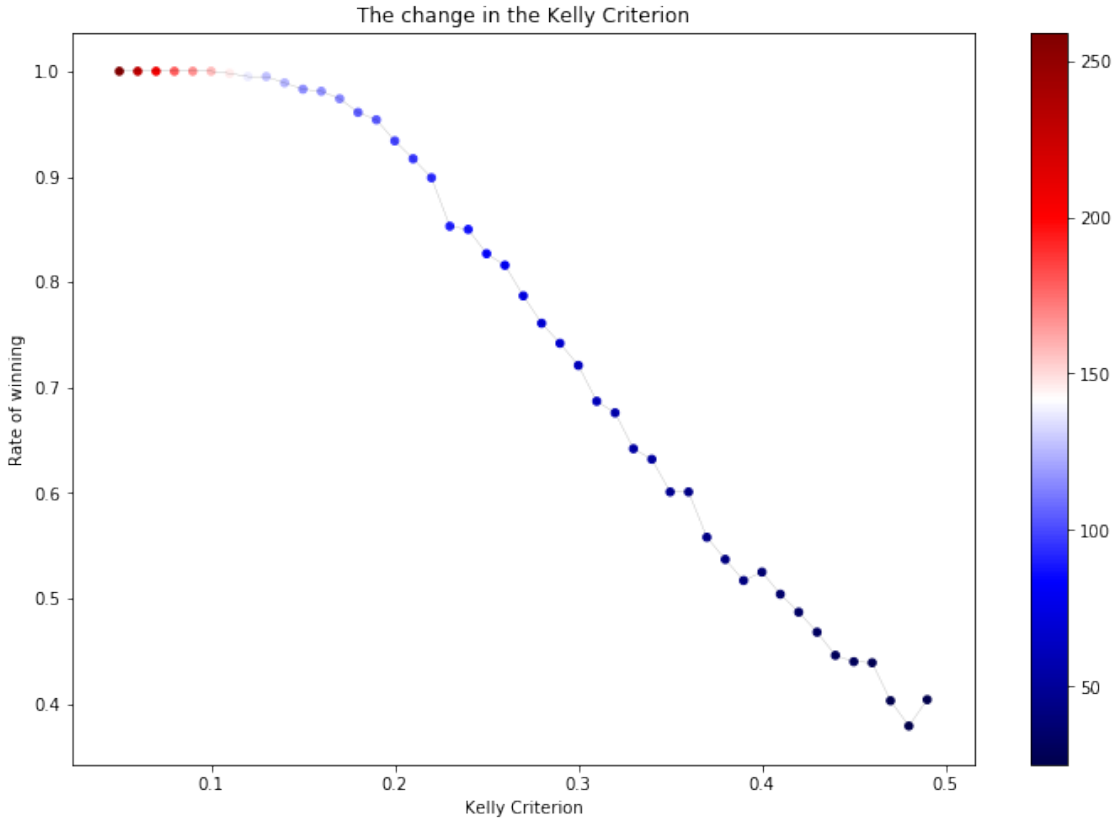
```
    """

    N, pr = 1000, 0.6
    result = []

    for i in range(5, 50):
        bust, win = 0, 0
        record = []
        for _ in range(N):
            balance = 25
            trials = 0
            while balance > 2 and balance < 250:
                trials += 1
                bet = (i/100) * balance
                if flip_coin(pr):
                    balance += bet
                else:
                    balance -= bet
            if balance < 2:
                bust += 1
            else:
                win += 1
            record.append(trials)
        result.append([i/100, int(np.mean(record)), bust, win, win/(win+bust)])
    result = pd.DataFrame(result)
    result.columns=['Percentage', 'Average trials',
                    'Bust', 'Win', 'Rate']
    result.head(10)
```

Out[171]:

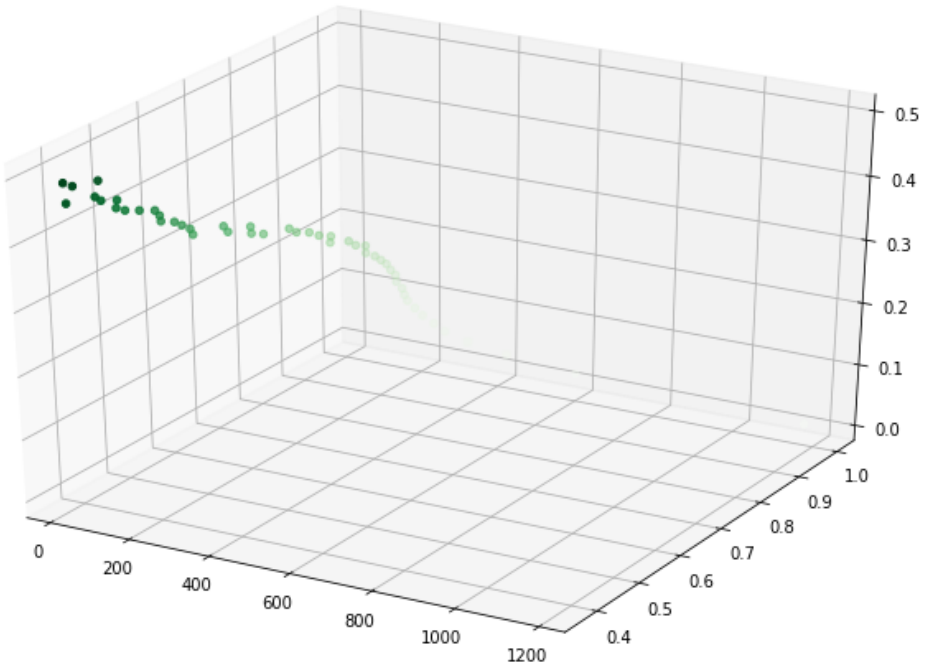
	Percentage	Average trials	Bust	Win	Rate
0	0.05	259	0	1000	1.000
1	0.06	230	0	1000	1.000
2	0.07	206	0	1000	1.000
3	0.08	179	0	1000	1.000
4	0.09	167	0	1000	1.000
5	0.10	157	0	1000	1.000
6	0.11	146	2	998	0.998
7	0.12	138	5	995	0.995
8	0.13	128	5	995	0.995
9	0.14	125	11	989	0.989

In [172]:
```
plt.figure(figsize=(12, 8))
jet=plt.get_cmap('seismic')

plt.scatter(result['Percentage'], result['Rate'],
            c= result['Average trials'], s=20, cmap=jet)
plt.plot(result['Percentage'], result['Rate'],
        linewidth=.1, color='black')
```

```
plt.title('The change in the Kelly Criterion')
plt.ylabel('Rate of winning')
plt.xlabel('Kelly Criterion')
plt.colorbar()
plt.show()
```



In [149]:
```
from mpl_toolkits import mplot3d
plt.figure(figsize=(12, 8))
ax = plt.axes(projection='3d')
zdata = result['Percentage']
xdata = result['Average trials']
ydata = result['Rate']
ax.scatter3D(xdata, ydata, zdata, c=zdata, cmap='Greens')
plt.show()
```


0.5
0.4
0.3
0.2
0.1
0.0
1.0
0.9
0.8
0.7
0.6
0.5
0.4
0
200
400
600
800
1000
1200