

# Gambling

COMSM0075 Information Processing and Brain

`comsm0075.github.io`

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# Gambling

Gambling presents a set of useful 'toy examples' for considering the role of information in decision making and strategy.

# Gambling

Do not gamble - you will lose all your money!

## A sulky race



Image from wikipedia

## A race

$n$  outcomes corresponding to  $n$  different potential winners. Each outcome has some probably unknown probability  $p_a$ .

# Odds



The bookie will offer **odds**; we will use  $r_a$  the amount paid out for each euro bet, so if you bet  $A$  on horse  $a$  and it won, you would get  $Ar_a$  back.

# Odds



Odds of  $5/2$  means if you get bive and win you get your five back and two extra giving you seven in total, so that's equivalent to  $r = 7/5$ .

## Gambling strategy

*Should you bet everything on the horse you think mostly likely to win or should you spread your bets around.*



## Gambling strategy

*As a simplified problem, imagine we are intending to bet repeatedly on the same race and we are intending to go all in every time.*

Your gambling strategy is how you spread your bets across the horses. Let  $b_a$  be the fraction of your total cash you bet on the  $a$ th horse. The vector  $\mathbf{b}$  is your **gambling strategy** with  $\sum_a b_a = 1$ .

## Earnings - one race

Your total amount of cash is your **float**; in this simplified version you always bet all your float.

Recall  $b_a$  be the fraction of your float you bet on the  $a$ th horse. If  $A$  was your float and the horse  $w$  wins you will have

$$S(w)A = b_w r_w A$$

after the race.

## Earnings - one race

So ratio of your float afterwards to your float before is

$$S(w) = b_w r_w$$

after the race if  $w$  wins. We can think of this as a random variable  $S$  which is a function of the random variable  $W$ , the winner:  $S(W)$ .

## Earnings - many races

If there are  $N$  races then at the end of the day you will have

$$S_N = \prod_{i=1}^N S(w(i)) = \prod_{i=1}^N b_{w(i)} r_{w(i)}$$

where  $w(i)$  is the winner of the  $i$ th race and we are setting the initial float to one.

# The doubling rate

The **doubling rate** is defined as

$$R(p, b) = \langle \log_2 S(W) \rangle = \sum_a p_a \log_2 b_a r_a$$

## Why the 'doubling rate'?

Assume the results  $\{W_1, W_2, \dots, W_N\}$  are independent and have the same distribution, then if we bet with strategy  $\mathbf{b}$  we have

$$\frac{1}{N} \log_2 S_N = \frac{1}{N} \sum_i \log_2 b_{w(i)} r_{w(i)} \rightarrow \langle \log_2 b_{w(i)} r_{w(i)} \rangle_w = R(\mathbf{p}, \mathbf{b})$$

so

$$S_N \approx 2^{NR(\mathbf{p}, \mathbf{b})}$$

## Best strategy

We want to maximize  $R(p, b)$  over all choices of  $b_i$  subject to the constraint that  $b_a \geq 0$  and  $\sum_a b_a = 1$ . For a constrained optimization we use a Lagrange multiplier:

$$J = \sum_a \sum_a p_a \log_2 b_a r_a + \lambda \sum_a b_a$$

Now

$$\frac{dJ}{db_a} = \frac{p_a}{b_a} + \lambda$$

and, for a stationary point  $dJ/db = 0$  so

$$p_a = -\lambda b_a$$

Finally sum over  $a$ :

$$\sum_a p_a = -\lambda \sum_a b_a$$

giving  $\lambda = -1$  and

$$b_a = p_a$$

Proportional betting is best

$$b_a = p_a$$



In fact

$$R(\mathbf{p}, \mathbf{b}) = \sum_a p_a \log_2 b_a r_a = \sum_a p_a \log_2 \frac{b_a}{p_a} p_a r_a$$

then splitting the log

$$R(\mathbf{p}, \mathbf{b}) = \sum_a p_a \log_2 \frac{b_a}{p_a} + \sum_a p_a \log_2 p_a r_a$$

and splitting the second term again this give

$$R(\mathbf{p}, \mathbf{b}) = \sum_a p_a \log_2 r_a - H(\mathbf{p}) - D(\mathbf{p} \parallel \mathbf{b})$$

and since the first two terms don't depend on  $r_a$  this shows that proportional betting is the best strategy.

## The cost of ignorance

$$R(p, b) = \sum_a p_a \log_2 r_a - H(p) - D(\mathbf{p} \parallel \mathbf{b})$$

If the odds are fair

Say

$$\sum_a \frac{1}{r_a} = 1$$

then

$$R(p, b) = D(\mathbf{p} \parallel \mathbf{r}) - D(\mathbf{p} \parallel \mathbf{b})$$

and betting is a competition of knowledge between you and the bookie.

## The Kelly criterion - a question

The **Kelly criterion** is an investment strategy which can be derived in its simplest form using the methods we have discussed. In a simple example you have the opportunity to bet on event, that two dice roll a seven for example. If your bet is a success you get  $r$  times your stake, if it fails you get nothing. The probability of success is  $p$ . What fraction of your float should you bet each time?