

# Analyzing the Card Game BS

Iniyan Joseph

# Contents

<b>1</b>	<b>Rules of the Game</b>	<b>2</b>
1.1	Objective of the Game . . . . .	2
1.2	Setup of the Game . . . . .	2
1.3	Defining a Player . . . . .	2
1.4	Defining the pot . . . . .	3
1.5	Defining a Turn . . . . .	3
1.6	The Problem . . . . .	3
1.7	Levels of Thought . . . . .	3
<b>2</b>	<b>Describing the Initial State with <math>\forall_{i \in \gamma} i = 0</math></b>	<b>4</b>
2.1	Assumptions . . . . .	4

# Chapter 1

## Rules of the Game

### 1.1 Objective of the Game

**Objective** In this game, each player ( $i$ ) has the objective of disposing of all of their cards.

### 1.2 Setup of the Game

Let there be  $n$  players,  $3 \leq n \leq 7, n \in \mathbb{N}$ .

Let there be a shared pot into which players may discard cards.

Let there be a global type  $\alpha$ , defined as  $\alpha_0 = 1; \alpha_t = (\alpha_{t-1} \bmod 13) + 1$ .

The game uses a deck of 52 cards consisting of 4 suites. Each suite is  $\{x | x \in \mathbb{N}x \in [1, 13]\}$ .

Initially, each player is given  $\lfloor \frac{52}{n} \rfloor$ , and  $52 \bmod n$  cards are placed in the pot.

### 1.3 Defining a Player

Let the hand of  $i$  be represented by a set  $\{p_{i1}, p_{i2}, \dots, p_{i12}, p_{i13}\}$  where  $p_{ir}$  is the number of cards of type  $r$ , and  $i$  is the player.

Assume  $\forall_j \sum_{i=1}^n p_{ij} = 4$

## 1.4 Defining the pot

Let the pot be represented as player  $\gamma$

## 1.5 Defining a Turn

Play is conducted counter-clockwise, and no player may be skipped.

In a turn, consider the players  $i$  and  $j, i \neq j$ .

Let a turn ( $t$ ) consist of the following sequence:

1. Player  $i$  discards  $k_t$  cards;  $k_t \in [1, 4], k_t \in \mathbb{N}$
2. Player  $j$  may "call BS"
  - (a)  $\forall type(k_t) = \alpha_t \rightarrow j$  must take the pot
  - (b)  $\exists type(k_t) \neq \alpha_t \rightarrow i$  must take the pot

## 1.6 The Problem

Assume you are player 1  $p_{1r}$ . We must calculate  $P(p_{i\alpha_t} \geq k_t)$

## 1.7 Levels of Thought

1. The pot is empty and we have no knowledge of the player's cards.
2. If a player  $i$  tells the truth and player  $j$  calls bluff in turn  $t$ , player  $j$  definitely holds  $k_t$  cards of type  $\alpha_t$ .
3. The pot is treated as another player to whom cards are given in each turn
4. The pot definitely holds the cards that you have placed into it in your previous turns, and when the pot is taken by a player  $i$ ,  $i$  definitely holds those cards.

## Chapter 2

# Describing the Initial State with $\forall_{i \in \gamma} i = 0$

### 2.1 Assumptions

To begin, let us find a formula to compute the relevant probability given the pot is empty and that there is no other information provided.

**Relevant Variables** The number of cards to distribute between  $n - 1$  players is  $4 - p_{0\alpha_t}$ . The number of cards player  $i$  places is  $k_t$ , and the true amount they hold is  $p_{i\alpha_t}$ .

In general, to split  $y$  items among  $z$  people, There are  $\binom{y+z-1}{z-1}$  ways.

We must count the number of ways in which  $4 - p_{0\alpha_t}$  may be distributed between  $n - 1$  players. This is  $\binom{2-p_{0\alpha_t}+n}{n-2}$

We must count the number of ways in which players  $j$  such that  $j \neq i$  can hold, which is  $\binom{1-p_{0\alpha_t}-k_t+n}{n-3}$

We must count the number of ways in which player  $i$  can hold  $k_t$  cards, which is  $\binom{n-1}{k_t}$

This means that in the most naive case, the probability of player  $i$  having exactly  $k_t$  cards is  $\frac{\binom{n-1}{k_t} \binom{1-p_{0\alpha_t}-k_t+n}{n-3}}{\binom{2-p_{0\alpha_t}+n}{n-2}}$

We must compute the probability from  $k_t$  up to 4, since a player may have more cards than what they play.  $\sum_{k_t}^4 \frac{\binom{n-1}{k_t} * \binom{1-p_0\alpha_t-k_t+n}{n-3}}{\binom{2-p_0\alpha_t+n}{n-2}}$