## Analyzing the Card Game BS

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## 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,  $3 \le n \le 7, n \in \mathbb{N}$ .

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

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

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 mod n cards are placed in the pot.

#### 1.3 Defining a Player

Let the hand of i be represented by a set  $\{p_{i1}, p_{i2}, ..., p_{i12}, p_{i13}\}$  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)  $\forall_{i \in k_t} type(i) = \alpha_t \to j$  must take the pot
  - (b)  $\exists_{i \in k_t} type(i) \neq \alpha_t \rightarrow i$  must take the pot

#### 1.6 The Problem

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

#### 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.  $\sum_{k_t}^4 \frac{\binom{n-1}{k_t} * \binom{1-p_0 \alpha_t - k_t + n}{n-3}}{\binom{2-p_0 \alpha_t + n}{n-2}}$