Intuição matemática

September 11, 2023

0.1 Teoria do valor esperado

```
[4]: import random
import numpy as np
import seaborn as sns
import matplotlib.pyplot as plt
plt.style.use("seaborn-dark")
```

/var/folders/vq/zccc3xt90bg0bg15g24q6brh0000gp/T/ipykernel_2700/3662181781.py:5: MatplotlibDeprecationWarning: The seaborn styles shipped by Matplotlib are deprecated since 3.6, as they no longer correspond to the styles shipped by seaborn. However, they will remain available as 'seaborn-v0_8-<style>'. Alternatively, directly use the seaborn API instead. plt.style.use("seaborn-dark")

0.1.1 Teoria do valor esperado - Simulação de Monte Carlo

```
[5]: capital = 100
bet_size = 1

prob_vit = 0.55
win_reward = 1

prob_loss = (1 - prob_vit)
loss_reward = -1
```

```
fig, ax = plt.subplots(figsize=(16, 8))

for j in range(100):
    equity_curve = [0]
    for i in range(1000):
        if prob_loss < random.random():
            equity_curve += [equity_curve[-1] + win_reward * bet_size]
        else:
            equity_curve += [equity_curve[-1] + loss_reward * bet_size]
        ax.plot(equity_curve)

# ax.plot(curves.transpose())</pre>
```



0.1.2 Simulando o efeito de um Martingale

```
[8]: fig, ax = plt.subplots(figsize=(16, 8))

return_curve = []
curves = np.array([])

for j in range(1000):
    bet_size = 10
    equity_curve = [capital]

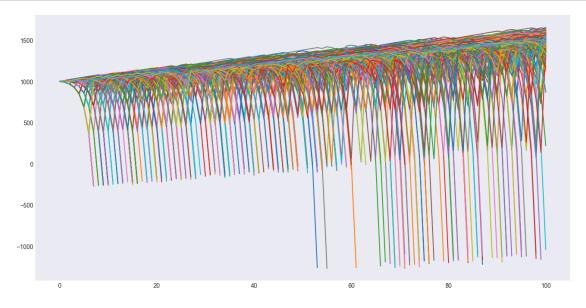
for i in range(100):
    if prob_vit < random.random():
        equity_curve += [equity_curve[-1] + win_reward * bet_size]
        return_curve += [win_reward * bet_size]
        bet_size = bet_size_start

    else:</pre>
```

```
equity_curve += [equity_curve[-1] + loss_reward * bet_size]
    return_curve += [loss_reward * bet_size]
    bet_size = bet_size * 2

if equity_curve[-1] <= 0:
    break
ax.plot(equity_curve)

# plt.figure(figsize=(10, 6))
# plt.plot(equity_curve)</pre>
```



[]: