

Foundations of Computer Science

Lecture 17

Independent Events

Independence is a Powerful *Assumption*

The Fermi Method

Coincidence and the Birthday Paradox

Application to Hashing

Random Walks and Gambler's Ruin



- ➊ New information changes a probability.
- ➋ Conditional probability.
- ➌ Conditional probability traps.
 - ▶ Sampling bias, using $\mathbb{P}[A]$ instead of $\mathbb{P}[A \mid B]$.
 - ▶ Transposed conditional, using $\mathbb{P}[B \mid A]$ instead of $\mathbb{P}[A \mid B]$.
 - ▶ Medical testing.
- ➍ Law of total probability.
 - ▶ Case by case probability analysis.

Today: Independent Events

- 1 Independence is an assumption
 - Fermi method
 - Multiway independence
- 2 Coincidence and the birthday paradox
 - Application to hashing
- 3 Random walk and gambler's ruin

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Toss two coins.

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Toss 100 times: Coin 1 \approx 50H (of these) \rightarrow Coin 2 \approx 25H (independent)

$$\mathbb{P}[\text{Coin 1}=\text{H AND Coin 2}=\text{H}] = \frac{1}{4} = \frac{1}{2} \times \frac{1}{2} = \mathbb{P}[\text{Coin 1}=\text{H}] \times \mathbb{P}[\text{Coin 2}=\text{H}].$$

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$$\mathbb{P}[\text{rain AND clouds}] = \mathbb{P}[\text{rain}] = \frac{1}{7} \gg \frac{1}{35} = \mathbb{P}[\text{rain}] \times \mathbb{P}[\text{clouds}]. \quad (\text{not independent})$$

Definition of Independence

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Independence is a non-trivial assumption, and you can't always assume it.

When you can assume independence

PROBABILITIES MULTIPLY

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$$\mathbb{P}\text{["Dateable"]} = \frac{3}{1000} \times \frac{1}{2} \times \frac{15}{100} \times \frac{1}{2} \times \frac{1}{4} \times \frac{1}{5} \times \frac{1}{10} \times \frac{1}{16} \times \approx 3.5 \times 10^{-8},$$

1-in-30 million (or 250) dateable girls.

Multiway Independence

Ω	HHH	HHT	HTH	HTT	THH	THT	TTH	TTT
$P(\omega)$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$	$\frac{1}{8}$

$$A_1 = \{\text{coins 1,2 match}\}$$

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- $\mathbb{P}[A_1] = \mathbb{P}[A_2] = \mathbb{P}[A_3] = \frac{1}{2}$.
- $\mathbb{P}[A_1 \cap A_2] = \mathbb{P}[A_2 \cap A_3] = \mathbb{P}[A_1 \cap A_3] = \frac{1}{4}$. (independent)

Multiway Independence

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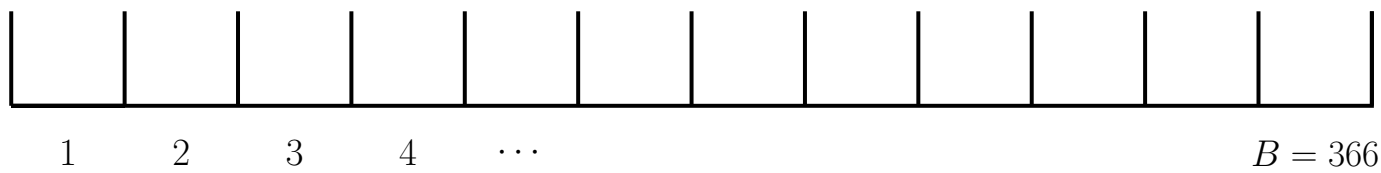
A_1, \dots, A_n are **independent** if the probability of *any intersection* of distinct events is the *product* of the event-probabilities of those events,

$$\mathbb{P}[A_{i_1} \cap A_{i_2} \cap \dots \cap A_{i_k}] = \mathbb{P}[A_{i_1}] \cdot \mathbb{P}[A_{i_2}] \cdot \dots \mathbb{P}[A_{i_k}].$$

Coincidence: Let's Try to Find a FOCS-Twin

Two hundred students $S = \{s_1, \dots, s_{200}\}$,

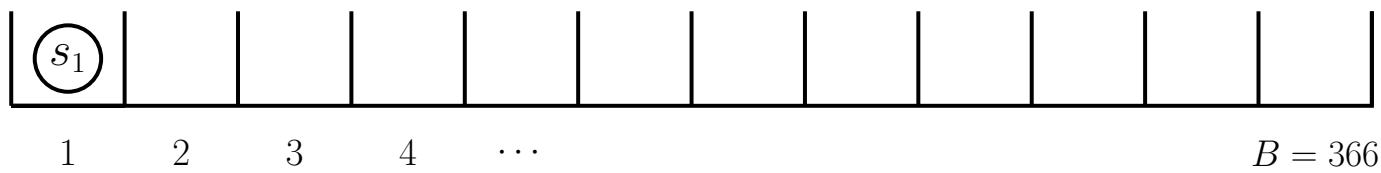
- Birthdays are *independent* (no twins, triplets, ...) and all birthdays are equally likely.



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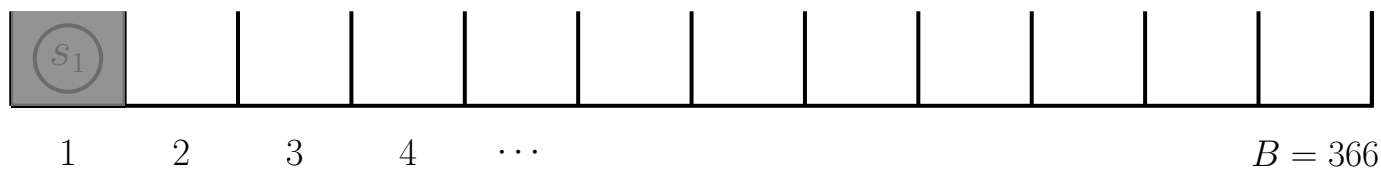
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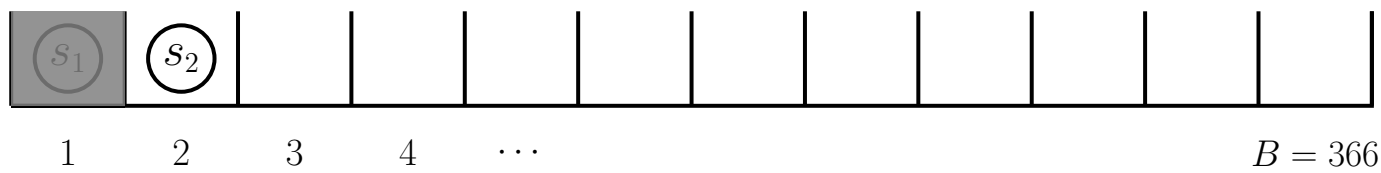


$$\mathbb{P}[s_1 \text{ has no FOCS-twin}] = \left(\frac{B-1}{B}\right)^{N-1} = \left(\frac{365}{366}\right)^{199}$$

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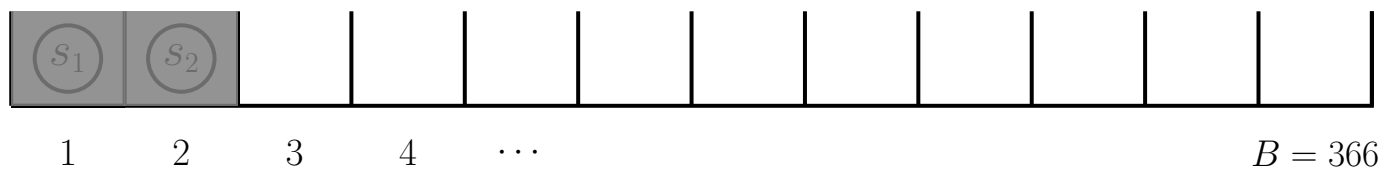


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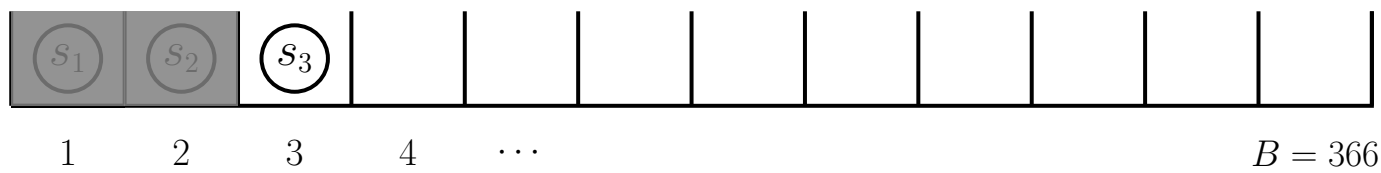
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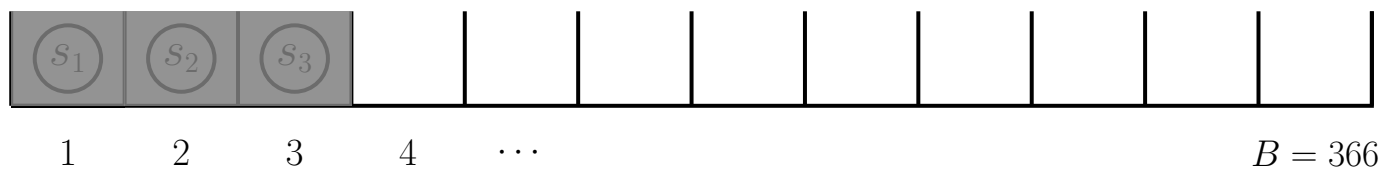
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$$\mathbb{P}[s_1 \text{ has no FOCS-twin}] = \left(\frac{B-1}{B}\right)^{N-1} = \left(\frac{365}{366}\right)^{199}$$

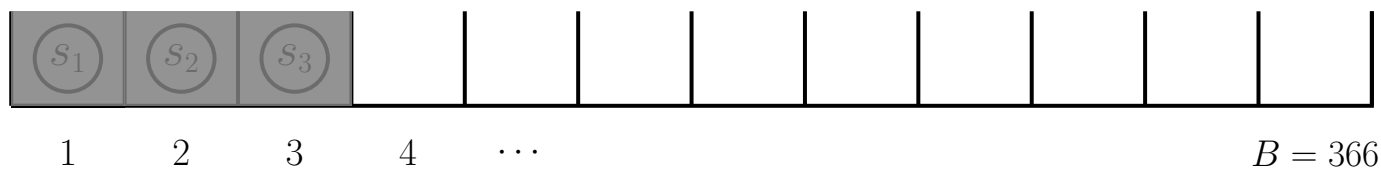
$$\mathbb{P}[s_2 \text{ has no FOCS-twin} \mid s_1 \text{ has no FOCS-twin}] = \left(\frac{B-2}{B-1}\right)^{N-2} = \left(\frac{364}{365}\right)^{198}$$

$$\mathbb{P}[s_3 \text{ has no FOCS-twin} \mid s_1, s_2 \text{ have no FOCS-twin}] = \left(\frac{B-3}{B-2}\right)^{N-3} = \left(\frac{363}{364}\right)^{197}$$

Coincidence: Let's Try to Find a FOCS-Twin

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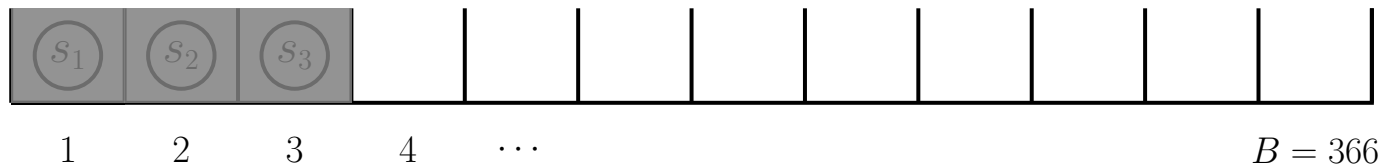
\vdots

$$\mathbb{P}[s_k \text{ has no FOCS-twin} \mid s_1, \dots, s_{k-1} \text{ have no FOCS-twin}] = \left(\frac{B-k}{B-k+1}\right)^{N-k} = \left(\frac{366-k}{366-k+1}\right)^{N-k}$$

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-
-
-

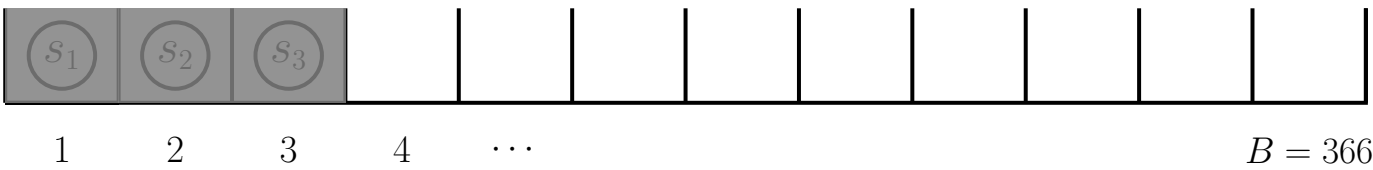
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Finding a FOCS-twin by the k th student with class size 200												
k	1	2	3	4	5	6	7	8	9	10	23	25
chances (%)	42.0	66.3	80.4	88.6	93.3	96.1	97.7	98.7	99.2	99.5	99.999	100

The Birthday Paradox

In a party of 50 people, what are the chances that two have the same birthday?

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Answer:

$$\mathbb{P}[\text{no social twins}] = \left(\frac{365}{366}\right)^{49} \times \left(\frac{364}{365}\right)^{48} \times \left(\frac{363}{364}\right)^{47} \times \dots \times \left(\frac{315}{316}\right)^0 \approx 0.03.$$

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Chances are about 97% that two people share a birthday!

Moral: when *searching* for something among many options (1225 pairs of people), *do not be surprised* when you find it.

Search and Hashing

<div>http://page.1</div> <div>dirty apples hurt health</div>	<div>http://page.2</div> <div>health freaks hate dirty apples</div>	<div>http://page.3</div> <div>survey: people hate bananas</div>
--	---	---

Example Queries

$\text{search}(\text{apples}) = \{\text{page.1}, \text{page.2}\}$
 $\text{search}(\text{hate}) = \{\text{page.2}, \text{page.3}\}$
 $\text{search}(\text{bananas}) = \{\text{page.3}\}$

Search and Hashing

http://page.1
dirty apples
hurt health

http://page.2
health freaks
hate dirty
apples

http://page.3
survey: people
hate bananas

Example Queries

search(**apples**) = {page.1, page.2}

search(**hate**) = {page.2, page.3}

search(**bananas**) = {page.3}

Web-address Directory

apples → {page.1, page.2}

bananas → {page.3}

dirty → {page.1, page.2}

freaks → {page.2}

hate → {page.2, page.3}

health → {page.1, page.2}

hurt → {page.1}

people → {page.3}

survey → {page.3}

😞 $O(\log N)$ search 😞

Search and Hashing

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apples → {page.1, page.2}
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survey → {page.3}

☹️ $O(\log N)$ search ☹️

Hash words into a table (array) using a hash function $H(w)$, e.g:

$$H(\text{hate}) = 8^{17} + 1^{17} + 20^{17} + 5^{17} \pmod{11} = 7$$

0	bananas → {page.3}
1	
2	hurt → {page.1}
3	people → {page.3}
4	dirty → {page.1, page.2}
5	
6	
7	freaks → {page.2} hate → {page.2, page.3}
8	
9	apples → {page.1, page.2} survey → {page.3}
10	health → {page.1, page.2}

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Collisions: (hate,freaks), (survey,apples)
Problem: What if you search for **hate** or **survey**?

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Collisions: (hate,freaks), (survey,apples)
Problem: What if you search for **hate** or **survey**?

Good hash function maps words independently and randomly.
No collisions → $O(1)$ search (constant time, not $\log N$).

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Hashing and FOCS-twins

Words w_1, w_2, \dots, w_N and Hashing

\leftrightarrow

Students s_1, s_2, \dots, s_N and Birthdays

Hashing and FOCS-twins

Words w_1, w_2, \dots, w_N and Hashing	\leftrightarrow	Students s_1, s_2, \dots, s_N and Birthdays
w_1, \dots, w_N HASHED to rows $0, 1, \dots, B - 1$	\leftrightarrow	s_1, \dots, s_N BORN on days $0, 1, \dots, B - 1$

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$B = 20$ (hash table has as twice many rows as words).

$$\mathbb{P}[\text{no collisions}] = \left(\frac{19}{20}\right)^9 \times \left(\frac{18}{19}\right)^8 \times \left(\frac{17}{18}\right)^7 \times \left(\frac{16}{17}\right)^6 \times \left(\frac{15}{16}\right)^5 \times \left(\frac{14}{15}\right)^4 \times \left(\frac{13}{14}\right)^3 \times \left(\frac{12}{13}\right)^2 \times \left(\frac{11}{12}\right)^1 \times \left(\frac{10}{11}\right)^0 \approx 0.07.$$

Hashing and FOCS-twins

Words w_1, w_2, \dots, w_N and Hashing	\leftrightarrow	Students s_1, s_2, \dots, s_N and Birthdays
w_1, \dots, w_N HASHED to rows $0, 1, \dots, B - 1$	\leftrightarrow	s_1, \dots, s_N BORN on days $0, 1, \dots, B - 1$
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B	10	20	30	40	50	60	70	80	90	100	500	1000
$\mathbb{P}[\text{no collisions}]$	0.0004	0.07	0.18	0.29	0.38	0.45	0.51	0.56	0.60	0.63	0.91	0.96

B large enough \rightarrow chances of no collisions are high (that's good). How large should B be?

Hashing and FOCS-twins

Words w_1, w_2, \dots, w_N and Hashing	\leftrightarrow	Students s_1, s_2, \dots, s_N and Birthdays
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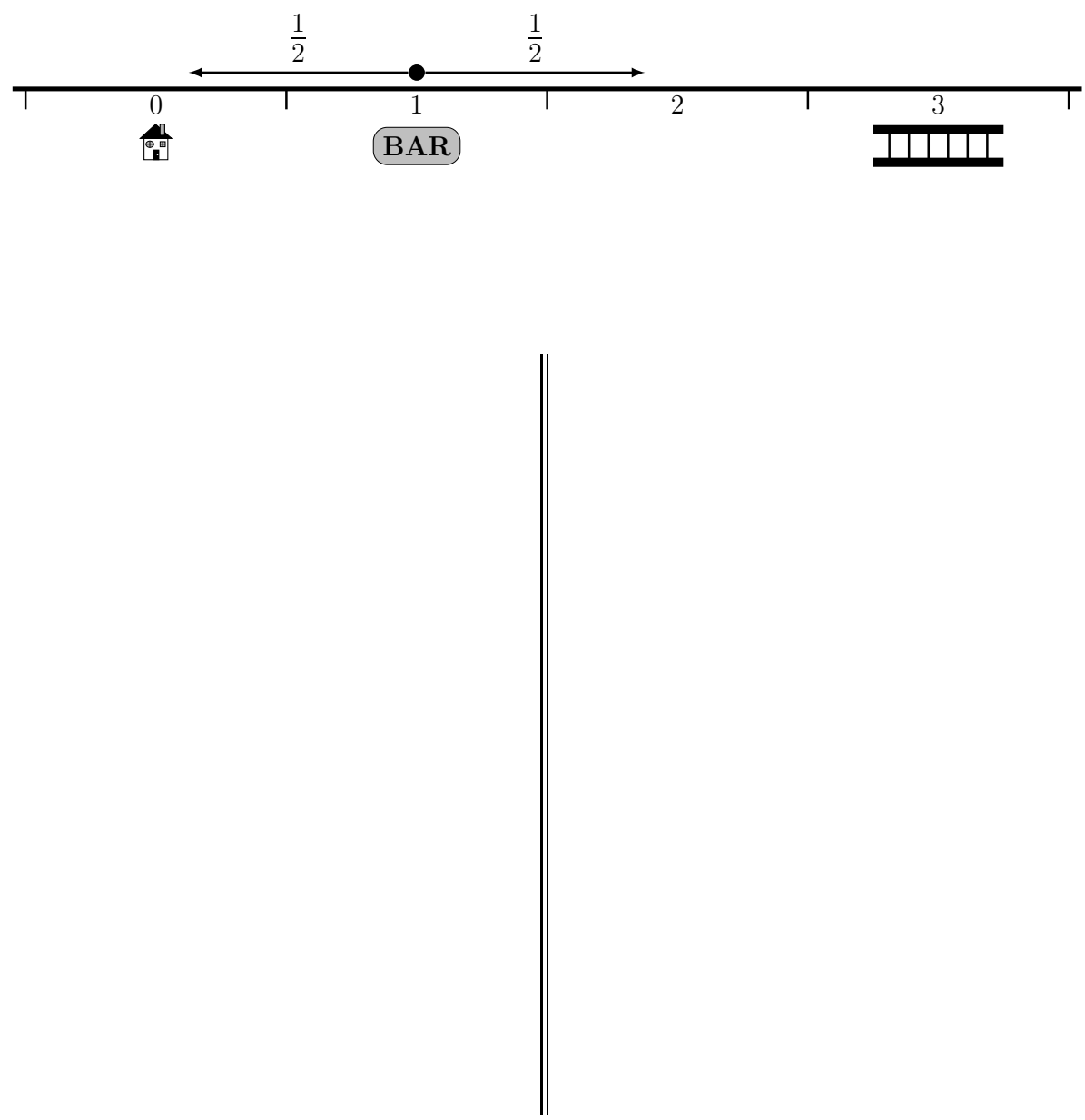
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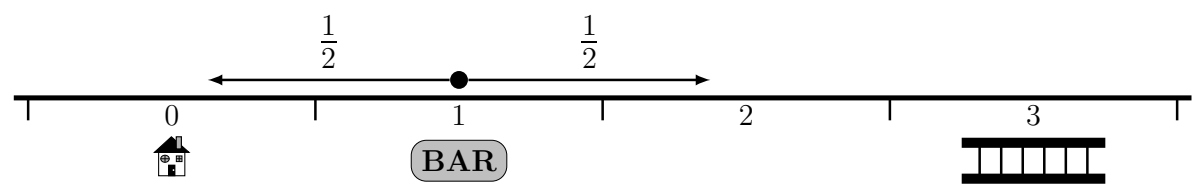
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Theorem. If $B \in \omega(N^2)$, then $\mathbb{P}[\text{no collisions}] \rightarrow 1$

Random Walk: What are the Chances the Drunk Gets Home?



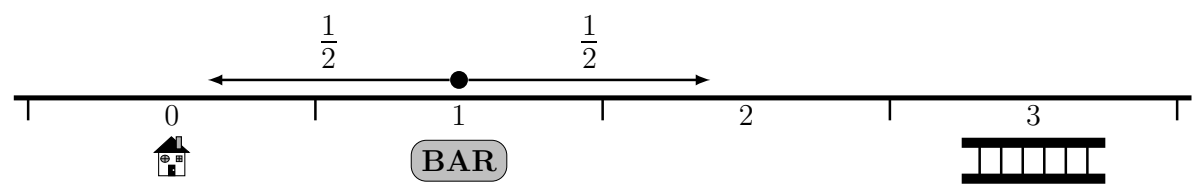
Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree



Random Walk: What are the Chances the Drunk Gets Home?



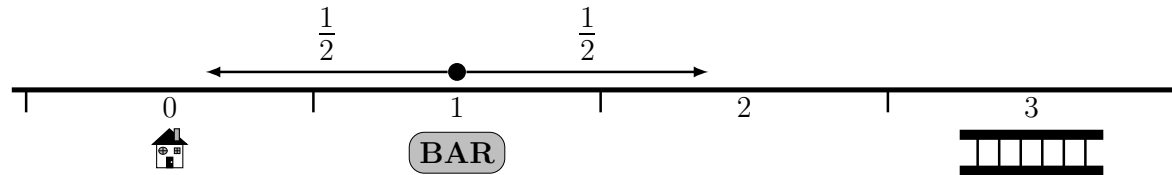
Infinite Outcome Tree

Sequences leading to home:

L	RLL	RLRLL	RLRLRLL	RLRLRLRLL	...
$\frac{1}{2}$	$(\frac{1}{2})^3$	$(\frac{1}{2})^5$	$(\frac{1}{2})^7$	$(\frac{1}{2})^9$...

$$P((RL)^{\bullet i}L) = (\frac{1}{2})^{2i+1}$$

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

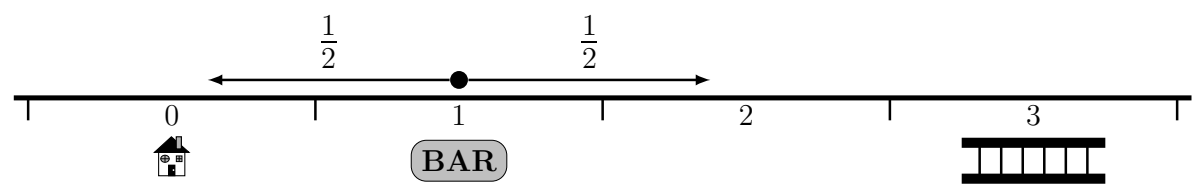
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$$P((RL)^{\bullet i}L) = (\frac{1}{2})^{2i+1}$$

$$\begin{aligned}\mathbb{P}[\text{home}] &= \frac{1}{2} + (\frac{1}{2})^3 + (\frac{1}{2})^5 + (\frac{1}{2})^7 + (\frac{1}{2})^9 + \dots \\ &= \frac{\frac{1}{2}}{1 - \frac{1}{4}} \\ &= \frac{2}{3}.\end{aligned}$$

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

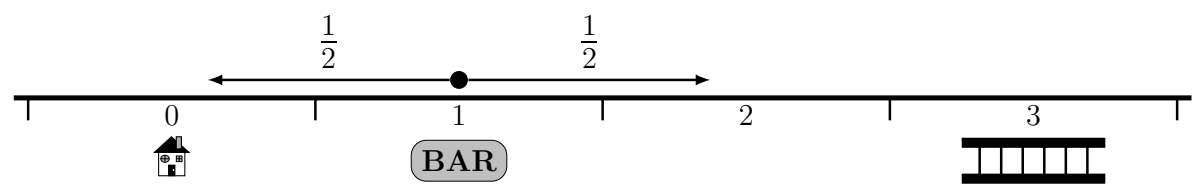
L	RLL	RLRLL	RLRLRLL	RLRLRLRLL	...
$\frac{1}{2}$	$(\frac{1}{2})^3$	$(\frac{1}{2})^5$	$(\frac{1}{2})^7$	$(\frac{1}{2})^9$...

$$P((RL)^{\bullet i}L) = (\frac{1}{2})^{2i+1}$$

$$\begin{aligned} \mathbb{P}[\text{home}] &= \frac{1}{2} + (\frac{1}{2})^3 + (\frac{1}{2})^5 + (\frac{1}{2})^7 + (\frac{1}{2})^9 + \dots \\ &= \frac{\frac{1}{2}}{1 - \frac{1}{4}} \\ &= \frac{2}{3}. \end{aligned}$$

Total Probability

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

L	RLL	RLRLL	RLRLRLL	RLRLRLRLL	...
$\frac{1}{2}$	$(\frac{1}{2})^3$	$(\frac{1}{2})^5$	$(\frac{1}{2})^7$	$(\frac{1}{2})^9$...

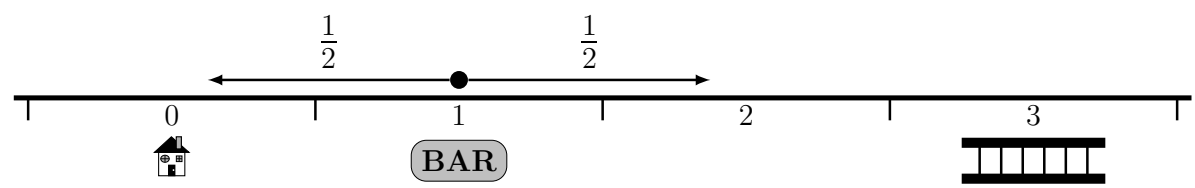
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Total Probability

$$\mathbb{P}[\text{home}] = \mathbb{P}[L] \cdot \mathbb{P}[\text{home} \mid L]$$

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

L	RLL	RLRLL	RLRLRLL	RLRLRLRLL	...
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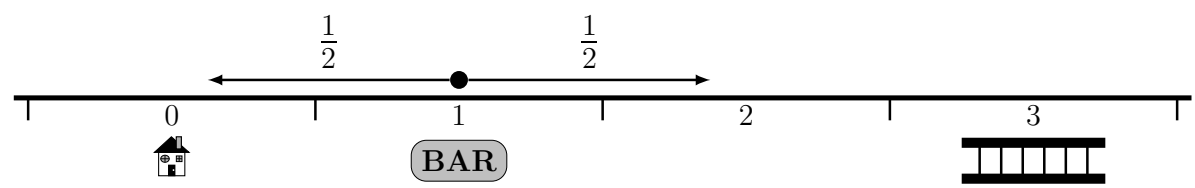
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Total Probability

$$\begin{aligned} \mathbb{P}[\text{home}] &= \mathbb{P}[L] \cdot \mathbb{P}[\text{home} \mid L] \\ &\quad + \mathbb{P}[RR] \cdot \mathbb{P}[\text{home} \mid RR] \end{aligned}$$

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

L	RLL	RLRLL	RLRLRLL	RLRLRLRLL	...
$\frac{1}{2}$	$(\frac{1}{2})^3$	$(\frac{1}{2})^5$	$(\frac{1}{2})^7$	$(\frac{1}{2})^9$...

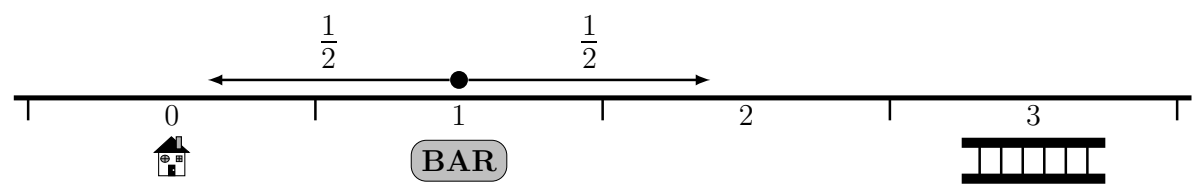
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Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

L	RLL	RLRL	RLRLRL	RLRLRLRL	...
$\frac{1}{2}$	$(\frac{1}{2})^3$	$(\frac{1}{2})^5$	$(\frac{1}{2})^7$	$(\frac{1}{2})^9$...

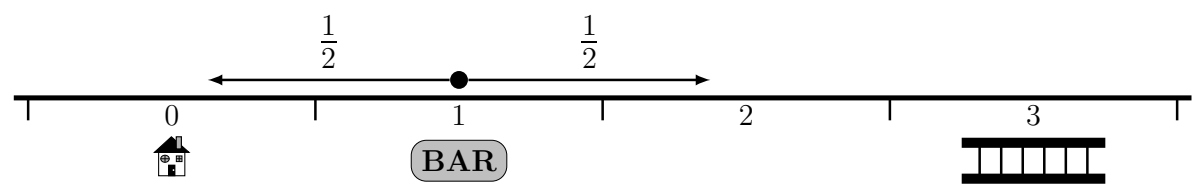
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Total Probability

$$\begin{aligned} \mathbb{P}[\text{home}] &= \mathbb{P}[L] \cdot \mathbb{P}[\text{home} \mid L] && \leftarrow \frac{1}{2} \times 1 \\ &+ \mathbb{P}[RR] \cdot \mathbb{P}[\text{home} \mid RR] \\ &+ \mathbb{P}[RL] \cdot \mathbb{P}[\text{home} \mid RL] \end{aligned}$$

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

L	RLL	RLRL	RLRLRL	RLRLRLRL	...
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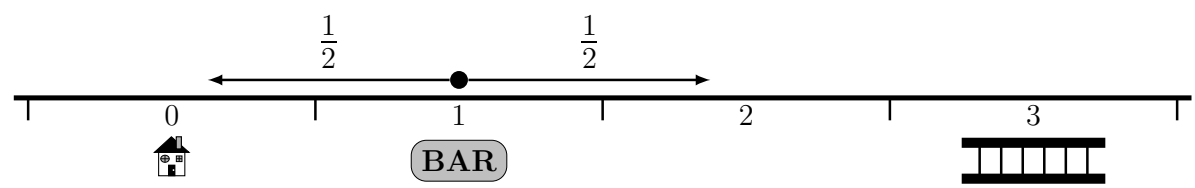
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Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

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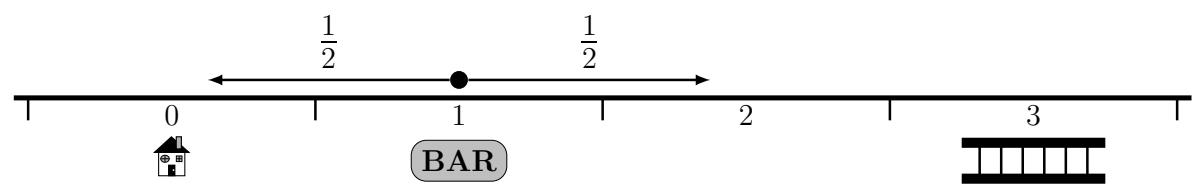
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Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:
L RLL RLRL RLRLRL RLRLRLRL ...
 $\frac{1}{2}$ $(\frac{1}{2})^3$ $(\frac{1}{2})^5$ $(\frac{1}{2})^7$ $(\frac{1}{2})^9$...

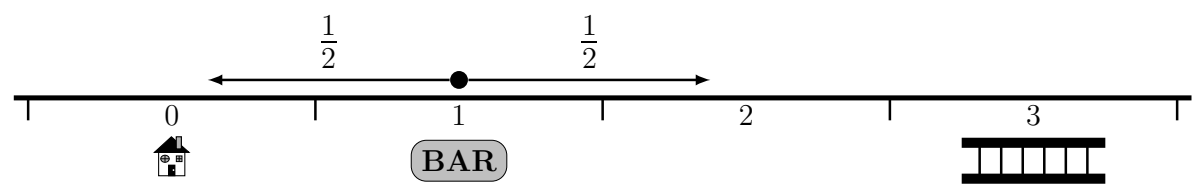
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Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:
L RLL RLRL RLRLRL RLRLRLRL ...
 $\frac{1}{2}$ $(\frac{1}{2})^3$ $(\frac{1}{2})^5$ $(\frac{1}{2})^7$ $(\frac{1}{2})^9$...

$$P((RL)^{\bullet i}L) = (\frac{1}{2})^{2i+1}$$

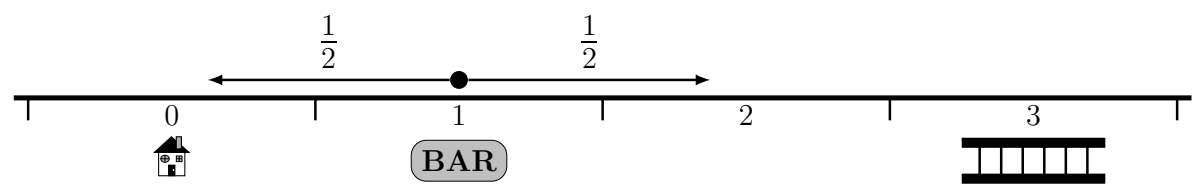
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That is, $(1 - \frac{1}{4}) \mathbb{P}[\text{home}] = \frac{1}{2}$. Solve for $\mathbb{P}[\text{home}]$:

Random Walk: What are the Chances the Drunk Gets Home?



Infinite Outcome Tree

Sequences leading to home:

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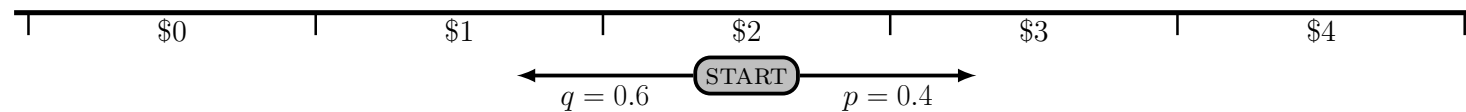
Total Probability

$$\begin{aligned} \mathbb{P}[\text{home}] &= \mathbb{P}[L] \cdot \mathbb{P}[\text{home} \mid L] && \leftarrow \frac{1}{2} \times 1 \\ &+ \mathbb{P}[RR] \cdot \mathbb{P}[\text{home} \mid RR] && \leftarrow \frac{1}{4} \times 0 \\ &+ \mathbb{P}[RL] \cdot \mathbb{P}[\text{home} \mid RL] && \leftarrow \frac{1}{4} \times \mathbb{P}[\text{home}] \\ &= \frac{1}{2} + \frac{1}{4} \mathbb{P}[\text{home}]. \end{aligned}$$

That is, $(1 - \frac{1}{4}) \mathbb{P}[\text{home}] = \frac{1}{2}$. Solve for $\mathbb{P}[\text{home}]$:

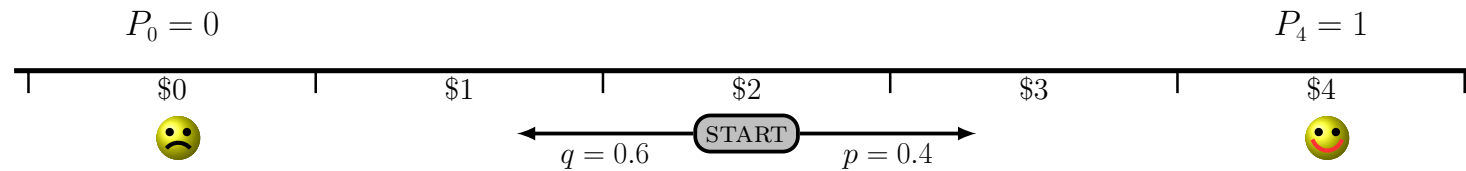
$$\begin{aligned} \mathbb{P}[\text{home}] &= \frac{\frac{1}{2}}{1 - \frac{1}{4}} \\ &= \frac{2}{3}. \end{aligned}$$

Doubling Up: A Random Walk at the Casino



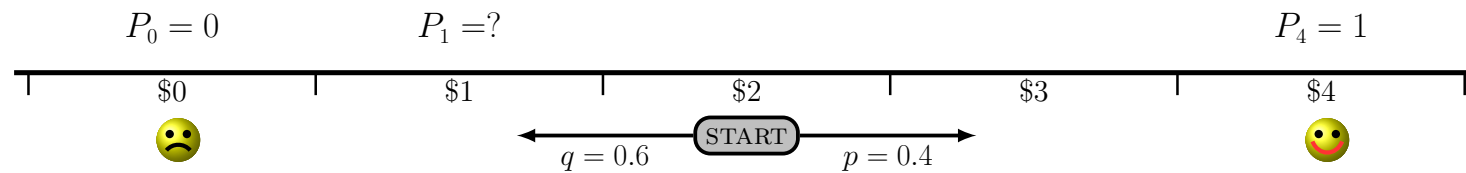
P_i is the probability to win in the game if you have \$ i .

Doubling Up: A Random Walk at the Casino



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Doubling Up: A Random Walk at the Casino

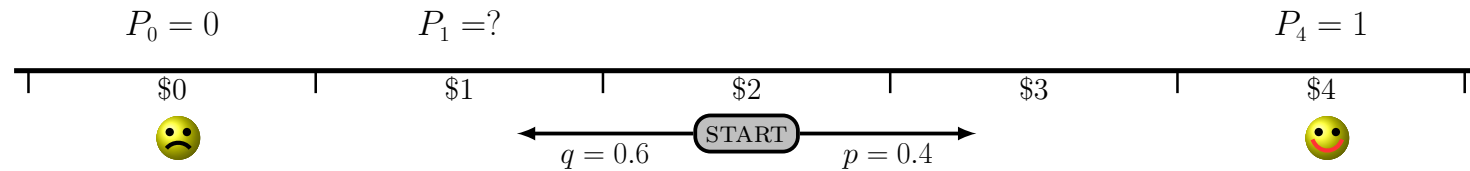


P_i is the probability to win in the game if you have \$ i .

$$P_1$$



Doubling Up: A Random Walk at the Casino

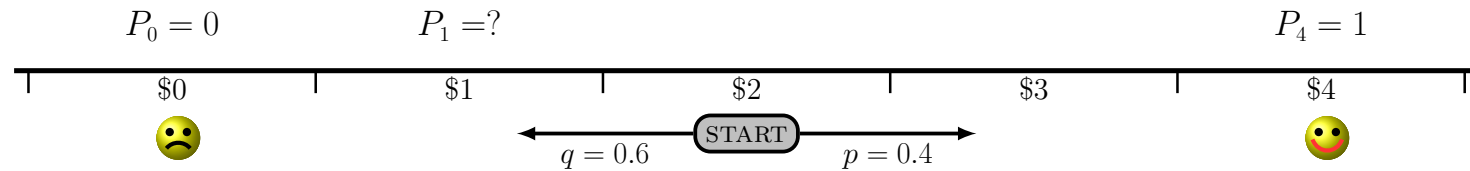


P_i is the probability to win in the game if you have \$ i .

$$P_1 = qP_0 + pP_2$$

← total expectation

Doubling Up: A Random Walk at the Casino

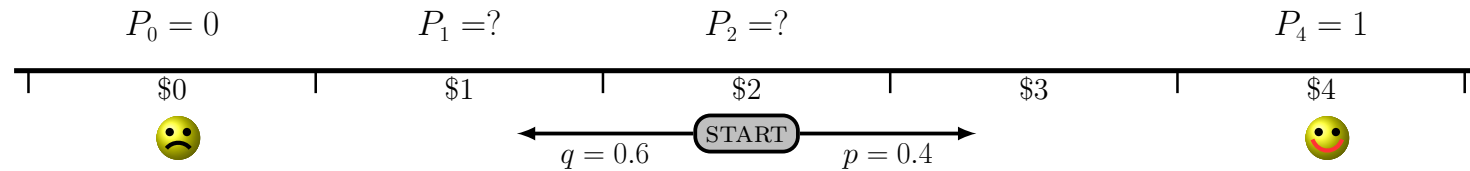


P_i is the probability to win in the game if you have \$ i .

$$P_1 = qP_0 + pP_2 = pP_2.$$

← total expectation

Doubling Up: A Random Walk at the Casino



P_i is the probability to win in the game if you have \$ i .

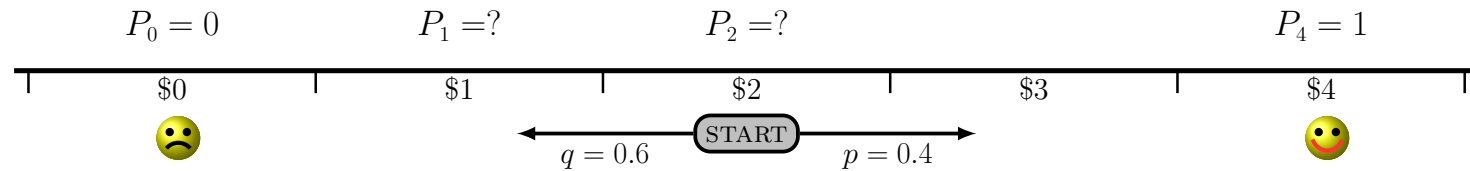
$$P_1 = qP_0 + pP_2 = pP_2.$$

← total expectation

$$P_2$$



Doubling Up: A Random Walk at the Casino



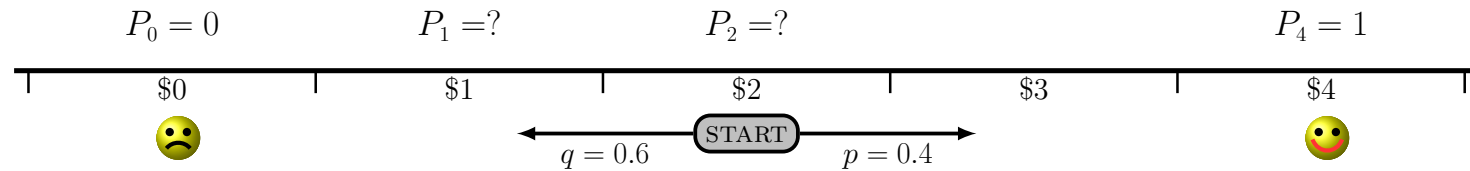
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← total expectation

$$P_2 = qP_1 + pP_3$$

Doubling Up: A Random Walk at the Casino



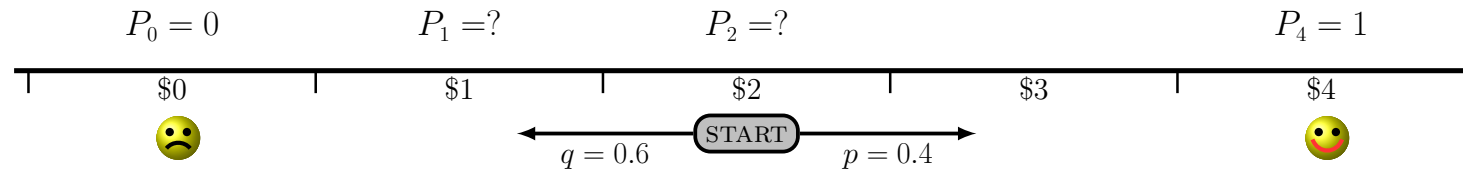
P_i is the probability to win in the game if you have \$ i .

$$P_1 = qP_0 + pP_2 = pP_2.$$

← total expectation

$$P_2 = qP_1 + pP_3 = pqP_2 + pP_3$$

Doubling Up: A Random Walk at the Casino

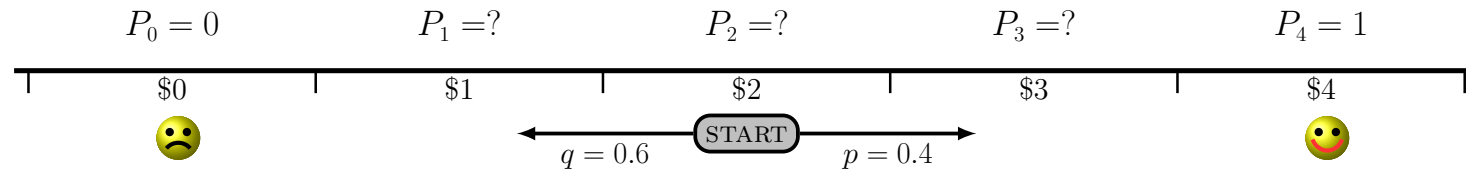


P_i is the probability to win in the game if you have \$ i .

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$$P_2 = qP_1 + pP_3 = pqP_2 + pP_3 \rightarrow P_2 = \frac{pP_3}{1 - pq}.$$

Doubling Up: A Random Walk at the Casino



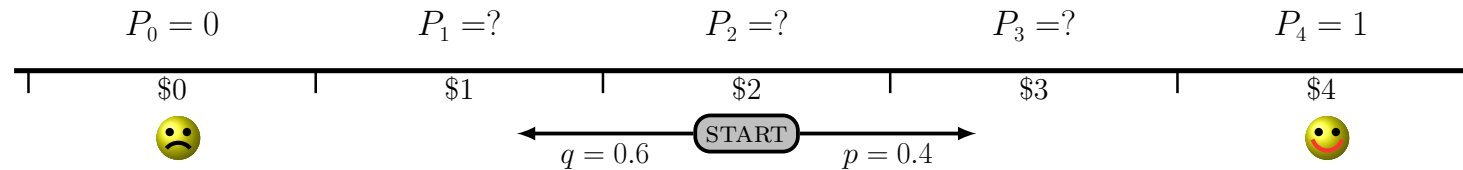
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$$P_3$$

Doubling Up: A Random Walk at the Casino



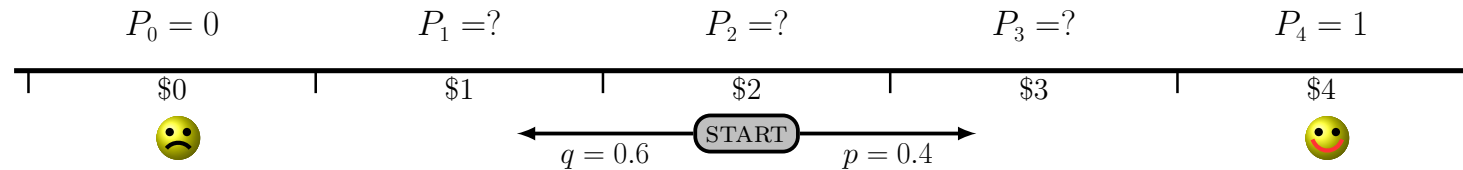
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Doubling Up: A Random Walk at the Casino



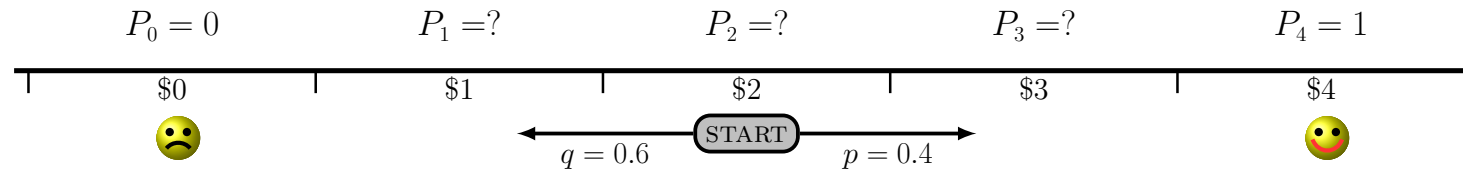
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$$P_3 = qP_2 + pP_4 = \frac{pqP_3}{1 - pq} + p$$

Doubling Up: A Random Walk at the Casino



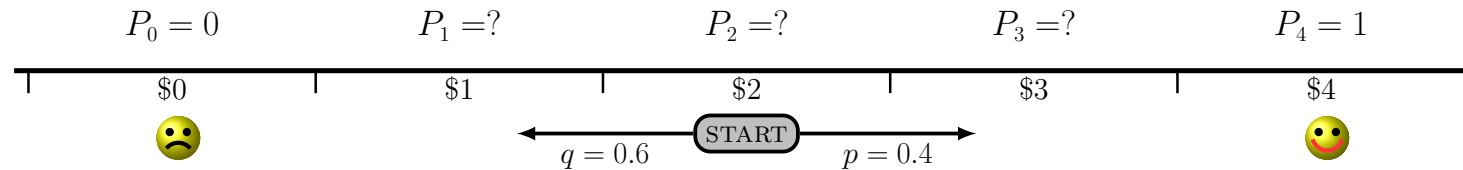
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Doubling Up: A Random Walk at the Casino



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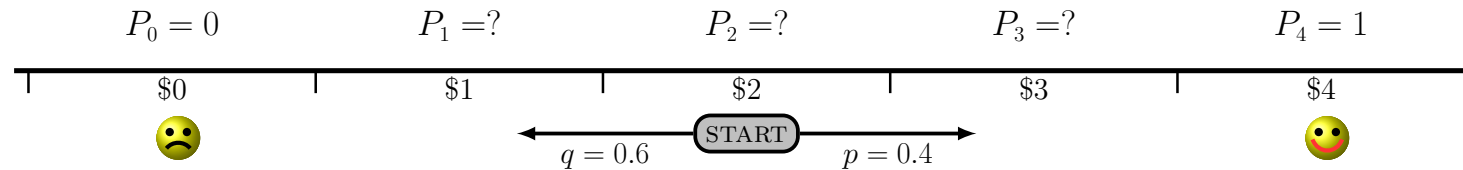
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Conclusion:

$$P_2 = \frac{p^2}{1 - 2pq} \approx 0.31 \quad (69\% \text{ chances of RUIN})$$

Doubling Up: A Random Walk at the Casino



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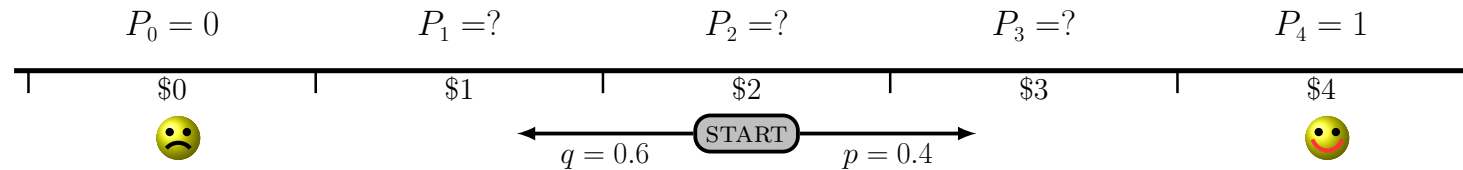
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Exercise.

- What if you are trying to double up from \$3? (Answer: 77% chance of RUIN).
- What if you are trying to double up from \$10? (Answer: 98% chance of RUIN).

Doubling Up: A Random Walk at the Casino



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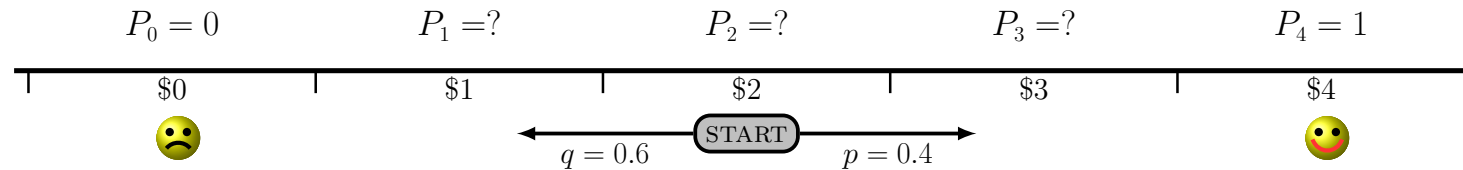
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Doubling Up: A Random Walk at the Casino



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$$P_2 = \frac{p^2}{1 - 2pq} \approx 0.31 \quad (69\% \text{ chances of RUIN})$$

Exercise.

- What if you are trying to double up from \$3? (Answer: 77% chance of RUIN).
- What if you are trying to double up from \$10? (Answer: 98% chance of RUIN).

The *richer* the Gambler, the greater the chances of RUIN!