Backgammon – Analyzing Doubling Professor Steven J Miller: sjm1@williams.edu

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In[154]:=
       double[numdo_, pdouble_, paccept_, pointswin_, print_] := Module[{},
           (* numdo is number of iterations *)
           (* pdouble/paccept is threshold for first to double 2nd to accept *)
           (* pointswin is how many points need to win. our
           model will be to toss a fair coin and each toss each person equally
            likely to get a point. if we take 100 points it makes it very easy. *)
          results = {};
          netresults = 0;
          onewin = 0;
          twowin = 0;
          doublesoffered = {};
          doublesaccepted = {};
          For [n = 1, n \le numdo, n++,
            {
             score = pointswin/2;
             (* player one wins if reach pointswin points, player two if reach 0 *)
             pwin = score / pointswin; (* might as well start keeping track
              when probability of one player of winning is pdouble, and now double *)
             valuegame = 1; (* initially worth one point *)
             whocandouble = 1;
             (* set up so player 1 doubles first wlog *)
             score = Floor[pdouble * pointswin];
             doublesingameoffered = 0;
             doublesingameaccepted = 0;
             While[score > 0 && score < pointswin,</pre>
              {
               pwin = score / pointswin;
               If[print == 1, Print["Score = ", score,
                 " and prob win = ", 1.0 pwin, " and value of game = ", valuegame]];
               (* see if player one can double *)
               If [pwin \geq pdouble && whocandouble == 1,
                If[pwin > paccept,
                   {
                    (* decline *)
                    results = AppendTo[results, valuegame];
                    onewin = onewin + 1;
                    netresults = netresults + valuegame;
                    score = pointswin + 100; (* ends game! *)
                    If[print == 1, Print["Two declines"]];
                    doublesingameoffered++;
                  },
                   ł
                    (* accept *)
                    valuegame = valuegame * 2;
```

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whocandouble = 2;
       If[print == 1, Print["Two accepts"]];
       doublesingameoffered++;
       doublesingameaccepted++;
      }];
   ]; (* end of player one doubling *)
   (* see if player two can double *)
   If [1 - pwin \ge pdouble \&\& who can double == 2,
    If[1 - pwin > paccept,
      {
        (* decline *)
       results = AppendTo[results, -valuegame];
       twowin = twowin + 1;
       netresults = netresults - valuegame;
        score = -100; (* ends game! *)
       If[print == 1, Print["One declines"]];
       doublesingameoffered++;
      },
       {
        (* accept *)
       valuegame = valuegame * 2;
       whocandouble = 1;
       If[print == 1, Print["One accepts"]];
       doublesingameoffered++;
       doublesingameaccepted++;
      }];
   ]; (* end of player two doubling *)
   (* check to see if game should end *)
   (* do next turn *)
   If[Random[] < .5, score = score + 1, score = score - 1];</pre>
   If[score == pointswin,
    {
     onewin = onewin + 1;
     results = AppendTo[results, valuegame];
     netresults = netresults + valuegame;
     score = score + 100;
    }];
   If[score == 0,
    {
     twowin = twowin + 1;
     results = AppendTo[results, -valuegame];
     netresults = netresults - valuegame;
     score = - 100;
    }];
  }]; (* end of while loop *)
doublesoffered = AppendTo[doublesoffered, doublesingameoffered];
doublesaccepted = AppendTo[doublesaccepted, doublesingameaccepted];
}]; (* end of n loop *)
```

```
Print["Prob double is ", 1.0 pdouble, " and prob accept is ", 1.0 paccept];
Print["Player one's winning percentage = ", 100.0 onewin / numdo, "%."];
Print["Player two's winning percentage = ", 100.0 twowin / numdo, "%."];
Print["netresults / numgames = ", 1.0 netresults / numdo];
Print["Average Abs[game value] = ",
1.0 Sum[Abs[results[k]], {k, 1, Length[results]}] / numdo];
Print["Ave number of doubles offered = ",
1.0 Mean[doublesoffered], " and stdev = ", 1.0 StandardDeviation[doublesoffered]];
Print["Ave number of doubles accepted = ",
1.0 Mean[doublesaccepted], " and stdev = ", 1.0 StandardDeviation[doublesaccepted]];
Print["Histogram of Results - how much the first to double wins."];
Print[Histogram[results, Automatic, "Probability"]];
Print["Histogram[doublesoffered, Automatic, "Probability"]];
]; (* end of module *)
```

In[156]:=

```
Timing[double[10000, 70/100, 95/100, 100, 0]]
```



Timing[double[40000, 70/100, 95/100, 100, 0]]



```
in[5]:= checkprob[numdo_, prob_, pointswin_] := Module[{},
         onewin = 0;
         twowin = 0;
         For [n = 1, n \le numdo, n++,
          {
           score = prob * pointswin;
           While[score > 0 && score < pointswin,</pre>
             {
             score = score + If[Random[] < .5, 1, -1];</pre>
             }]; (* end of while loop *)
           If[score == pointswin, onewin = onewin + 1, twowin = twowin + 1];
          }]; (* end of for loop *)
         Print["Prob p = ", prob];
         Print["Prob player 1 wins is ", onewin * 100.0 / numdo];
         Print["Prob player 2 wins is ", twowin * 100.0 / numdo];
        ];
In[8]:= checkprob[10000, .5, 100]
     Prob p = 0.5
     Prob player 1 wins is 49.9
     Prob player 2 wins is 50.1
In[9]:= checkprob[10000, .72, 100]
     Prob p = 0.72
     Prob player 1 wins is 71.73
     Prob player 2 wins is 28.27
In[10]:= checkprob[10000, .87, 100]
     Prob p = 0.87
     Prob player 1 wins is 87.5
     Prob player 2 wins is 12.5
In[11]:= checkprob[10000, .87, 200]
     Prob p = 0.87
     Prob player 1 wins is 87.26
     Prob player 2 wins is 12.74
```