

Huygens' analysis of expectation

Mirko Diamanti
(SNS)

8 July 2013

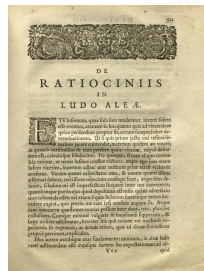
The problem of points

A and B are playing a game. They decided that the first player who wins three rounds will win the game. Assume that A has already won two rounds and B only one. If the game is interrupted at this stage, how should A and B divide the stake m ?

De rationciniis in ludo aleae

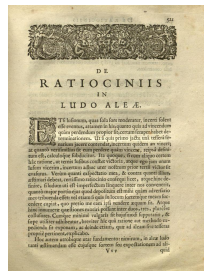
- 1655: Huygens travelled in France;

De rationciniis in ludo aleae



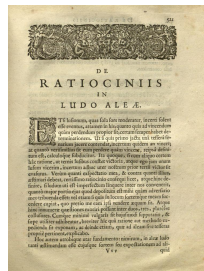
- 1655: Huygens travelled in France;
- 1657: First edition in Latin of *De rationciniis in ludo aleae*

De rationciniis in ludo aleae



- 1655: Huygens travelled in France;
- 1657: First edition in Latin of *De rationciniis in ludo aleae*
- 1658: Second edition in Dutch;

De rationciniis in ludo aleae



- 1655: Huygens travelled in France;
- 1657: First edition in Latin of *De ratiociniis in ludo aleae*
- 1658: Second edition in Dutch;
- 1692 and 1714: Two translations in English of the treatise appeared.

The definition of expectation

I take as fundamental for such games that the chance or expectation[expectatio] to gain something is worth so much that, if one had it, one could again get the same chance in a fair game [aequa conditione certans].

Suppose, for exemple, that somebody has 3 shillings in his one hand and 7 in the other and that I'm asked to choose between them; this is so much worth for me as if I had 5 shillings for certain. Because if I have 5 shillings I can establish a fair game in which I have an even chance of getting 3 or 7 shillings.

The equivalent game

According to this definition, the expectation of a player A in a game G can be derived through building a game G^* with two properties:

(α) G^* is fair;

The equivalent game

According to this definition, the expectation of a player A in a game G can be derived through building a game G^* with two properties:

- (α) G^* is fair;
- (β) G^* is such that the possible outcomes for A in G^* are exactly the same as in G .

The equivalent game

According to this definition, the expectation of a player A in a game G can be derived through building a game G^* with two properties:

- (α) G^* is fair;
- (β) G^* is such that the possible outcomes for A in G^* are exactly the same as in G .

A's expectation corresponds to the money she has to bet if she wants to take part in G^* .

In the treatise Huygens assumes that the expectation is equivalent to:

- The fair amount of money A is willing to accept not to continue the game;

In the treatise Huygens assumes that the expectation is equivalent to:

- The fair amount of money A is willing to accept not to continue the game;
- The money another person has to pay to A if he wants to take her place in the game;

The first two propositions

Proposition I.

If I expect a or b , and I have an equal *chance* of gaining either of them, my expectation is worth $\frac{a+b}{2}$.

Proposition II.

If I expect a , b or c , and each of them is equally likely to happen, my expectation is worth $\frac{a+b+c}{3}$.

An exemple of Huygens' approach: Proposition III

If the number of cases of getting a is p , and the number of cases of getting b is q , assuming that all the cases are equally possible: my expectation will then be worth $\frac{pa+qb}{p+q}$.

An exemple of Huygens' approach: Proposition III

- In the demonstration of Proposition III Huygens imagines a game G^* where a player A faces $p + q - 1$ other players.

An exemple of Huygens' approach: Proposition III

- In the demonstration of Proposition III Huygens imagines a game G^* where a player A faces $p + q - 1$ other players.
- With $p - 1$ of them, A *individually* makes the agreement that, if A wins, he will pay a , if he looses, he will receive a .

An exemple of Huygens' approach: Proposition III

- In the demonstration of Proposition III Huygens imagines a game G^* where a player A faces $p + q - 1$ other players.
- With $p - 1$ of them, A *individually* makes the agreement that, if A wins, he will pay a , if he looses, he will receive a .
- With the last q players, he *individually* makes the same agreement, but substituing a with b .

An exemple of Huygens' approach: Proposition III

If x is the money paid by each player to take part in G^* , there are three possible outcomes:

- One of the $p - 1$ players with which A made the first agreement wins. In this case, A receives a .

An exemple of Huygens' approach: Proposition III

If x is the money paid by each player to take part in G^* , there are three possible outcomes:

- One of the $p - 1$ players with which A made the first agreement wins. In this case, A receives a .
- One of the q players with which A made the second agreement wins. In this case, A receives b .

An exemple of Huygens' approach: Proposition III

If x is the money paid by each player to take part in G^* , there are three possible outcomes:

- One of the $p - 1$ players with which A made the first agreement wins. In this case, A receives a .
- One of the q players with which A made the second agreement wins. In this case, A receives b .
- A wins, so he wins the stake $px + qx$, but he has to pay to the other players $bq + a(p - 1)$.

An exemple of Huygens' approach: Proposition III

If x is the money paid by each player to take part in G^* , there are three possible outcomes:

- One of the $p - 1$ players with which A made the first agreement wins. In this case, A receives a .
- One of the q players with which A made the second agreement wins. In this case, A receives b .
- A wins, so he wins the stake $px + qx$, but he has to pay to the other players $bq + a(p - 1)$.

Putting a equal to A's gain in the third case, Huygens obtains the result stated above.

Huygens' solution of the problem of points

There are two possible outcomes for A in the next round: either A wins (so he wins the stake m) or B wins, and so both A and B have the same expectation to win m , which is, for proposition I, $\frac{1}{2}m$. Applying proposition I to this two cases, A's expectation is $\frac{3}{4}m$. By the definition of expectation, A must receive $\frac{3}{4}$ of the stake.

The second part of the treatise: the dice game

The main topics of this part of the treatise are:

The second part of the treatise: the dice game

The main topics of this part of the treatise are:

- 1 Solution of the “combinatorial problem”;

The second part of the treatise: the dice game

The main topics of this part of the treatise are:

- 1 Solution of the “combinatorial problem”;
- 2 Evaluation of the expectation of a certain outcome in connection with the number of throws. Exemple: “To find how many throws one should take to throw two sixes with two dice”

The second part of the treatise: the dice game

The main topics of this part of the treatise are:

- 1 Solution of the “combinatorial problem”;
- 2 Evaluation of the expectation of a certain outcome in connection with the number of throws. Exemple: “To find how many throws one should take to throw two sixes with two dice”
- 3 Game with “cyclic expectations”.

Cyclic expectations: Proposition XIV

If I and another person play alternately with two dice on this condition, that I win if I throw 7, but he wins if he throws 6 first, and if I concede to him the first throw, what is the ratio of my chance to his?

Huygens distinguishes two expectations: the one I have when the game starts and it's up to my opponent to throw, say x , and the one I have when it's up to me, say y .

Huygens distinguishes two expectations: the one I have when the game starts and it's up to my opponent to throw, say x , and the one I have when it's up to me, say y .

Every time my opponent fails, I get y ; every time I fail, I come back to the starting point, and my expectation is x .

Huygens distinguishes two expectations: the one I have when the game starts and it's up to my opponent to throw, say x , and the one I have when it's up to me, say y .

Every time my opponent fails, I get y ; every time I fail, I come back to the starting point, and my expectation is x .

For proposition III, x is worth $\frac{31}{36}y$, y is worth $\frac{6a+30x}{36}$.

Huygens distinguishes two expectations: the one I have when the game starts and it's up to my opponent to throw, say x , and the one I have when it's up to me, say y .

Every time my opponent fails, I get y ; every time I fail, I come back to the starting point, and my expectation is x .

For proposition III, x is worth $\frac{31}{36}y$, y is worth $\frac{6a+30x}{36}$.

Solving the linear system in two equations, Huygens finds that x is worth $\frac{30}{61}a$, so that "the proportion of my *chance* to his *chance* is as 31 to 30"

The five problems of Huygens' treatise

In 1656 Huygens sent his manuscript to Pascal and Fermat. They both read and appreciated Huygens' work.

The five problems of Huygens' treatise

In 1656 Huygens sent his manuscript to Pascal and Fermat. They both read and appreciated Huygens' work.

Fermat and Pascal sent him three problems to solve, which became the first, the third and the fifth of the exercises at the end of the treatise.

The five problems of Huygens' treatise

In 1656 Huygens sent his manuscript to Pascal and Fermat. They both read and appreciated Huygens' work.

Fermat and Pascal sent him three problems to solve, which became the first, the third and the fifth of the exercises at the end of the treatise.

Huygens added two other problems, but he left them without solution.

Problem II

Three players, A, B and C, having 12 chips of which four are white and eight black, play on the condition that the first blindfolded player to draw a white chip wins, and that A draws first, B next and then C, then A again, and so on. The question is: What are the ratios of the chances to each other?

Part I of J. Bernoulli's *Ars Conjectandi*



In part I of his *Ars Conjectandi*, called *Pars prima*, *complectens Tractatum Hugeni de Ratiociniis in Ludo Aleae, cum Annotationibus Jacobi Bernoulli*, Bernoulli wrote a detailed commentary to Huygens' treatise.

Part I of J. Bernoulli's *Ars Conjectandi*



In part I of his *Ars Conjectandi*, called *Pars prima*, *complectens Tractatum Hugeni de Ratiociniis in Ludo Aleae, cum Annotationibus Jacobi Bernoulli*, Bernoulli wrote a detailed commentary to Huygens' treatise.

At the end of this part, he also discusses the solution of the five problems, through two different methods, an *analytic* one, based on Huygens' work, and a *syntetic* one.

Bernoulli's interpretations of problem II

Bernoulli is the first to distinguish four conditions for the game in problem II:

Bernoulli's interpretations of problem II

Bernoulli is the first to distinguish four conditions for the game in problem II:

- 1 A, B and C draw from the same box;

Bernoulli's interpretations of problem II

Bernoulli is the first to distinguish four conditions for the game in problem II:

- 1 A, B and C draw from the same box;
- 2 A, B and C draw from three boxes;

Bernoulli's interpretations of problem II

Bernoulli is the first to distinguish four conditions for the game in problem II:

- 1 A, B and C draw from the same box;
- 2 A, B and C draw from three boxes;
- 3 The players draw a chip and put it back in the box;

Bernoulli's interpretations of problem II

Bernoulli is the first to distinguish four conditions for the game in problem II:

- 1 A, B and C draw from the same box;
- 2 A, B and C draw from three boxes;
- 3 The players draw a chip and put it back in the box;
- 4 The players draw a chip and don't put it back in the box.

Bernoulli on proposition XIV

Instead of two players, Bernoulli imagines an infinite list of players who can draw only once. The players in an even place win if they draw 7, the players in a odd place win if they draw 6.

Let b be the cases for 6, c the cases against.

Let e be the cases for 7, c the cases against.

Let then $a = b + c = e + f$ be the number of all the possible cases.

Let b be the cases for 6, c the cases against.

Let e be the cases for 7, c the cases against.

Let then $a = b + c = e + f$ be the number of all the possible cases.

The probability of winning for a player in the place $2n + 1$ is:

$$\frac{bc^n f^n}{a^{2n+1}} = \frac{b}{a} \left(\frac{cf}{a^2} \right)^n$$

Let b be the cases for 6, c the cases against.

Let e be the cases for 7, c the cases against.

Let then $a = b + c = e + f$ be the number of all the possible cases.

The probability of winning for a player in the place $2n + 1$ is:

$$\frac{bc^n f^n}{a^{2n+1}} = \frac{b}{a} \left(\frac{cf}{a^2} \right)^n$$

Similarly, the probability of winning for a player in the place $2n$ is:

$$\frac{c^n e f^{n-1}}{a^{2n}} = \frac{e}{f} \left(\frac{cf}{a^2} \right)^n$$

Summing the probability of the players in even places and that of players in odd places, he obtains two geometric series of common ratio $\frac{cf}{a^2}$ (the game could be never ending!), which correspond to the probability of the two players:

Summing the probability of the players in even places and that of players in odd places, he obtains two geometric series of common ratio $\frac{cf}{a^2}$ (the game could be never ending!), which correspond to the probability of the two players:

$$\sum_{n=1}^{\infty} \frac{b}{a} \left(\frac{cf}{a^2} \right)^n = \frac{ab}{a^2 - cf}$$

Summing the probability of the players in even places and that of players in odd places, he obtains two geometric series of common ratio $\frac{cf}{a^2}$ (the game could be never ending!), which correspond to the probability of the two players:

$$\sum_{n=1}^{\infty} \frac{b}{a} \left(\frac{cf}{a^2} \right)^n = \frac{ab}{a^2 - cf}$$

and:

$$\sum_{n=1}^{\infty} \frac{e}{f} \left(\frac{cf}{a^2} \right)^n = \frac{ce}{a^2 - cf}$$