Lecture 27

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Theorem (Optional Sampling Theorem)

If (X_t) is a martingale and τ is a stopping time, then (under extra technical conditions)

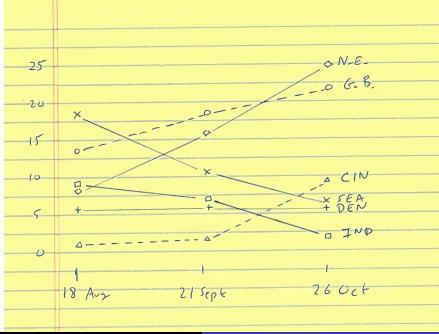
 $\mathbb{E}X_{\tau}=\mathbb{E}X_{0}.$

Advanced Probability courses give different versions of the "extra technical conditions" – see [BZ] Theorem 3.1 for one version of these conditions. In the examples I will give, it is not hard to show the conditions hold.

The "double when you lose" strategy shows that some extra condition is necessary. [board]

Conceptual point: The Optional Sampling Theorem and the previous "gambling systems" theorem constitute an informal "conservation of fairness" principle: the overall results of any "system" based on fair games is like a single fair bet. Even in models not explicitly involving gambling, one can do calculations by inventing hypothetical gambling strategies and using this principle.

PredictWise	Derived Betfair Price	Betfair Back	Betfair Lay
25 %	\$ 0.241	4.10	4.20
22 %	\$ 0.211	4.70	4.80
9 %	\$ 0.093	10.50	11.00
7 %	\$ 0.073	13.00	14.50
6 %	\$ 0.061	16.00	17.00
6 %	\$ 0.060	16.50	17.00
5 %	\$ 0.053	18.50	19.50
4 %	\$ 0.038	26.00	27.00
3 %	\$ 0.031	30.00	34.00
2 %	\$ 0.021	46.00	50.00
2 %	\$ 0.021	44.00	50.00
2 %	\$ 0.020	48.00	55.00
2 %	\$ 0.019	50.00	55.00
1 %	\$ 0.015	65.00	70.00
1 %	\$ 0.014	65.00	80.00
1 %	\$ 0.011	75.00	110.00
1 %	\$ 0.008	110.00	150.00
0 %	\$ 0.006	100.00	700.00
0 %	\$ 0.005	160.00	350.00
0 %	\$ 0.004	200.00	350.00
0 %	\$ 0.004	150.00	550.00
0 %	\$ 0.002	400.00	1,000.00
0 %	\$ 0.002	350.00	1,000.00
0 %	\$ 0.002	300.00	1,000.00
0 %	\$ 0.002	500.00	1,000.00
	25% 22% 9% 7% 6% 5% 4% 2% 2% 2% 2% 2% 2% 2% 1% 1% 1% 1% 0% 0% 0%	25 % \$ 0.241 22 % \$ 0.093 7 % \$ 0.073 6 % \$ 0.061 6 % \$ 0.061 6 % \$ 0.061 6 % \$ 0.061 6 % \$ 0.061 5 % \$ 0.033 4 % \$ 0.038 3 % \$ 0.031 2 % \$ 0.021 2 % \$ 0.021 2 % \$ 0.021 2 % \$ 0.021 2 % \$ 0.021 2 % \$ 0.021 2 % \$ 0.021 2 % \$ 0.021 1 % \$ 0.015 1 % \$ 0.014 1 % \$ 0.008 0 % \$ 0.004 0 % \$ 0.004 0 % \$ 0.004 0 % \$ 0.002 0 % \$ 0.002 0 % \$ 0.002	25% \$ 0.241 4.10 22% \$ 0.241 4.70 9% \$ 0.093 10.50 7% \$ 0.073 13.00 6% \$ 0.061 16.00 6% \$ 0.061 16.00 6% \$ 0.083 18.50 5% \$ 0.083 18.50 4% \$ 0.038 26.00 3% \$ 0.021 44.00 2% \$ 0.021 44.00 2% \$ 0.021 44.00 2% \$ 0.021 44.00 2% \$ 0.021 44.00 2% \$ 0.021 46.00 2% \$ 0.021 40.00 1% \$ 0.015 65.00 1% \$ 0.014 66.00 1% \$ 0.008 110.00 0% \$ 0.004 100.00 0% \$ 0.004 100.00 0% \$ 0.004 150.00 0% \$ 0.002 400.00 >% \$ 0.002



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[from Lecture 1]

Just for fun, here are probabilities (as perceived by gamblers) for next Superbowl winner.

No simple math theory for the actual numbers here (can build complex statistical models based on players statistics for past performance) but there is math theory for how these probabilities will fluctuate as the season progresses:

there will be (on average) 5 teams whose perceived probability will sometime exceed 20%.

I'll explain this in the "martingales" section of the course.

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there will be (on average) 5 teams whose perceived probability will sometime exceed 20%.

Initially each team's probability was less than 20% . So consider the strategy:

Place a 20 unit bet (fair odds) on each team, at the moment (if ever) its probability reaches 20%.

[continue on board]

(Here we assume probabilities change as a continuous function, not quite realistic).

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[show relevant slides from popular talk]

[Link to paper on course web page]

[show Predictit] [show Ladbrokes] [show "real clear" poll]

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