# The Mad Hatters 

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- Winkler, 2004 Mathematical Puzzles: A Connoisseur's Collection


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- They choose a hat on there own head simultaneously. Win if and only if both choose a white hat
- What is the optimal strategy?


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- Players who guess wrong are eaten, those who guess right get shown the way off the isand.


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- This does at least identify what's hard here: We can't share information!


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- Win half the time!!!


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- First white wins with probability $\frac{p^{2}}{1-(1-p)^{2}}=\frac{p}{2-p}$.
- First black turns out to win with probability $\frac{2 p^{2}}{1+p}$.
- First less likely hat colour is best.


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- 256 group strategies.


## Two hats.

| Two hats | $\boldsymbol{\square}$ | $\boldsymbol{\square}$ | $\square \square$ | $\square \square$ |
| :---: | :---: | :---: | :---: | :---: |
| $\boldsymbol{\square}$ |  |  |  |  |
| $\square \square$ |  |  |  |  |
| $\square \square$ |  |  |  |  |
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| :---: | :---: | :---: | :---: | :---: |
| $\square \square$ | lose | lose | lose | lose |
| $\square \square$ | lose |  |  |  |
| $\square \square$ | lose |  |  |  |
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| :---: | :---: | :---: | :---: | :---: |
| $\square \square$ | lose | lose | lose | lose |
| $\square \square$ | lose |  |  | share |
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## Three hats.

| Three hats | $\emptyset$ | $\{1\}$ | $\{2\}$ | $\{1,2\}$ | $\{3\}$ | $\{1,3\}$ | $\{2,3\}$ | $\{1,2,3\}$ |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Picture | $\square \square \square$ | $\square \square$ | $\square \square$ | $\square \square \square$ | $\square \square$ | $\square \square \square$ | $\square \square \square$ | $\square \square \square$ |
| Choice | any | 1 | 3 | 1 | 2 | 2 | 3 | any |

Table: Optimal strategy on 3 hats

## For convience

| White hats | $\emptyset$ | $\{1\}$ | $\{2\}$ | $\{1,2\}$ | $\{3\}$ | $\{1,3\}$ | $\{2,3\}$ | $\{1,2,3\}$ |
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## Three hats-example.

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| Picture | $\square$ | $\square \square$ | $\square \square$ | $\square \square \square$ | $\square \square$ | $\square \square \square$ | $\square \square \square$ | $\square \square \square$ |
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| $\square$ | $\square$ |
| :---: | :---: |
| $\square$ | $\square$ |
| $\square$ | $\square$ |
| Player 1 | Player 2 |

Table: Player 1 chooses hat 1, Player 2 hat 2. They win

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- Wait a lot of generations


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- Took there "natural" infinite analogs.


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- $S_{3}$ Dual of $S_{1}$. Toggle all colours and play $S_{1}$


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## Computing Performance

$$
\begin{aligned}
V_{S^{d}}(p) & =\mathbb{P}\left(A_{S^{d}}^{W, W}(p)\right) \\
& =\mathbb{P}\left(A_{S}^{B, B}(q)\right) \\
& =p-\mathbb{P}\left(A_{S}^{B, W}(q)\right) \\
& =p-\left(q-\mathbb{P}\left(A_{S}^{W, W}(q)\right)\right) \\
& =p-q+\mathbb{P}\left(A_{S}^{W, W}(q)\right) \\
& =2 p-1+V_{S}(q)
\end{aligned}
$$

## Performance

For our game with probability $p$ of each hat being white, this strategy gives the following lower bound on $V(p)$ :

$$
\begin{aligned}
& \text { 1. } \frac{p\left(1+p+p^{2}+3 p^{3}-3 p^{4}+p^{5}\right)}{(1+p)(2-p)\left(1+p^{2}\right)} \leq V(p) \text { for } p \leq \frac{1}{2} \text {; } \\
& \text { 2. } \frac{p\left(1+5 p-10 p^{2}+10 p^{3}-5 p^{4}+p^{5}\right)}{\left(2-2 p+p^{2}\right)(1+p)(2-p)} \text { for } \frac{1}{2} \leq p
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- Using duality we also get an upper bound of $\frac{a}{b}-\left(1-\frac{a}{b}\right)^{\binom{b}{a}}\left(\frac{a}{b}\right)$
- First bound better for $p<1 / 2$, second bound better for $p>1 / 2$.
- Lowest terms of $a$ and $b$ is strongest, works best for $\binom{b}{a}$ small.


## Future Work

- Multiple hat colours


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- Open: Does the probability of winning go to zero?
- Both multiple colours and multiple players.


## Thanks

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