## The Mad Hatters

## Jonathan Kariv

November 13, 2015

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- What is the optimal strategy?

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- One hat a player. Can see players in front of you. Must guess your own hat colour. Can hear answers of people behind you first.
- Players who guess wrong are eaten, those who guess right get shown the way off the isand.

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- Could win with probability p if it wasn't!!! Which is a clear upper bound.
- This does at least identify what's hard here: We can't share information!

Two players. One hat each.

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- Win half the time!!!

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- First less likely hat colour is best.





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- Yes!!!!
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- 256 group strategies.

Two hats		

Two hats				
	lose	lose	lose	lose
	lose			
	lose			
	lose			win

Two hats				
	lose	lose	lose	lose
	lose			share
	lose			share
	lose	share	share	win

Two hats				
	lose	lose	lose	lose
	lose	win	lose	lose
	lose	lose	win	win
	lose	lose	win	win

Three hats	Ø	$\{1\}$	{2}	$\{1, 2\}$	{3}	$\{1, 3\}$	{2,3}	$\{1, 2, 3\}$
Picture								
Choice	any	1	3	1	2	2	3	any

Table : Optimal strategy on 3 hats

#### For convience

White hats	Ø	$\{1\}$	{2}	$\{1, 2\}$	{3}	$\{1, 3\}$	{2,3}	$\{1, 2, 3\}$
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Table : Player 1 chooses hat 1, Player 2 hat 2. They win

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		w	w				
	w				w		
	w		w		w		
				w		w	w
	w	w				w	w
				w	w	w	w
				w	w	w	w

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- Compute it's performance.

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- If not eliminate child and make a new one
- Wait a lot of generations



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- Rerun a lot
- Symmetric strategies seem best.

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- Took there "natural" infinite analogs.

3 of them all based on the 3-hat strategy

Image: A = A = A

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- ► S<sub>1</sub> Look at first 3 if not all the same play 3 hat. If monochrome disgard hats 1 and 2 for both players and replay S<sub>1</sub>

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- $S_2$  like  $S_1$  but disgard 3 hats instead of 2.
- $S_3$  Dual of  $S_1$ . Toggle all colours and play  $S_1$

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- Seven for  $S_1$ . Each one a geometric series or sum thereof.
- ► S<sub>2</sub> was easier because fewer interactions.
- $S_3$  computed as the dual of  $S_1$ .

$$egin{aligned} V_{\mathcal{S}^d}(p) &= \mathbb{P}(A^{W,W}_{\mathcal{S}^d}(p)) \ &= \mathbb{P}(A^{B,B}_{\mathcal{S}^d}(q)) \ &= p - \mathbb{P}(A^{B,W}_{\mathcal{S}}(q)) \ &= p - (q - \mathbb{P}(A^{W,W}_{\mathcal{S}}(q))) \ &= p - q + \mathbb{P}(A^{W,W}_{\mathcal{S}}(q)) \ &= 2p - 1 + V_{\mathcal{S}}(q) \end{aligned}$$

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

1. 
$$\frac{p(1+p+p^2+3p^3-3p^4+p^5)}{(1+p)(2-p)(1+p^2)} \le V(p) \text{ for } p \le \frac{1}{2};$$
  
2. 
$$\frac{p(1+5p-10p^2+10p^3-5p^4+p^5)}{(2-2p+p^2)(1+p)(2-p)} \text{ for } \frac{1}{2} \le p.$$

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## First Upper bound Noga Alon 3/8

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- First Upper bound Noga Alon 3/8
- New game, with extra information

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- 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.

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Multiple hat colours

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- Multiple players

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- Multiple players
- Open: Does the probability of winning go to zero?

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

Noga Alon, Aaron Atlee, Joe Buhler, Larry Carter, Joseph DeVincentis, Eric Egge, Chris Freiling, Ron Graham, Jerry Grosman, Tanya Khovanova, Lionel Levine, Stephen Morris, Rob Pratt, J-C Reyes, Jim Roche, Joel Rosenberg, Walter Stromquist, Alan Taylor, Mark Tieffenbruck, Dan Velleman, Stan Wagon, Peter Winkler, Chen Yan, Dmytro Yeroshkin, Piotr Zielinski