

Funky Dice: An Exposition

William Gasarch - University of MD

If You Roll Two Standard 6-Sided Dice Then

1. 2: (1,1). ONE way. Prob $\frac{1}{36}$.
2. 3: (1,2), (2,1). TWO ways. Prob $\frac{1}{18}$.
3. 4: (1,3), (2,2), (3,1). THREE ways. Prob $\frac{1}{12}$.
4. 5: (1,4), (2,3), (3,2), (4,1). FOUR ways. Prob $\frac{1}{9}$.
5. 6: (1,5), (2,4), (3,3), (4,2), (5,1) FIVE ways. Prob $\frac{5}{36}$.

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6. 7: (1,6), (2,5), (3,4), (4,3), (5,2), (6,1) SIX ways. Prob $\frac{1}{6}$.

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9. 10: (4,6), (5,5), (6,4) THREE ways. Prob $\frac{1}{12}$.
10. 11: (5,6), (6,5) TWO ways. Prob $\frac{1}{18}$.
11. 12: (6,6) ONE way. Prob $\frac{1}{36}$.

Questions about Dice

1. Can we load two 6-sided dice so that every number from 2 to 12 has the **same** probability. Called **fair sums**.

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1. Can we load two 6-sided dice so that every number from 2 to 12 has the **same** probability. Called **fair sums**.
2. Can you label the dice something other than $\{1, \dots, 6\}$ and $\{1, \dots, 6\}$ and get the same probabilities you get with standard dice?

Loaded Dice

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Fair Dice Yield Unfair Sums

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How Unfair?: $1/6 - 1/36 \sim 0.139$ unfair.

What Are Loaded Dice?

Def: A **Die** is a 6-tuple $(p_1, p_2, p_3, p_4, p_5, p_6)$ such that $0 \leq p_i \leq 1$ and $\sum_{i=1}^6 p_i = 1$.

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Yes:

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The coefficient of x^i is $\text{Prob}(\text{sum} = i)$

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$$(p_6x^6 + \dots + p_1x^1)(q_6x^6 + \dots + q_1x^1) = \frac{1}{11}(x^{12} + x^{11} + \dots + x^2)$$

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Continued on Next Slide.

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From last slide: If there are two loaded dice that give fair sums then there exist reals $(p_1, \dots, p_6), (q_1, \dots, q_6)$ such that

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$$x^{11} - 1 = (x - 1)(x^{10} + \cdots + x + 1)$$

1. r root of $x^{10} + \cdots + x + 1 \implies r$ root of $x^{11} - 1$ & $r \neq 1$.
2. r root of $x^{11} - 1$ & $r \neq 1 \implies r$ root of $x^{10} + \cdots + x + 1$.

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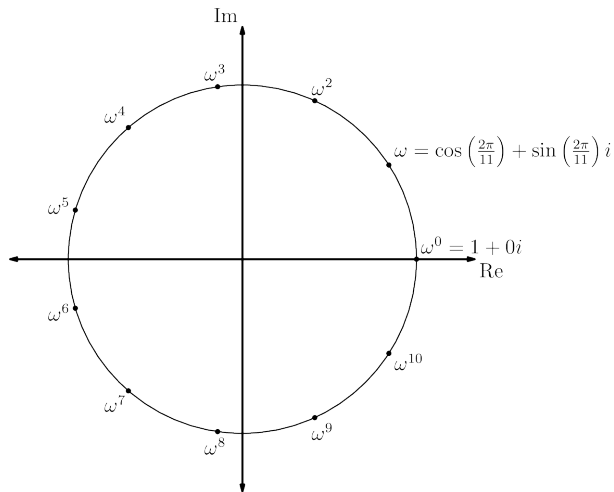
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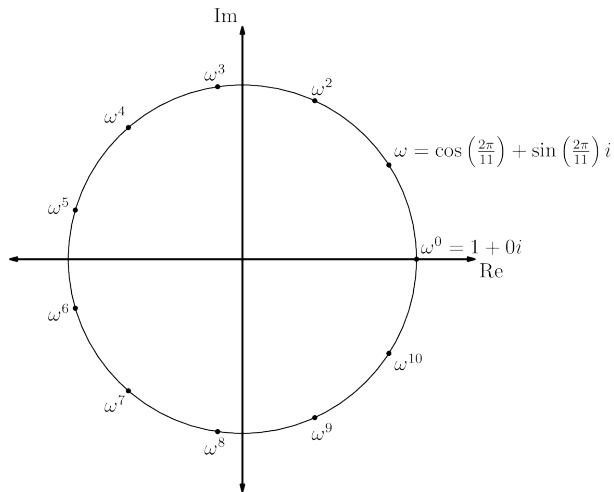
The roots of $x^{11} - 1$ are on the complex unit circle. See Next Slide.

The 11th Roots of Unity: Only Real one is 1



1 is only real 11th root of unity.

The 11th Roots of Unity: Only Real one is 1



1 is only real 11th root of unity. $x^{10} + \dots + 1 = 0$: **no** real roots.

No Dice (cont)

Recap

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Contradiction

What About Two d -Sided Dice?

For which $d \geq 2$ can you load two d -sided dice to get fair sums?

VOTE:

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Can You Ever Load Dice to Get Fair Sums?

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Prob of a 5 is $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4}$.

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2. Gasarch & Kruskal
<https://www.cs.umd.edu/~gasarch/papers/dice.pdf>
looked at allowing 0. They proved the following:

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Fame! One paper refers to **The Gasarch-Kruskal Thm**.

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How far are normal dice from uniform?

$$2(1/11 - 1/36)^2 + 2(1/11 - 1/18)^2 + 2(1/11 - 1/12)^2 + 2(1/9 - 1/11)^2 +$$

$$2(5/36 - 1/11)^2 + (1/6 - 1/11)^2 \sim 0.0217$$

How Close To Uniform Can You Get? (cont)

Thm The optimal pair of 6-sided dice is $(\frac{1}{2}, 0, 0, 0, 0, \frac{1}{2})$ and $(\frac{1}{8}, \frac{3}{16}, \frac{3}{16}, \frac{3}{16}, \frac{3}{16}, \frac{1}{8})$.

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Distance Optimal dice from uniform is ~ 0.0028 .

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What About n -sided Dice?

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The optimal pair of n -sided dice is
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The distance from uniform is $\frac{1}{2(2n-1)(3n-2)} \sim \frac{1}{12n^2}$.

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The distance from uniform is $\frac{1}{2(2n-1)(3n-2)} \sim \frac{1}{12n^2}$.

Given that I am giving this talk on short notice I didn't work out how close n normal dice are to uniform. I would like one of you to do that soon and email me your calculations and the answer.

Would be happy with an approximation like $\frac{1}{an^b}$.

Different Labels on Dice

William Gasarch - University of MD

Can You Label Dice To Get Same Probs?

A **labeling** of a 6-sided die has any positive natural numbers as labels. We allow using a number twice. We allow using numbers higher than 6. So $(1, 2, 2, 3, 5, 8)$ would be allowed.

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Answer on next slide.

Yes We Kam!

YES. There a non-standard labeling of a pair of 6-sided dice so that the dice yield the SAME probabilities as the standard dice.

Yes We Kam!

YES. There a non-standard labeling of a pair of 6-sided dice so that the dice yield the SAME probabilities as the standard dice.

We prove this on the next slide.

Let Polynomials Do The Work For You!

$$(x^6 + x^5 + x^4 + x^3 + x^2 + x)(x^6 + x^5 + x^4 + x^3 + x^2 + x)$$

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Coefficient of x^n is number of ways to get n .

Example of Non-Standard Labelings

What if we label the dice $(1, 2, 2, 2, 5, 5)$ and $(1, 3, 3, 3, 3, 7)$?

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$$(2x^5 + 3x^2 + x)(x^7 + 4x^3 + x) = 2x^{12} + 3x^9 + 9x^8 + 2x^6 + 12x^5 + 4x^4 + 3x^3 + x^2$$

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1. 12: TWO ways. Prob $\frac{1}{18}$.
2. 9: THREE ways. Prob $\frac{1}{12}$.
3. 8: NINE ways. Prob $\frac{1}{4}$.
4. 6: TWO ways. Prob $\frac{1}{18}$.

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4. 6: TWO ways. Prob $\frac{1}{18}$.
5. 5: TWELVE ways. Prob $\frac{1}{3}$.
6. 4: FOUR ways. Prob $\frac{1}{9}$.
7. 3: THREE ways. Prob $\frac{1}{12}$.
8. 2: ONE ways. Prob $\frac{1}{36}$.

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Question Is there a nonstandard labeling of two 6-sided dice that gives the same probabilities as the standard dice?

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$$(x^6 + x^5 + x^4 + x^3 + x^2 + x)^2.$$

Is there a Non-Standard Labeling That... Cont.

$$(x^{a_1} + x^{a_2} + x^{a_3} + x^{a_4} + x^{a_5} + x^{a_6})(x^{b_1} + x^{b_2} + x^{b_3} + x^{b_4} + x^{b_5} + x^{b_6}) =$$

$$(x^6 + x^5 + x^4 + x^3 + x^2 + x)^2 = x^2(x^5 + x^4 + x^3 + x^2 + x + 1)^2 =$$

$$x^2(x+1)^2(x^2-x+1)^2(x^2+x+1)^2.$$

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DIE: (1, 2, 2, 3, 3, 4)

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$$x(x+1)(x^2-x+1)^2(x^2+x+1) = x^8 + x^6 + x^5 + x^4 + x^3 + x.$$

DIE: (1, 3, 4, 5, 6, 8).

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DIE: (1, 3, 4, 5, 6, 8).

So desired dice are (1, 2, 2, 3, 3, 4) and (1, 3, 4, 5, 6, 8).

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What About Two d -Sided Dice?

For which $d \geq 2$ are there two non-standard d -sided dice that have the same prob as standard dice? **VOTE:**

What About Two d -Sided Dice?

For which $d \geq 2$ are there two non-standard d -sided dice that have the same probab as standard dice? **VOTE:**

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Answer on Next Slide

What About Two d -Sided Dice?

Answer There are two non-standard d -sided dice iff d is non-prime.

What About Two d -Sided Dice?

Answer There are two non-standard d -sided dice iff d is non-prime.

The proof is similar to what we did, though requires some thought.

What About d_1, d_2 -Sided Dice?

For which $d_1, d_2 \geq 2$ are there non-standard d_1 -sided die and d_2 -sided die that have the same prob as standard dice?

VOTE:

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Answer on Next Slide.

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Or maybe just **Unknown to Bill**.

Parting Thoughts

William Gasarch - University of MD

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3. It is remarkable that a problem about dice lead to looking at complex roots of polynomials!