

Example 5.1.2. *Le her.* The game of le her (“the gentleman” in 17th-century French) is a two-person game played with a standard 52-card deck, and we will continue to refer to the two players as player 1 and player 2. Cards are ranked from lowest to highest in the order A, 2, 3, . . . , 10, J, Q, K, and suits are ignored. A card is dealt face down to each player, and each player may look only at his own card. The object of the game is to have the higher-ranking card at the end of play. First, player 1, if he is not satisfied with his card, can require that player 2 exchange cards with him. The only exception to this rule occurs when player 2 has a king (K), in which case the exchange is void. Second, player 2, if he is not satisfied with his card, whether it be his original card or a new card obtained in exchange with player 1, can exchange it for the next card in the deck. The only exception to this rule occurs when the next card is a king, in which case the exchange is void. This completes the game, and the winner is the player with the higher-ranked card, with player 2 winning in the case of a tie. The game pays even money.

It will be convenient to define the *ranks* of the cards A, 2, 3, . . . , 10, J, Q, K as 1, 2, 3, . . . , 10, 11, 12, 13, respectively. Let us denote by X , Y , and Z the ranks of the card dealt to player 1, the card dealt to player 2, and the next card in the deck, respectively. Player 1’s strategies correspond to the subsets $S \subset \{1, 2, \dots, 13\}$. Given such an S , player 1 exchanges his card with that of player 2 if and only if $X \in S$. Player 2’s strategies correspond to the subsets $T \subset \{1, 2, \dots, 13\}$. Given such a T , if player 1 fails to exchange his card with that of player 2, player 2 exchanges his card with the next card in the deck if and only if $Y \in T$. Of course, if player 1 exchanges his card with that of player 2, then player 2’s decision is clear: He keeps his new card if $X \geq Y$ and exchanges it for the next card in the deck otherwise. Thus, we have a $2^{13} \times 2^{13}$ matrix game.

It is intuitively clear that the only reasonable strategies are of the form $S_i := \{1, \dots, i\}$ and $T_j := \{1, \dots, j\}$ for $i, j = 0, 1, \dots, 13$ (of course, $S_0 = T_0 := \emptyset$). It can be shown that every other strategy is strictly dominated by at least one of these (see Problem 5.9 on p. 195).

Let $B_{i,j}$ denote the event that player 1 wins when player 1 uses strategy S_i and player 2 uses strategy T_j for $i, j = 0, 1, \dots, 13$. We evaluate $P(B_{i,j})$ by conditioning on $\{X = k, Y = l\}$. There are three cases to consider.

Case 1. $k \leq i$. Here player 1 exchanges his card with that of player 2, provided player 2 does not have a king. The only case in which player 1 can win is $k < l < 13$, which forces player 2 to exchange his new card with the next card in the deck. Player 1 wins if $Z < l$ or if $Z = 13$. Therefore,

$$\begin{aligned} P(B_{i,j} \mid X = k, Y = l) &= P(Z < l \text{ or } Z = 13 \mid X = k, Y = l) 1_{\{k < l < 13\}} \\ &= \left(\frac{4(l-1) - 1}{50} + \frac{4}{50} \right) 1_{\{k < l < 13\}} \\ &= \frac{4l - 1}{50} 1_{\{k < l < 13\}}. \end{aligned} \tag{5.7}$$

Case 2. $k > i$, $l \leq j$. Here player 1 keeps his card, while player 2 exchanges his card with the next card in the deck. Player 1 wins if $Z < k$ or if $Z = 13$ and $k > l$. Therefore,

$$\begin{aligned} P(B_{ij} | X = k, Y = l) &= P(Z < k | X = k, Y = l) \\ &\quad + P(Z = 13 | X = k, Y = l) 1_{\{k > l\}} \\ &= \frac{4(k-1) - 1_{\{k > l\}}}{50} + \frac{4 - \delta_{k,13}}{50} 1_{\{k > l\}} \\ &= \frac{4(k-1) + (3 - \delta_{k,13}) 1_{\{k > l\}}}{50}. \end{aligned} \quad (5.8)$$

Case 3. $k > i$, $l > j$. Here both players keep their cards, so

$$P(B_{ij} | X = k, Y = l) = 1_{\{k > l\}}.$$

It follows that

$$\begin{aligned} P(B_{ij}) &= \sum_{k=1}^i \sum_{l=1}^{13} \frac{4}{52} \frac{4}{51} \frac{4l-1}{50} 1_{\{k < l < 13\}} \\ &\quad + \sum_{k=i+1}^{13} \sum_{l=1}^j \frac{4}{52} \frac{4 - \delta_{k,l}}{51} \frac{4(k-1) + (3 - \delta_{k,13}) 1_{\{k > l\}}}{50} \\ &\quad + \sum_{k=i+1}^{13} \sum_{l=j+1}^{13} \frac{4}{52} \frac{4}{51} 1_{\{k > l\}}. \end{aligned} \quad (5.9)$$

Of course, this formula could be further simplified. For example, the first double sum could be written as a cubic polynomial in i . However, there is no need to do this, since our only concern is with the numerical evaluation of (5.9), and this is most reliably done by computer. The payoff matrix \mathbf{A} for this game has (i, j) entry

$$a_{ij} = 2P(B_{ij}) - 1. \quad (5.10)$$

The full matrix, multiplied by $(52)_3/2^3 = 16,575$, is displayed in Table 5.1.

The payoff matrix can be reduced considerably using strict dominance. Examining it, we see that strategies 0–4 for player 1 are strictly dominated by strategy 5 for player 1, and that strategies 8–13 for player 1 are strictly dominated by strategy 7 for player 1. Eliminating the strictly dominated rows, we are left with the 3×14 payoff matrix corresponding to the shaded rows in Table 5.1.

Next, within the shaded rows in Table 5.1 strategies 0–6 for player 2 are strictly dominated by strategy 7 for player 2, and strategies 9–13 for player 2 are strictly dominated by strategy 8 (or 7) for player 2. Eliminating the strictly dominated columns, we are left with

$$\begin{array}{cc} & \begin{array}{cc} 7 & 8 \end{array} \\ \begin{array}{c} 5 \\ 6 \\ 7 \end{array} & \begin{pmatrix} 105 & 221 \\ 393 & 429 \\ 453 & 393 \end{pmatrix} \end{array} \quad (5.11)$$

Finally, in (5.11) strategy 5 for player 1 is strictly dominated by strategy 6 for player 1, so we end up with the 2×2 payoff matrix, multiplied by 16,575, of

$$\begin{array}{cc} & \begin{array}{cc} 7 & 8 \end{array} \\ \begin{array}{c} 6 \\ 7 \end{array} & \begin{pmatrix} 393 & 429 \\ 453 & 393 \end{pmatrix} \end{array} \quad (5.12)$$

In Example 5.2.6 on p. 183 we will find the optimal strategies for players 1 and 2. ♠

