

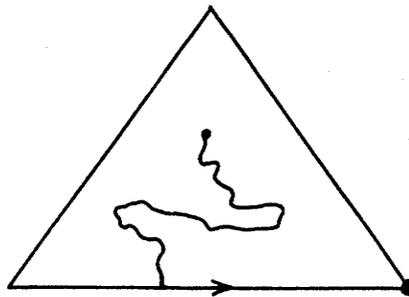
Chapter in *Open Problems in Communication and Computation*.  
Springer-Verlag, 1987. T. Cover and B. Gopinath, editors.

#### 5.4 GAMBLER'S RUIN: A RANDOM WALK ON THE SIMPLEX<sup>†</sup>

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It is known that if two gamblers with capitals  $p$  and  $1 - p$ , respectively, engage in a fair game (we can model it by Brownian motion on the unit interval starting at  $p$ ) until one of the gamblers goes broke, then the gambler with initial capital  $p$  will win the game with probability  $p$ . Now suppose that there are  $m$  gamblers with capitals corresponding to a point  $\mathbf{p}$  in the simplex  $p_i \geq 0, \sum p_i = 1$ . A random walk in the simplex occurs, and the gamblers go broke one by one. Once a gambler goes broke, he stays broke. What is the induced probability distribution on the order in which the gamblers go broke?



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<sup>†</sup> Hajek has exhibited a solution to this problem for  $m = 3$  gamblers. See Chapter VI.