

## Graph - Lezione 1 - 28/10/2019

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### Introduction

Some Element of theory and combinatorics

Discrete time Markov chain -> discrete in time and space and useful to model movements on a graph.

Markov chain to analyse random graph to represent for example social networks.

### Probability space

#### Probability space

Let  $\Omega$  be any set and let  $\Sigma$  be some "appropriate" class of subsets of  $\Omega$ .

Elements of  $\Sigma$  are called **events**.

For  $A \subseteq \Omega$  we write  $A^c$  for the complement of  $A$  in  $\Omega$ , i.e.

$$A^c = \{s \in \Omega : s \notin A\}.$$

The randomness of the experiment is summarized by Omega. Omega is defined a family of class of appropriate subset of Omega. Many times sigma is all subset of Omega. In general is important that the family (sigma) not only includes the event but also the complements of the event  $A^c$ .

#### Definition

A probability measure on  $\Omega$  is a function  $P : \Sigma \rightarrow [0, 1]$ , satisfying

- $P(\emptyset) = 0$ .
- $P(A^c) = 1 - P(A)$  for any event  $A$ .
- If  $A$  and  $B$  are disjoint events (that is if  $A \cap B = \emptyset$ ), then  $P(A \cup B) = P(A) + P(B)$ . More generally, if  $A_1, A_2, \dots$  is a countable sequence of disjoint events ( $A_i \cap A_j = \emptyset$ , for any  $i \neq j$ ), then  $P(\bigcup_{i=1}^{\infty} A_i) = \sum_{i=1}^{\infty} P(A_i)$ .

Note that the first two conditions imply that  $P(\Omega) = 1$ .

The triple  $(\Omega, \Sigma, P)$  is called **probability space**.

A function from the probability function from 0 to 1. Probability of empty set should be zero -> nothing is happening.

If complement of event =  $1 - P$  event.

If  $A$  and  $B$  are disjoint event the prob of the union is the sum of the prob of the single event. The sum should be good even for infinity disjoint events.

#### Conditional Probability

#### Conditional probability

#### Definition

If  $A$  and  $B$  are events, and  $P(B) > 0$ , we define the conditional probability of  $A$  given  $B$  as

$$P(A|B) = \frac{P(A \cap B)}{P(B)}$$

Interpretation:  $P(A|B)$  is how likely we consider that  $A$  happens, knowing that  $B$  happened

How likely we expect realization of  $A$  knowing  $B$ .

#### Example

$A =$  Tomorrow here will rain  
 $B =$  Today a storm occurred 100 Km on the west of my position

If I don't know anything about weather forecast or conditions in the surrounding (and I don't know if  $B$  occurred) I can only guess that  $P(A) = P(\text{tomorrow here will rain}) = \frac{1}{2}$ .

But if I know that  $B$  happened, it becomes more likely that tomorrow here will rain, thus

$$P(A|B) > \frac{1}{2}$$

#### Independence

#### Definition

Two events  $A$  and  $B$  are said to be **independent** if

$$P(A \cap B) = P(A)P(B).$$

More in general

**Definition** The events  $A_1, A_2, \dots, A_k$  are said to be **independent** if for any  $l \leq k$  and any  $i_1, \dots, i_l \in \{1, \dots, k\}$  with  $i_1 < i_2 < \dots < i_l$  we have

$$P(A_{i_1} \cap A_{i_2} \cap \dots \cap A_{i_l}) = P(A_{i_1}) \cdot P(A_{i_2}) \cdot \dots \cdot P(A_{i_l}).$$

The probability of the intersection of the two events is the product of the probability.

Why is related to the conditional probability? Since we know the prob of  $A|B$  so  $P(A|B) = P(A)$

Note that if  $A$  and  $B$  are independent, then, since  $P(A|B) = \frac{P(A \cap B)}{P(B)}$  we have

$$P(A \cap B) = P(A|B)P(B) = P(A)P(B)$$

Then

$$P(A|B) = P(A)$$

#### Example

$A =$  Tomorrow here will rain

$B =$  Today I make a cake

$A$  is not influenced by  $B$  and viceversa, thus they are independent

$$\text{and } P(A|B) = P(A)$$

If  $A$  and  $B$  are independent the probability of intersection is the probability of the two intersection. If  $A$  and  $B$  are independent this does not modify the probability of  $A$ .

In practice, in particular if the space  $\Omega$  is finite, we compute the probability of an event  $A$  as

$$P(A) = \frac{\#\text{ cases in favor of } A}{\#\text{ possible cases}}$$

The correct counting of cases is the subject of **combinatorics**.

#### Combinatorics: counting problems

[C.M. Grinstead, J.L. Snell, Introduction to Probability, AMS publisher, 1997 - Chapter 3]

Consider an experiment that takes place in several stages and is such that the number of outcomes  $m$  at the  $n$ th stage is independent of the outcomes of the previous stages.

The number  $m$  may be different for different stages.

We want to count the number of ways that the entire experiment can be carried out.

An experiment in several stages. The outcomes of  $m$  is independent of the outcomes of the previous stages. We want to count the number of way the number of experiments can be go on.

Example 1. You are eating at Emile's restaurant and the waiter informs you that you have

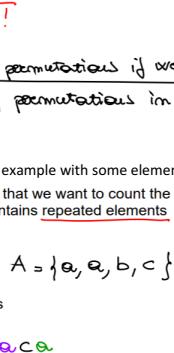
(a) two choices for appetizers: soup or juice;

(b) three for the main course: a meat, fish, or vegetable dish;

(c) two for dessert: ice cream or cake.

How many possible choices do you have for your complete meal?

We can represent this concept with a tree.



Your menu is decided in three stage. At each stage the number of possible choices does not depend on what is chosen in the previous stages: two choices at the first stage, three at the second, and two at the third.

From the tree diagram we see that the total number of choices is the product of the number of choices at each stage.

In this case we have 2 \* 3 \* 2 = 12 possible menus.

At each stage you have different number of possible choices. So, number is different from different stages. Counting the number of leaves you have all the possible menus that you can compose. If you want to count them you have to multiply 2 appetizer \* 3 main course \* 2 dessert = 12. In general it's a good procedure and we can generalize this rule.

Our menu example is an example of the following general counting technique:

**Counting technique:** A task is to be carried out in a sequence of  $r$  stages. There are  $n_1$  ways to carry out the first stage; for each of these  $n_1$  ways there are  $n_2$  ways to carry out the second stage; for each of these  $n_2$  ways, there are  $n_3$  ways to carry out the third stage, and so forth. Then the total number of ways in which the entire task can be accomplished is given by the product

$$N = n_1 \cdot n_2 \cdot \dots \cdot n_r$$

If the stages are independent the total number is given by the product of the number of ways in each step.

#### Tree diagrams

It will often be useful to use a tree diagram when studying probabilities of events relating to experiments that take place in stages and for which we are given the probabilities for the outcomes at each stage.

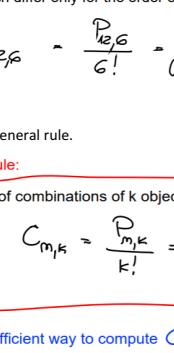
**Example 1:** consider only appetizers and main course, and assume that the owner of Emile's restaurant has observed that 80% of his customers choose the soup for an appetizer and 20% choose juice.

Of those who chose the soup, 50% choose meat, 30% choose fish, and 20% choose the vegetables.

Of those who choose juice for an appetizer, 30% choose meat, 40% choose fish, and 30% choose the vegetable dish.

We represent these probabilities on the tree diagram.

Why can be used to introduce these diagram? Using the example you can imagine that the owner of the restaurant want to forget about the dessert. The owner observe that the 30% chose appetizer and the other 30% chose soup. We can represent this example with a three diagram.



We choose for our sample space the set  $\Omega = \{\omega_1, \dots, \omega_m\}$  of all possible paths along the tree.

Question: what is the probability that a customer chooses first soup and then meat?

These means that we have 6 possible compositions of our meal. 6 possible outcomes that we label with the symbol  $\omega_1, \dots, \omega_6$ .

We have to multiply 0.8 \* 0.5 to get soup and meat.

$$P(\text{meat}) = \frac{\#\text{ cases in favor of meat}}{\#\text{ possible cases}}$$

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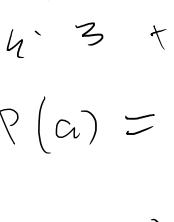
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#### PERMUTATIONS

DEFINITION. Let  $A$  be a finite set, composed by  $n$  distinct elements.

Suppose to order the elements of  $A$ .

A permutation is a reordering of the elements of  $A$ .

Example:  $A = \{a, b, c\}$

$$\text{permutations: } \begin{matrix} abc \\ bac \\ cab \\ cba \end{matrix}$$

$\left\{ \begin{matrix} 6 \text{ permutations} \\ 3! \text{ possibilities} \end{matrix} \right\}$

If  $A$  and  $B$  are sets, composed by  $n_1$  and  $n_2$  elements respectively, we call  $n_1 \cdot n_2$  permutations.

General rule: if we want to count the number of permutations of  $n$  elements we have to subtract 1, in fact we got then  $n_1 \cdot n_2 \cdots n_r$  till 1.

In general, if  $A$  is composed by  $n$  objects, how many permutations can we form with its elements?

$$\text{elements } \begin{matrix} 1 \\ 2 \\ \vdots \\ n \end{matrix} \text{ of weight } \begin{matrix} n \\ n-1 \\ \vdots \\ 1 \end{matrix}$$

in which we can choose  $n$  elements

and  $n-1$  elements

and  $n-2$  elements

and  $n-3$  elements

and  $n-4$  elements

and  $n-5$  elements

and  $n-6$  elements

and  $n-7$  elements

and  $n-8$  elements

and  $n-9$  elements

and  $n-10$  elements

and  $n-11$  elements

and  $n-12$  elements

and  $n-13$  elements

and  $n-14$  elements

and  $n-15$  elements

and  $n-16$  elements

and