

Lecture 8: Random Processes, Part I

Yi, Yung (이웅)

EE210: Probability and Introductory Random Processes
KAIST EE

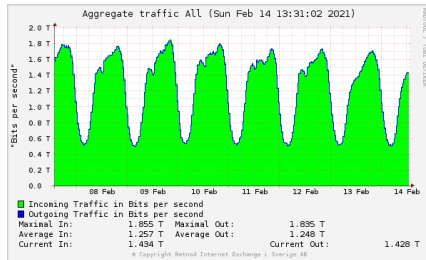
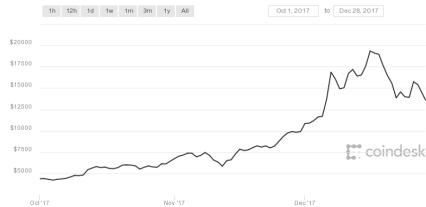
MONTH DAY, 2021

- A lot of applications in engineering systems
- Basics on Random Process
- Bernoulli Process
- Poisson Process
- Use of Bernoulli and Poisson Processes
 - Coding of both processes
 - Merge and Split
- Markov Chain

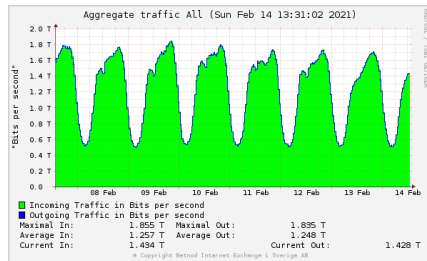
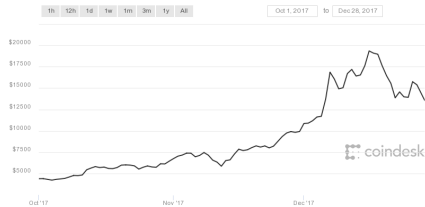
- A lot of applications in engineering systems
- Basics on Random Process
- Bernoulli Process
- Poisson Process
- Use of Bernoulli and Poisson Processes
 - Coding of both processes
 - Merge and Split
- Markov Chain

Things that evolve in time

- Many probabilistic experiments that **evolve in time**
- Random process is a mathematical model for it.



- Many probabilistic experiments that **evolve in time**
 - Sequence of daily prices of a stock
 - Sequence of scores in football
 - Sequence of failure times of a machine
 - Sequence of traffic loads in Internet
- Random process is a mathematical model for it.



- A random process is a **sequence** of random variables indexed by **time**.

- A random process is a **sequence** of random variables indexed by **time**.
- Time: discrete or continuous

- A random process is a **sequence** of random variables indexed by **time**.
- Time: discrete or continuous
- Notation
 - $(X_t)_{t \in \mathcal{T}}$ or $(X(t))_{t \in \mathcal{T}}$, where $\mathcal{T} = \mathbb{R}$ (continuous) or $\mathcal{T} = \{0, 1, 2, \dots\}$ (discrete)

- A random process is a **sequence** of random variables indexed by **time**.
- Time: discrete or continuous
- Notation
 - $(X_t)_{t \in \mathcal{T}}$ or $(X(t))_{t \in \mathcal{T}}$, where $\mathcal{T} = \mathbb{R}$ (continuous) or $\mathcal{T} = \{0, 1, 2, \dots\}$ (discrete)
 - For the discrete case, we also often use $(X_n)_{n \in \mathbb{Z}_+}$.

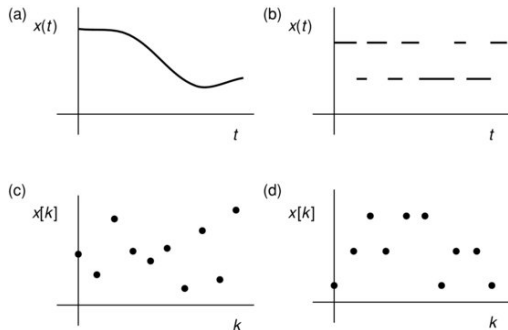
- A random process is a **sequence** of random variables indexed by **time**.
- Time: discrete or continuous
- Notation
 - $(X_t)_{t \in \mathcal{T}}$ or $(X(t))_{t \in \mathcal{T}}$, where $\mathcal{T} = \mathbb{R}$ (continuous) or $\mathcal{T} = \{0, 1, 2, \dots\}$ (discrete)
 - For the discrete case, we also often use $(X_n)_{n \in \mathbb{Z}_+}$.
 - We will use all of them, unless confusion arises.

- A random process is a **sequence** of random variables indexed by **time**.
- Time: discrete or continuous
- Notation
 - $(X_t)_{t \in \mathcal{T}}$ or $(X(t))_{t \in \mathcal{T}}$, where $\mathcal{T} = \mathbb{R}$ (continuous) or $\mathcal{T} = \{0, 1, 2, \dots\}$ (discrete)
 - For the discrete case, we also often use $(X_n)_{n \in \mathbb{Z}_+}$.
 - We will use all of them, unless confusion arises.
- For a fixed time t , X_t is a random variable.

- A random process is a **sequence** of random variables indexed by **time**.
- Time: discrete or continuous
- Notation
 - $(X_t)_{t \in \mathcal{T}}$ or $(X(t))_{t \in \mathcal{T}}$, where $\mathcal{T} = \mathbb{R}$ (continuous) or $\mathcal{T} = \{0, 1, 2, \dots\}$ (discrete)
 - For the discrete case, we also often use $(X_n)_{n \in \mathbb{Z}_+}$.
 - We will use all of them, unless confusion arises.
- For a fixed time t , X_t is a random variable.
- The values that X_t can take: discrete or continuous

- Types of time and value

- (a) continuous time, continuous value
- (b) continuous time, discrete value
- (c) discrete time, continuous value
- (d) discrete time, discrete value



- A lot of applications in engineering systems
- Basics on Random Process
- Bernoulli Process
- Poisson Process
- Use of Bernoulli and Poisson Processes
 - Coding of both processes
 - Merge and Split
- Markov Chain

- At each minute, we toss a coin with probability of head $0 < p < 1$.

- At each minute, we toss a coin with probability of head $0 < p < 1$.
 - Sequence of lottery wins/looses
 - Customers (each second) to a bank
 - Clicks (at each time slot) to server

- At each minute, we toss a coin with probability of head $0 < p < 1$.
 - Sequence of lottery wins/looses
 - Customers (each second) to a bank
 - Clicks (at each time slot) to server
- A sequence of **independent Bernoulli trials** X_1, X_2, \dots ,
 - We call index 1, 2, ... **time slots** (or simply slots)

| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | →

- At each minute, we toss a coin with probability of head $0 < p < 1$.
 - Sequence of lottery wins/looses
 - Customers (each second) to a bank
 - Clicks (at each time slot) to server
- A sequence of **independent Bernoulli trials** X_1, X_2, \dots ,
 - We call index 1, 2, ... **time slots** (or simply slots)

| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | →

- Discrete time, discrete value

- At each minute, we toss a coin with probability of head $0 < p < 1$.
 - Sequence of lottery wins/looses
 - Customers (each second) to a bank
 - Clicks (at each time slot) to server
- A sequence of **independent Bernoulli trials** X_1, X_2, \dots ,
 - We call index 1, 2, ... **time slots** (or simply slots)

| 0 | 0 | 1 | 0 | 0 | 0 | 0 | 1 | 0 | 1 | 1 | 0 | 0 | →

- Discrete time, discrete value
- One of the simplest random processes
- A type of “arrival” process

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** **infinite** sequence of $X_1, X_2, \dots, .$

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** **infinite** sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** **infinite** sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?
 - an outcome: an infinite sequence of sample values x_1, x_2, \dots , e.g., $(0, 1, 1, 0, 0, 1, \dots)$

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** **infinite** sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?
 - an outcome: an infinite sequence of sample values x_1, x_2, \dots , e.g., $(0, 1, 1, 0, 0, 1, \dots)$
- **Semantic difference:** Understand i in X_i as time. Also, interesting questions from the random process point of view.

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** **infinite** sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?
 - an outcome: an infinite sequence of sample values x_1, x_2, \dots , e.g., $(0, 1, 1, 0, 0, 1, \dots)$
- **Semantic difference:** Understand i in X_i as time. Also, interesting questions from the random process point of view.
 - Dependence: How X_1, X_2, \dots are related to each other as a time series

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** infinite sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?
 - an outcome: an infinite sequence of sample values x_1, x_2, \dots , e.g., $(0, 1, 1, 0, 0, 1, \dots)$
- **Semantic difference:** Understand i in X_i as time. Also, interesting questions from the random process point of view.
 - Dependence: How X_1, X_2, \dots are related to each other as a time series
 - Long-term behavior: What is the fraction of times that a machine is idle?

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** infinite sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?
 - an outcome: an infinite sequence of sample values x_1, x_2, \dots , e.g., $(0, 1, 1, 0, 0, 1, \dots)$
- **Semantic difference:** Understand i in X_i as time. Also, interesting questions from the random process point of view.
 - Dependence: How X_1, X_2, \dots are related to each other as a time series
 - Long-term behavior: What is the fraction of times that a machine is idle?
 - Other interesting questions, depending on the target random process

- **Question.** We've already studied a sequence of Bernoulli rvs X_1, X_2, \dots, X_n . What's the difference?
- **Physical difference:** infinite sequence of $X_1, X_2, \dots, .$
 - Sample space? set of all outcomes?
 - an outcome: an infinite sequence of sample values x_1, x_2, \dots , e.g., $(0, 1, 1, 0, 0, 1, \dots)$
- **Semantic difference:** Understand i in X_i as time. Also, interesting questions from the random process point of view.
 - Dependence: How X_1, X_2, \dots are related to each other as a time series
 - Long-term behavior: What is the fraction of times that a machine is idle?
 - Other interesting questions, depending on the target random process
- Next: Key questions and answers about Bernoulli process

(Q1) # of arrivals in n slots?

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q2) # of slots T_1 until the first arrival?

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q2) # of slots T_1 until the first arrival?

- $T_1 \sim \text{Geom}(p)$

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q2) # of slots T_1 until the first arrival?

- $T_1 \sim \text{Geom}(p)$
- $\mathbb{E}(T_1) = 1/p, \text{var}(T_1) = \frac{1-p}{p^2}$

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q2) # of slots T_1 until the first arrival?

- $T_1 \sim \text{Geom}(p)$
- $\mathbb{E}(T_1) = 1/p, \text{var}(T_1) = \frac{1-p}{p^2}$

- T_1 is geometric? **Memoryless**

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q2) # of slots T_1 until the first arrival?

- $T_1 \sim \text{Geom}(p)$
- $\mathbb{E}(T_1) = 1/p, \text{var}(T_1) = \frac{1-p}{p^2}$

- T_1 is geometric? **Memoryless**
- Conditioned no first arrival at some time, what's the distribution of the remaining time until the first arrival?
- Still, geometric.

(Q1) # of arrivals in n slots?

- $S_n = X_1 + X_2 + \cdots + X_n$
- $S_n \sim \text{Bin}(n, p)$
- $\mathbb{E}(S_n) = np, \text{var}(S_n) = np(1 - p)$

(Q2) # of slots T_1 until the first arrival?

- $T_1 \sim \text{Geom}(p)$
- $\mathbb{E}(T_1) = 1/p, \text{var}(T_1) = \frac{1-p}{p^2}$

- T_1 is geometric? **Memoryless**
- Conditioned no first arrival at some time, what's the distribution of the remaining time until the first arrival?
- Still, geometric.
- But, more than that, as we will see. Independence across time slots leads to many useful properties, allowing the quick solution of many problems.

(Q3) $U = X_1 + X_2 \perp\!\!\!\perp V = X_5 + X_6?$

(Q3) $U = X_1 + X_2 \perp\!\!\!\perp V = X_5 + X_6$?

- Yes
- Because X_i s are independent

(Q3) $U = X_1 + X_2 \perp\!\!\!\perp V = X_5 + X_6$?

- Yes
- Because X_i s are independent

(Q4) The process $(X_n)_{n=6}^\infty$?

(Q3) $U = X_1 + X_2 \perp\!\!\!\perp V = X_5 + X_6$?

- Yes
- Because X_i s are independent

(Q4) The process $(X_n)_{n=6}^\infty$?

- $(X_1, \dots, X_5) \perp\!\!\!\perp (X_n)_{n=6}^\infty$

(Q3) $U = X_1 + X_2 \perp\!\!\!\perp V = X_5 + X_6$?

- Yes
- Because X_i s are independent

(Q4) The process $(X_n)_{n=6}^\infty$?

- $(X_1, \dots, X_5) \perp\!\!\!\perp (X_n)_{n=6}^\infty$
- **Fresh-start** after a deterministic time n

(Q3) $U = X_1 + X_2 \perp\!\!\!\perp V = X_5 + X_6$?

- Yes
- Because X_i s are independent

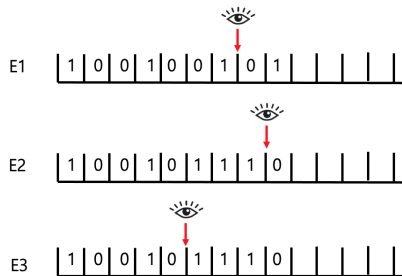
(Q4) The process $(X_n)_{n=6}^\infty$?

- $(X_1, \dots, X_5) \perp\!\!\!\perp (X_n)_{n=6}^\infty$
- **Fresh-start** after a deterministic time n
- If you watch the on-going Bernoulli process(p) from some time n , you still see the same Bernoulli process(p).

(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

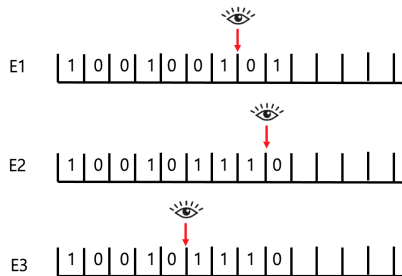
- Examples of N



(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

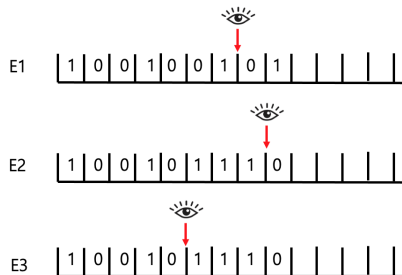


(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed



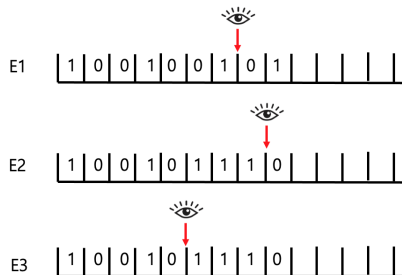
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



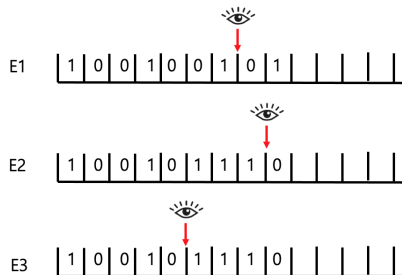
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



- Difference of N from n
 - The time when I watch the on-going Bernoulli process is **random**.

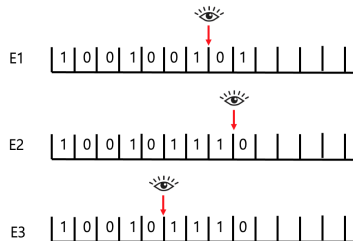
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



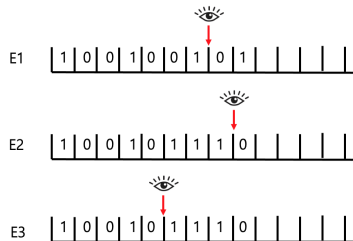
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



E1. When I watch the process, N has been already determined. Yes

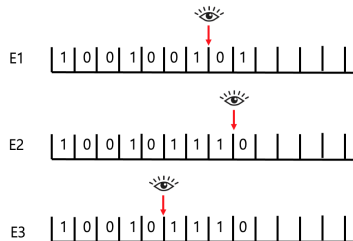
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



E1. When I watch the process, N has been already determined. **Yes**

E2. Same as **E1.** **Yes**

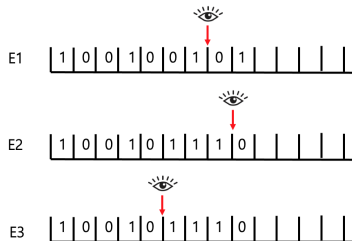
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



E1. When I watch the process, N has been already determined. **Yes**

E2. Same as **E1**. **Yes**

E3. Need the future knowledge. '111' does not become random. **No**

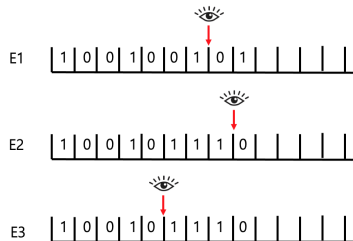
(Q5) The process $(X_N, X_{N+1}, X_{N+2}, \dots)$? Fresh-start even after random N ?

- Examples of N

E1. Time of 3rd arrival

E2. First time when 3 consecutive arrivals have been observed

E3. Time just before 3 consecutive arrivals



E1. When I watch the process, N has been already determined. **Yes**

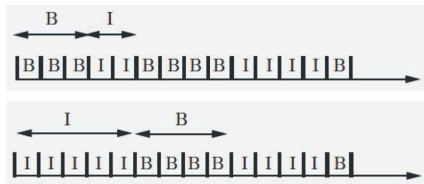
E2. Same as **E1**. **Yes**

E3. Need the future knowledge. '111' does not become random. **No**

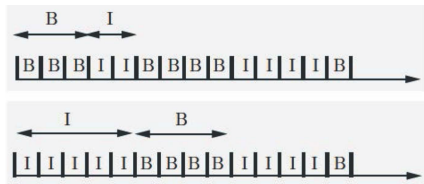
- The question of $N = n$? can be answered just from the knowledge about X_1, X_2, \dots, X_n ? Then, Yes! (see pp. 301 for more formal description)

- Regard an arrival as business of a server

- Regard an arrival as business of a server
- First busy period B_1 : starts with the first busy slot and ends just before the first subsequent idle slot

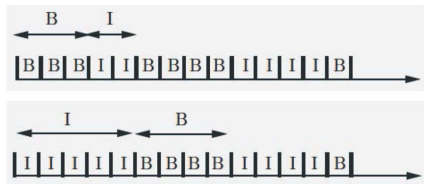


- Regard an arrival as business of a server
- First busy period B_1 : starts with the first busy slot and ends just before the first subsequent idle slot



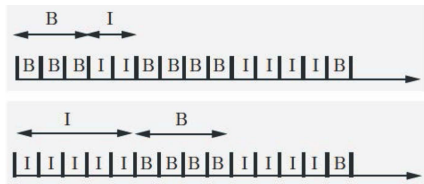
- (Q6) Distribution of B_1 ?

- Regard an arrival as business of a server
- First busy period B_1 : starts with the first busy slot and ends just before the first subsequent idle slot



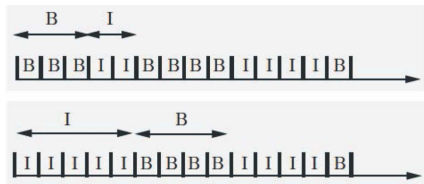
- (Q6) Distribution of B_1 ?
- N : time of the first busy slot. Fresh-start after N .

- Regard an arrival as business of a server
- First busy period B_1 : starts with the first busy slot and ends just before the first subsequent idle slot



- (Q6) Distribution of B_1 ?
- N : time of the first busy slot. Fresh-start after N .
- B_1 is geometric with parameter $(1 - p)$

- Regard an arrival as business of a server
- First busy period B_1 : starts with the first busy slot and ends just before the first subsequent idle slot



- (Q6) Distribution of B_1 ?
- N : time of the first busy slot. Fresh-start after N .
- B_1 is geometric with parameter $(1 - p)$
- Question: What about the second busy period B_2 ? B_3, B_4 ?

- Time of the first arrival $Y_1 \sim \text{geom}(p)$

- Time of the first arrival $Y_1 \sim \text{geom}(p)$

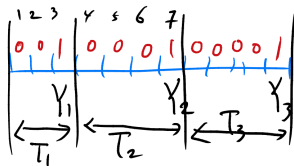
(Q7) Time of the k -th arrival Y_k ?



- Time of the first arrival $Y_1 \sim \text{geom}(p)$

(Q7) Time of the k -th arrival Y_k ?

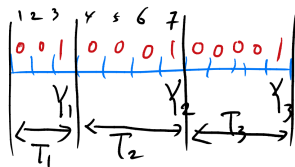
- $T_k = Y_k - Y_{k-1}$: k -th inter-arrival ($k \geq 2$, $T_1 = Y_1$)



- Time of the first arrival $Y_1 \sim \text{geom}(p)$

(Q7) Time of the k -th arrival Y_k ?

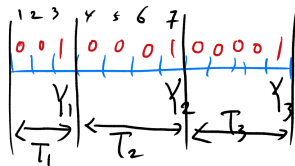
- $T_k = Y_k - Y_{k-1}$: k -th inter-arrival ($k \geq 2$, $T_1 = Y_1$)
- $Y_k = T_1 + T_2 + \dots + T_k$.



- Time of the first arrival $Y_1 \sim \text{geom}(p)$

(Q7) Time of the k -th arrival Y_k ?

- $T_k = Y_k - Y_{k-1}$: k -th inter-arrival ($k \geq 2$, $T_1 = Y_1$)
- $Y_k = T_1 + T_2 + \dots + T_k$.

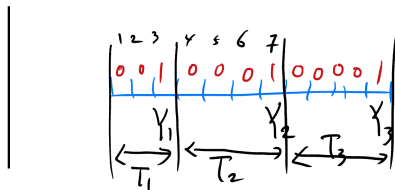


- After each T_k , the fresh-start occurs.

- Time of the first arrival $Y_1 \sim \text{geom}(p)$

(Q7) Time of the k -th arrival Y_k ?

- $T_k = Y_k - Y_{k-1}$: k -th inter-arrival ($k \geq 2$, $T_1 = Y_1$)
- $Y_k = T_1 + T_2 + \dots + T_k$.

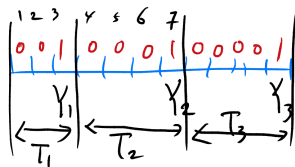


- After each T_k , the fresh-start occurs.
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

- Time of the first arrival $Y_1 \sim \text{geom}(p)$

(Q7) Time of the k -th arrival Y_k ?

- $T_k = Y_k - Y_{k-1}$: k -th inter-arrival ($k \geq 2$, $T_1 = Y_1$)
- $Y_k = T_1 + T_2 + \dots + T_k$.



- After each T_k , the fresh-start occurs.
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$
- $\mathbb{E}[Y_k] = \frac{k}{p}$, $\text{var}[Y_k] = \frac{k(1-p)}{p^2}$

- $Y_k = T_1 + T_2 + \dots + T_k$.
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

- $Y_k = T_1 + T_2 + \dots + T_k.$
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

$$\mathbb{P}(Y_k = t) = \mathbb{P}\left(X_k = 1 \text{ and } k - 1 \text{ arrivals during the first } t - 1 \text{ slots}\right)$$

- $Y_k = T_1 + T_2 + \dots + T_k.$
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

$$\begin{aligned}\mathbb{P}(Y_k = t) &= \mathbb{P}(X_k = 1 \text{ and } k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= \mathbb{P}(X_k = 1) \cdot \mathbb{P}(k-1 \text{ arrivals during the first } t-1 \text{ slots})\end{aligned}$$

- $Y_k = T_1 + T_2 + \dots + T_k$.
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

$$\begin{aligned}\mathbb{P}(Y_k = t) &= \mathbb{P}(X_k = 1 \text{ and } k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= \mathbb{P}(X_k = 1) \cdot \mathbb{P}(k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= p \times \binom{t-c}{k-1} p^{k-1} (1-p)^{t-k} = \binom{t-c}{k-1} p^k (1-p)^{t-k}, \quad t = k, k+1, \dots\end{aligned}$$

- $Y_k = T_1 + T_2 + \dots + T_k$.
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

$$\begin{aligned}\mathbb{P}(Y_k = t) &= \mathbb{P}(X_k = 1 \text{ and } k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= \mathbb{P}(X_k = 1) \cdot \mathbb{P}(k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= p \times \binom{t-c}{k-1} p^{k-1} (1-p)^{t-k} = \binom{t-c}{k-1} p^k (1-p)^{t-k}, \quad t = k, k+1, \dots\end{aligned}$$

- Y_k is called **Pascal rv** with parameter (k, p) .

- $Y_k = T_1 + T_2 + \dots + T_k$.
- $\{T_i\}$ are i.i.d. and $\sim \text{geom}(p)$

$$\begin{aligned}\mathbb{P}(Y_k = t) &= \mathbb{P}(X_k = 1 \text{ and } k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= \mathbb{P}(X_k = 1) \cdot \mathbb{P}(k-1 \text{ arrivals during the first } t-1 \text{ slots}) \\ &= p \times \binom{t-1}{k-1} p^{k-1} (1-p)^{t-k} = \binom{t-1}{k-1} p^k (1-p)^{t-k}, \quad t = k, k+1, \dots\end{aligned}$$

- Y_k is called **Pascal rv** with parameter (k, p) .
- $\text{Pascal}(1, p) = \text{Geometric}(p)$

- A lot of applications in engineering systems
- Basics on Random Process
- Bernoulli Process
- Poisson Process
- Use of Bernoulli and Poisson Processes
 - Coding of both processes
 - Merge and Split
- Markov Chain

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region
 - Memoryless and fresh-start property

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region
 - Memoryless and fresh-start property
- Choose one of discrete or continuous versions for our modeling convenience.

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region
 - Memoryless and fresh-start property
- Choose one of discrete or continuous versions for our modeling convenience.
- **Question.** How do we design the continuous analog of Bernoulli process?

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region
 - Memoryless and fresh-start property
- Choose one of discrete or continuous versions for our modeling convenience.
- **Question.** How do we design the continuous analog of Bernoulli process?
 - Key idea: Making it as a of a sequence of Bernoulli processes

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region
 - Memoryless and fresh-start property
- Choose one of discrete or continuous versions for our modeling convenience.
- **Question.** How do we design the continuous analog of Bernoulli process?
 - Key idea: Making it as a limiting system of a sequence of Bernoulli processes

- Very useful to both continuous and discrete random processes that are “twins” and share the key properties.
 - Independence between what happens in a different time region
 - Memoryless and fresh-start property
- Choose one of discrete or continuous versions for our modeling convenience.
- **Question.** How do we design the continuous analog of Bernoulli process?
 - Key idea: Making it as a **limiting system** of a sequence of Bernoulli processes
- Need a “modeling sense” to make this possible. It’s a good practice for engineers!

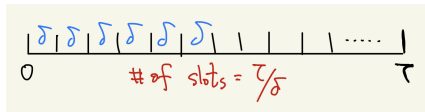
- Continuous twin

- Continuous twin
 - Key point: Understand the number of arrivals over a given interval $[0, \tau]$.

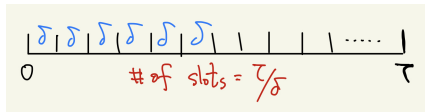
- Continuous twin
 - Key point: Understand the number of arrivals over a given interval $[0, \tau]$.
 - Assume that it has some arrival rate λ (# of arrivals/unit time).

- Continuous twin
 - Key point: Understand the number of arrivals over a given interval $[0, \tau]$.
 - Assume that it has some arrival rate λ (# of arrivals/unit time).
 - We know how to handle Bernoulli process with discrete time slots.

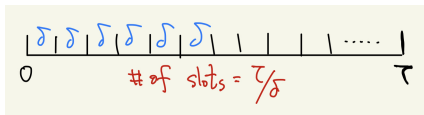
- Continuous twin
 - Key point: Understand the number of arrivals over a given interval $[0, \tau]$.
 - Assume that it has some arrival rate λ (# of arrivals/unit time).
 - We know how to handle Bernoulli process with discrete time slots.
- Divide $[0, \tau]$ into slots whose length = δ . Then, $n = \#$ of slots = $\frac{\tau}{\delta}$.



- Continuous twin
 - Key point: Understand the number of arrivals over a given interval $[0, \tau]$.
 - Assume that it has some arrival rate λ (# of arrivals/unit time).
 - We know how to handle Bernoulli process with discrete time slots.
- Divide $[0, \tau]$ into slots whose length = δ . Then, $n = \#$ of slots = $\frac{\tau}{\delta}$.

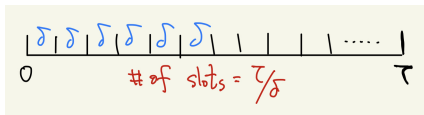


- What's the limit as $\delta \rightarrow 0$ (equivalently, $n \rightarrow \infty$)



- Now, our design idea: during one time slot of length δ ,

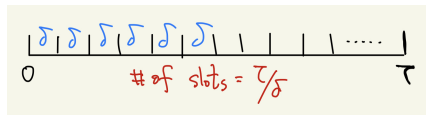
|



- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$



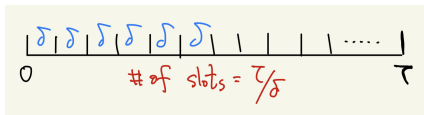


- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$

$\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$



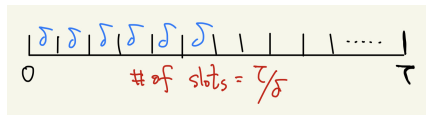


- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$

$\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$
for small slot length

$\mathbb{P}(0 \text{ arrival}) = 1 - \mathbb{P}(1 \text{ arrival or } \geq 2 \text{ arrivals})$



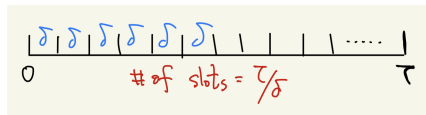
- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$

$\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$
for small slot length

$\mathbb{P}(0 \text{ arrival}) = 1 - \mathbb{P}(1 \text{ arrival or } \geq 2 \text{ arrivals})$

$\mathbb{P}(1 \text{ arrival}) = \lambda\delta$



- Now, our design idea: during one time slot of length δ ,

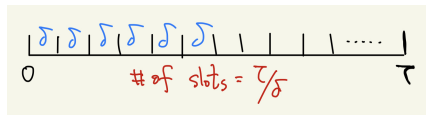
$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$

$\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$
for small slot length

$$\mathbb{P}(0 \text{ arrival}) = 1 - \mathbb{P}(1 \text{ arrival or } \geq 2 \text{ arrivals})$$

$$\mathbb{P}(1 \text{ arrival}) = \lambda\delta$$

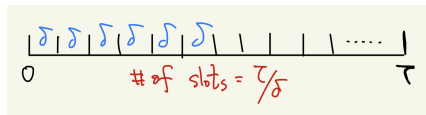
$$\mathbb{P}(\geq 2 \text{ arrivals}) = 0$$



- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$
 $\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$
for small slot length
 $\mathbb{P}(0 \text{ arrival}) = 1 - \mathbb{P}(1 \text{ arrival or } \geq 2 \text{ arrivals})$

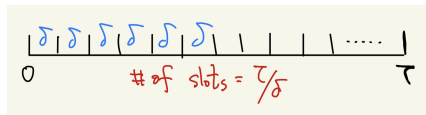
$$\begin{aligned}\mathbb{P}(1 \text{ arrival}) &= \lambda\delta \\ \mathbb{P}(\geq 2 \text{ arrivals}) &= 0 \\ \mathbb{P}(0 \text{ arrival}) &= 1 - \lambda\delta\end{aligned}$$



- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$
 $\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$
 for small slot length
 $\mathbb{P}(0 \text{ arrival}) = 1 - \mathbb{P}(1 \text{ arrival or } \geq 2 \text{ arrivals})$

$$\begin{aligned}
 \mathbb{P}(1 \text{ arrival}) &= \lambda\delta + o(\delta) \\
 \mathbb{P}(\geq 2 \text{ arrivals}) &= o(\delta) \\
 \mathbb{P}(0 \text{ arrival}) &= 1 - \lambda\delta + o(\delta)
 \end{aligned}$$



- Now, our design idea: during one time slot of length δ ,

$\mathbb{P}(1 \text{ arrival}) \propto \text{arrival rate and slot length}$

$\mathbb{P}(\geq 2 \text{ arrivals}) \propto \text{something, but very small}$
for small slot length

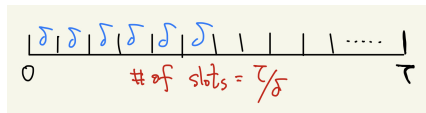
$\mathbb{P}(0 \text{ arrival}) = 1 - \mathbb{P}(1 \text{ arrival or } \geq 2 \text{ arrivals})$

$\mathbb{P}(1 \text{ arrival}) = \lambda\delta + o(\delta)$

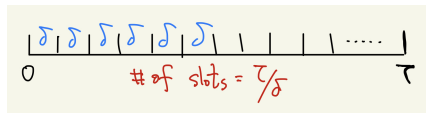
$\mathbb{P}(\geq 2 \text{ arrivals}) = o(\delta)$

$\mathbb{P}(0 \text{ arrival}) = 1 - \lambda\delta + o(\delta)$

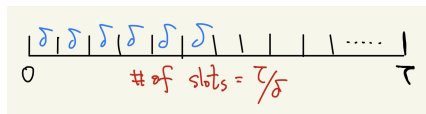
- $o(\delta)$: some function that goes to zero faster than δ goes to zero.
 - Thus, for very small δ , $o(\delta)$ becomes negligible.
 - Example: $o(\delta) = \delta^\alpha$, where any $\alpha > 1$



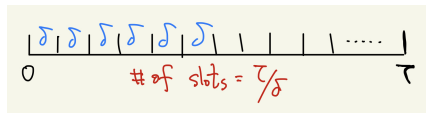
- Our interest: Prob. of k arrivals over $[0, \tau]$



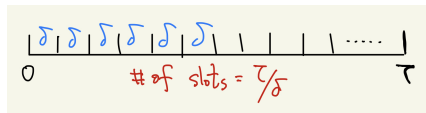
- Our interest: Prob. of k arrivals over $[0, \tau]$
- Given “small” δ , # of arrivals $\sim \text{Binomial}(n, p)$, where $n = \tau/\delta$ and $p = \lambda\delta$



- Our interest: Prob. of k arrivals over $[0, \tau]$
- Given “small” δ , # of arrivals $\sim \text{Binomial}(n, p)$, where $n = \tau/\delta$ and $p = \lambda\delta$
- As $\delta \rightarrow \infty$, $np = \tau/\delta \times \lambda\delta = \lambda\tau$.



- Our interest: Prob. of k arrivals over $[0, \tau]$
- Given “small” δ , # of arrivals $\sim \text{Binomial}(n, p)$, where $n = \tau/\delta$ and $p = \lambda\delta$
- As $\delta \rightarrow \infty$, $np = \tau/\delta \times \lambda\delta = \lambda\tau$.
- # of arrivals over $[0, \tau]$, $\sim \text{Poisson}(\lambda\tau)$



- Our interest: Prob. of k arrivals over $[0, \tau]$
- Given “small” δ , # of arrivals $\sim \text{Binomial}(n, p)$, where $n = \tau/\delta$ and $p = \lambda\delta$
- As $\delta \rightarrow \infty$, $np = \tau/\delta \times \lambda\delta = \lambda\tau$.
- # of arrivals over $[0, \tau]$, $\sim \text{Poisson}(\lambda\tau)$
- This is a continuous twin process of Bernous process, which we call **Poisson process**.

- N_s : number of arrivals over the interval $[0, s]$.

- N_s : number of arrivals over the interval $[0, s]$.
- (Independence) If $s < t$, the number $N_t - N_s$ of arrivals over $[s, t]$ is independent of the times of arrivals during $[0, s]$.

- N_s : number of arrivals over the interval $[0, s]$.
- (Independence) If $s < t$, the number $N_t - N_s$ of arrivals over $[s, t]$ is independent of the times of arrivals during $[0, s]$.
 - Thus, N_s can be a random variable over any interval of length s .

- N_s : number of arrivals over the interval $[0, s]$.
- (Independence) If $s < t$, the number $N_t - N_s$ of arrivals over $[s, t]$ is independent of the times of arrivals during $[0, s]$.
 - Thus, N_s can be a random variable over any interval of length s .
- (Small interval probability) The probabilities $\mathbb{P}(k, s)$ satisfy:

$$\mathbb{P}(0, s) = 1 - \lambda s + o(s)$$

$$\mathbb{P}(1, s) = \lambda s + o_1(s)$$

$$\mathbb{P}(k, s) = o_k(s) \quad \text{for } k = 2, 3, \dots,$$

where

$$\lim_{s \rightarrow 0} \frac{o(s)}{s} = 0, \quad \lim_{s \rightarrow 0} \frac{o_k(s)}{s} = 0$$

- (Q1) Number of arrivals of any interval with length $\tau \sim \text{Poisson}(\lambda\tau)$, i.e.,

$$\mathbb{P}(k, \tau) = e^{-\lambda\tau} \frac{(\lambda\tau)^k}{k!}, \quad k = 0, 1, 2, \dots$$

- (Q1) Number of arrivals of any interval with length $\tau \sim \text{Poisson}(\lambda\tau)$, i.e.,

$$\mathbb{P}(k, \tau) = e^{-\lambda\tau} \frac{(\lambda\tau)^k}{k!}, \quad k = 0, 1, 2, \dots$$

- $\mathbb{E}[N_\tau] = \lambda\tau$ and $\text{var}[N_\tau] = \lambda\tau$

- (Q1) Number of arrivals of any interval with length $\tau \sim \text{Poisson}(\lambda\tau)$, i.e.,

$$\mathbb{P}(k, \tau) = e^{-\lambda\tau} \frac{(\lambda\tau)^k}{k!}, \quad k = 0, 1, 2, \dots$$

- $\mathbb{E}[N_\tau] = \lambda\tau$ and $\text{var}[N_\tau] = \lambda\tau$
- (Q2) Time of first arrival T

- (Q1) Number of arrivals of any interval with length $\tau \sim \text{Poisson}(\lambda\tau)$, i.e.,

$$\mathbb{P}(k, \tau) = e^{-\lambda\tau} \frac{(\lambda\tau)^k}{k!}, \quad k = 0, 1, 2, \dots$$

- $\mathbb{E}[N_\tau] = \lambda\tau$ and $\text{var}[N_\tau] = \lambda\tau$

- (Q2) Time of first arrival T

$$F_T(t) = \mathbb{P}(T \leq t) = 1 - \mathbb{P}(T > t) = 1 - P(0, t) = 1 - e^{-\lambda t}$$

- (Q1) Number of arrivals of any interval with length $\tau \sim \text{Poisson}(\lambda\tau)$, i.e.,

$$\mathbb{P}(k, \tau) = e^{-\lambda\tau} \frac{(\lambda\tau)^k}{k!}, \quad k = 0, 1, 2, \dots$$

- $\mathbb{E}[N_\tau] = \lambda\tau$ and $\text{var}[N_\tau] = \lambda\tau$

- (Q2) Time of first arrival T

$$F_T(t) = \mathbb{P}(T \leq t) = 1 - \mathbb{P}(T > t) = 1 - P(0, t) = 1 - e^{-\lambda t}$$

$$f_T(t) = \frac{dF_T(t)}{dt} = \lambda e^{-\lambda t}, \quad t \geq 0.$$

- (Q1) Number of arrivals of any interval with length $\tau \sim \text{Poisson}(\lambda\tau)$, i.e.,

$$\mathbb{P}(k, \tau) = e^{-\lambda\tau} \frac{(\lambda\tau)^k}{k!}, \quad k = 0, 1, 2, \dots$$

- $\mathbb{E}[N_\tau] = \lambda\tau$ and $\text{var}[N_\tau] = \lambda\tau$

- (Q2) Time of first arrival T

$$F_T(t) = \mathbb{P}(T \leq t) = 1 - \mathbb{P}(T > t) = 1 - P(0, t) = 1 - e^{-\lambda t}$$

$$f_T(t) = \frac{dF_T(t)}{dt} = \lambda e^{-\lambda t}, \quad t \geq 0.$$

- $T \sim \text{expo}(\lambda)$. Thus $\mathbb{E}[T] = 1/\lambda$ and $\text{var}[T] = 1/\lambda^2$
 - Continuous twin of geometric rv in Bernoulli process
 - Memoryless

- Receive emails according to a Poisson process at rate $\lambda = 5$ messages per hour
- Mean and variance of mails received during a day
- $\mathbb{P}[\text{one new message in the next hour}]$
- $\mathbb{P}[\text{exactly two msgs during each of the next three hours}]$

- Receive emails according to a Poisson process at rate $\lambda = 5$ messages per hour
- Mean and variance of mails received during a day
 - $5 * 24 = 120$
- $\mathbb{P}[\text{one new message in the next hour}]$
- $\mathbb{P}[\text{exactly two msgs during each of the next three hours}]$

- Receive emails according to a Poisson process at rate $\lambda = 5$ messages per hour
- Mean and variance of mails received during a day
 - $5 \cdot 24 = 120$
- $\mathbb{P}[\text{one new message in the next hour}]$
 - $\mathbb{P}(1, 1) = \frac{(5 \cdot 1)^1 e^{-5 \cdot 1}}{1!} = 5e^{-5}$
- $\mathbb{P}[\text{exactly two msgs during each of the next three hours}]$

- Receive emails according to a Poisson process at rate $\lambda = 5$ messages per hour
- Mean and variance of mails received during a day
 - $5 \cdot 24 = 120$
- $\mathbb{P}[\text{one new message in the next hour}]$
 - $\mathbb{P}(1, 1) = \frac{(5 \cdot 1)^1 e^{-5 \cdot 1}}{1!} = 5e^{-5}$
- $\mathbb{P}[\text{exactly two msgs during each of the next three hours}]$
 - $\left(\frac{5^2 e^{-5}}{2!} \right)^3$

- **Remind.** Similar property for Bernoulli processes, but here no time slots.

- **Remind.** Similar property for Bernoulli processes, but here no time slots.
- **Fresh-start at deterministic time:** Start watching at time t , then you see the Poisson process, independent of what has happened in the past.

- **Remind.** Similar property for Bernoulli processes, but here no time slots.
- **Fresh-start at deterministic time:** Start watching at time t , then you see the Poisson process, independent of what has happened in the past.
- **Fresh-start at random time:** Similarly holds. For example, when you start watching at random time T_1 (time of first arrival)

- **Remind.** Similar property for Bernoulli processes, but here no time slots.
- **Fresh-start at deterministic time:** Start watching at time t , then you see the Poisson process, independent of what has happened in the past.
- **Fresh-start at random time:** Similarly holds. For example, when you start watching at random time T_1 (time of first arrival)
- **(Q3)** The k -th arrival time Y_k ?

- **Remind.** Similar property for Bernoulli processes, but here no time slots.
- **Fresh-start at deterministic time:** Start watching at time t , then you see the Poisson process, independent of what has happened in the past.
- **Fresh-start at random time:** Similarly holds. For example, when you start watching at random time T_1 (time of first arrival)
- **(Q3)** The k -th arrival time Y_k ?
- k -th inter-arrival time $T_k = Y_k - Y_{k-1}$, $k \geq 2$, and $T_1 = Y_1$.

- **Remind.** Similar property for Bernoulli processes, but here no time slots.
- **Fresh-start at deterministic time:** Start watching at time t , then you see the Poisson process, independent of what has happened in the past.
- **Fresh-start at random time:** Similarly holds. For example, when you start watching at random time T_1 (time of first arrival)
- **(Q3)** The k -th arrival time Y_k ?
- k -th inter-arrival time $T_k = Y_k - Y_{k-1}$, $k \geq 2$, and $T_1 = Y_1$.
- $Y_k = T_1 + T_2 + \cdots + T_k$ is sum of i.i.d. exponential rvs.

- **Remind.** Similar property for Bernoulli processes, but here no time slots.
- **Fresh-start at deterministic time:** Start watching at time t , then you see the Poisson process, independent of what has happened in the past.
- **Fresh-start at random time:** Similarly holds. For example, when you start watching at random time T_1 (time of first arrival)
- **(Q3)** The k -th arrival time Y_k ?
- k -th inter-arrival time $T_k = Y_k - Y_{k-1}$, $k \geq 2$, and $T_1 = Y_1$.
- $Y_k = T_1 + T_2 + \cdots + T_k$ is sum of i.i.d. exponential rvs.
- $\mathbb{E}[Y_k] = k/\lambda$ and $\text{var}[Y_k] = k/\lambda^2$

- For a given δ , : prob of k -th arrival over $[y, y + \delta]$.

- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.

- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.
- When δ is small, only one arrival occurs. Thus,

$$\delta \cdot f_{Y_k}(y) =$$

- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.
- When δ is small, only one arrival occurs. Thus,

$$\delta \cdot f_{Y_k}(y) = \mathbb{P}(\text{an arrival over } [y, y + \delta]) \times \mathbb{P}(k - 1 \text{ arrivals before } y)$$

- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.
- When δ is small, only one arrival occurs. Thus,

$$\begin{aligned}\delta \cdot f_{Y_k}(y) &= \mathbb{P}(\text{an arrival over } [y, y + \delta]) \times \mathbb{P}(k - 1 \text{ arrivals before } y) \\ &\approx \lambda \delta \times \mathbb{P}(k - 1, y) = \lambda \delta \times \frac{\lambda^{k-1} y^{k-1} e^{-\lambda y}}{(k - 1)!}\end{aligned}$$

- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.
- When δ is small, only one arrival occurs. Thus,

$$\begin{aligned}\delta \cdot f_{Y_k}(y) &= \mathbb{P}(\text{an arrival over } [y, y + \delta]) \times \mathbb{P}(k - 1 \text{ arrivals before } y) \\ &\approx \lambda \delta \times \mathbb{P}(k - 1, y) = \lambda \delta \times \frac{\lambda^{k-1} y^{k-1} e^{-\lambda y}}{(k - 1)!} \\ f_{Y_k}(y) &= \frac{\lambda^k y^{k-1} e^{-\lambda y}}{(k - 1)!}, \quad y \geq 0.\end{aligned}$$

- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.
- When δ is small, only one arrival occurs. Thus,

$$\begin{aligned}\delta \cdot f_{Y_k}(y) &= \mathbb{P}(\text{an arrival over } [y, y + \delta]) \times \mathbb{P}(k - 1 \text{ arrivals before } y) \\ &\approx \lambda \delta \times \mathbb{P}(k - 1, y) = \lambda \delta \times \frac{\lambda^{k-1} y^{k-1} e^{-\lambda y}}{(k - 1)!}\end{aligned}$$

$$f_{Y_k}(y) = \frac{\lambda^k y^{k-1} e^{-\lambda y}}{(k - 1)!}, \quad y \geq 0.$$

- This is called **Erlang** rv.

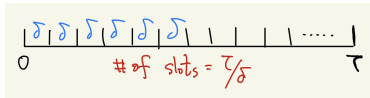
- For a given δ , $\delta \cdot f_{Y_k}(y)$: prob of k -th arrival over $[y, y + \delta]$.
- When δ is small, only one arrival occurs. Thus,

$$\begin{aligned}\delta \cdot f_{Y_k}(y) &= \mathbb{P}(\text{an arrival over } [y, y + \delta]) \times \mathbb{P}(k - 1 \text{ arrivals before } y) \\ &\approx \lambda \delta \times \mathbb{P}(k - 1, y) = \lambda \delta \times \frac{\lambda^{k-1} y^{k-1} e^{-\lambda y}}{(k - 1)!}\end{aligned}$$

$$f_{Y_k}(y) = \frac{\lambda^k y^{k-1} e^{-\lambda y}}{(k - 1)!}, \quad y \geq 0.$$

- This is called **Erlang** rv.
- Time of first arrival: geometric / exponential
- Time of k -th arrivals: Pascal / Erlang

- $n = \tau/\delta$, $p = \lambda\delta$, $np = \lambda\tau$



	POISSON	BERNOULLI
Times of Arrival	Continuous	Discrete
PMF of # of Arrivals	Poisson	Binomial
Interarrival Time CDF	Exponential	Geometric
Arrival Rate	λ /unit time	p /per trial

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.



- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

Method 2: $\mathbb{P}(Y_k \leq 2)$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

Method 2: $\mathbb{P}(Y_k \leq 2)$

(Q4) $\mathbb{E}[\text{future fi. time} | \text{already fished for 3h}]$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

Method 2: $\mathbb{P}(Y_k \leq 2)$

(Q4) $\mathbb{E}[\text{future fi. time} | \text{already fished for 3h}]$

Fresh-start. So,

$\mathbb{E}[\exp(\lambda)] = 1/\lambda = 1/0.6$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

Method 2: $\mathbb{P}(Y_k \leq 2)$

(Q4) $\mathbb{E}[\text{future fi. time} | \text{already fished for 3h}]$

Fresh-start. So,

$\mathbb{E}[\exp(\lambda)] = 1/\lambda = 1/0.6$

(Q5) $\mathbb{E}[F = \text{total fishing time}]$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

Method 2: $\mathbb{P}(Y_k \leq 2)$

(Q4) $\mathbb{E}[\text{future fi. time} | \text{already fished for 3h}]$

Fresh-start. So,

$$\mathbb{E}[\exp(\lambda)] = 1/\lambda = 1/0.6$$

(Q5) $\mathbb{E}[F = \text{total fishing time}]$

$$2 + \mathbb{E}[F - 2] = 2 + \mathbb{P}(F = 2) \cdot 0 +$$

$$\mathbb{P}(F > 2) \cdot \mathbb{E}[F - 2 | F > 2]$$

$$= 2 + \mathbb{P}(0, 2) \cdot \frac{1}{\lambda}$$

- Catching fish: Poisson process $\lambda = 0.6/\text{hour}$.
- Fish for 2 hours. Within 2 hours, if he catches at least one fish, then he stops at 2 hours. Otherwise, he fishes until one fish is caught.

(Q1) $\mathbb{P}(\text{fishing time} > 2 \text{ hours})$

Method 1: $\mathbb{P}(0, 2)$

Method 2: $\mathbb{P}(T_1 > 2)$

(Q2) $\mathbb{P}(2 < \text{fishing time} < 5)$

Method 1: $\mathbb{P}(0, 2)(1 - \mathbb{P}(0, 3))$

Method 2: $\mathbb{P}(2 < T_1 < 5)$

(Q3) $\mathbb{P}(\text{Catch at least two fish})$

Method 1: $\sum_{k=2}^{\infty} = 1 - \mathbb{P}(0, 2) - \mathbb{P}(1, 2)$

Method 2: $\mathbb{P}(Y_k \leq 2)$

(Q4) $\mathbb{E}[\text{future fi. time} | \text{already fished for 3h}]$

Fresh-start. So,

$$\mathbb{E}[\exp(\lambda)] = 1/\lambda = 1/0.6$$

(Q5) $\mathbb{E}[F = \text{total fishing time}]$

$$2 + \mathbb{E}[F - 2] = 2 + \mathbb{P}(F = 2) \cdot 0 +$$

$$\mathbb{P}(F > 2) \cdot \mathbb{E}[F - 2 | F > 2]$$

$$= 2 + \mathbb{P}(0, 2) \cdot \frac{1}{\lambda}$$

(Q6) $\mathbb{E}[\text{number of fish}] = \lambda \cdot 2 + \mathbb{P}(0, 2) \cdot 1$

- A lot of applications in engineering systems
- Basics on Random Process
- Bernoulli Process
- Poisson Process
- Use of Bernoulli and Poisson Processes
 - Coding of both processes
 - Merge and Split
- Markov Chain