

Graphs, G is a pair of sets (V, E) where V is a nonempty set of items called vertices or nodes, and E is a set of 2 item subsets of V , called edges. Ex.: $G = (V, E)$, $V = \{x_1, x_2, x_3\}$, $E = \emptyset$, x_i and x_j are adjacent if connected by a node.

an edge is incident to its endpoints. #edges incident to a node is the degree of a node.

Simple graph has no loops or multiple edges. loop: mult. edge:

Graph Coloring Given graph G and K colors, assign colors to each node s.t. adjacent nodes get different colors.

Def: minimum K is the Chromatic Number of G (χ_G) - no fast algorithm for this - exponential time

Comp complete if you solve 1 you solve them all, central problem in CS theory (also \$1 million problem)

Basic coloring algo: 1) order nodes V_1, \dots, V_n 2) order colors C_1, \dots, C_K For $i=1, \dots, n$ assign lowest legal color

↳ If every node in G has degree $\leq d$, basic alg uses at most $d+1$ colors for G .

Generally induction do for nodes, then edges, then degree if previous doesn't work

Def: Graph $G = (V, E)$ is bipartite if V can be split into V_L and V_R s.t. all edges connect a node in V_L to V_R

Minimum spanning tree: Walk: sequence of vertices that are connected by edges start end length k

Paths: a walk where all vertices are different, Lemma if there is a walk from V_i to V_k , there is a path from V_i to V_k

Def: u and v are connected if there is a path from u to v . graph is connected if every pair of vertices are connected

Closed walk is a walk that starts and ends at the same vertex ($V_0 = V_1 = V_2 = \dots = V_{k-1} = V_0$)

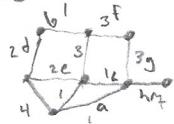
↳ If $k \geq 3$ and V_0, V_1, \dots, V_{k-1} are all different then this is a cycle.

Tree: graph that is connected and does not have any cycles. Leaf node is degree 1 in a tree.

↳ any connected subgraph of a tree is a tree. (taking a smaller part of something w/o cycles - can't have one)

↳ tree w/ n vertices has $n-1$ edges (induction, remove leaf from $n+1$)

Spanning tree: (ST) of a connected graph is a subgraph that is a tree and spans all vertices



This also works

↳ Every connected graph has a spanning tree.

Weighted Spanning tree: spanning tree where each edge has a weight.

↳ Min. Span. tree of weighted graph is ST s.t. it has smallest possible sum of edge weights. ex. if choose free of n vert's edges

Algo: grow subgraph 1 edge at a time at each step: add the minimum weight edge that keeps the graph acyclic. ↳ free of n vert's edges

↳ For any connected weighted graph G , algo produces a min. weight, span. tree.

IF less than $n-1$ edges have been placed, find an edge that when placed does not create a cycle.

Communication Networks: $O \rightarrow O$ = switch; direct packets through network. \square = terminal: source and destination of packets. $D = 6$

Complete Binary Tree: $O \rightarrow O$ = switch; direct packets from input to output. , Diameter, longest route from input to output

Lateness: time required for packet to travel from input to output. $(P(i)) = P(j) \Leftrightarrow i=j$

Switch size: # inputs \times # outputs

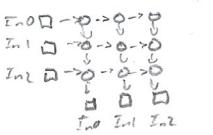
Permutation Routing Problem: Function $P: \{0, \dots, N-1\} \rightarrow \{0, \dots, N-1\}$ s.t. no two numbers are mapped to the same value. $(P(i)) = P(j) \Leftrightarrow i=j$

Permutation Routing Problem: $P(i)$, direct packets at In_i to Out_{P(i)}; path taken denoted by $P(i)$.

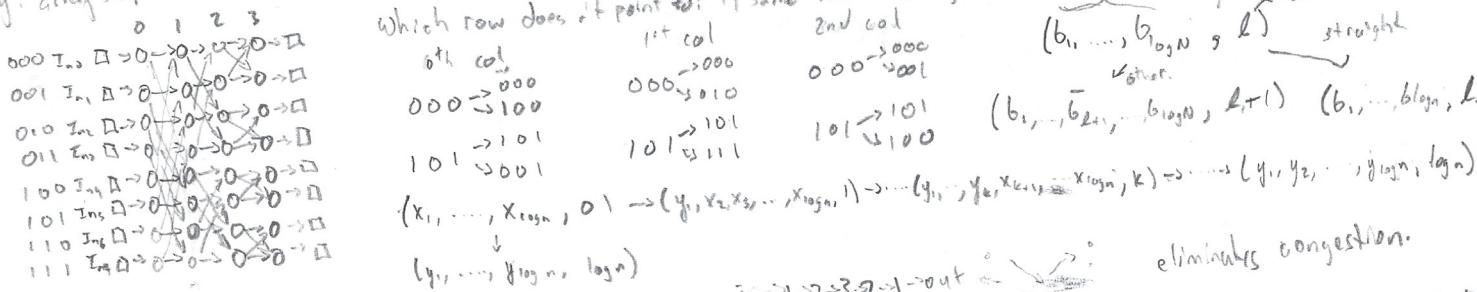
The congestion of paths $P(n, m)$, $P_{n,m}(i, j)$ is equal to the largest # of paths that pass through a single switch.

Max congestion(worst case): max over all permutations, min would be solution to routing problem.

Butterfly: array shape is free flow at each switch path is either to top or bottom butterfly network.



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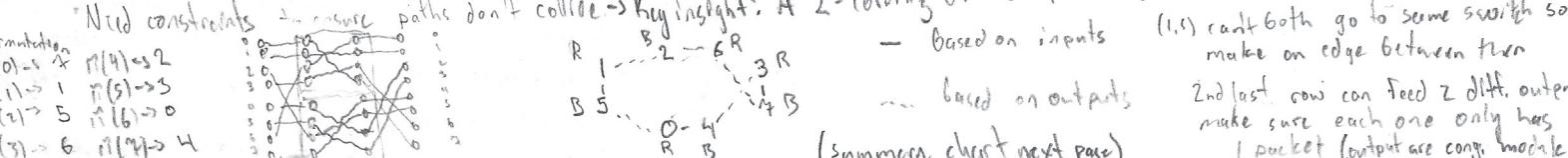


Benes Network: butterfly but adding opposite after, so butterfly rows

↳ big Benes networks have smaller ones nested inside them (good for induction showing congestion) size $N = 2^a$ \rightarrow the smaller B

→ Thm: Congestion of N -input Benes network is 1, when $N = 2^a$ for a $\in \mathbb{N}$

New constraints: 2 source paths don't collide \rightarrow key insight: A 2-coloring of constraint graph,



↳ Based on inputs (i, i) can't both go to same switch so make an edge between them

↳ Based on outputs 2^{nd} last row can feed 2 diff. outer make sure each one only has 1 packet (output are cong. module)

(summary chart next page)

Matching Def: Given graph $G(V, E)$ a matching is a subgraph where every node has degree 1.

Problems

↳ Def: matching is perfect if it has size $|V|/2$ (everything paired)

Sometimes some matches are more desirable (weighted matching) generally low weight \Rightarrow more desirable.

Def: Weight of a matching M is the sum of weights on its edges.

Def: Min-weight matching is a perfect match w/ minimum weight.

Sometimes priority instead of weights. Sometimes x and y form a rogue couple if they both prefer each other to their mates.

Def: matching is stable if there aren't any rogue couples. Then end in N^2 days, any day it doesn't end, 1 person crossed on

Def: matching algo, serenade under the bakery -

The matching algo, serenade under the bakery -

Def: optimal mate is their favorite from the rest of possibility (no rogue mate).

Def: every male w/ his optimal mate, and every female w/ her optimal mate.

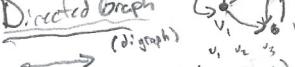
Thm: TMA marries every male w/ his optimal mate and starts & finishes at the same vertex

Thm: TMA marries every edge exactly once and starts & finishes at the same vertex

Def Euler Tour: walk that traverses every vertex twice even degree.

Thm: A connected graph has an Euler Tour if every vertex has even degree.

Def: A connected graph has an Euler Tour if every vertex has even degree. Then $G = (V, E)$ be n-node graph w/ $V = \{v_1, \dots, v_n\}$, let $A = [A_{ij}]$ denote the adjacency matrix for G . That is: $a_{ij} = \begin{cases} 1 & \text{if } \text{edge } v_i \rightarrow v_j \\ 0 & \text{otherwise} \end{cases}$

Directed Graph (digraph)  Thm: Let $P_{ij}^{(k)}$ = # directed walks of length k from v_i to v_j $\Rightarrow A^k = \{P_{ij}^{(k)}\}$.

tail head $A = \begin{pmatrix} 1 & 1 & 1 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$ $A^2 = \begin{pmatrix} 1 & 3 & 3 \\ 0 & 0 & 1 \\ 0 & 1 & 0 \end{pmatrix}$ Thm: Let $P_{ij}^{(k)}$ = # directed walks of length k from v_i to v_j $\Rightarrow A^k = \{P_{ij}^{(k)}\}$.

Def: A digraph is strongly connected if $\forall u, v \in V, \exists$ a directed path from u to v in G .

Def: Directed acyclic graph (DAG) is a directed graph with no cycle.

Directed Hamiltonian Path: directed walk that visits every vertex exactly once

Thm: Every tournament graph contains a directed Hamiltonian Path.

↳ If it is not either wins all (beat), loses all (back), or you are guaranteed to be able to sum it into the path some where (cool to think about)

Tournament where chicken u picks chick v or chick u picks chick v .

↳ Virtual pick v if: $u \rightarrow v$ or $\exists w \text{ st } u \rightarrow w \rightarrow v$ (King if virtually picks everyone else)

↳ Only chicken

↳ Thm: Chicken w/ highest outdegree is King.

Relations: Relation from a set A to set B is subset $R \subseteq A \times B$ $(a, b) \in R$ or aRb or $a \sim b$

A relation on A is a subset $R \subseteq A \times A$ (ex: $A = \mathbb{Z}$: $xRy \iff x \equiv y \pmod{5}$)

Set A together w/ R is a directed graph ($V = A, E = R$)

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Properties: Relation R on A :

• reflexive if $xRx \forall x \in A$

• symmetric if $xRy \Rightarrow yRx \forall x, y \in A$

• transitive: if $xRy \wedge yRz \Rightarrow xRz$

• anti-symmetric: if $xRy \wedge yRx \Rightarrow x=y$

Equivalence Relation: it is reflexive, symmetric and transitive (ex: equality, modulo \equiv)

↳ The equivalence class of x is the set of all elements in A related to x by R , denoted $[x] = \{y : xRy\}$

↳ Equivalence classes partition sets. Thm: The equivalence classes of an equivalence relation on a set A form a partition of A .

(Weak) Partial Order: relation reflexive, anti-symmetric and transitive (denoted \leq) (A, \leq)

↳ Poset (Part. Order set) is a directed graph w/ vertex set A and edge set \leq but without:

Hesse Diagram for poset (A, \leq) is the directed graph w/ vertex set A , edge set \leq but without:

↳ All self-loops & edges implied by transitivity

↳ Deleting self-loops from a poset makes a directed acyclic graph (DAG).

Partial order can have items that are incomparable, comparable $\Rightarrow a \leq b$ or $b \leq a$

↳ Total order: partial order in which every pair of elements is comparable. $\dots \rightarrow \dots \rightarrow \dots$

↳ Total order: poset (A, \leq) is a total order (A, \leq_T) such that $\leq \subseteq \leq_T$ (other set contained in total order)

↳ $x \leq y \Rightarrow x \leq_T y$

Topological Sort: of a poset (A, \leq) is a topological sort.

↳ Every finite poset has a topological sort.

↳ $x \in A$ is minimal of A if $\forall y \in A, y \neq x \Rightarrow x \leq y$, $x \in A$ is maximal $\dots \leq y$

↳ Length of the chain is t , # of elements in chain.

↳ We can partition A into t subsets

↳ Total amount of parallel time needed to complete

↳ is same length as longest chain (critical path)

↳ If antichain is set of elements in poset is a set st. any 2 elements in the set are incomparable.

↳ If largest chain is t , A can be partitioned into t antichains

Lemma (Dilworth): If $t > 0$ every partially ordered set w/ n elements must have antichain length $\geq t$ or antichain $\geq \frac{n}{t}$

↳ per bin.

Goal is to create a stable perfect market

Sums | Perturbation Method

$S = 1 + x + x^2 + \dots + x^{n-1}$

$-xS = x + x^2 + \dots + x^{n-1} + x^n$

$(1-x)S = 1 - x^n$

$\Rightarrow S = \frac{1 - x^n}{1 - x}$

Derivative Method:

$\sum_{i=1}^n x^i = \frac{1 - x^{n+1}}{1 - x}$

$\sum_{i=0}^n ix^{i-1} = \frac{1 - (n+1)x^n + nx^{n+1}}{(1-x)^2}$

$\sum_{i=0}^n ix^i = \frac{x - (n+1)x^{n+1} + nx^{n+2}}{(1-x)^2}$

Def: $g(x) \sim h(x)$ means $\lim_{x \rightarrow \infty} \frac{g(x)}{h(x)} = 1$

Factorial: $n! = \prod_{i=1}^n i$

$\ln(n!) = \ln(1 \cdot 2 \cdot 3 \cdots n)$

$= \ln(1) + \ln(2) + \cdots + \ln(n)$

$= \sum_{i=1}^n \ln(i)$

now increasing, use integration bounds, get bounds then e^n (both sides)

$\frac{n^n}{e^n} \leq n! \leq \frac{n^{n+1}}{e^{n+1}}$

Stirling's Formula (very good estimate for factorial)

$n! = \left(\frac{n}{e}\right)^n \sqrt{2\pi n} e^{cn}$

$n! \sim \left(\frac{n}{e}\right)^n \sqrt{2\pi n}$

Note \rightarrow turn products into sums by taking a \ln

$f(x) = O(g(x)) \text{ iff } f(x) = \Omega(f(x))$

Notice: never use asymptotic notation for induction proofs! Fixing n makes functions now scalars so function were $O(n)$ are now $O(1)$.

Geometric Series: $\sum_{i=0}^{n-1} x^i = \frac{1 - x^n}{1 - x}, n \neq \infty$

$\sum_{i=0}^{\infty} x^i = \frac{1}{1 - x}, |x| < 1$ (top term goes to 0)

Mortgage example (fixed rate)

$\sum_{i=0}^{\infty} ix^i = \frac{x - (n+1)x^{n+1} + nx^{n+2}}{(1-x)^2}$, $\sum_{i=0}^{\infty} ix^i = \frac{1}{1-x^2}, |x| < 1$ (payment growing every year)

both using $x = \frac{1}{1+r}$, so discounting TV Money each payment i yrs in the future

Arithmetic Series: generally summing something to the n will give $n+1$ higher than what is in the series

$\sum_{i=1}^n i = \frac{n(n+1)}{2}, \sum_{i=1}^n i^2 = \frac{n(n+1)(2n+1)}{6}$

Integration Bounds. For $\sum_{i=1}^n f(i)$ when $f(i)$ is positive increasing function

$\sum_{i=1}^n f_i \leq \int_1^n f(x) dx \leq \sum_{i=1}^n f_{i+1}$

$\sum_{i=1}^n f(i) \geq f(1) + \int_1^n f(x) dx$

$\sum_{i=1}^n f(i) \leq f(n) + \int_1^n f(x) dx$

To example: $f(i) = \frac{1}{i}$

$\int_1^n \sqrt{i} dx = \frac{x^{3/2}}{3/2} \Big|_1^n = \frac{2}{3}(n^{3/2} - 1)$

$\sum_{i=1}^n \sqrt{i} \approx \frac{2}{3} n^{3/2}$

Integration Bounds for $\sum_{i=1}^n f(i)$, positive decreasing function

$\sum_{i=1}^n f_i \leq f(1) + \int_1^n f(x) dx$

$\sum_{i=1}^n f_i \geq f(n) + \int_1^n f(x) dx$

decreasing function now has the bounds swapped

No closed form solution, so use integration b

$f(n) + \int_1^n f(x) dx \leq H_n \leq f(1) + \int_1^n f(x) dx$

$\Rightarrow \frac{1}{n} + \ln(n) \leq H_n \leq 1 + \ln(n)$

notebook: $H_n \sim \ln(n)$, $H_n = \ln(n) + \delta + \frac{1}{2n} + \frac{1}{12n^2} + \dots$

$\delta = \text{Euler's const: } 0.57721\dots$

Asymptotic notation

1) tilde: $f(x) \sim g(x)$ if $\lim_{x \rightarrow \infty} \frac{f(x)}{g(x)} = 1$

2) Oh, bigoh: $f(x) = O(g(x))$ if $\lim_{x \rightarrow \infty} \left| \frac{f(x)}{g(x)} \right| < \infty$ (finite) as slow as $g(x)$

3) omega: $f(x) = \Omega(g(x))$ if $\lim_{x \rightarrow \infty} \left| \frac{f(x)}{g(x)} \right| > 0$ (upper bound)

4) theta: $f(x) = \Theta(g(x))$ if $0 < \lim_{x \rightarrow \infty} \left| \frac{f(x)}{g(x)} \right| < \infty$

both theta and omega, equality

5) little oh: $f(x) = o(g(x))$ if $\lim_{x \rightarrow \infty} \left| \frac{f(x)}{g(x)} \right| = 0$ strictly less than

little omega: $f(x) = \omega(g(x))$ if $\lim_{x \rightarrow \infty} \left| \frac{f(x)}{g(x)} \right| = \infty$ strictly greater than

Divide and conquer recurrence

Towers of Hanoi - minimum time to move tower of n disks is T_n also $T_n = 2T_{n-1} + 1$

Methods for getting closed form solution (equations) for recurrences:

1) Guess and Verify (substitution) - w/ induction.
 $P(n) = T_n = 2^n - 1$, Base: $T_1 = 1 = 2^1 - 1$ ✓ Induct given $T_n = 2^n - 1$, show $T_{n+1} = 2^{n+1} - 1$

↳ good method b/c requires a divine guess
 don't collapse things along the way, with 2) Plug & Chug: $T_n = 1 + 2T_{n-1} \Rightarrow T_n = 1 + 2(2T_{n-2} + 1) = 1 + 2 + 2T_{n-2} + 1 + 2 + 2(2T_{n-3} + 1) = 1 + 2 + 4 + T_{n-3}$
 so repetition. ↳ go till the end or notice a pattern, $1 + 2 + 4 + \dots + 2^{n-2} + 2^{n-1} T_1 = 2^n - 1$

Merge Sort

To sort $n \leq 1$ x_1, x_2, \dots, x_n ($n = \text{power of } 2$)

1) sort $x_1, x_2, \dots, x_{n/2} \notin x_{n/2+1}, x_{n/2+2}, \dots, x_n$ recursively

2) merge.

Let $T(n)$ = #comparisons used by mergesort to sort n #s (worst case)

↳ merging takes $n-1$ comparisons.

↳ $2T(n/2)$ comparisons for recursive sorting

$$T(n) = 2T(n/2) + n-1$$

try guessing out count... try plug & chug

Divide and conquer is $T(n)$ can be written

in term of $aT(x)$ where $a \geq 1$ and x is a factor smaller than n ; splitting

into many smaller problems

(look up actual gross def if you want).

Thm (Akra and Bazzi) Set value of p s.t. $\sum_{i=1}^k a_i b_i^p = 1$

$$\Rightarrow \text{Then } T(x) = \Theta\left(x^p + x^p \int_1^x \frac{g(u)}{u^{p-1}} du\right)$$

Thm If $g(x) = \Theta(x^\epsilon)$ for $\epsilon \geq 0$ $\notin \sum_{i=1}^k a_i b_i^p < 1$
 - then $T(x) = \Theta(g(x))$

Characteristic equation

Q?

Tricky cases: if α is a root of characteristic eqn, repeated r -times $\Rightarrow \alpha^n, n\alpha^n, n^2\alpha^n, \dots, n^{r-1}\alpha^n$, are sol's to the recurrence

Non-homogeneous

Ex: $\{10, 7, 23, 5, 24, 3, 9\}$

- 1) $\{8, 4, 10, 23\}, \{2, 8, 10, 9\}$
- 2) work through comparing lowest {2, 3, 4, 5, 7, 9, 10, 23}

$$\begin{aligned} T(n) &= n-1 + 2T\left(\frac{n}{2}\right) \\ &= n-1 + 2\left(\frac{n}{2}-1 + 2T\left(\frac{n}{4}\right)\right) = n-1 + n-2 + 4T\left(\frac{n}{4}\right) \\ &= n-1 + n-2 + 4\left(\frac{n}{4}-1 + 2T\left(\frac{n}{8}\right)\right) \\ &= n-1 + n-2 + n-4 + 8T\left(\frac{n}{8}\right) \\ &= n-1 + n-2 + n-3 + \dots + n-2^{i-1} + 2^i T\left(\frac{n}{2^i}\right) > 0 \\ &= n-1 + n-2 + \dots + n-2^{\log n - 1} + 2^{\log n} T(1) \\ &= \sum_{i=0}^{\log n} (n-2^i) = \sum_{i=0}^{\log n} n - \sum_{i=0}^{\log n} 2^i \\ &= n \log n - (2^{\log n} - 1) = n \log n - n + 1 \end{aligned}$$

Linear Recurrences: recurrence of the form

$$f(n) = a_1 f(n-1) + a_2 f(n-2) + \dots + a_d f(n-d)$$

$$= \sum_{i=1}^d a_i f(n-i), \text{ for fixed } a_i, d = \text{"order"}$$

Fact: w/out boundary conditions, if $f(n) = c_1 n^k + c_2 n^{k-1} + \dots + c_k n + c_{k+1}$ are solutions to linear recurrence

$$\Rightarrow f = c_1 a_1 n^k + c_2 a_2 n^{k-1} + \dots + c_d a_d n + c_{d+1} \text{ is also a solution if const. } a_1, a_2, \dots, a_d$$

Counting: Set: unordered collection of elements, Cardinality($|S|$) = # of elements

Sequence: ordered collection of elements (not necessarily distinct)

Permutation: sequence that contains every element in the set, permutation of set X n elements = $n!$

Function: $f: X \rightarrow Y$, relation between X and Y , every element of X mapped to 1 element of Y .

Surjective: Every element in Y is mapped to at least once, Injective: Element of Y mapped to at most once

Bijective: Injective + Surjective.

Mapping Ratio: surjective $\Rightarrow |X| \geq |Y|$, injective $\Rightarrow |X| \leq |Y|$, bijective $\Rightarrow |X| = |Y|$

Generalized Pigeonhole Principle: If $|X| > k|Y| \Rightarrow \exists f: X \rightarrow Y \quad \exists_{k+1}$ different elements of X that are mapped to same element in Y .

D.P. K'th function maps exactly k elements of X to every element of Y , for bijection $1-1$

Sum rule: disjoint sets $A_1, \dots, A_n \rightarrow |A_1 \cup A_2 \cup \dots \cup A_n| = |A_1| + \dots + |A_n|$

Product rule: $|M \times E| = |M| \cdot |E|$, $|M| = |M \cap E| + |M \setminus E|$

Bookkeeper rule: distinct k letters b_1, b_2, \dots
unique orders $\frac{(b_1+b_2+\dots+b_n)!}{b_1!b_2!\dots b_n!}$

Counting Guidelines:

1) For $f: A \rightarrow B$, check # elements of A mapped to each element of B , then apply the division rule.

2) Try solving problem in another way

Ex: # 2 pair hands $(\binom{13}{2})(\binom{4}{2})(\binom{17}{2})(\binom{4}{2})(\binom{11}{2})(\binom{4}{2})$ however this would count {QH, QS, KH, KS, 2D3 and {KH, KS, QH, QS, 2D3} 2 pairs - count QC, Q3 and EQ, K3 as the same

↳ Thus it double counts pairs (2 to 1) so divide by 2.

↳ To avoid this, choose values of pairs in the same turn i.e. $(\binom{13}{2})(\binom{4}{2})(\binom{17}{2})(\binom{4}{2})(\binom{11}{2})(\binom{4}{2})$

* This is the difference between $\binom{13}{2}$ and $\binom{13}{2}$ This is the difference between $\binom{13}{2}$ and $\binom{13}{2}$ how many teams of 7 w/ 16 players? Guy named Bob, teams w/ Bob = total teams = $\binom{n-1}{k-1} + \binom{n-1}{k}$

Thm: $\binom{n-1}{k-1} + \binom{n-1}{k} = \binom{n}{k}$ how many teams of 7 w/ 16 players? Guy named Bob, teams w/ Bob = total teams = $\binom{n-1}{k-1} + \binom{n-1}{k}$

Thm: $\sum_{r=0}^n \binom{n}{r} \binom{2^n}{n-r} = \binom{3^n}{n}$ 3n balls, n red, 2n blue, 1 red chosen. Ways to choose ball is # of ways to choose 0 red + 1 red + ... + n red

↳ tough way to prove this figuring out ways to pick the sets.

Prob: $P(E) = \frac{|E|}{|S|}$, given $P(w) = \dots$, $P(E) = \sum_{w \in E} P(w)$, $P(A^c) = 1 - P(A)$

Independence: $P(A \cap B) = P(A)P(B)$, disjoint events never independent

$P(A|B) = \frac{P(A \cap B)}{P(B)}$ Bayes: $P(B|A) = \frac{P(A|B)P(B)}{P(A)}$, Independent iff every set of K elements from set are independent

Independent iff $P(A \cap B) = P(A)P(B)$, K -way independent iff every set of K elements from set are independent

↳ does not imply mutual independence.

Sampling values can give misleading results ex: sampling lottery ticket gives an answer for expected value but if we know $P(D=i) = \begin{cases} 0 & i=0 \\ \frac{1}{2} - \frac{1}{2^n} & i \neq 0 \end{cases}$ $i \in \mathbb{N}^+$ $\Rightarrow \sum_{i \in \mathbb{N}^+} i(\frac{1}{2} - \frac{1}{2^n})$ gives an expected value trials infinite

↳ sampling can be misleading!

Law of Exp: Suppose A_1, \dots, A_n partition $S \Rightarrow E(R) = \sum_{A_i} E[R|A_i] P(A_i)$

Functions $E[F(R)] = \sum_{w \in S} F(R(w)) P(w)$

Linearity of expectation: $E[R_1 + R_2] = E[R_1] + E[R_2]$, $E[\alpha_1 R_1 + \alpha_2 R_2] = \alpha_1 E[R_1] + \alpha_2 E[R_2]$

Infinite if $\sum_{i=0}^{\infty} E[R_i]$ converges $\Rightarrow \sum_{i=0}^{\infty} E[R_i] = E\left[\sum_{i=0}^{\infty} R_i\right]$

For independent vars: $E[R_1 R_2] = E[R_1] \cdot E[R_2]$ otherwise $E[R_1] \cdot E[R_2] \neq E[R_1 R_2]$

$\text{Var}(R) = E[R^2] - E^2[R]$, $\text{Var}(\alpha X + b) = \alpha^2 \text{Var}(X)$, $\text{Var}(X+Y) = \text{Var}(X) + \text{Var}(Y)$

Markov's Thm: If R is non-neg. rand. var $\Rightarrow \forall x > 0 \quad P(R \geq x) \leq \frac{E[R]}{x}$

Cor: R non-neg. rv. $\Rightarrow \forall c > 0 \quad P(R \geq c \cdot E[R]) \leq 1/c$

Cor: If $R \leq u$ for some $u \in \mathbb{R}$ (upper bound) then

$$\Rightarrow \forall x \leq u \quad P(R \geq x) \leq \frac{u - E[R]}{u - x}$$

(markov's thm) bounded shift by lowest val
(it is a shift)

Chebychev's Thm $\forall x > 0$ is rand. var R : $P(|R - E[R]| \geq x) \leq \frac{\text{Var}(R)}{x^2}$

$$\text{Cor} : P(|R - E[R]| \geq c\sigma(R)) \leq \frac{\text{Var}(R)}{c^2\sigma(R)^2} = \frac{1}{c^2}$$

Thm For any RV, R : $P(R - E[R] \geq c\sigma(R)) \leq \frac{1}{c^2+1}$ { slight improvement on previous thm if you only want higher or lower.}

more precise bounds than markov because it requires info about the dist to the var.

Thm (Chernoff Bound): Let T_1, \dots, T_n be mutually ind. RV's st. $0 \leq T_i \leq 1$

$$\text{Let } T = \sum_{i=1}^n T_i ; \text{ then if } c > 1, \quad P(T \geq c E[T]) \leq e^{-c E[T]}$$

$$\text{where } z = (\ln(c) + 1 - c) > 0$$

bound on sum of rands
var

Intuition: probability you are high is exponentially small.
Chernoff will give much better bounds than Markov, this is because it requires the variables to be independent

Gambler's Ruin

start w n dollars, each bet win \$1 w prob p lose \$1 w prob (1-p)

Play until win \$m or lose \$n

Roulette: $p = \frac{18}{38} = 0.473$, start w \$1000 trying to win \$1000 ($m=100, n=1000$)

Walmart guaranteed to lose.

Random Walk $\begin{cases} \text{prob up move} = p \\ \text{prob down move} = 1-p \end{cases}$ { mut. independent of past moves
↳ gambler's ruin.

If $p = 1/2$ "unbiased", Pf "bias"

Def. W^* = event hit $\#T = n+m$ before 0

$D = \$$ dollars at start

$$X_n = P(W^* | D=n)$$

Claim $X_n = \begin{cases} 0 & n=0 \\ 1 & n=T \\ pX_{n+1} + (1-p)X_{n-1} & 0 < n < T \end{cases}$

$$\hookrightarrow \text{If } p \neq 1/2 \Rightarrow X_n = A\left(\frac{1-p}{p}\right)^n + B(1^n) = A\left(\frac{1-p}{p}\right)^n + B$$

Boundary conditions $0 = X_0 = A+B \Rightarrow B = -A$

$$1 = X_1 = A\left(\frac{1-p}{p}\right)^1 - A$$

$$\Rightarrow A = \frac{-1}{\left(\frac{1-p}{p}\right)^1 - 1}, B = \frac{-1}{\left(\frac{1-p}{p}\right)^1 - 1}$$

E = event you win first
 \bar{E} = lose first bet

$$X_n = P(W^* \wedge E | D=n) + P(W^* \wedge \bar{E} | D=n)$$

$$= P(E | D=n)P(W^* | E \wedge D=n) + P(\bar{E} | D=n)P(W^* | \bar{E})$$

$$= P \cdot P(W^* | D=n+1) + (1-p) \cdot P(W^* | D=n-1)$$

$$+ X_n = P \cdot X_{n+1} + (1-p) X_{n-1} \Rightarrow X_n = P X_{n+1} - (1-p) X_{n-1}$$

↳ homogeneous, d.

$$\text{char eqn: } pr^2 - r + (1-p) = 0 \Rightarrow r = \frac{1-p}{p} \text{ or } 1$$

roots are the sc
for $p \neq 1/2$

If $p \neq 1/2 \Rightarrow \left(\frac{1-p}{p}\right) \neq 1$

$$\Rightarrow X_n = \frac{\left(\frac{1-p}{p}\right)^n - 1}{\left(\frac{1-p}{p}\right)^1 - 1} \leq \left(\frac{1-p}{p}\right)^{n-T} = 1 \left(\frac{p}{1-p}\right)^m$$

Thm: if $p < \frac{1}{2}$, then $\Rightarrow P(\text{win } \$m \text{ before lose } \$n) \leq \left(\frac{P}{1-P}\right)^m$

What if you have a fair game? $p = \frac{1}{2}$: $\frac{P}{1-P} = 1$ so double root in characteristic?

↳ Now characteristic becomes

$$X_n = (A_n + B)(1)^n$$

$$X_n = \frac{n}{T}$$

$$= \frac{n}{n+m}$$

→ boundary cond: $0 = X_0 = B \Rightarrow B = 0$

$$1 = X_T = A_T + B = A_T \Rightarrow A = \frac{1}{T}$$



Thm: If $p = \frac{1}{2}$ then $P(\text{win } \$m \text{ before lose } \$n) = \frac{n}{n+m}$

$$1 \cdot p - 1(1-p) \quad 1-2p \text{ win} \Rightarrow 2p-1 \text{ loss}$$

After x steps, diffed $(1-2p)x$ linear } swing dominated by drift.
root }

swing is $\Theta(\sqrt{x})$

In random walks drift outwards

How long do we play?: Def: $S = \# \text{ steps until we hit a boundary.}$, $E_n = E[S | S=n]$

$$\text{Claim: } E_n = \begin{cases} 0 & n=0 \\ 0 & n=1 \\ 1+pE_{n+1} + (1-p)E_{n-1} & \text{if } 0 < n < T \end{cases}$$

$$\Rightarrow pE_{n+1} - E_n + (1-p)E_{n-1} = -1, \quad E_0 = 0, E_T = 0 \quad (\text{Inhomogeneous}).$$

1) First step inhomogeneous is solve homogenous, we get $E_n = A\left(\frac{1-p}{p}\right)^n + B$ for $p \neq \frac{1}{2}$.

2) Particular solution: Guess $E_n = a$. Fails!, Guess $E_n = an + b$ with some solving bdy cond...

$$\Rightarrow E_n = A\left(\frac{1-p}{p}\right)^n + B + \frac{n}{1-2p}$$

$$\Rightarrow E_n = \frac{n}{1-2p} - \frac{T}{1-2p} \frac{\left(\frac{1-p}{p}\right)^n - 1}{\left(\frac{1-p}{p}\right)^T - 1}$$

$$\text{Ex: } \begin{array}{l} m=100 \\ n=1000 \\ T=1100 \end{array} \Rightarrow E[\# \text{ bets to hit boundary}] = 10000 - 0.56 = 18440.$$

$$p = 9/10 \quad \text{long time!} \quad \text{Intuition would be time} = \frac{\text{money start}}{\text{exp loss each bet}}$$

as $m \rightarrow \infty$, $E_n \sim \frac{n}{1-2p}$ means playing until you lose all money.