

Lecture 15

Coupon collector(Toy collector)

n toy types, equally likely, find expected time until have complete set

$$T = T_1 + T_2 + \dots T_n$$

$$T_1 = (\text{time until 1st new toy}) = 1$$

$$T_2 = (\text{Additional time until 2nd new toy})$$

$$T_3 = (\dots \text{until 3rd})$$

$$T_1 = 1$$

$$T_2 - 1 \sim \text{Geom}((n-1)/n)$$

$$T_j - 1 \sim \text{Geom}(\frac{n-(j-1)}{n})$$

$$E(T) = E(T_1) + E(T_2) + \dots E(T_n) = 1 + n/(n-1) + n/(n-2) + \dots + n/1 = n(1 + 1/2 + \dots + 1/n)$$

Universality

$$X \sim F$$

$$F(x_0) = 1/3$$

$$P(F(X) \leq 1/3) = P(X \leq x_0) = F(x_0) = 1/3$$

Logistic Distribution

$$F(x) = \frac{e^x}{1 + e^x}$$

$$U \sim \text{Unif}(0, 1), \text{ consider } F^{-1}(U) = \log \frac{U}{1-U} \text{ is logistic}$$

$$\text{Let } X, Y, Z, \text{ be i.i.d positive r.v.s Find } E\left(\frac{X}{X+Y+Z}\right)$$

$$E\left(\frac{X}{X+Y+Z}\right) = E\left(\frac{Y}{X+Y+Z}\right) = E\left(\frac{Z}{X+Y+Z}\right) \text{ by symmetry}$$

$$E\left(\frac{X}{X+Y+Z}\right) + E\left(\frac{Y}{X+Y+Z}\right) + E\left(\frac{Z}{X+Y+Z}\right) = E\left(\frac{X+Y+Z}{X+Y+Z}\right) = 1 \text{ by linearity}$$

$$E\left(\frac{X}{X+Y+Z}\right) = 1/3$$

LOTUS

$$U \sim \text{Unif}(0, 1) \quad X = U^2, Y = e^x$$

Find E(Y) as an integral

$$E(Y) = \int_0^1 e^x f(x) dx \quad f(x) \text{ PDF of } x, \text{ need more work}$$

$$P(U^2 \leq x) = P(U \leq \sqrt{x}) = \sqrt{x}, 0 < x < 1$$

Better: $Y = e^{U^2} \quad E(Y) = \int_0^1 e^{U^2} dU$

$$X \sim \text{Bin}(n, p), q = 1 - p$$

find distribution of $n - X$

$$P(n - X = k) = P(X = n - k) = \binom{n}{n-k} p^{n-k} q^k = \binom{n}{k} q^k p^{n-k}$$

story: $n - X \sim \text{Bin}(n, q)$

by swapping "success and failure"

Ex #emails I get in time t is $\text{Pois}(\lambda t)$

Find PDF of T , time of 1st email.

$$P(T > t) = P(N_t = 0) = e^{-\lambda t} (\lambda t)^0 / 0! = e^{-\lambda t}$$

with $N_* = (\text{\#emails in } [0, *])$

CDF is $1 - e^{-\lambda t}, t > 0$

Distribution is the blueprint, for creating random variable, that was our random house and then don't confuse random variable with a constant

constant would be like a specific house

the random variable is that the random house

$$f(x) = \frac{1}{2} x^{-\frac{1}{2}}, x \in (0, 1)$$