

UMMC

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1 Question 1

Theorem 1. *The probability that no two X-particles are next to each other after n shots is given by*

$$\frac{F_{n+2}}{2^n},$$

where F_n is the n th Fibonacci number.

Proof. The probability we require can be calculated by dividing the total number of ways to arrange the contents of the tube such that there are no consecutive X-particles, by the total number of arrangements of the tube. That is to say:

$$\Pr(\text{No consecutive X-particles}) = \frac{\#\text{Arrangements w/o consecutive X-particles}}{\#\text{Total arrangements}}$$

Claim 1.1. *The number of arrangements with no consecutive X-particles is*

$$\sum_{k=0}^n \binom{n-k+1}{k}.$$

Proof. Consider a tube with n particles in it. Let the number of X-particles be equal to k , and the number of Y-particles be equal to $n - k$. Consider the tube without the X-particles, consisting solely of Y-particles in a line:

$$\underbrace{\text{YY...YY}}_{n-k} \tag{1}$$

Now consider the ‘gaps’ between these Y-particles, indicated by a bar (|):

$$|Y|Y|...|Y|Y| \tag{2}$$

Notice that there are exactly $n - k + 1$ ‘gaps’. Clearly, if we were to only place X-particles in the gaps, then there would never be any consecutive X-particles. This can be done in a total of

$$\binom{n-k+1}{k}$$

ways. However, we must consider this for any number of X-particles k , so we arrive at the sum

$$\# \text{Arrangements with no consecutive X-particles} = \sum_{k=0}^n \binom{n-k+1}{k}. \quad \square$$

Claim 1.2. *We claim that*

$$\sum_{k=0}^n \binom{n-k+1}{k} = F_{n+2},$$

where F_n is the n th Fibonnaci number.

Proof. Recall that the Fibonnaci numbers are defined as follows:

$$\begin{aligned} F_0 &= 0 \\ F_1 &= 1 \\ F_n &= F_{n-1} + F_{n-2} \quad n > 1 \end{aligned}$$

Let $f(x) := \sum_{k=0}^x \binom{x-k+1}{k}$. It is sufficient to prove that $f(1) = F_3 = 2$, $f(2) = F_4 = 3$, and that $f(n) = f(n-1) + f(n-2)$, which would then imply the result by definition of the Fibonnaci numbers.

It is obvious that $f(1) = \binom{2}{0} + \binom{1}{1} = 2$, which is equal to F_3 . Next, $f(2) = \binom{3}{0} + \binom{2}{1} + \binom{1}{2} = 3$. Notice that we define $\binom{n}{k} = 0$ when $n < k$, as it is impossible to choose k things from a set with elements less than k .

We proceed to prove that $f(n) = f(n-1) + f(n-2)$, where $n > 2$.

Using the fact that $\binom{n}{0} = 1$, we rewrite $f(n)$ using Pascal's identity and linearity as

$$f(n) = 1 + \sum_{k=1}^n \binom{n-k+1}{k} = 1 + \sum_{k=1}^n \binom{n-k}{k} + \sum_{k=1}^n \binom{n-k}{k-1}.$$

Next, we simplify, getting

$$\begin{aligned} f(n) &= \sum_{k=0}^n \binom{n-k}{k} + \sum_{k=1}^n \binom{n-k}{k-1} \\ &= \sum_{k=0}^{n-1} \binom{n-k}{k} + \cancel{\binom{n-k}{k}} + \sum_{k=1}^n \binom{n-k}{k-1} \\ &= \sum_{k=0}^{n-1} \binom{n-k}{k} + \sum_{k=0}^{n-1} \binom{n-k-1}{k} \\ &= \sum_{k=0}^{n-1} \binom{n-k}{k} + \sum_{k=0}^{n-2} \binom{n-k-1}{k} + \cancel{\binom{n-(n-1)-1}{n-1}} \\ &= f(n-1) + f(n-2). \end{aligned} \quad \square$$

Claim 1.3. *The number of total arrangements of a tube with n particles is*

$$2^n.$$

Proof. Each particle in the tube can be either an X-particle or a Y-particle, meaning there are 2 choices for each of the n particles. Hence, there are a total of 2^n arrangements. \square

Hence by dividing the number of arrangements where there are no consecutive X-particles by the total number of arrangements, we arrive at the formula

$$\frac{F_{n+2}}{2^n}$$

which gives the desired probability. \square

Theorem 2. *The average number of particles after n shots is*

$$0.75n + 0.25.$$

Proof. Let the average number of particles after n shots be T_n . Obviously, $T_1 = 1$. Next, consider the chance that after firing a shot, the number of particles *doesn't* decrease. This occurs only in the event that the last particle in the tube is an X-particle, and when the particle emitted is also an X-particle. Since both events have a probability 0.5, the probability that both occur is simply 0.25. Hence, the probability that the number of particles *does* increase after firing a shot is $1 - 0.25 = 0.75$. Thus the expected number of particles increases by 0.75 after each shot, giving us the recursion

$$T_{n+1} = T_n + 0.75.$$

Since $T_1 = 1$, we arrive at the formula

$$T_n = 0.75n + 0.25. \quad \square$$

Theorem 3. *The limiting ratio of X-particles to total particles in the tube, where the probability of emitting an X-particle is $p \in (0, 1)$, as the number of shots approaches infinity is*

$$\frac{p}{1+p}.$$

Proof. We use similar logic as done in Theorem 2 to arrive at a formula for the expected number of particles after n shots when the probability is p .

Claim 3.1. *The average number of particles after n shots when the probability of emitting an X-particle is $p \in (0, 1)$ is*

$$(1 - p^2)n + p^2.$$

Proof. Again, let the average number of particles after n shots be T_n . The number of particles *doesn't* increase when firing an X-particle and the last particle is also an X-particle, which has a probability of p^2 of happening. Hence, the probability that the number of particles *does* increase is $1 - p^2$, meaning that the expected number of particles increases by $1 - p^2$ after each shot, and thus we obtain

$$T_{n+1} = T_n + (1 - p^2).$$

Since $T_1 = 1$, the formula for T_n is

$$T_n = (1 - p^2)n + p^2. \quad \square$$

We can now find the expected number of X-particles in the tube. Since the expected number of Y-particles in the tube is simply $(1 - p)n$, because the probability of emitting a Y-particle is $(1 - p)$ at each shot, the expected number of X-particles is

$$\begin{aligned} \# \text{X-particles} &= \# \text{Total particles} - \# \text{Y-particles} \\ &= T_n - (1 - p)n \\ &= (1 - p^2)n + p^2 - (1 - p)n. \end{aligned}$$

We then divide this by the total number of particles to obtain the desired proportion and then take the limit as $n \rightarrow \infty$, getting

$$\lim_{n \rightarrow \infty} \frac{(1 - p^2)n + p^2 - (1 - p)n}{(1 - p^2)n + p^2} = \lim_{n \rightarrow \infty} \frac{(1 - p^2) + \frac{p^2}{n} - (1 - p)}{(1 - p^2) + \frac{p^2}{n}}$$

By the algebraic limit theorem, the terms with a denominator of n become negligibly small, and so we obtain

$$\begin{aligned} \lim_{n \rightarrow \infty} \frac{(1 - p^2) + 0 - (1 - p)}{(1 - p^2) + 0} &= \lim_{n \rightarrow \infty} \frac{p - p^2}{1 - p^2} \\ &= \lim_{n \rightarrow \infty} \frac{p(1 - p)}{(1 + p)(1 - p)} \\ &= \lim_{n \rightarrow \infty} \frac{p}{1 + p} \end{aligned}$$

Since the limit no longer has any terms containing n , we can remove the limit, getting the final result

$$\frac{p}{1 + p}. \quad \square$$

```

1  #include <chrono>
2  #include <future>
3  #include <iostream>
4  #include <random>
5  #include <string>
6  #include <thread>
7  #include <vector>
8
9  using namespace std::chrono;
10 using namespace std;
11
12 random_device rd;
13 mt19937 rng(rd());
14
15 const char particles[] = "XY";
16
17 unsigned int num_threads = thread::hardware_concurrency();
18
19 string gen_tube(int length) {
20     uniform_int_distribution<int> pick(0, 1);
21     string tube;
22     for (int i = 0; i < length; i++) {
23         tube += particles[pick(rng)];
24     }
25     return tube;
26 }
27
28 string annihilate(string tube) {
29     string output = "";
30     for (char &c : tube) {
31         if (output.size() && output.back() == c && c == 'X')
32             output.pop_back();
33         else
34             output.push_back(c);
35     }
36     return output;
37 }
38
39 bool check_consec_x(string tube) {
40     for (int i = 0; i < tube.length() - 1; i++) {
41         if (tube[i] == tube[i + 1])
42             return 0;
43     }
44     return 1;
45 }
46
47 int main() {
48     auto start = high_resolution_clock::now();
49
50     vector<future<string>> threads;
51     unsigned int len_tube = 1000000000;
52
53     string tube;
54     for (int i = 0; i < num_threads; i++) {
55         string small_tube = gen_tube(len_tube/num_threads);
56         threads.push_back(async(launch::async, annihilate, small_tube));
57     }

```

// Multithreaded large annih

```

58     for (auto &t : threads) {
59         tube += t.get();
60     }
61
62     cout << tube.length() << '\n';
63
64     auto stop = high_resolution_clock::now();
65     auto elapsed = duration_cast<milliseconds>(stop - start);
66     cout << elapsed.count() << "ms\n";
67 }

```