

# Quick Review of Linearity of Expectation

COMP 3711H - HKUST  
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*Linearity of Expectation* is one of the simplest and most useful tools used in the analysis of randomized algorithms.

In its easiest form it just says that,  
if  $X, Y$  are *any* two random variables (not necessarily independent) then

$$E(X + Y) = E(X) + E(Y).$$

The iterated version is that  
if  $X_1, X_2, \dots, X_n$  are *any* random variables, then

$$E\left(\sum_{i=1}^n X_i\right) = \sum_{i=1}^n E(X_i).$$

Example: Let  $Z$  be the value seen when rolling two dice.  
 $Z = X_1 + X_2$  where  $X_i$  is the value seen when rolling single die  $i = 1, 2$ . It's easy to calculate that

$$E(X_i) = \sum_{j=1}^6 j \Pr(X_i = j) = \sum_{j=1}^6 j \frac{1}{6} = \frac{7}{2}.$$

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Then

$$E(Z) = E(X_1 + X_2) = E(X_1) + E(X_2) = \frac{7}{2} + \frac{7}{2} = 7.$$

When flipping  $n$  coins, what is the expected number of heads?

$Z = \sum_{i=1}^n X_i$ , where

$X_i = 1$  if coin  $i$  is a head and 0 if it is a tail.

Set  $\Pr(X_i = 1) = p_i$  and  $\Pr(X_i = 0) = 1 - p_i$ .

Then  $X_i$  is a *Bernoulli Random Variable* with probability  $p_i$ .

Note that  $E(X_i) = 1 \cdot \Pr(X_i = 1) = p_i$  so

$$E(Z) = \sum_{i=1}^n E(X_i) = \sum_{i=1}^n \Pr(X_i = 1) = \sum_{i=1}^n p_i.$$

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$$p_i = p \text{ (all coins the same)} \Rightarrow E(Z) = pn$$

$$p_i = \frac{1}{i} \Rightarrow E(Z) = \sum_{i=1}^n p_i = \sum_{i=1}^n \frac{1}{i} = H_n \sim \ln n$$

Suppose you are flipping  $n$  coins, each with  $p_i = \frac{1}{2}$ , i.e., fair coins. How many times does the pattern  $HHH$  appear?



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Let  $x_1, x_2, \dots, x_n$  be the list of coin tosses, i.e.,  $x_i \in \{\text{H(ead)}, \text{T(ail)}\}$ .

$$Z = \sum_{i=3}^n X_i \text{ where } X_i = 1 \text{ iff } x_{i-2}x_{i-1}x_i = HHH$$

$$\Pr(X_i = 1) = \frac{1}{8}, \text{ so}$$

$$E(Z) = \frac{n-2}{8}.$$

Suppose an algorithm's input is a permutation of  $n$  numbers.

Let  $x_1, x_2, \dots, x_n$  be the input in its given order.

$x_i$  is a *left to right maxima* if it's bigger than  $x_1, x_2, \dots, x_{i-1}$ .

For example, the red items in these two permutations are the l.t.r. maxima:

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One way of generating a random permutation is to first randomly choose the first  $i$  items equally likely among all possible  $\binom{n}{i}$  subsets. Then choose a random permutation among the  $i$  possible permutations to order them as  $x_1, \dots, x_i$ . Then randomly order the remaining items as  $x_{i+1}, \dots, x_n$ .

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Probability  $x_i$  is l.t.r. maxima is prob it's largest in first  $i$  items which is now  $\frac{1}{i}$ . So  $X_i$  is Bernoulli Random Variable with  $p_i = 1/i$  and  $E(Z_i) = H_n$ .

Suppose we flip  $n$  coins.

$i$ th coin is Heads with probability  $p_i = 1/i$ .

If  $i$ th coin is Heads you get  $i$  dollars; Tails, you get nothing.  
What is expected amount you receive?

Let  $Z$  be total amount.  $Z = \sum_{i=1}^n X_i$  where  $X_i = i$  if  $i$ th coin is heads and is otherwise 0. Then

$$E(X_i) = ip_i = 1$$

So, 
$$E(Z) = E\left(\sum_{i=1}^n X_i\right) = \sum_{i=1}^n E(X_i) = \sum_{i=1}^n 1 = n$$

Make a minor change from the previous page.

Suppose we flip  $n$  coins.  $i$ th coin is Heads with probability  $p_i = 1/i$ .

If  $i$ th coin is Heads you run another random process  $Y_i$  to tell you how much money you receive. All you know is that  $E(Y_i) = i$ .

If  $i$ th coin is Tails, you get nothing. What is expected amount you receive?

Let  $Z$  be total amount.  $Z = \sum_{i=1}^n X_i Y_i$  where

$X_i = 1$  if  $i$ th coin is Heads and is otherwise 0, so  $E(X_i) = p_i$ .  $E(Y_i) = i$ .

Then, *because  $X_i$  and  $Y_i$  are independent*

$$E(X_i Y_i) = E(X_i) E(Y_i) = \frac{1}{i} i = 1$$

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