

Lab 9

In this lab:

- Binary hypothesis testing
- sequential hypothesis testing
- gambler's ruin.

Review: Binary Hypothesis testing, one-shot

$$H_0 : p_0 = \begin{matrix} 0 & 1 & 2 & 3 \\ \hline 0.2 & 0.2 & 0.4 & 0.2 \end{matrix}$$

$$H_1 : p_1 = \begin{matrix} 0 & 1 & 2 & 3 \\ \hline 0.4 & 0.3 & 0.2 & 0.1 \end{matrix}$$

Given observation $k \in \{0, 1, 2, 3\}$.

likelihood ratio $\Lambda(k) \triangleq \frac{p_1(k)}{p_0(k)}$

likelihood ratio test

$$\begin{cases} \Lambda(k) > 1 \Rightarrow \text{declare } H_1 \\ \Lambda(k) < 1 \Rightarrow \text{declare } H_0 \end{cases}$$

Two kinds of errors: false alarm, miss

$$p_{fa} = \Pr(\text{declare } H_1 / H_0)$$

$$p_m = \Pr(\text{declare } H_0 / H_1)$$

Binary Hypothesis Testing, multiple shots (Observations)

Idea: take multiple observations to increase the accuracy (reduce errors) of the test.

Given observations k_0, k_1, \dots, k_{N-1} ,

$$\Lambda(k_0, \dots, k_{N-1}) = \frac{p_1(k_0)}{p_0(k_0)} \cdot \frac{p_1(k_1)}{p_1(k_1)} \cdots \frac{p_1(k_{N-1})}{p_0(k_{N-1})}$$

Still:

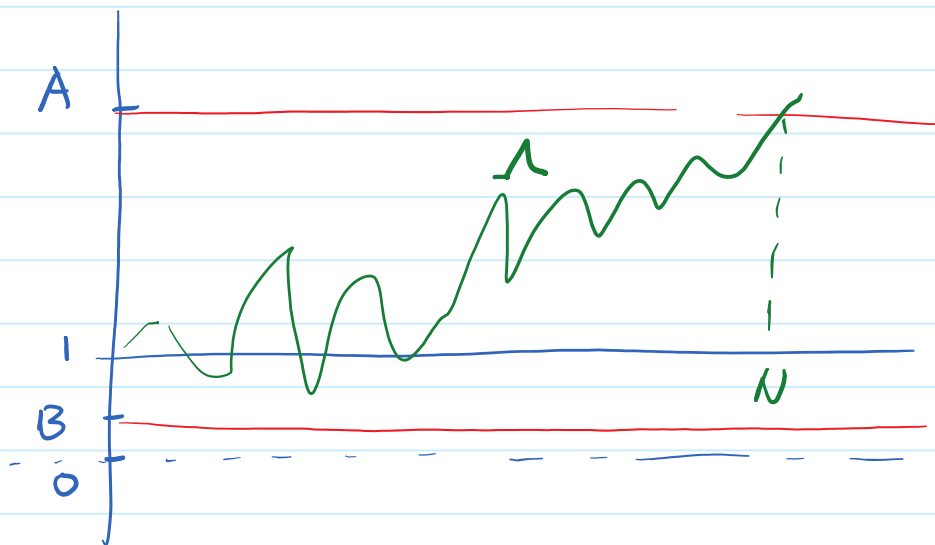
$$\begin{cases} \Lambda > 1 \Rightarrow \text{declare } H_1 \\ \Lambda < 1 \Rightarrow \text{declare } H_0 \end{cases}$$

Expect: smaller p_{fa} and p_m .

Sequential Hypothesis testing

Idea: N is a variable (different for each particular test) instead of a fixed number.

The test is designed so that $\mathbb{E}N$ is reduced while the targeted error probabilities are still met.



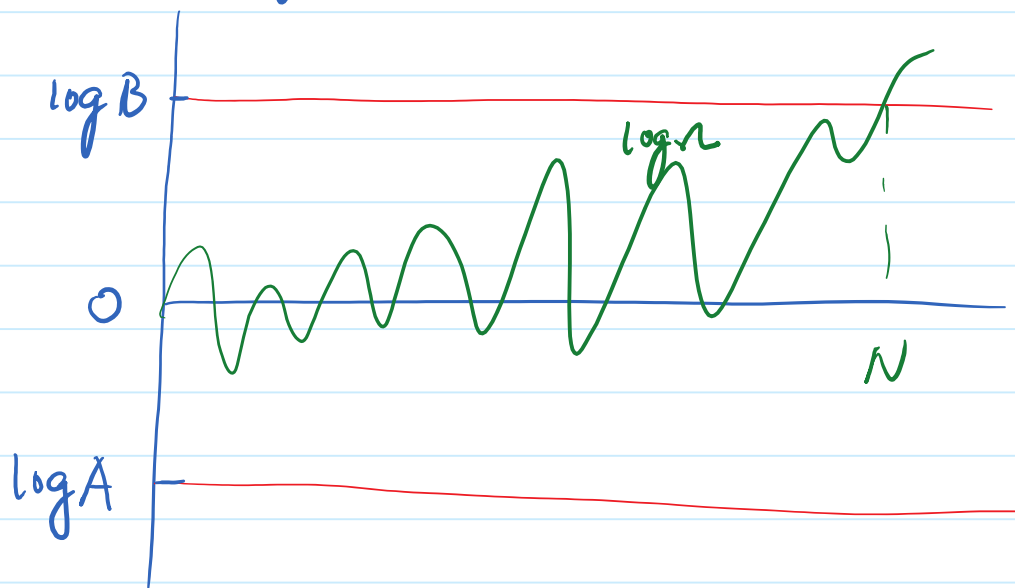
$$\mathcal{L}(K_0, K_1, \dots, K_i) = \frac{p_1(K_0)}{p_0(K_0)} \dots \frac{p_1(K_i)}{p_0(K_i)}$$

- continue sampling if $B < \mathcal{L} < A$
- stop when $\mathcal{L} < B$ or $\mathcal{L} > A$

- values of A and B are set based on the desired level of p_{fa} and p_m .

$$\left(\text{if } p_{fa} \leq \alpha, p_m \leq \beta, \text{ then } A = \frac{1}{\alpha}, B = \beta \right. \\ \left. \text{or } A = \frac{1-\beta}{\alpha}, B = \frac{\beta}{1-\alpha} \right)$$

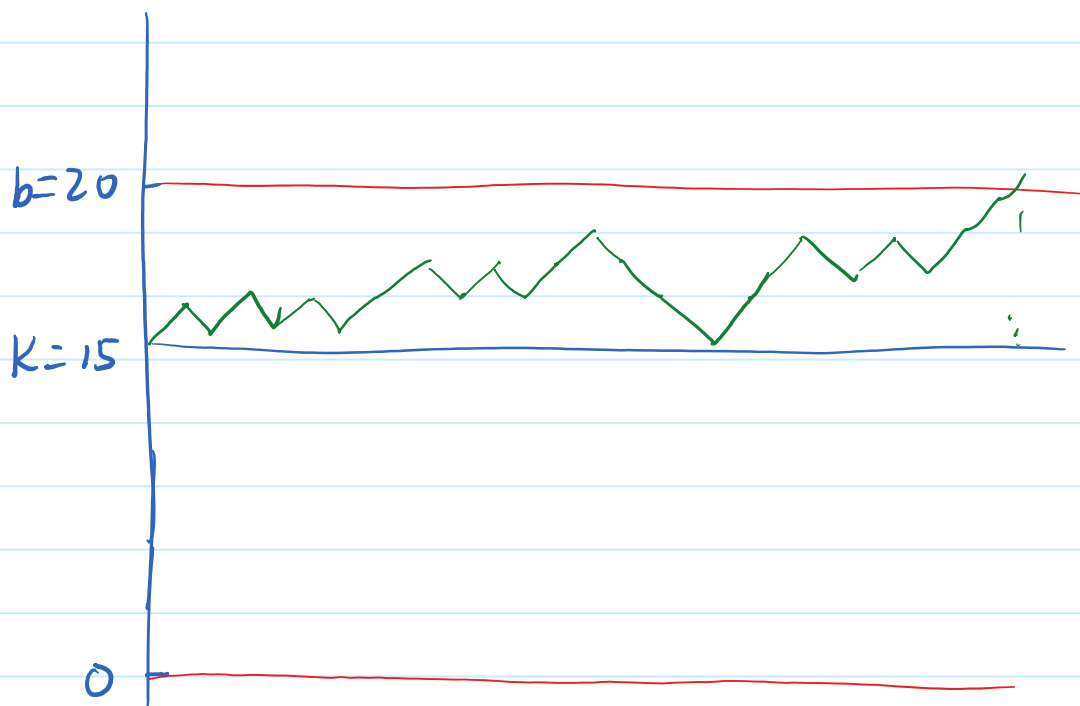
- The graph can be drawn on a log scale



Gambler's ruin

scenario:

- k : initial amount of money
- b : satisfaction level ($b > k$)
- p : probability of winning
- if win, $+1$ \$; if loss, -1 \$,
- Stopping criteria: money = b or $= 0$.
↓
ruined.



Question: find p_{ruin} .

Question:

What is the connection between sequential hypothesis testing and gambler's ruin?