

## Mathematics of Computer Science. - M.I.T. opencourseware

### Abstract:

In this lecture we go further of Expectation I and do some example to deeper understand of it. Also we could get useful bound from expectation and Murphy's law. And last we learned the concept of variance and standard deviation.

### For the English:

hand wavy, eventually, chances, deviation, variance, square

### Lec 22. EXPECTATION II:

THM1: Given a prob- space  $S$  & events  $A_1, A_2 \dots A_n \subseteq S$ , the expected number of these events to occur is  $\sum \Pr(A_i)$

PF: Let  $T_i(w) = 1$  if  $w \in A_i$  || 0 otherwise (indicator)

$T_i = 1$  iff  $A_i$  occurs

Let  $T = T_1 + T_2 \dots T_n$  //  $\text{Ex}(T) = \sum \text{Ex}(T_i)$  (linearity of expectation)  
 $= \sum \Pr(T_i = 1) = \sum \Pr(A_i)$

ex) flip  $n$  fair coins  $A_i$  = event  $i$ -th coin is H / T = # head

$\text{Ex}(T) = \Pr(A_1) + \Pr(A_2) \dots \Pr(A_n) = n/2$

$\frac{1}{2} \quad \frac{1}{2} \quad \frac{1}{2}$

$\text{Ex}(T) = \sum i \cdot \Pr(T = i)$  mut indep =  $\sum i(n|i)2^{-n} = n/2$   
=  $\sum i(n|i) = n \cdot 2^{n-1}$

THM2:

$\Pr(T) \leq \text{Ex}(T)$  = useful bound if  $\text{Ex}(T)$  is small

PF:  $\text{Ex}(T) = \sum \Pr(T \geq i) \Rightarrow \text{Ex}(T) \geq \Pr(T \geq 1)$

COR:  $\Pr(T \geq 1) \leq \sum \Pr(A_i)$  // PF: THM1

- Meltdown

$n = 1000$  /  $\Pr(A_i) = 1/100$   $\text{Ex}(T) = 10$  //  $\forall i, j \Pr(A_i | A_j) = 1 \Rightarrow \Pr(T \geq 1) = 1/100$   
case larger, possibility larger

THM3: Murphy's law

Given mut indep events  $A_1 \sim A_n$ , then  $\Pr(T = 0) \leq e^{-\text{Ex}(T)}$

PF:  $\Pr(T = 0) \Pr(\neg A_1 \cap \neg A_2 \dots \neg A_n) = \prod \Pr(\neg A_i)$  - product //  $\forall x \quad 1-x \leq e^{-x}$  (fact)  
 $\leq \prod e^{-\Pr(A_i)} = e^{-\sum \Pr(A_i)} = e^{-\text{Ex}(T)}$

COR: If we expect 10 or more mut indep events to occur, the prob that no event occur is  $\leq e^{-10} < 1/22,000$

coincidence = there are more possibility to not happen

- Card trick

deck order: 4 5 2 3 10 Q 3 7 6 8

start with 3 and interval is the value of card

doesn't matter where we started we eventually arrive same card

secret is here : larger 1 proportion => get same lane together  
 mean move chances of longer game => Murphy's law  
 $A_i$  = event that we collide on  $i$ -th jump

THM4: (product rule for exp)

for any independence rv's  $R_1, R_2$   $Ex(R_1 \cdot R_2) = Ex(R_1) \cdot Ex(R_2)$

ex) roll 2 dice (fair, indep, 6-sided)

$R_1$  = value on 1<sup>st</sup> die /  $R_2$  = 2<sup>nd</sup>

$Ex(R_1 \cdot R_2) = Ex(R_1) \cdot Ex(R_2) = 7/2 \cdot 7/2 = 12.25$

Non ex)  $Ex(R_1 \cdot R_1) = Ex(R_2)^2 \Rightarrow \sum i^2 Pr(R_1 = i) = 1/6(1+4+9+16+25+36) = 15 \frac{1}{6} \neq 9/4$   
 because it is not independence

COR4.1: If  $R_1, R_2 \sim R_n$  mut indep, then  $Ex(R_1 \cdot R_2 \cdot \dots \cdot R_n) = Ex(R_1) \cdot Ex(R_2) \cdot \dots \cdot Ex(R_n)$  - product

COR4.2: For any constants  $a, b$  and rv  $R \Rightarrow Ex(aR+b) = a \cdot Ex(R) + b$

COR??  $Ex(1/R) = 1/Ex(R)$

EX:  $R = \{ 1 \text{ w/prob } 1/2 \mid -1 \text{ w/prob } 1/2 \}$   $Ex(r) = 0, Ex(1/R) = 0$

- Benchmark Problem

- Sadly, I attend the class but I felt it useless I should check the attribute of expected value

$Pr(R = 1000) = 1/2$

$Pr(R = -1000) = 1/2$

$Ex(R) = 0$

vs

$Pr(S = 1) = 1/2$

$Pr(S = -1) = 1/2$

$Ex(S) = 0$

DEF: the variance of a rv  $R$  is

$Var(R) = Ex((R-Ex(R))^2) = \text{variance} = Ex \text{ of square of deviation}$

$Var(R) = 1,000,000$

$Var(S) = 1$