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

Abstract:

Expectation is just a mean value, which is when the event occurs, people expected value of mean value. We can derive mean value from the all outcome's sum with probability weighted.

For the English:

corollary, attainable

Lec 22. EXPECTATION I:

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DEF: the expected value (aka average or mena) of rv(random variable) R over a prob- space S is denoted by Ex(R) = \sum P(w)*Pr(w) == variable * weight ex) roll fair 6-sided die, P = outcome Ex(R) = 1*1/6 + 2*1/6 \dots 6*1/6 => 3.5 // doesn't have to attainable value of R DEF: the median of R is x \in Range(R) s.t Pr(R < x) =< 1/2, Pr(R > x) < 1/2 in die => "4" is median
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As always - game => Coin toss & draw tree node 4 times => 1/16 A B C (guessing) => Coin result

 $Ex(adam) = 0 \Rightarrow fair game$

in lottery case => people don't pick number randomly // by the way lottery is terrible same state takes half

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THM: Ex(R) = \sum x * Pr(P=x)

PF: Ex(P) = \sum R(w) Pr(w) = \sum \sum R(w) Pr(w) = \sum x \sum Pr(w) Pr(P=x)

=> \sum x Pr(R=x)

COR: If R:S -> |N, then Ex(R) = \sum i Pr(R = I)

THM: If R:S -> |N, then Ex(R) = \sum Pr(R > I) = \sum Pr(R >= I) difference is started from 0 or 1

PF: \sum Pr(R>i) = Pr(R>0) = Pr(R = 1) + Pr(R = 2) ... Pr(R = endless) + Pr(R>1) = Pr(R = 2) + ...

... = 1*Pr(R = 1) + 2*Pr(R = 2) ... = Ex(R) = \sum i (Pr(R = I)) a
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Ex) Pr(Boy) - 1/2 quit when get girl birth / R = # boys / mut- indep- Ex(r) = 1/p = \# children = MTTF - 1 (girl one) = 1/1/2 = 1 (one boy before we get the girl)
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Let D = delay of packet on channel
Let f(x) = Pr(d = x) be pdf for D \rightarrow graph be like fraction function graph
Pr(D >= I) = 1/i \Rightarrow THM Ex(D) = \sum Pr(D >= i) \Rightarrow \sum 1/i \Rightarrow !! Endless !!
PF: 1/ 1/4 1/4 1/8 1/8 ... => 1/2^n
what about \sum 1/i^2 => converge, let find the proof in Qoura
- Linearity of Expectation
THM: for any rv's R1 & R2 on a prob space S, Ex(R1 + R2) = Ex(R1) + Ex(R2)
COR: \forall k \in [N, \& rv's R1, R2 ... Rk on S]
Ex(R1 + R2 ... Rk) = \sum Ex(Ri)
No Independence needed!!
Ex) roll fair dice R1 = outcome on 1^{st} die, R2 = 2^{nd} // R = R1 + R2
Ex(R) = Ex(R1) + Rx(R2) = 3.5 + 3.5 = 7
only summation
ex) Hat check problem
- n men
- each man gets random hat
P = # man to get the right hat
                                    Ex(r) = \sum k*Pr(R = k)
Pr(R = k) == 1/k!(n-k) (k =< n-2) || 1/n! (k = n-1, n)
=> use linearity of Expectation -> express R as Sum
easier solution
R = \sum Ri, Ri = ith man get his right hat back || 0, otherwise => indicator
Ex(R) = Ex(R1) + ... Ex(Rn) = Pr(R1 = 1) + Pr(R2 = 1) ... Pr(Rn = 1)
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= 1/n + 1/n ... + 1/n => 1 things happen simultaneously