# Probability & Random Processes

Irvin Avalos

irvin.l@berkeley.edu

### Contents

1	Probability Theory		<b>2</b>
	1.1	Introduction	2
	1.2	Discrete Random Variables	2
	1.3	Continuous Random Variables	2
	1.4	Order Statistics	2
	1.5	Transforms and Sums	2
	1.6	Concentration Inequalities and Convergences	2
2	Info	ormation Theory	3
	2.1	Information Measures and Entropy	3
	2.2	Source Coding Theorem	3
	2.3	Huffman Coding	3
	2.4	Channel Models	3
	2.5	Channel Coding Theorem	3
3	Sto	chastic Processes	4
	3.1	Discrete Time Markov Chains	4
	3.2	Poisson Processes	4
	3.3	Continuous Time Markov Chains	4
4	Random Graphs		5
	4.1	Erdos-Reyni Model	5
	4.2	Thresholds and Connectivity	6
5	Sta	tistical Inference	7

#### PROBABILITY THEORY

- 1.1 Introduction
- 1.2 DISCRETE RANDOM VARIABLES
- 1.3 Continuous Random Variables
- 1.4 Order Statistics
- 1.5 Transforms and Sums
- 1.6 Concentration Inequalities and Convergences

#### INFORMATION THEORY

- 2.1 Information Measures and Entropy
- 2.2 Source Coding Theorem
- 2.3 Huffman Coding
- 2.4 CHANNEL MODELS
- 2.5 Channel Coding Theorem

### STOCHASTIC PROCESSES

- 3.1 DISCRETE TIME MARKOV CHAINS
- 3.2 Poisson Processes
- 3.3 CONTINUOUS TIME MARKOV CHAINS

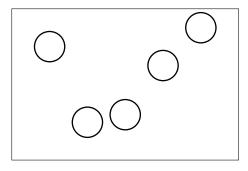
#### RANDOM GRAPHS

#### 4.1 Erdos-Reyni Model

**Definition 4.1** (Erdos-Reyni random graph).

Given  $n \in \mathbb{Z}^+$  and a probability  $p \in [0,1]$ , the (E-R) random graph is denoted as  $\mathcal{G}(n,p)$ .

- The (RG)  $\mathcal{G}(n,p)$  is undirected on all n vertices
- Each of the  $\binom{n}{2}$  edges is formed independently from each other with probability p
- E-R stated a number of result that are based on "thresholds" of p which are needed to show the structural properties of the graph:
  - 1. p is a function of n, p := p(n)
  - 2.  $\frac{1}{n^2}$  is the threshold for the first edges to appear in a (RG)
  - 3.  $\frac{1}{n^{3/2}}$  is the threshold for the first trees to emerge
  - 4.  $\frac{1}{n}$  is the threshold for the first cycles to appear in the graph
- If  $p_n = 1/n$  then the "Giant component" emerges. Let  $p_n = (1 \varepsilon)/n$  for  $0 < \varepsilon \ll 1$ ), then each "puddle" represents a region in the graph where all nodes are connected.

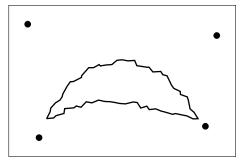


Subcritical:  $p = \frac{1-\varepsilon}{n}$ 

Note that  $p_n$  is to the left of  $\varepsilon$  and that the size of the largest puddles are "small",  $\to O(\log n)$  w.h.p.

• For  $p_n = (1 + \varepsilon)/n$ , we go to the right of  $\varepsilon \to 1 + \varepsilon$ .

Random Graphs 6

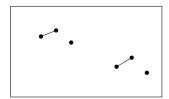


Supercritical:  $p > \frac{1+\varepsilon}{n}$ 

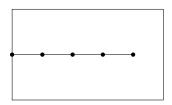
Here we have one large "island" where it's size is relatively, O(n) w.h.p.

#### 4.2 Thresholds and Connectivity

When  $p_n$  is below  $\log_e n \implies$  no connectivity,  $P(\text{connectivity}) \longrightarrow 0$ . Otherwise, if  $p_n$  is above  $\log_e n \implies$  ensures connectivity,  $P(\text{connectivity}) \longrightarrow 0$ .



Disconnected:  $p < \frac{\log_e n}{n}$ 



connected  $(p > (1+\varepsilon)\frac{\log n}{n})$ 

### STATISTICAL INFERENCE