

# Probability and Recurrences

# Reminders and Leftovers

- Assignment 7 is due tonight
  - Help hours today: 1.30-3pm (me), 3-5 pm and 5-11pm (TAs)
- Assignment 8 will be released today; due next Wed
- Where we are:
  - Last lecture we introduced basics of probability (sample space, events, independence, conditional probability)
  - Saw some examples
  - Today: we'll define random variable, expectation and see examples of analyzing expectation of probabilistic processes

# The Birthday Paradox

- Suppose that there are  $m$  students in a lecture hall
- Assume for each student, any of the  $n = 365$  possible days are equally likely as their birthday
- Assume birthday are mutually independent
- **Question.** What is the likelihood that no two students have the same birthday?
- Let  $A_i$  be the event that the  $i$ th persons birthday is different from the previous  $i - 1$  people
- $\Pr(\text{all } m \text{ different birthdays})$   
 $= \Pr(A_1 \cap A_2 \cap \dots \cap A_m)$   
 $= \Pr(A_1) \cdot \Pr(A_2 | A_1) \cdot \Pr(A_3 | A_1 \cap A_2) \dots \Pr(A_n | A_1 \cap \dots \cap A_{n-1})$



# The Birthday Paradox

- Pr (all  $m$  different birthdays)

$$= 1 \cdot \left(1 - \frac{1}{n}\right) \cdot \left(1 - \frac{2}{n}\right) \cdot \left(1 - \frac{3}{n}\right) \dots \left(1 - \frac{m-1}{n}\right)$$

$$= \prod_{j=1}^{m-1} \left(1 - \frac{j}{n}\right) \leq \prod_{j=1}^{m-1} e^{-j/n} = e^{-1/n(\sum_{j=1}^{m-1} j)} \approx e^{-m^2/2n}$$

- $m \approx \sqrt{2n \ln 2}$  for probability to be 1/2
- For  $n = 365$ , we get  $m = 22.49$
- Thus, with around 23 people in this class, we have a 50% chance of two people having the same birthday

## Important Inequality:

$$(1 - x) \leq \left(\frac{1}{e}\right)^x \text{ for } x \leq 1$$

# Random Variable

- Event either does or does not happen, what if we want to capture *magnitude* of a probabilistic event
- Suppose I flip  $n$  independent fair coins: the # of heads is a random variable
- Number that comes up when we roll a fair die is a random variable
- If an algorithm flips some coins then the running time of the algorithm is a random variable
- **Definition.** A random variable  $X$  is a function from a sample space  $\mathcal{S}$  (with a probability measure) to some value set (e.g. real numbers, integers, etc.)

# Random Variable: Example

- So for example I flip a coin 10 times. Let  $X$  be the number of heads
  - $\Pr[X = 0] = 1/2^{10}$
  - $\Pr[X = 10] = 1/2^{10}$
  - $\Pr[X = 4] ?$
  - $\Pr[X = 4] = \binom{10}{4} \frac{1}{2^4} \frac{1}{2^6} = \frac{105}{512}$
- A random variable that is 0 or 1 (indicating if something happens or not) is called an *indicator random variable or Bernoulli random variable*

# Expectation

- Every time you do the experiment, associated random variable takes a different value
- How can we characterize the average behavior of a random variable?
- **Alternate Definition.** Expected value of a random variable  $R$  defined on a sample space  $S$  is

$$E(R) = \sum_x x \cdot \Pr(R = x)$$

- Let  $R$  be the number that comes up when we roll a fair, six-sided die, then the expected value of  $R$  is

$$E(R) = \sum_{i=1}^6 i \cdot \frac{1}{6} = \frac{1}{6}(1 + 2 + 3 + 4 + 5 + 6) = \frac{7}{2}$$

To get the E to look good in latex,  
use `\mathrm{E}`

(We won't use it like  $\mathbb{E}$  in this class, but  
if you really want to, it's `\mathbb{b}`)

# Conditional Expectation

- **Definition.** If  $A$  is an arbitrary event with  $\Pr[A] > 0$ , the conditional expectation of  $X$  given  $A$  is

$$E[X | A] := \sum_x x \cdot \Pr[X = x | A]$$

- **(Law of total expectation)** If  $\{A_1, A_2, \dots\}$  is a finite partition of the sample space:

$$E(X) = \sum_i E(X | A_i) \cdot \Pr(A_i)$$



Very useful !



# Linearity of Expectation

- *Very important* tool in randomized algorithm
- Expectation of random variables obey a wonderful rule
- Informally, it says that the expectation of a sum is the sum of the expectations.
- Formally, for any random variables  $X_1, X_2, \dots, X_n$  and any coefficients  $\alpha_1, \alpha_2, \dots, \alpha_n$

$$\mathbb{E}\left[\sum_{i=1}^n (\alpha_i \cdot X_i)\right] = \sum_{i=1}^n (\alpha_i \cdot \mathbb{E}[X_i])$$

Very useful !

- **Note.** Always true! Linearity of expectation **does not require independence** of random variables.

# Bernoulli Distribution

- Suppose you run an experiment with probability of success  $p$  and failure  $1 - p$ 
  - Example, coin toss where head is success and  $\Pr(H) = p$
- Let  $X$  be a Bernoulli or indicator random variable that is **1** if we succeed, and **0** otherwise. Then,

$$E[X] = \sum_x x \cdot \Pr[X = x] = 0 \cdot \Pr[X = 0] + 1 \cdot \Pr[X = 1] = p$$

- **Remember this:** expectation of an indicator random variable is exactly the probability of success!



# Expected Success: $n$ Bernoulli Trials

- Consider  $n$  independent Bernoulli trials (with success probability  $p$ ). Let  $R$  denote the number of successes
  - $R$  is said to follow a *Binomial distribution* (we'll revisit this)
- We want to know expected number of successes  $E(R)$
- Can write  $R$  as a sum of indicator random variables

$$R = \sum_i R_i \text{ where } R_i = 0 \text{ or } R_i = 1$$

- Then  $E[R] = E \left[ \sum_i R_i \right]$ , how can we simplify this by LoE?

# Expected Success: $n$ Bernoulli Trials

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- Then  $E[R] = E \left[ \sum_i R_i \right] = \sum_i E[R_i] = \sum_{i=1}^n p = np$

# Uniform Distribution

- When every outcome is equally likely
- Let  $X$  be the random variable of the experiment and  $S$  be the sample space

- $\Pr[X = x] = \frac{1}{|S|}$

- $E[X] = \sum_{x \in S} x \cdot \Pr(X = x) = \frac{1}{|S|} \cdot \sum_{x \in S} x$

- Example
  - fair coin toss: heads and tails are equally likely
  - fair die roll: all numbers are equally likely





# Card Guessing: Memoryless

- To entertain your family you have them shuffle deck of  $n$  cards and then turn over one card at a time. Before each card is turned, you predict its identity. You have no psychic abilities or memory to remember cards
- Your strategy: guess uniformly at random
- How many predictions do you expect to be correct?
- Let  $X$  denote the r.v. equal to the number of correct predictions and  $X_i$  denote the indicator variable that the  $i$ th guess is correct

- Thus,  $X = \sum_{i=1}^n X_i$  and  $E[X] = E\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n E[X_i]$

- $E[X_i] = 0 \cdot \Pr(X_i = 0) + 1 \cdot \Pr(X_i = 1) = \Pr(X_i = 1) = 1/n$

- Thus,  $E[X] = 1$



# Card Guessing: Memoryfull

- Suppose we play the same game but now assume you have the ability to remember cards that have already been turned
- Your strategy: guess uniformly at random among cards that have not been turned over
- Let  $X$  denote the r.v. equal to the number of correct predictions and  $X_i$  denote the indicator variable that the  $i$ th guess is correct

- Thus,  $X = \sum_{i=1}^n X_i$  and  $E[X] = E\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n E[X_i]$

- $E[X_i] = \Pr(X_i = 1) = \frac{1}{n - i + 1}$

- Thus,  $E[X] = \sum_{i=1}^n \frac{1}{n - i + 1} = \sum_{i=1}^n \frac{1}{i}$



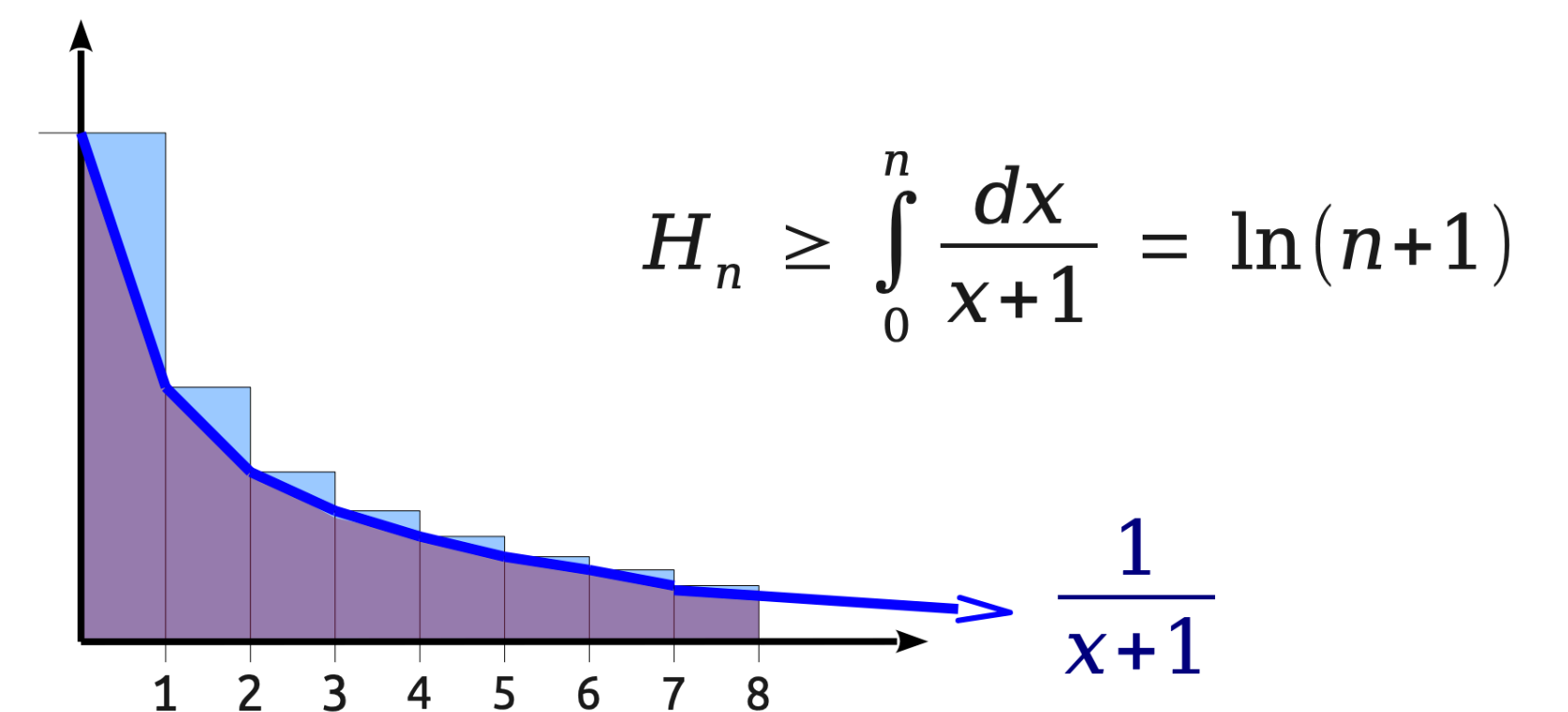
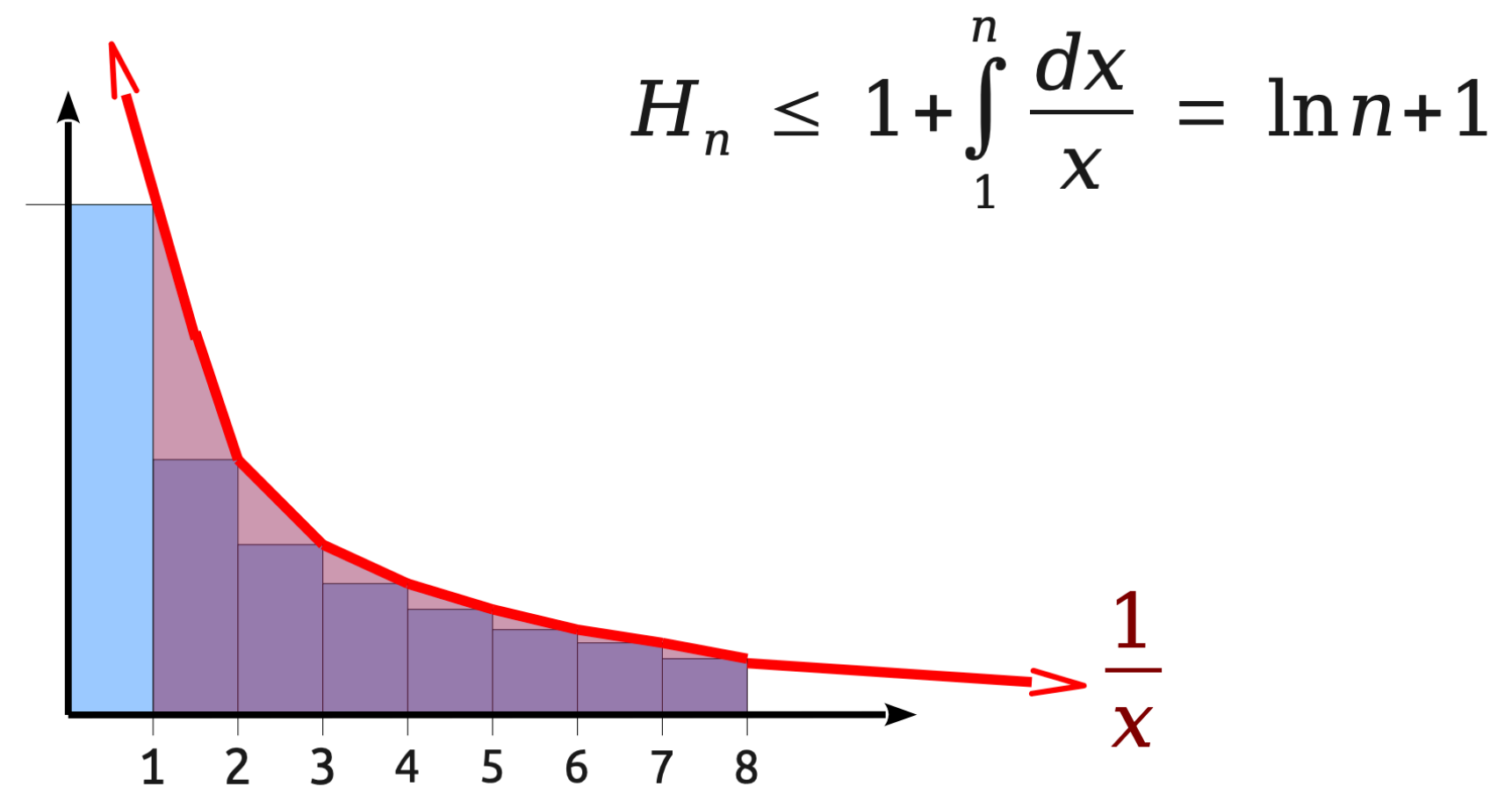
# Harmonic Numbers

- The  $n$ th harmonic number, denoted  $H_n$  is defined as

$$H_n = \sum_{i=1}^n \frac{1}{i}$$

- **Theorem.**  $H_n = \Theta(\log n)$

- Proof Idea. Upper and lower bound area under the curve





# Card Guessing: Memoryfull

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- Thus,  $E[X] = \sum_{i=1}^n \frac{1}{n - i + 1} = \sum_{i=1}^n \frac{1}{i} = \Theta(\log n)$

# Geometric Distribution

- Let's say we do a sequence of Bernoulli trials  $X_1, X_2, \dots$  where  $X_i$  where each trial is successful ( $X_i = 1$ ) with probability  $p$ , and fails ( $X_i = 0$ ) with probability  $1 - p$
- **Question:** what is the expected number of trials until first success?
  - In expectation, what is the value of the first  $i$  such that  $X_i = 1$ ?
  - E.g. number of coin flips until heads ( $p = 1/2$ )
  - E.g. number of times I roll a die until I get a 1 ( $p = 1/6$ )
- One way to solve it is to just do the sum:

$$\bullet \sum_{i=1}^{\infty} i(1-p)^{i-1}p$$





# Geometric Expectation (using the sum)

$$\sum_{i=1}^{\infty} i(1-p)^{i-1}p = \sum_{i=1}^{\infty} \sum_{k=1}^i (1-p)^{i-1}p =$$

$$\sum_{k=1}^{\infty} \sum_{i=k}^{\infty} (1-p)^{i-1}p = \sum_{k=1}^{\infty} p(1-p)^{k-1} \sum_{i=0}^{\infty} (1-p)^i =$$

$$\sum_{k=1}^{\infty} p(1-p)^{k-1} \frac{1}{1-(1-p)} = \sum_{k=1}^{\infty} (1-p)^{k-1} = \sum_{k=0}^{\infty} (1-p)^k = \frac{1}{p}$$



# Geometric Expectation (using the sum)

- Want to know, how many tries in expectation until first success
- Let's think about this recursively

$$X \leftarrow \begin{cases} 1 & \text{with prob. } p \\ 0 & \text{with prob. } (1 - p) \end{cases}$$

FindNumTries:

If  $X = 1$

Return 1

If  $X = 0$

Return  $1 + \text{FindNumTries}$

If we fail in the first try, we start over from scratch!

- Let  $F$  be the number returned by FindNumTries, what want  $E(F)$



# Geometric Expectation (using the sum)

- Let  $F$  be the number of times FindNumtries is called, what is  $E(F)$ ?
- $E(F) = E(F | X_1 = 1) \cdot \Pr(X_1 = 1) + E(F | X_1 = 0) \cdot \Pr(X_1 = 0)$   
 $= (1 + 0) \cdot p + (1 + E(F)) \cdot (1 - p)$
- $E(F) = 1/p$

FindNumTries:

If  $X = 1$

Return 1

If  $X = 0$

Return  $1 + \text{FindNumTries}$

If we fail in the first try, we start over from scratch!



# Geometric Expectation: Formal Recursion

- Let  $X$  be a random variable indicating # flips until heads

- $$E(X) = \sum_{i=1}^{\infty} i(1-p)^{i-1}p$$

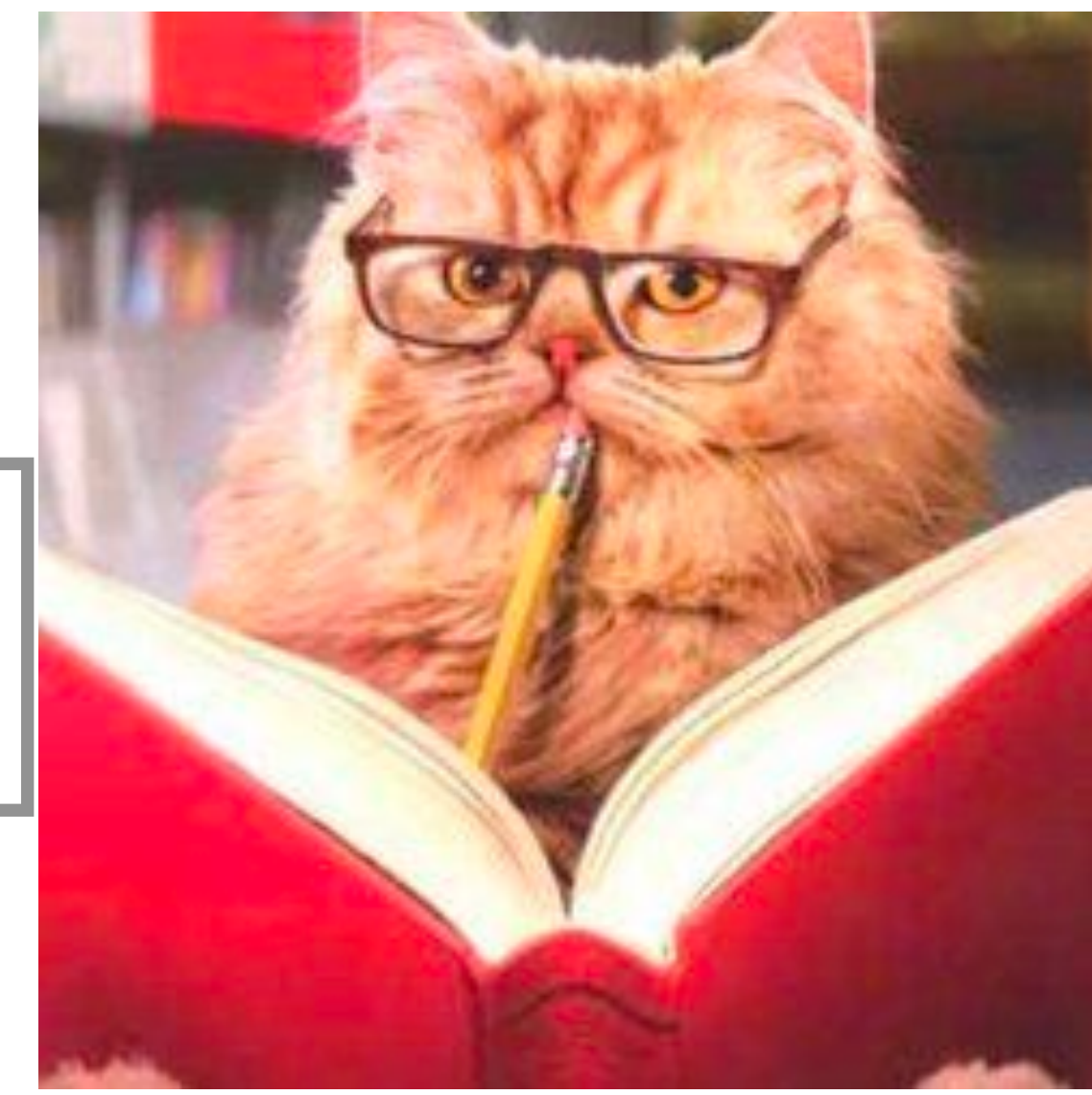
- We can then write

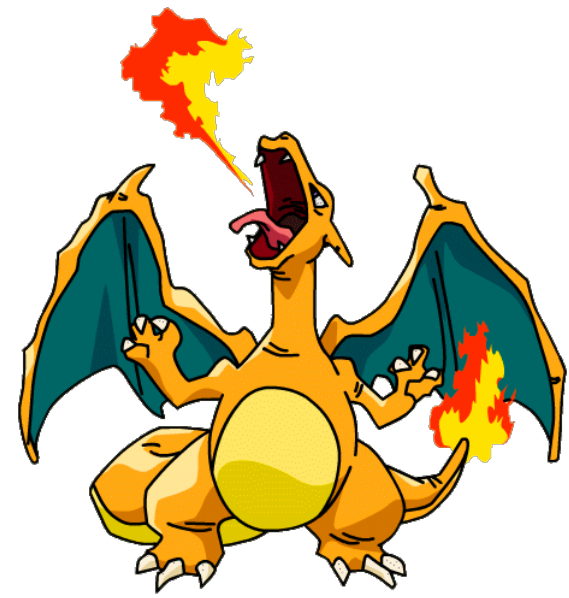
- $$E(X) = \sum_{i=1}^{\infty} i(1-p)^{i-1}p = p + \sum_{i=2}^{\infty} i(1-p)^{i-1}p = p + \sum_{i'=1}^{\infty} (1+i')(1-p)^{i'}p$$

- $$E(X) = p + (1-p) \sum_{i'=1}^{\infty} (1+i')(1-p)^{i'-1}p = p + (1-p)E(X+1)$$

- $$E(X^p) = p + (1-p)(E(X) + 1)$$

You don't need to do this proof every time you use recursion. But, it can help if you're unsure of correctness





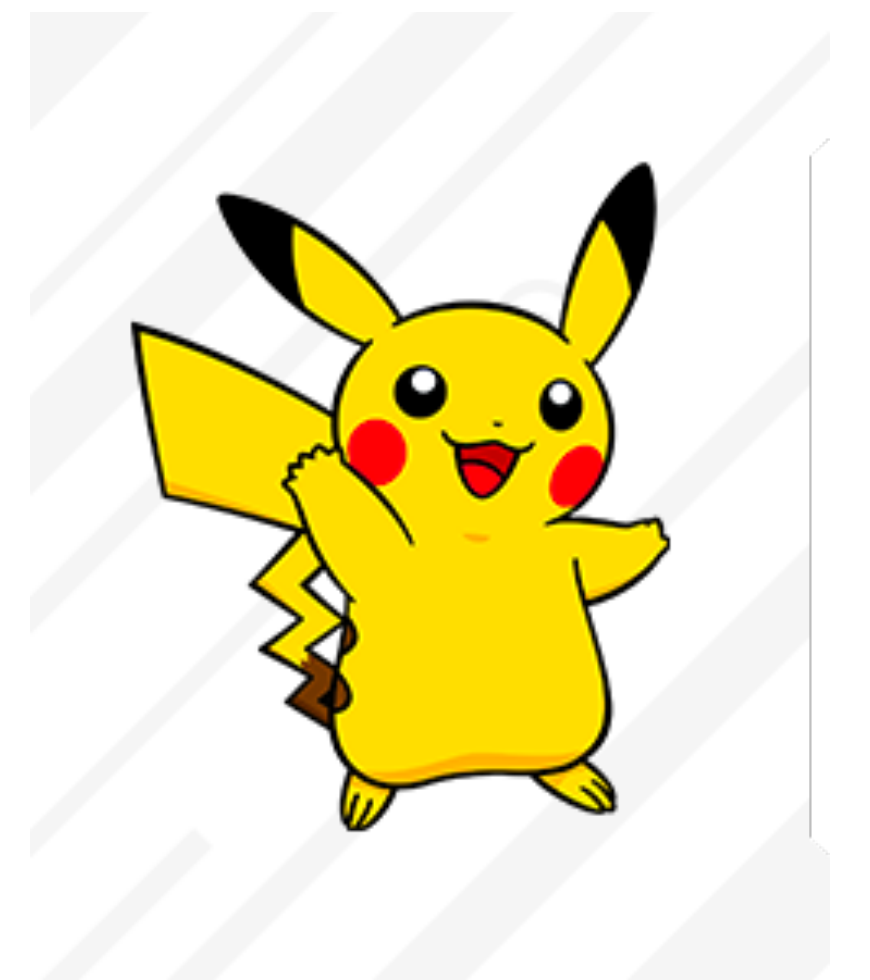
# Coupon/Pokemon Collector Problem





# Gotta' Catch 'Em All

- Suppose there are  $n$  different types of Pokemon cards
- In each trial we purchase a pack that contains a Pokemon card
- We repeat until we have at least one of each type of card, how many packs does it take in expectation to collect all?
- Let  $X$  be the r.v. equal to the number of packs bought until you first have a card of each type. **Goal**: compute  $E[X]$
- We break  $X$  into smaller random variables
- **Idea**: we make progress every time we get a card we don't already have

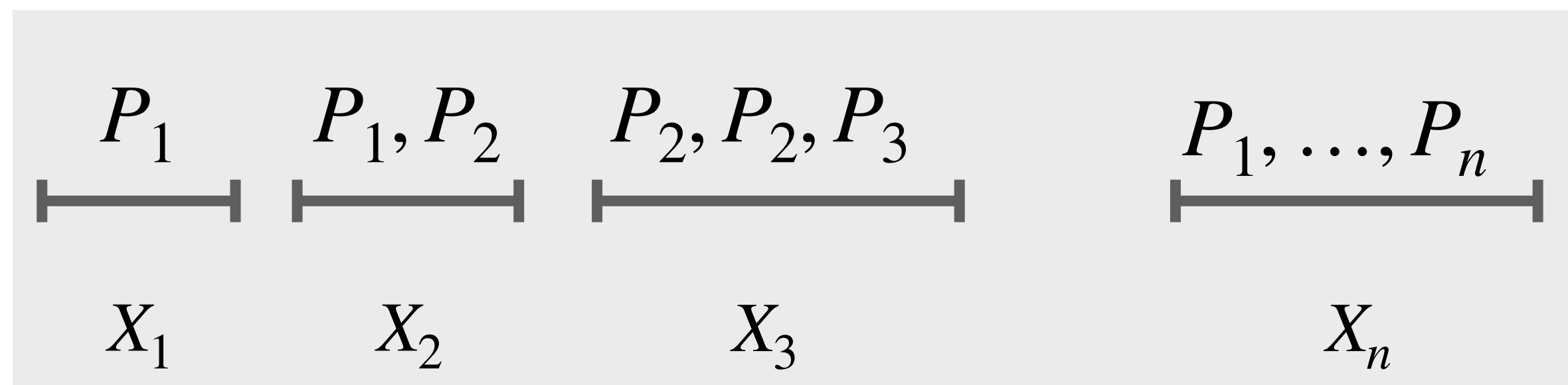




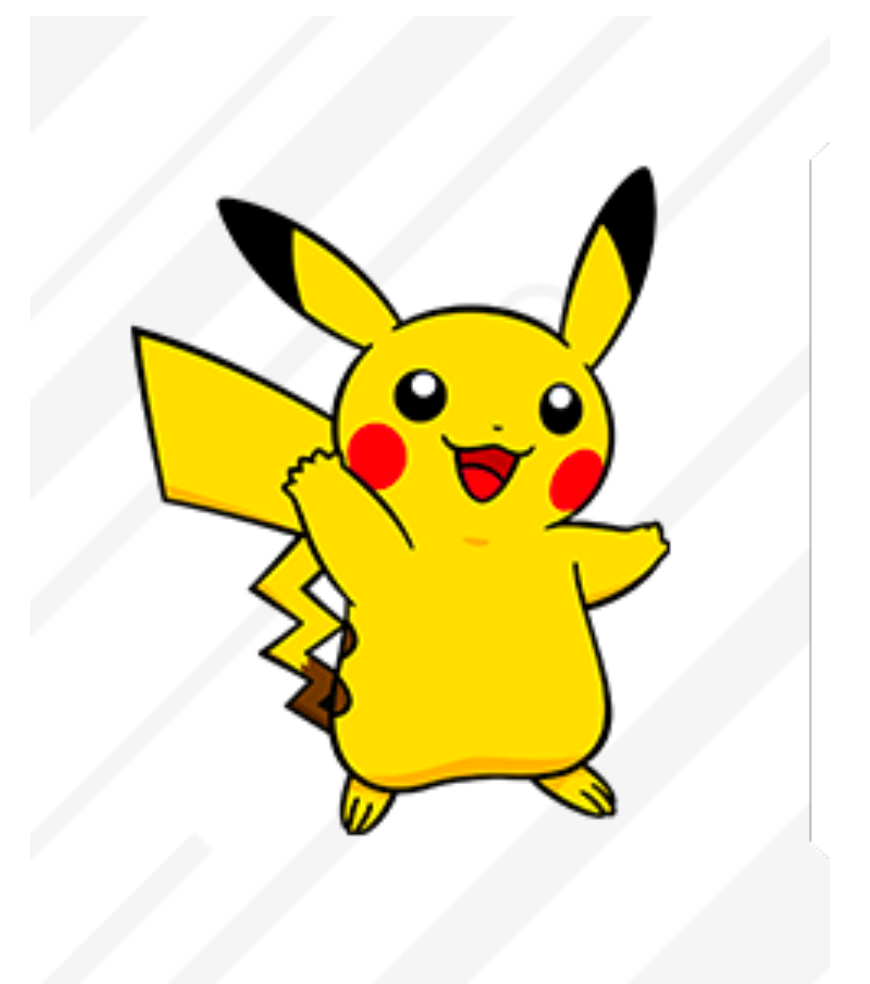
# Pokemon Collector Problem

- Let  $X_i$  denote the "length of the  $i$ th phase", that is, the number of packs bought during the  $i$ th phase ( $i$ th phase ends as soon as we see the  $i$ th distinct card)

- Thus,  $X = \sum_{i=1}^n X_i$

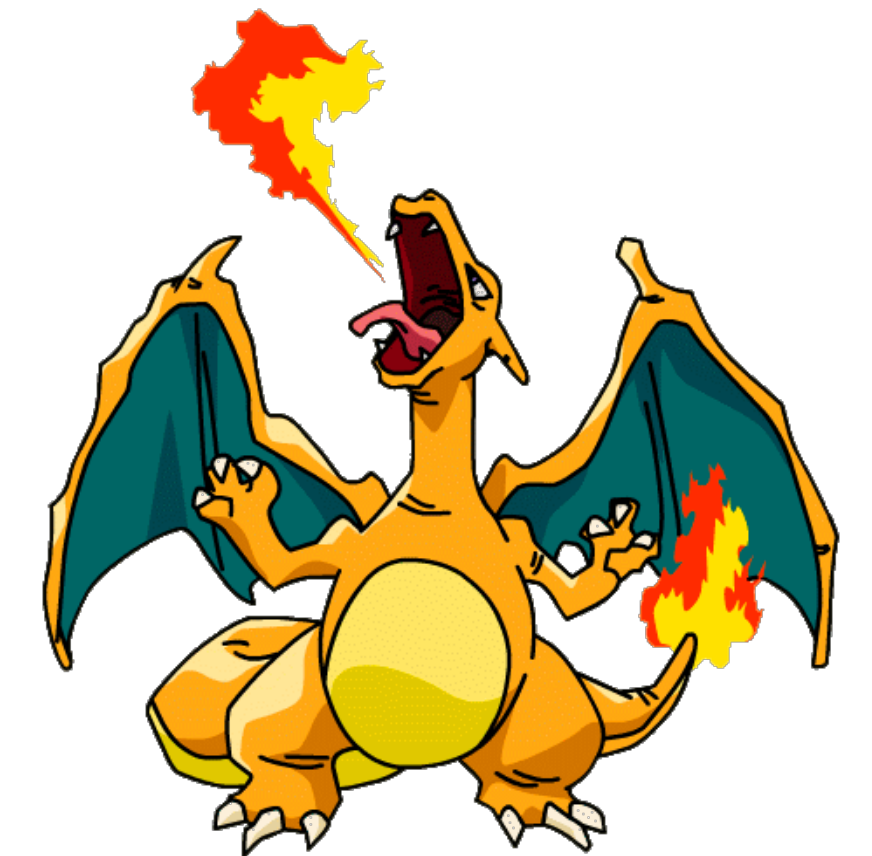
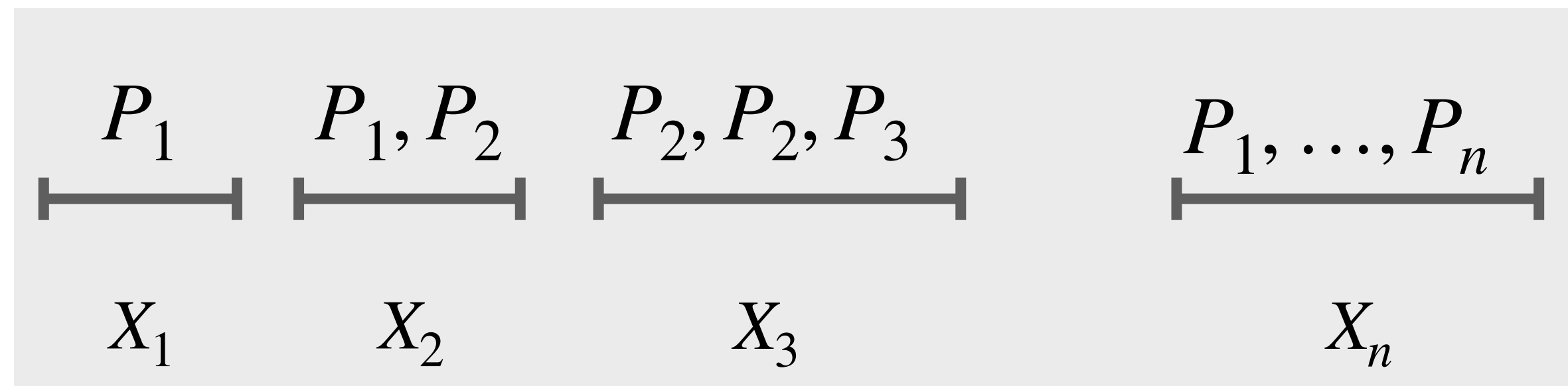


- Each phase can be thought of as flipping a biased coin until we see a head, where seeing a head = getting a new card



# Pokemon Collector Problem

- $E[X_i]$  is the expected number of coin flips until success (expectation of a geometric r.v.)

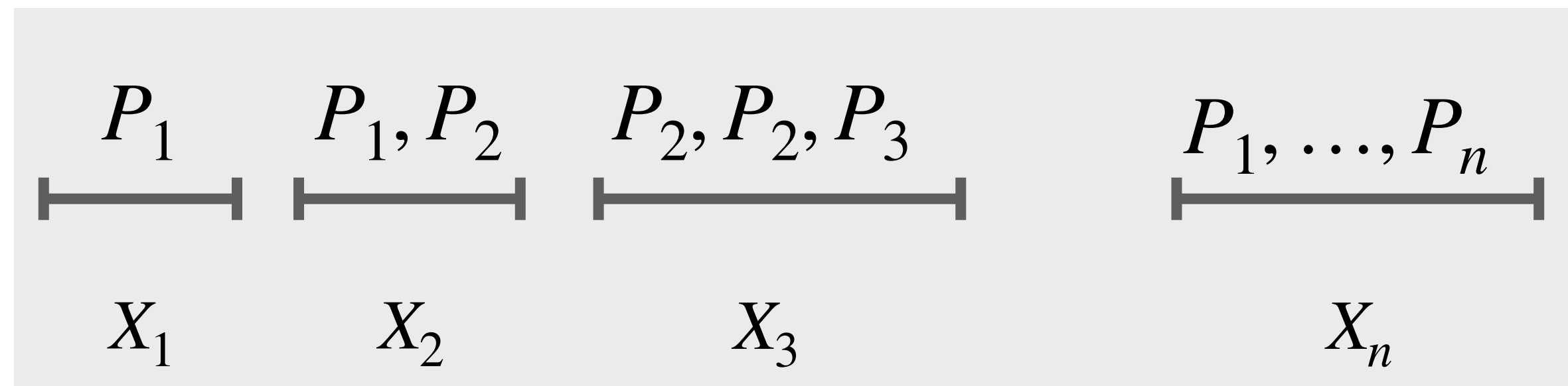


- We know,  $E[X_i] = 1/p_i$  where  $p_i$  is the probability of success/ probability of seeing a heads during a coin flip in the  $i$ th phase
- Before the  $i$ th phase starts, we don't have  $n - i + 1$  Pokemon
- Each of the  $n$  Pokemon are equally likely to be in a pack



# Pokemon Collector Problem

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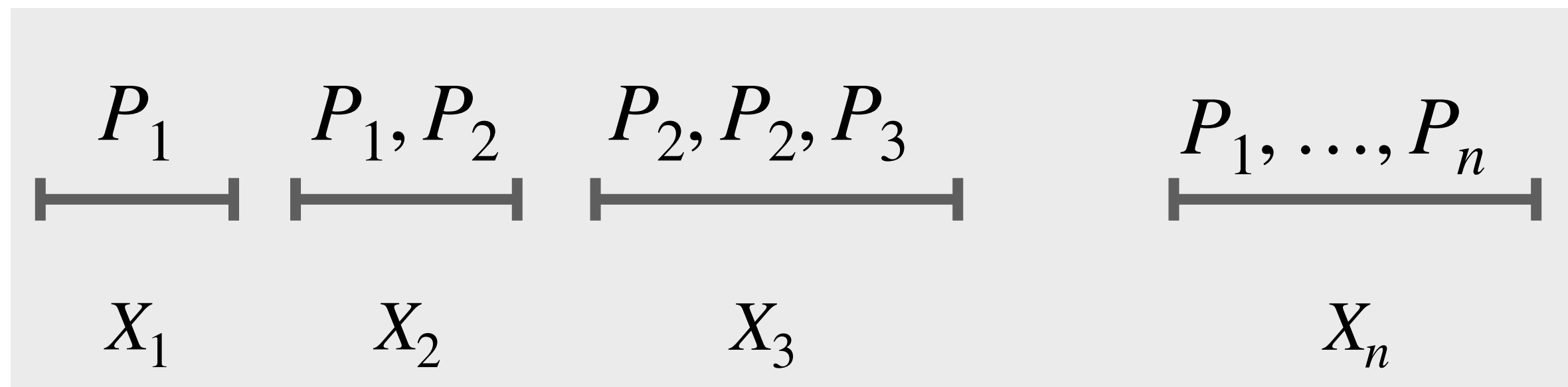
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probability of seeing a heads during a coin flip in the  $i$ th phase

- $$p_i = \frac{n - i + 1}{n}$$



# Pokemon Collector Problem

- We know,  $E[X_i] = 1/p_i$  where  $p_i$  is the probability of success/  
probability of seeing a heads during a coin flip in the  $i$ th phase



- $E[X_i] = \text{Expected}[\text{number of flips until first heads}] = 1/p_i = \frac{n - i + 1}{n}$
- $E[X] = E\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n E[X_i] = \sum_{i=1}^n \frac{n}{n - i + 1} = \sum_{i=1}^n \frac{n}{i} = nH_n = \Theta(n \log n)$

# Acknowledgments

- Some of the material in these slides are taken from
  - Kleinberg Tardos Slides by Kevin Wayne (<https://www.cs.princeton.edu/~wayne/kleinberg-tardos/pdf/04GreedyAlgorithmsI.pdf>)
  - Jeff Erickson's Algorithms Book (<http://jeffe.cs.illinois.edu/teaching/algorithms/book/Algorithms-JeffE.pdf>)
  - Hamiltonian cycle reduction images from Michael Sipser's Theory of Computation Book