# **Quick Review of Probability**

Anil Maheshwari

School of Computer Science Carleton University Canada

### **Outline**

Sample Space & Events

Random Variable

Geometric Distribution

Coupon Collector Problem

**Sample Space & Events** 

## **Basic Definition**

#### **Definitions**

Sample Space S = Set of Outcomes.

Events  $\mathcal{E}$  = Subsets of S.

Probability is a function from subsets  $A\subseteq S$  to positive real numbers between [0,1] such that:

- 1. Pr(S) = 1
- 2. For all  $A, B \subseteq S$  if  $A \cap B = \emptyset$ ,  $Pr(A \cup B) = Pr(A) + Pr(B)$ .
- 3. If  $A \subset B \subseteq S$ ,  $Pr(A) \leq Pr(B)$ .
- 4. Probability of complement of A,  $Pr(\bar{A}) = 1 Pr(A)$ .

3

#### **Basic Definition**

#### Examples:

1. Flipping a fair coin:

$$S = \{H, T\};$$
 
$$\mathcal{E} = \{\emptyset, \{H\}, \{T\}, S = \{H, T\}\}$$

2. Flipping fair coin twice:

```
\begin{split} S &= \{HH, HT, TH, TT\}; \\ \mathcal{E} &= \{\emptyset, \{HH\}, \{HT\}, \{TH\}, \{TT\}, \\ \{HH, TT\}, \{HH, TH\}, \{HH, HT\}, \\ \{HT, TH\}, \{HT, TT\}, \{TH, TT\}, \\ \{HH, HT, TH\}, \{HH, HT, TT\}, \{HH, TH, TT\}, \\ \{HT, TH, TT\}, S &= \{HH, HT, TH, TT\} \} \end{split}
```

3. Rolling fair die twice:

$$S = \{(i, j) : 1 \le i, j \le 6\};$$
  
$$\mathcal{E} = \{\emptyset, \{1, 1\}, \{1, 2\}, \dots, S\}$$

**Random Variable** 

## **Expectation**

#### **Definition**

A random variable X is a function from sample space S to Real numbers,  $X:S\to\Re$ .

Expected value of a discrete random variable X is given by  $E[X] = \sum_{s \in S} X(s) * Pr(X = X(s)).$ 

Note: Its a misnomer to say X is a random variable, it's a function.

Example: Flip a fair coin and define the random variable  $X:\{H,T\}\to\Re$  as

$$X = \begin{cases} 1 & \text{Outcome is Heads} \\ 0 & \text{Outcome is Tails} \end{cases}$$

$$E[X] = \sum_{s \in \{H,T\}} X(s) * Pr(X = X(s)) = 1 * \frac{1}{2} + 0 * \frac{1}{2} = \frac{1}{2}$$

# Linearity of Expectation

#### **Definition**

Consider two random variables X,Y such that  $X,Y:S\to\Re$ , then E[X+Y]=E[X]+E[Y].

In general, consider n random variables  $X_1,X_2,\ldots,X_n$  such that  $X_i:S\to\Re$ , then  $E[\sum_{i=1}^nX_i]=\sum_{i=1}^nE[X_i].$ 

Example: Flip a fair coin n times and define n random variable  $X_1, \ldots, X_n$  as

$$X_i = \begin{cases} 1 & \text{Outcome is Heads} \\ 0 & \text{Outcome is Tails} \end{cases}$$

$$E[X_1 + \dots + X_n] = E[X_1] + \dots + E[X_n] = \frac{1}{2} + \dots + \frac{1}{2} = \frac{n}{2}$$
  
= Expected # of Heads in  $n$  tosses.

6

# \_\_\_\_\_

**Geometric Distribution** 

#### **Geometric Distribuition**

#### **Definition**

Perform a sequence of independent trials till the first success. Each trial succeeds with probability p (and fails with probability 1-p). A Geometric Random Variable X with parameter p is defined to be equal to  $n \in N$  if the first n-1 trials are failures and the n-th trial is success. Probability distribution function of X is  $Pr(X=n)=(1-p)^{n-1}p$ .

Let 
$$Z$$
 to be the  $r.v.$  that equals the # failures before the first success, i.e.  $Z = X - 1$ .

Problem: Evaluate E[X] and E[Z].

To show: 
$$E[Z] = \frac{1-p}{p}$$
 and  $E[X] = 1 + \frac{1-p}{p} = \frac{1}{p}$ .

7

# Computation of ${\it E}[{\it Z}]$

Z= # failures before the first success. Set q=1-p.

• 
$$Pr(Z = k) = q^k p$$
  
•  $\frac{1}{1-q} = \sum_{k=0}^{\infty} q^k$  (for  $0 < q < 1$ )  
•  $\frac{1}{(1-q)^2} = \sum_{k=0}^{\infty} kq^{k-1}$ 

$$E[Z] = \sum_{k=0}^{\infty} kPr(Z=k)$$

$$= \sum_{k=0}^{\infty} kq^{k}p$$

$$= pq \sum_{k=0}^{\infty} kq^{k-1}$$

$$= \frac{pq}{(1-q)^{2}} = \frac{1-p}{p}$$

# **Examples**

## Examples:

1. Flipping a fair coin till we get a Head:

$$p = \frac{1}{2} \text{ and } E[X] = \frac{1}{p} = 2$$

2. Roll a die till we see a 6:

$$p=\frac{1}{6}$$
 and  $E[X]=\frac{1}{p}=6$ 

3. Keep buying LottoMax tickets till we win (assuming we have 1 in 33294800 chance).

$$p = \frac{1}{33294800}$$
 and  $E[X] = \frac{1}{p} = 33,294,800$ .

**Coupon Collector Problem** 

# **Coupon's Collector Problem**

#### **Problem Definition**

There are a total of n different types of coupons (Pokemon cards). A cereal manufacturer has ensured that each cereal box contains a coupon. Probability that a box contains any particular type of coupon is  $\frac{1}{n}$ . What is the expected number of boxes we need to buy to collect all the n coupons?

Define r.v.  $N_1, N_2, \ldots, N_n$ , where  $N_i$  =# of boxes bought till the i-th coupon is collected.

Each  $N_i$  is a geometric random variable.

# **Coupon's Collector Problem Contd.**

Let 
$$N = \sum_{i=1}^{n} N_i$$
; Note  $N_1 = 1$ 

$$E[N_j] = \frac{1}{\Pr{\text{of success in finding the } j^{th} \text{ coupon}}} = \frac{1}{\frac{n-j+1}{n}}$$

$$E[N] = \sum_{i=1}^{n} \frac{n}{n-i+1} = nH_n$$
, where  $H_n = n$ -th Harmonic Number.

$$H_n = \sum_{i=1}^n \frac{1}{i}$$
 and  $\ln n \le H_n \le \ln n + 1$ .

Thus, 
$$E[N] = nH_n \approx n \ln n$$
,

# Is $E[N] = nH_n = n \ln n$ a good estimate?

What is the probability that E[N] exceeds  $2nH_n$ ? Applying Markov's

Inequality: 
$$Pr(X>s) \leq \frac{E[X]}{s} \ Pr(N>2nH_n) < \frac{E[N]}{2nH_n} = \frac{nH_n}{2nH_n} = \frac{1}{2}$$

Can we have a better bound?

Next: We show  $Pr(N>n\ln n+cn)<\frac{1}{e^c}$ 

Pr. of missing a coupon after  $n \ln n + cn$  boxes have been bought  $= (1 - \frac{1}{n})^{n \ln n + nc} \le e^{-\frac{1}{n}(n \ln n + cn)} = \frac{1}{ne^c}$ .

Pr. of missing at least one coupon  $\leq n(\frac{1}{ne^c}) = \frac{1}{e^c}.$ 

#### References

- 1. Introduction to Probability by Blitzstein and Hwang, CRC Press 2015.
- 2. Courses Notes of COMP 2804 by Michiel Smid.
- 3. Probability and Computing by Mitzenmacher and Upfal, Cambridge Univ. Press 2005.
- 4. My Notes on Algorithm Design.