CMPS 2200 – Fall 2015



Probability and Expected Values Carola Wenk

CMPS 2200 Introduction to Algorithms

Probability

- Let *S* be a **sample space** of possible outcomes.
- $E \subseteq S$ is an **event**
- The (Laplacian) **probability of** *E* is defined as P(E) = |E|/|S| $\Rightarrow P(s) = 1/|S|$ for all $s \in S$

Note: This is a special case of a probability distribution. In general P(s) can be quite arbitrary. For a loaded die the probabilities could be for example P(6)=1/2 and P(1)=P(2)=P(3)=P(4)=P(5)=1/10.

Example: Rolling a (six-sided) die

- $S = \{1, 2, 3, 4, 5, 6\}$
- $P(2) = P({2}) = 1/|S| = 1/6$
- Let $E = \{2,6\} \Rightarrow P(E) = 2/6 = 1/3 = P(\text{rolling a 2 or a 6})$

In general: For any $s \in S$ and any $E \subseteq S$

- $0 \le P(s) \le 1$
- $\sum_{s \in S} \mathbf{P}(s) = 1$
- $P(E) = \sum_{s \in E} P(s)$

Random Variable

• A random variable *X* on *S* is a function from *S* to *R* $X: S \to \mathbb{R}$

Example 1: Flip coin three times.

- $S = \{HHH, HHT, HTH, HTT, THH, THT, TTH, TTT\}$
- Let X(s) = # heads in s $\Rightarrow X(HHH) = 3$ X(HHT)=X(HTH)=X(THH) = 2 X(TTH)=X(THT)=X(HTH) = 1X(TTT) = 0



Example 2: Play game: Win \$5 when getting HHH, pay \$1 otherwise

• Let Y(s) be the win/loss for the outcome s

 $\Rightarrow Y(\text{HHH}) = 5$ Y(HHT) = Y(HTH) = ... = -1

What is the *average* win/loss?

Expected Value

• The expected value of a random variable X: $S \rightarrow \mathbb{R}$ is defined as $E(X) = \sum_{s \in S} \mathbb{P}(s) \cdot X(s) = \sum_{x \in \mathbb{R}} \mathbb{P}(\{X=x\}) \cdot x$ Notice the similarity to the arithmetic mean (or average).

Example 2 (continued):

• $E(Y) = \sum_{s \in S} P(s) \cdot Y(s) = P(HHH) \cdot 5 + \sum_{s \in S \setminus \{HHH\}} P(s) \cdot (-1) = 1/2^3 \cdot 5 + 7 \cdot 1/2^3 \cdot (-1)$ = $(5-7)/2^3 = -2/8 = -1/4$

 $= \sum_{x \in \mathbf{R}} P(\{Y=y\}) \cdot y = P(\text{HHH}) \cdot 5 + P(\text{HHT}) \cdot (-1) + P(\text{HTH}) \cdot (-1) + P(\text{HTT}) \cdot (-1) + P(\text{THH}) \cdot (-1) + P(\text{THT}) \cdot (-1) + P(\text{TTH}) \cdot (-1) + P(\text{TTT}) \cdot (-1)$

 \Rightarrow The average win/loss is E(Y) = -1/4

Theorem (Linearity of Expectation):

Let *X*, *Y* be two random variables on *S*. Then the following holds: E(X+Y) = E(X) + E(Y)

Proof: $E(X+Y) = \sum_{s \in S} P(s) \cdot (X(s)+Y(s)) = \sum_{s \in S} P(s) \cdot X(s) + \sum_{s \in S} P(s) \cdot Y(s) = E(X) + E(Y)$

Randomized algorithms

- Allow random choices during the algorithm
- Sample space $S = \{all sequences of random choices\}$
- The runtime $T: S \rightarrow \mathbb{R}$ is a random variable. The runtime T(s) depends on the particular sequence *s* of random choices.
- \Rightarrow Consider the **expected runtime** E(T)