

A Random Walk through CS70, Pt. II: Probability

CS70 Summer 2016 - Lecture 8C

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UC Berkeley

Today

Same as yesterday (and tomorrow). Review, applications, gigs, cool examples, research questions...

Probability today!

Map of outcomes in a probability space Ω to values in $[0, 1]$:

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Events: set of outcomes. $\Pr[E] = \sum_{\omega \in E} \Pr[\omega]$.

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Inclusion-Exclusion: $\Pr[A \cup B] = \Pr[A] + \Pr[B] - \Pr[A \cap B]$.

Union bound: $\Pr[A_1 \cup A_2 \cup \dots \cup A_n] \leq \Pr[A_1] + \Pr[A_2] + \dots + \Pr[A_n]$.

Total probability: if A_1, \dots, A_n partition the entire sample space (disjoint, covers all of it), then $\Pr[B] = \Pr[B \cap A_1] + \dots + \Pr[B \cap A_n]$.

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$$\Pr[A|B] = \frac{\Pr[A \cap B]}{\Pr[B]} .$$

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From definition: $\Pr[A \cap B] = \Pr[A] \Pr[B|A]$.

Or, generally: $\Pr[A_1 \cap \dots \cap A_n] = \Pr[A_1] \Pr[A_2|A_1] \dots \Pr[A_n|A_1 \cap \dots \cap A_{n-1}]$.

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Bayes' Theorem

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Useful theorem for inference (updating beliefs). Heavily used in AI.
CS188.

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Example: Random-SAT

Let's say I have some Boolean clause that looks like this ("3-CNF")

$$(a \vee b \vee \bar{c}) \wedge (\bar{b} \vee d \vee e) \wedge \dots$$

n clauses (three boolean variables, some may be negated). What is expected number of clauses that I satisfy with a random assignment?

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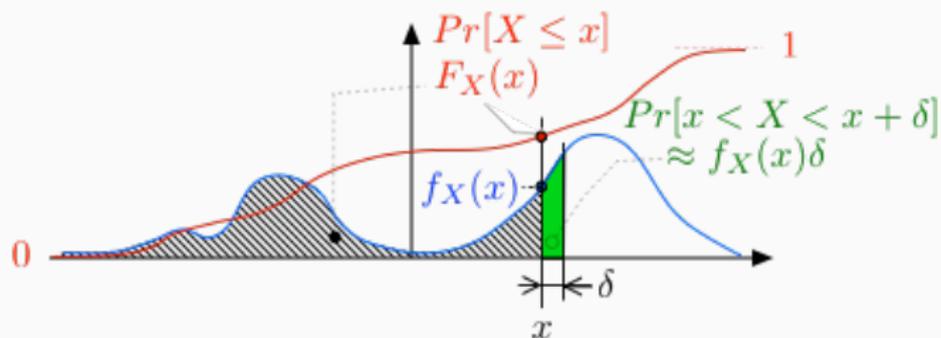
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"Hardness of approximation". Ongoing topic of research.

Random Variables: Continuous



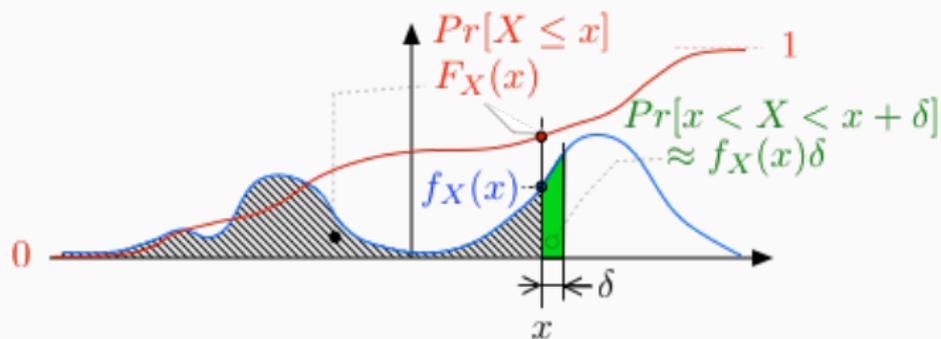
Distributions represented with a pdf

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$$\Pr[X \in [a, b]] = \int_a^b f_X(t) dt = F_X(b) - F_X(a)$$

Expectation/Variance for Continuous

Sum \rightarrow Integral. Most properties carry over.

$$E[X] = \int_{-\infty}^{\infty} tf_X(t)dt$$

$$E[g(X)] = \int_{-\infty}^{\infty} g(t)f_X(t)dt$$

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Application: Streaming Algorithm for Counting Uniques

Let's say that you're building a server that wants to count unique visitors. But you only have a very small amount of memory - enough to remember one number. How do you distinguish between a million unique visitors and a single IP address sending a million requests to your site?

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$$\Pr(\min_i X_i \leq x) = 1 - \Pr(\text{all } x_i \text{ at least } x) = 1 - (1 - x)^n$$

So PDF is $f(x) = n(1 - x)^{n-1}$. Expectation: $\int_0^1 xn(1 - x)^{n-1} dx = 1/(n + 1)$.

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Just invert the minimum number to estimate number of unique visitors!

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For instance: What's the distribution of the sum of two independent binomial random variables? What's the distribution of the minimum of two independent geometric random variables? Prove these formally for practice!

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Chernoff: Family of exponential bounds for sum of mutually independent 0-1 random variables. Derive by noting that $\Pr[X \geq a] = \Pr[e^{tX} \geq e^{ta}]$, and then applying Markov to bound

$$\Pr[e^{tX} \geq e^{ta}] \leq \frac{E[e^{tX}]}{e^{ta}}$$

for a good value of t .

Law of Large Numbers and CLT

If X_1, X_2, \dots are pairwise independent, and identically distributed with mean μ : $\Pr\left[\left|\frac{\sum_i X_i}{n} - \mu\right| \geq \epsilon\right] \rightarrow 0$ as $n \rightarrow \infty$.

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With many i.i.d. samples we converge not only to the mean, but also to a normal distribution with the same variance.

CLT: Suppose X_1, X_2, \dots are i.i.d. random variables with expectation μ and variance σ^2 . Let

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This is an approximation, not a bound.

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Hitting time: How long does it take us to get to some state j ?

Strategy: let $\beta(i)$ be the time it takes to get to j from i , for each state i . $\beta(j) = 0$. Set up system of linear equations and solve.

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Ergodic state: aperiodic + recurrent.

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Theorem: If a transient state j is accessible from state i , then state i is transient.

Proof: Suppose i is not accessible from j . Then there is a nonzero probability that, starting at i , we will go to j , at which point we will never be able to see i again. So i is transient.

On the other hand, suppose i is accessible from j . Suppose for contradiction that i is recurrent. Then if we're at j , we *have* to hit i again (because i is recurrent, so we have to go back to i if we go from i to j). But when we're at i , we know that we're definitely going to hit j sometime (because there's a nonzero chance of going to j from i , and we'll be back at i infinitely many times due to it being recurrent). So j is recurrent. Contradiction! So i has to be transient.

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Markov Chain Classifications

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Ergodic Markov chain: every state is ergodic. Any finite, irreducible, aperiodic Markov chain is ergodic.

Stationary Distributions

Distribution is unchanged by state. Intuitively: if I have a lot (approaching infinity) of people on the same MC: the number of people at each state is constant (even if the individual people may move around).

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To find limiting distribution? Solve **balance equations**: $\pi = \pi P$.

Let $r_{i,j}^t$ be the probability that we first (if $i = j$, we don't count the zeroth timestep) hit j exactly t timesteps after we start at i . Then

$$h_{i,j} = \sum_{t \geq 1} tr_{i,j}^t.$$

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Suppose we are given a finite, irreducible, aperiodic Markov chain. Then:

- There is a unique stationary distribution π .
- For all j, i , the limit $\lim_{t \rightarrow \infty} P_{j,i}^t$ exists and is independent of j .
- $\pi_i = \lim_{t \rightarrow \infty} P_{j,i}^t = 1/h_{i,i}$

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Random Walks

Markov chain on an undirected graph. At a vertex, pick edge with uniform probability and walk down it.

For undirected graphs: aperiodic if and only if graph is not bipartite.

Stationary distribution: $\pi_v = d(v)/(2|E|)$.

Cover time (expected time that it takes to hit all the vertices, starting from the worst vertex possible): bounded above by $4|V||E|$.

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Suppose that the expected return of each machine is negative - I get less money than I put in... the house always wins, after all. If I play machine 1 for a while, I expect to end up broke. Same with machine 2.

So if I play machine 1 and machine 2 alternately, I should expect to end up broke too, right? Hmm...

Parrondo's Paradox II

Let's say that the slot machines work as follows:

Machine 1: Put in some money. You gain a dollar w.p. 0.49 and lose a dollar w.p. 0.51. Pretty obvious that you lose money playing this game.

Parrondo's Paradox II

Let's say that the slot machines work as follows:

Machine 1: Put in some money. You gain a dollar w.p. 0.49 and lose a dollar w.p. 0.51. Pretty obvious that you lose money playing this game.

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- Case A: If d is a multiple of 3 then you gain a dollar w.p. 0.09 and lose a dollar w.p. 0.91.
- Case B: Otherwise, you gain a dollar w.p. 0.74 and lose a dollar w.p. 0.26.

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What's the probability of winning a round? $1/3$ probability of case A happening, so it would be

$$\frac{1}{3}(0.09) + \frac{2}{3}(0.74) = \frac{157}{300} > \frac{1}{2}$$

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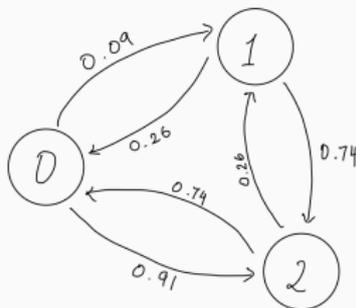
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right? Are you sure? **No!** Probability of case A happening is not $1/3$! (be careful about nonuniform probability spaces. MT2 1.1/1.2!)

Parrondo's Paradox III

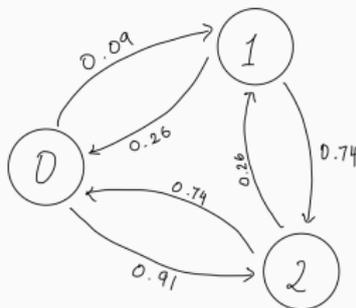
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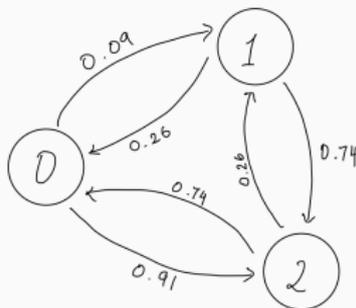
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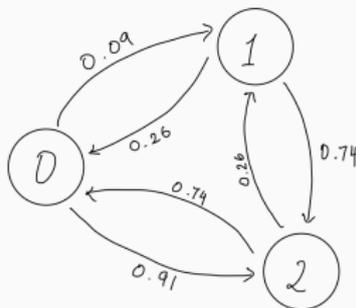
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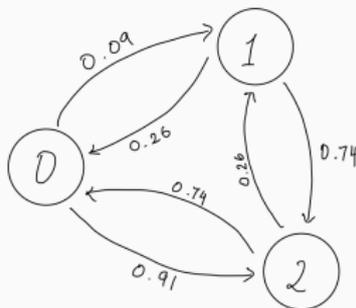


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Result: $\pi = [0.382604, 0.154728, 0.462668]$.

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Aperiodic? Irreducible? Yep! Limiting distribution = stationary distribution! Just solve for the stationary distribution with $\pi = \pi P$.

Result: $\pi = [0.382604, 0.154728, 0.462668]$. Plug in:

$$0.3826(0.09) + (0.1547 + 0.4627)(0.74) = 0.4913 < \frac{1}{2}$$

So I lose money in the long run.

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I have d dollars... if d is a multiple of 3, probability of winning is:

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If d isn't a multiple of 3, probability of winning is:

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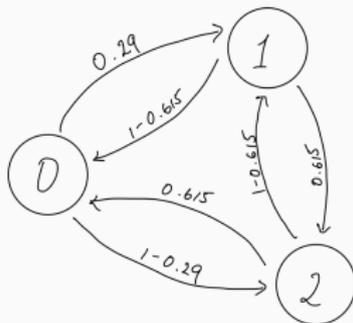
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Stationary distribution: $\pi = [0.344583, 0.254343, 0.401075]$.

Parrondo's Paradox IV

Stationary distribution: $\pi = [0.344583, 0.254343, 0.401075]$.

Probability of winning:

$$0.3446(0.29) + (0.2543 + 0.4011)(0.615) = 0.503011 > \frac{1}{2}$$

Parrondo's Paradox IV

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Probability of winning:

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So we expect to... gain money??!?!?!?!?!?

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So we expect to... gain money??!?!?!?!?!?

Did we just break linearity of expectation? No! It doesn't make a whole lot of sense to talk about "expected winnings" for a state without taking into account the current state. Our distribution across states changes between the two games!

Questions?