



Great Expectations



Prediction is difficult,
especially of the future

--- Niels Bohr



Abstractions in Probability

- Random Variables $R(s) = r$
- Probability Density Function
 $\Pr\{R = r\}$ = for all outcomes s such
that $R(s) = r$, sum the
probability of s



Expected Value

- Fortune Telling - Average of *future* values



Average vs Expected Value

R = number of heads in 2 coin flips

Average of 10 experiments:

$$= 1 \text{ (head) } 5/10 + 2 \text{ (heads) } 3/10$$

Expected Value:

$$= 1 \cdot \Pr\{1 \text{ head}\} + 2 \cdot \Pr\{2 \text{ heads}\}$$



Definition

Expected value
of a random variable R

$$E[R] ::= \sum_{r \in \text{range}(R)} r \cdot \Pr\{R = r\}$$



A Simple Example

R = value thrown by a dice

- Expected value of R

$$\begin{aligned}
 &= \sum_{r \in \text{range}(R)} r \cdot \Pr\{R=r\} \\
 &= 1(1/6) + 2(1/6) + 3(1/6) + 4(1/6) + 5(1/6) + 6(1/6) \\
 &= 3.5
 \end{aligned}$$



Carnival Dice

- Player chooses a number from 1 to 6
- Roll 3 fair and independent Dice

– Win \$1 if *any* match

– Lose \$1 if *no* match



Carnival Dice

- $R ::=$ Profit on a Roll
- R can take on values 1 or -1
- $E[R] = -1 \Pr\{\text{no match}\} + 1 \Pr\{\text{any match}\}$
 $= -1 \cdot (5/6)^3 + 1 \cdot (1 - (5/6)^3)$
 $= -34/216$

Expect to *Lose 16 cents* on average



Modified Carnival Dice

- Player chooses a number from 1 to 6
- Roll 3 fair and independent Dice

– Win \$1 for *each* match

– Lose \$1 if *no* match



In-class Problem

Problem 1



Other Applications

- Gambling
 - Will the Patriots win the Superbowl?
 - How many rounds of 5 card draw do I expect to play before I finally win?
- Algorithms/System Design
 - Given a sequence of n numbers, *on average* how many numbers are out of order?
- Models
 - Biology, physics, economy, voting....



Pitfalls of Expectation

- Expected Value \neq value you expect to see
- Same Expectation for different distributions
 - Expected value may never actually occur!

Model is not Reality



Birthday Problem

- In a class with 150 people, what is the **probability** that two people have the same birthday?
 - **99%**
- **How many** pairs of people with the same birthday do we expect to see?



Real Data (for this Class)

- **17 pairs** and **2 triples** = **23 pairs**
- Class size (approx 150 students)
- Should you expect to see something similar in other classes?



Birthday Problem

$R ::= \#$ pairs with same birthday

- $\Pr\{R = 0\}$
- $\Pr\{\text{exactly one pair: } R=1\}$
- $\Pr\{\text{exactly two pairs: } R=2\} = ?$

Starts becoming very messy ...



Linearity of Expectation

$$E[R_1 + R_2 + \dots + R_k] = E[R_1] + E[R_2] + \dots + E[R_k]$$



Birthdays

Let $R_i = 1$ if i^{th} pair has same birthday,
= 0 if not

$$\Pr\{R_i = 1\} = 1/365 = p$$

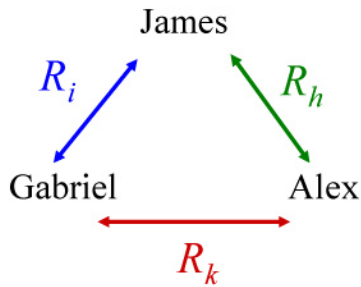
$$\Pr\{R_i = 0\} = 1 - p$$

$$E[R_i] = 1 \cdot p + 0 \cdot (1-p) = p$$

R_i is an Indicator Random Variable



Note: R_i are Not Independent



Expected Number of Birthday Pairs

$$\begin{aligned}
 E[R] &= E[R_1 + R_2 + R_3 \dots] \\
 &= E[R_1] + E[R_2] + E[R_3] \dots \\
 &= \binom{n}{2} \cdot E[R_1] \\
 &= N(N-1) / 2 \cdot 365 \\
 &\sim 30 \text{ pairs for } 6.042
 \end{aligned}$$



The Same Question

N wireless devices randomly pick names from a range R .

- How many name collisions do you expect to see?

$$= N^2 / 2R$$



The Hat Check Game

Everyone puts their name in a hat, then each person randomly draws out a name.

How many people expect to get their own name back?

Collect stats per table



In-class Problems

Problems 2,3,4