

# CMPT 210: Probability and Computing

## Lecture 14

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**Probability density function (PDF):** Let  $R$  be a r.v. with codomain  $V$ . The probability density function of  $R$  is the function  $\text{PDF}_R : V \rightarrow [0, 1]$ , such that  $\text{PDF}_R[x] = \Pr[R = x]$  if  $x \in \text{Range}(R)$  and equal to zero if  $x \notin \text{Range}(R)$ .

**Cumulative distribution function (CDF):** The cumulative distribution function of  $R$  is the function  $\text{CDF}_R : \mathbb{R} \rightarrow [0, 1]$ , such that  $\text{CDF}_R[x] = \Pr[R \leq x]$ .

Importantly, neither  $\text{PDF}_R$  nor  $\text{CDF}_R$  involves the sample space of an experiment.

*Example:* If we flip three coins, and  $C$  counts the number of heads, then

$\text{PDF}_C[0] = \Pr[C = 0] = \frac{1}{8}$ , and

$\text{CDF}_C[2.3] = \Pr[C \leq 2.3] = \Pr[C = 0] + \Pr[C = 1] + \Pr[C = 2] = \frac{7}{8}$ .

# Recap

A **distribution** can be specified by its probability density function (PDF) (denoted by  $f$ ).

**Bernoulli Distribution:**  $f_p(0) = 1 - p$ ,  $f_p(1) = p$ . *Example:* When tossing a coin such that  $\Pr[\text{heads}] = p$ , random variable  $R$  is equal to 1 if we get a heads (and equal to 0 otherwise). In this case,  $R$  follows the Bernoulli distribution i.e.  $R \sim \text{Ber}(p)$ .

**Uniform Distribution:** If  $R : \mathcal{S} \rightarrow V$ , then for all  $v \in V$ ,  $f(v) = 1/|V|$ . *Example:* When throwing an  $n$ -sided die, random variable  $R$  is the number that comes up on the die.  $V = \{1, 2, \dots, n\}$ . In this case,  $R$  follows the Uniform distribution i.e.  $R \sim \text{Uniform}(1, n)$ .

**Binomial Distribution:**  $f_{n,p}(k) = \binom{n}{k} p^k (1 - p)^{n-k}$ . *Example:* When tossing  $n$  independent coins such that  $\Pr[\text{heads}] = p$ , random variable  $R$  is the number of heads in  $n$  coin tosses. In this case,  $R$  follows the Binomial distribution i.e.  $R \sim \text{Bin}(n, p)$ .

**Geometric Distribution:**  $f_p(k) = (1 - p)^{k-1} p$ . *Example:* When repeatedly tossing a coin such that  $\Pr[\text{heads}] = p$ , random variable  $R$  is the number of tosses needed to get the first heads. In this case,  $R$  follows the Geometric distribution i.e.  $R \sim \text{Geo}(p)$ .

## Distributions - Examples

**Q:** It is known that disks produced by a certain company will be defective with probability 0.01 independently of each other. The company sells the disks in packages of 10 and offers a money-back guarantee that at most 1 of the 10 disks is defective (the package can be returned if there is more than 1 defective disk). What proportion of packages is returned? If someone buys three packages, what is the probability that exactly one of them will be returned?

Let  $X$  be the random variable corresponding to the number of defective disks in a package. Let  $E$  be the event that the package is returned. We wish to compute  $\Pr[E] = \Pr[X > 1]$ .  $X$  follows the Binomial distribution  $\text{Bin}(10, 0.01)$ . Hence,

$$\begin{aligned}\Pr[E] &= \Pr[X > 1] = 1 - \Pr[X \leq 1] = 1 - \Pr[X = 0] - \Pr[X = 1] \\ &= 1 - \binom{10}{0}(0.99)^{10} - \binom{10}{1}(0.99)^9(0.01)^1 \approx 0.05\end{aligned}$$

## Distributions - Examples

**Q:** It is known that disks produced by a certain company will be defective with probability 0.01 independently of each other. The company sells the disks in packages of 10 and offers a money-back guarantee that at most 1 of the 10 disks is defective (the package can be returned if there is more than 1 defective disk). If someone buys three packages, what is the probability that exactly one of them will be returned?

Let  $F$  be the event that someone bought 3 packages and exactly one of them is returned.

**Answer 1:** Let  $E_i$  be the event that package  $i$  is returned. From the previous question, we know that  $\Pr[E_i] = \Pr[\text{Package } i \text{ has more than 1 defective disk}] \approx 0.05$ .

$$F = (E_1 \cap E_2^c \cap E_3^c) \cup (E_1^c \cap E_2 \cap E_3) \cup (E_1^c \cap E_2^c \cap E_3)$$

$$\Pr[F] = \Pr[E_1](1 - \Pr[E_2])(1 - \Pr[E_3]) + (1 - \Pr[E_1])(1 - \Pr[E_2])\Pr[E_3] + \dots$$

$$\Pr[F] \approx 3 \times (0.05)(0.95)(0.95) \approx 0.15.$$

**Answer 2:** Let  $Y$  be the random variable corresponding to the number of packages returned.  $Y$  follows the Binomial distribution  $\text{Bin}(3, 0.05)$  and we wish to compute

$$\Pr[F] = \Pr[Y = 1] \approx \binom{3}{1}(0.05)^1(0.95)^2 \approx 0.15.$$

## Distributions - Examples

**Q:** You are randomly and independently throwing darts. The probability that you hit the bullseye in throw  $i$  is  $p$ . Once you hit the bullseye you win and can go collect your reward. (a) What is the probability that you win after exactly  $k$  throws? (b) What is the probability you win in less than  $k$  throws?

(a) The number of throws ( $T$ ) to hit the bullseye and win follows a geometric distribution  $\text{Geo}(p)$  and we wish to compute  $\Pr[T = k]$ . Using the PDF for the Geometric distribution, this is equal to  $(1 - p)^{k-1} p$ .

(b) **Answer 1:** If  $E$  is the event that we win in less than  $k$  throws,

$$\Pr[E] = \Pr[T < k] = \sum_{i=1}^{k-1} \Pr[T = i] = p \sum_{i=1}^{k-1} (1 - p)^{i-1} = 1 - (1 - p)^{k-1}.$$

**Answer 2:**

$$\Pr[E] = 1 - \Pr[E^c] = 1 - \Pr[\text{do not hit the bullseye in } k - 1 \text{ throws}] = 1 - (1 - p)^{k-1}.$$

# Number Guessing Game

**Q:** We have two envelopes. Each contains a distinct number in  $\{0, 1, 2, \dots, 100\}$ . To win the game, we must determine which envelope contains the larger number. We are allowed to peek at the number in one envelope selected at random. Can we devise a winning strategy?

**Strategy 1:** We pick an envelope at random and guess that it contains the larger number (without even peeking at the number).

**Q:** What is the probability that we win with this strategy? **Ans:** 0.5

**Strategy 2:** We peek at the number and if its below 50, we choose the other envelope.

But the numbers in the envelopes need not be random! The numbers are chosen “adversarially” in a way that will defeat our guessing strategy. For example, to “beat” Strategy 2, the two numbers can always be chosen to be below 50.

**Q:** Can we do better than 50% chance of winning?

# Number Guessing Game

Suppose that we somehow knew a number  $x$  that was in between the numbers in the envelopes. If we peek in one envelope and see a number. If it is bigger than  $x$ , we know its the higher number and choose that envelope. If it is smaller than  $x$ , we know that is the smaller number and choose the other envelope.

Of course, we do not know such a number  $x$ . But we can guess it!

**Strategy 3:** Choose a random number  $x$  from  $\{0.5, 1.5, 2.5, \dots, n - 1/2\}$  according to the uniform distribution i.e.  $\Pr[x = 0.5] = \Pr[1.5] = \dots = 1/n$ . Then we peek at the number (denoted by  $T$ ) in one envelope, and if  $T > x$ , we choose that envelope, else we choose the other envelope.

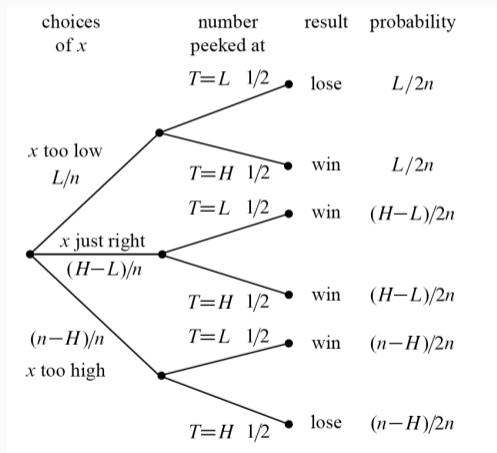
The advantage of such a randomized strategy is that the adversary cannot easily “adapt” to it.

**Q:** But does it have better than 50% chance of winning?



# Number Guessing Game

Let the numbers in the two envelopes be  $L$  (lower number) and  $H$  (the higher number).



$$\begin{aligned} \Pr[\text{win}] &= \frac{L}{2n} + \frac{H-L}{2n} + \frac{H-L}{2n} + \frac{n-H}{2n} \\ &= \frac{1}{2} + \frac{H-L}{2n} \geq \frac{1}{2} + \frac{1}{2n} > \frac{1}{2} \end{aligned}$$

Hence our strategy has a greater than 50% chance of winning! If  $n = 10$ ,  $\Pr[\text{win}] \geq 0.55$ , for  $n = 100$ ,  $\Pr[\text{win}] \geq 0.505$ .

**Q:** For  $n = 100$ , if  $L = 23$  and  $H = 54$ , compute  $\Pr[\text{guessing too low} \mid \text{we win}]$

**Ans:**  $\Pr[\text{guessing too low} \mid \text{we win}] = \frac{\Pr[\text{we win} \cap \text{guessing too low}]}{\Pr[\text{we win}]} = \frac{L/2n}{1/2 + (H-L)/2n} = \frac{L}{n+H-L} = \frac{23}{131}$ .

Questions?