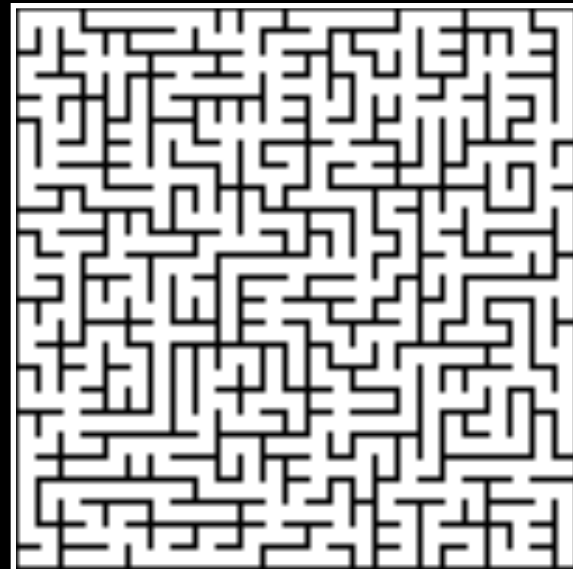
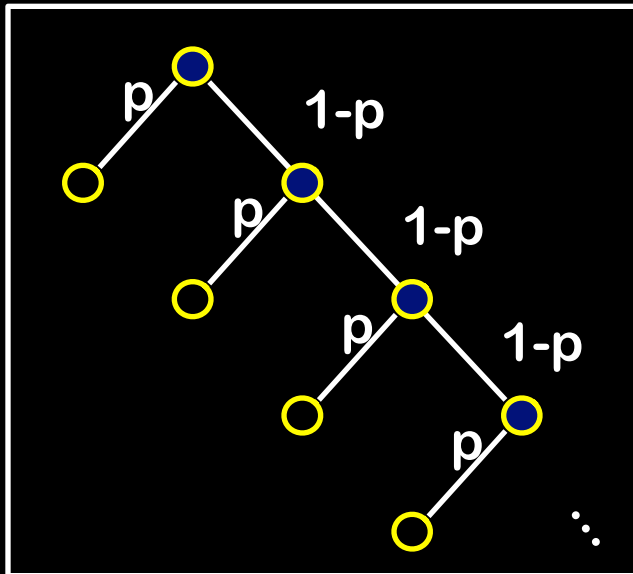


15-251

Great Theoretical Ideas in Computer Science

Infinite Sample Spaces and Random Walks

Lecture 11, September 30, 2008



**See handout for probability review
and some new stuff**

Use linearity of expectation



Use linearity of expectation

Suppose we have m people
each with a uniformly chosen
birthday from 1 to 366



Use linearity of expectation

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X = number of pairs of people
with the same birthday



Use linearity of expectation

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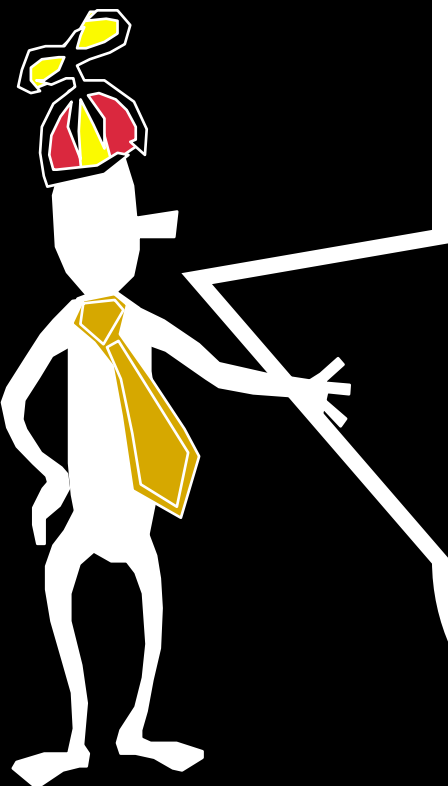
X = number of pairs of people
with the same birthday

$$E[X] = ?$$



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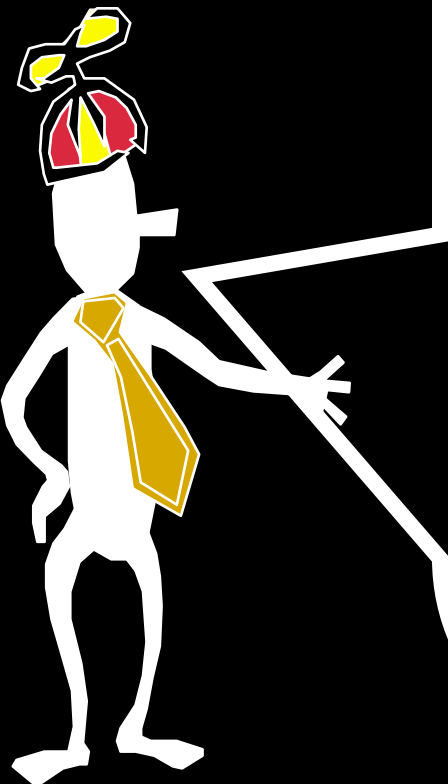
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Use $m(m-1)/2$ indicator variables,
one for each pair of people



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Use $m(m-1)/2$ indicator variables, one for each pair of people

$X_{jk} = 1$ if person j and person k have the same birthday; else 0

$$\begin{aligned} E[X_{jk}] &= (1/366) 1 + (1 - 1/366) 0 \\ &= 1/366 \end{aligned}$$



X = number of pairs of people with the same birthday

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$$E[X] = E[\sum_{j \leq k \leq m} X_{jk}]$$



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X = number of pairs of people with the same birthday

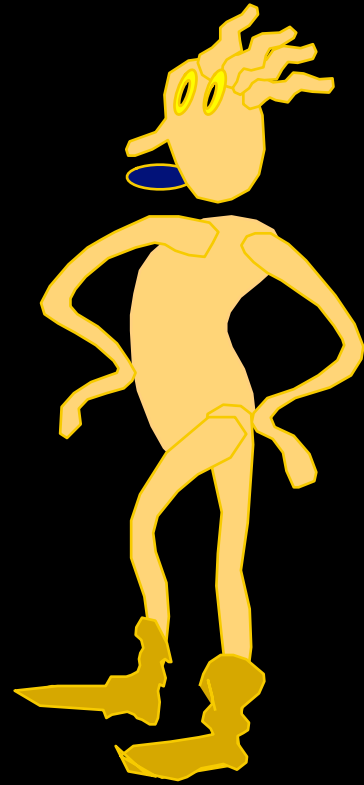
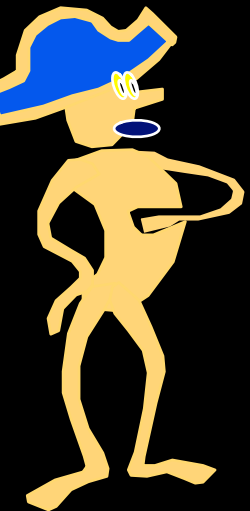
$X_{jk} = 1$ if person j and person k have the same birthday; else 0

$$\begin{aligned} E[X_{jk}] &= (1/366) 1 + (1 - 1/366) 0 \\ &= 1/366 \end{aligned}$$

$$\begin{aligned} E[X] &= E\left[\sum_{j \leq k \leq m} X_{jk}\right] \\ &= \sum_{j \leq k \leq m} E[X_{jk}] \\ &= m(m-1)/2 \times 1/366 \end{aligned}$$

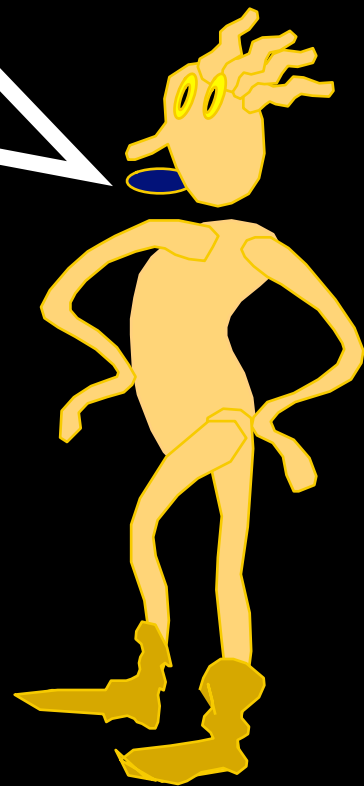


Step Right Up...



Step Right Up...

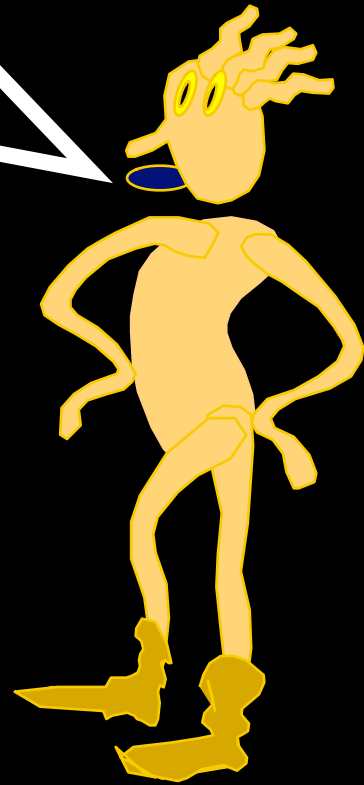
You pick a number $n \in [1..6]$.
You roll 3 dice. If any match n ,
you win \$1. Else you pay me
\$1. Want to play?



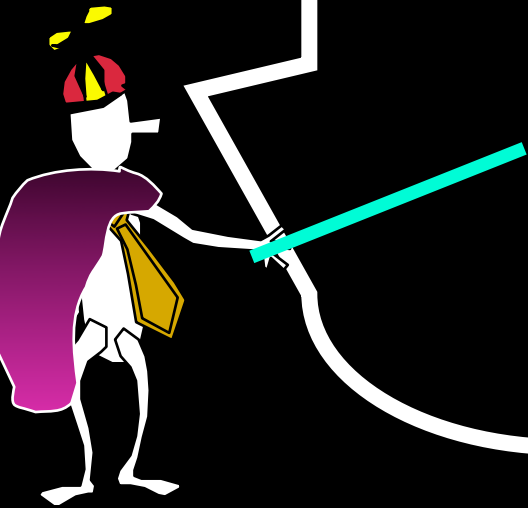
Step Right Up...

You pick a number $n \in [1..6]$.
You roll 3 dice. If any match n ,
you win \$1. Else you pay me
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Hmm...
let's see

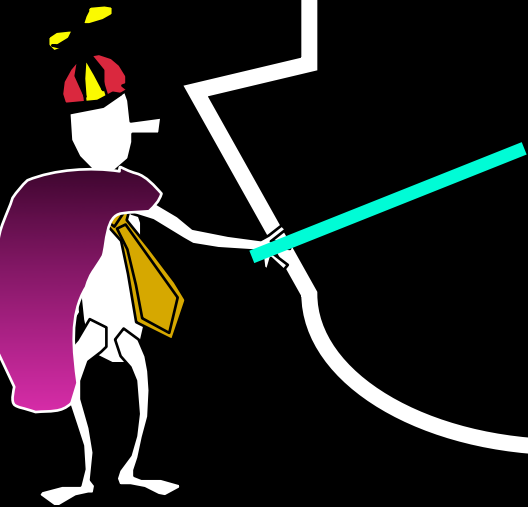


Analysis



Analysis

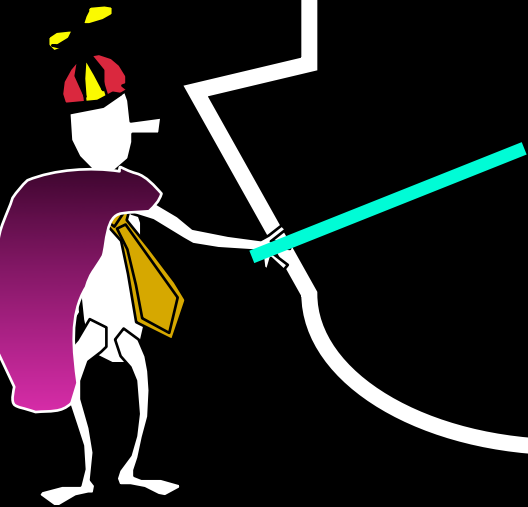
A_i = event that i -th die matches



Analysis

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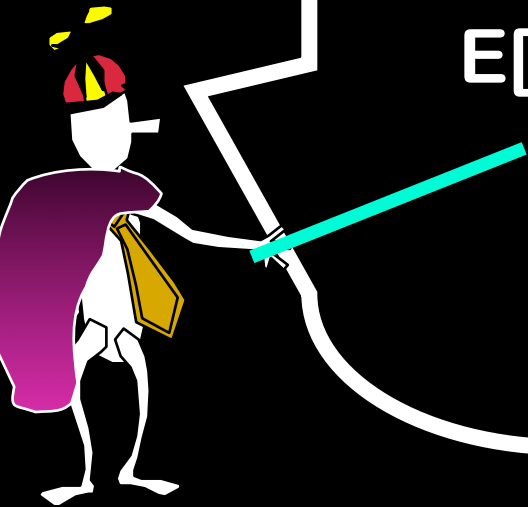
Analysis

A_i = event that i -th die matches

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Expected number of dice that match:

$$E[X_1 + X_2 + X_3] = 1/6 + 1/6 + 1/6 = 1/2$$



Analysis

A_i = event that i -th die matches

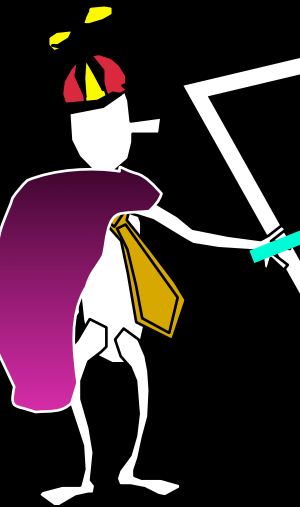
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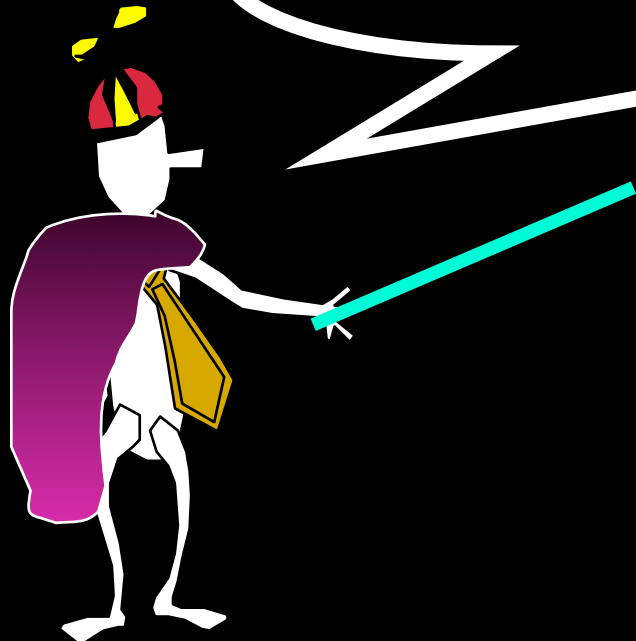
But this is not the same as

$\Pr(\text{at least one die matches})$



Analysis

$$\begin{aligned}\Pr(\text{at least one die matches}) \\ &= 1 - \Pr(\text{none match}) \\ &= 1 - (5/6)^3 = 0.416\end{aligned}$$



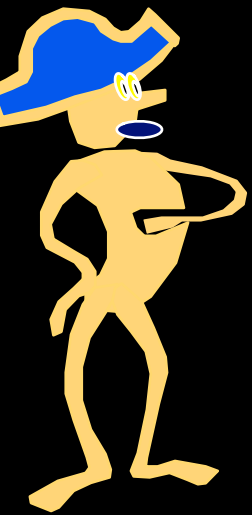
An easy question

$$\sum_{i=0}^{\infty} \frac{1}{2^i} = ?$$



An easy question

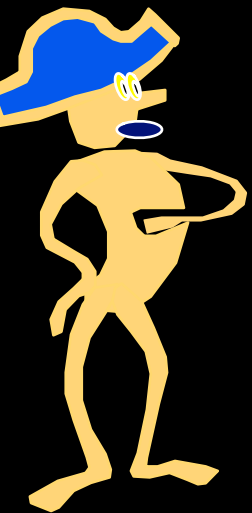
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An easy question

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Answer: 2



An easy question

$$\sum_{i=0}^{\infty} \frac{1}{2^i} = ?$$

Answer: 2



0

1

1.5

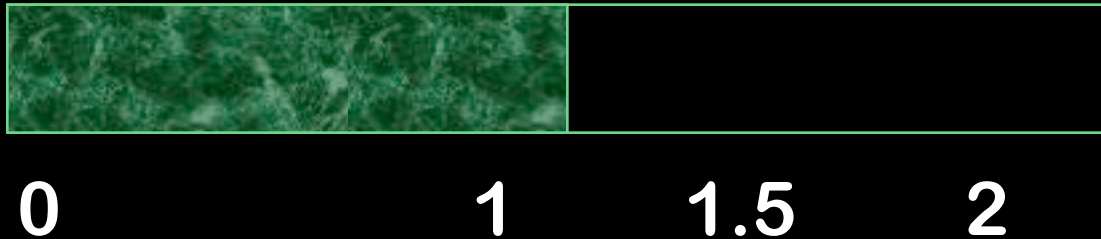
2



An easy question

$$\sum_{i=0}^{\infty} \frac{1}{2^i} = ?$$

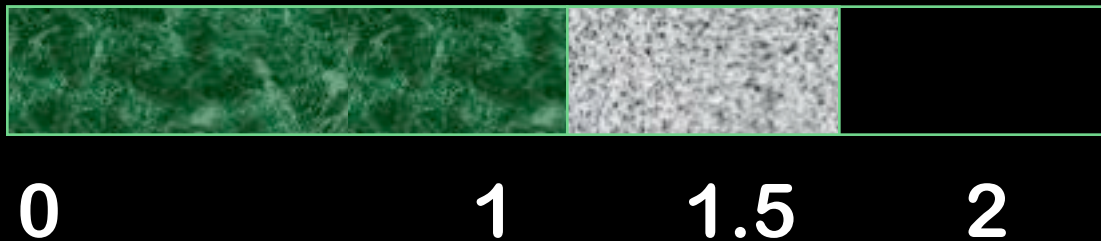
Answer: 2



An easy question

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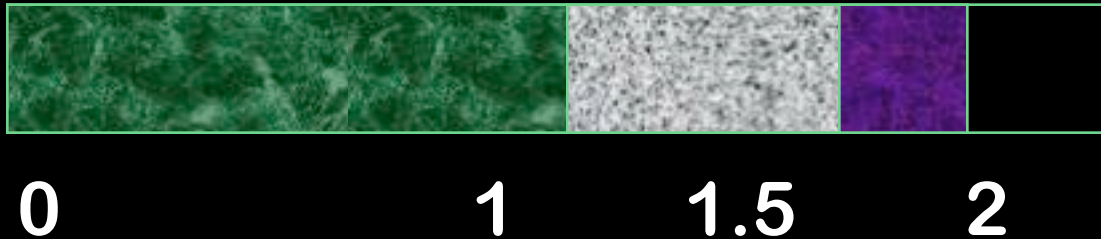
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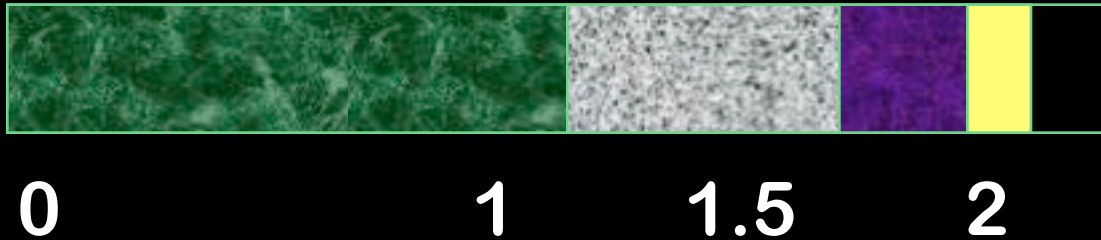
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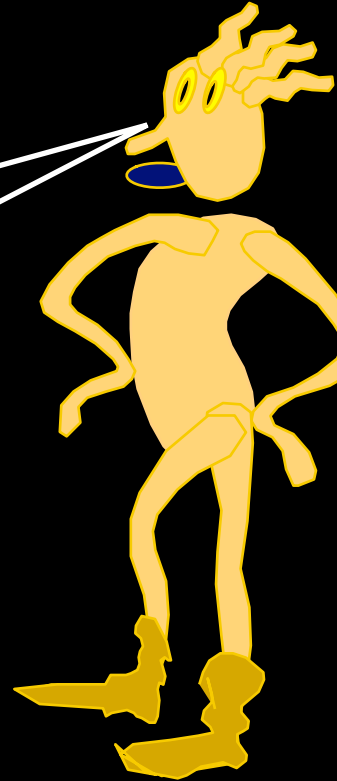
Answer: 2



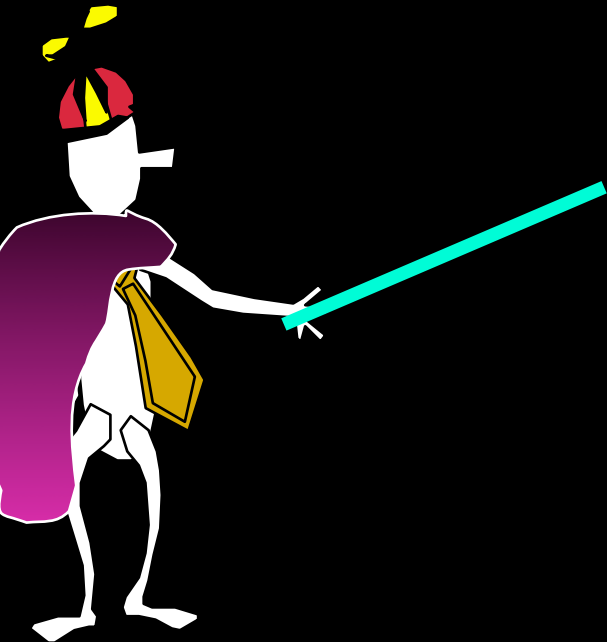
But it never actually gets to 2. Is that a problem?

But it never actually gets to 2. Is that a problem?

No, we really mean the limit of the partial sums.
In this case, the partial sum is $2 - (1/2)^n$ which goes to 2.



A related question



A related question

Suppose I flip a coin of bias p ,
stopping when I first get heads.

What's the chance that I:

- Flip exactly once?

Ans: p

- Flip exactly two times?

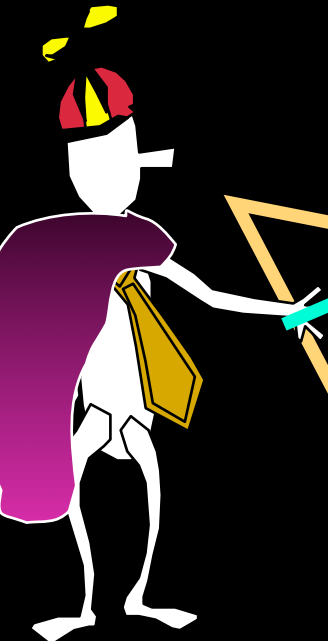
Ans: $(1-p)p$

- Flip exactly k times?

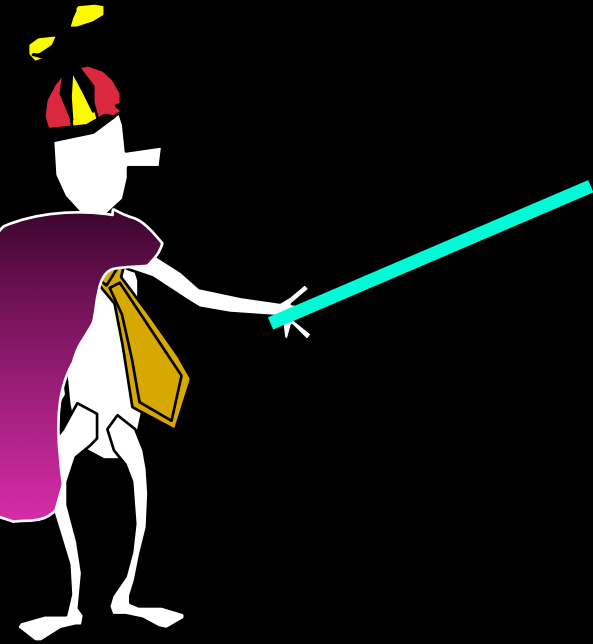
Ans: $(1-p)^{k-1}p$

- Eventually stop?

Ans: 1. (assuming $p > 0$)



A related question



A related question

$\Pr(\text{flip once}) + \Pr(\text{flip 2 times}) + \Pr(\text{flip 3 times}) + \dots = 1:$

$$p + (1-p)p + (1-p)^2p + (1-p)^3p + \dots = 1.$$

Or, using $q = 1-p$,



A related question

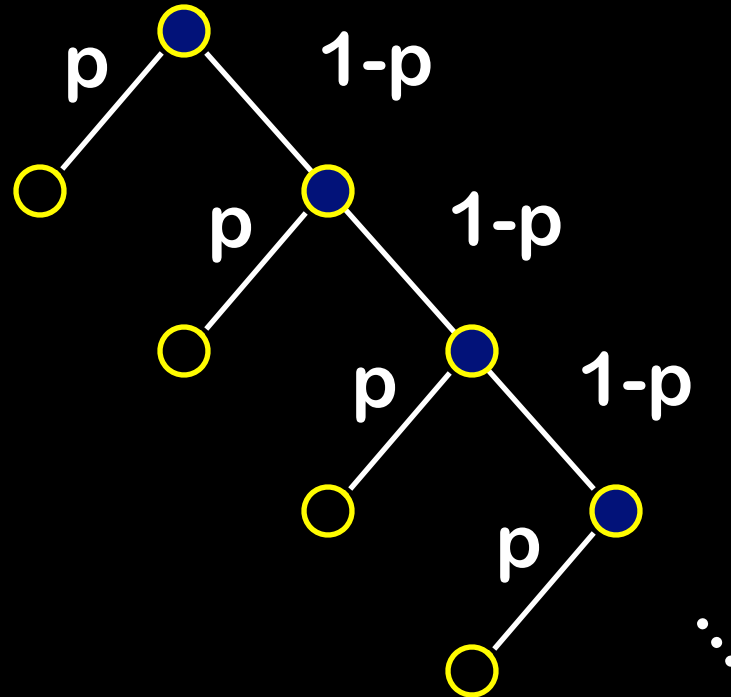
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$p + (1-p)p + (1-p)^2p + (1-p)^3p + \dots = 1.$
Or, using $q = 1-p$,

$$\sum_{i=0}^{\infty} q^i = \frac{1}{1-q} = \frac{1}{p}$$



Pictorial view



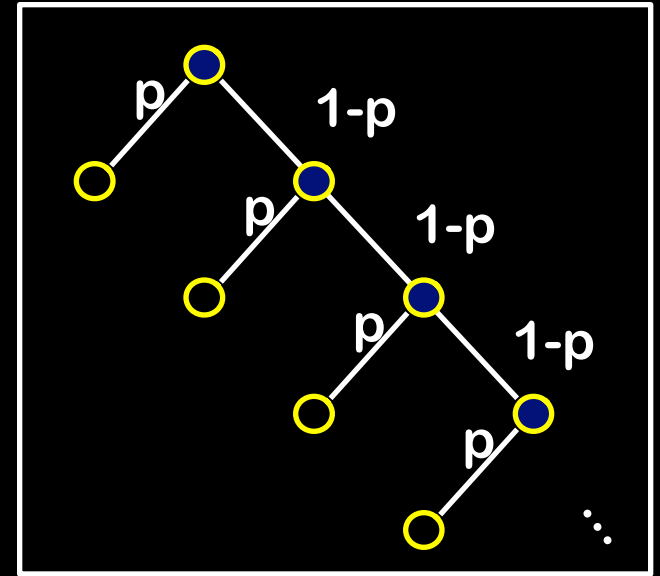
Sample space **S** = leaves in this tree.

Pr(x) = product of edges on path to x.

If $p > 0$, $\Pr(\text{not halting by time } n)$ goes to zero.

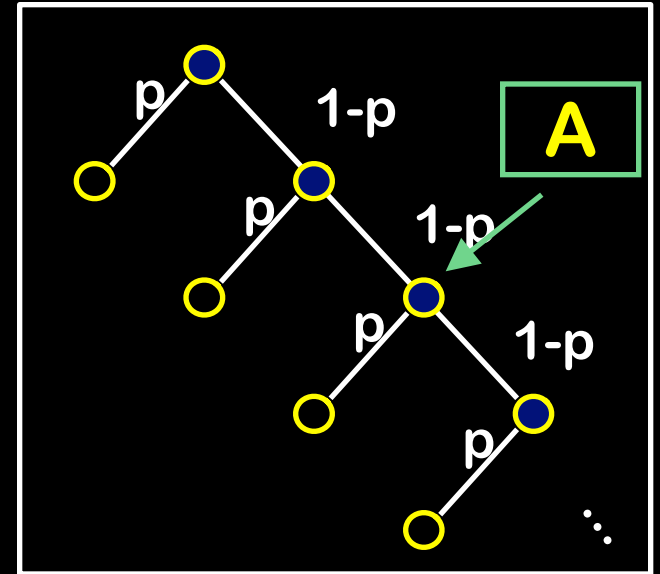
Reason about expectations too!

Suppose **A** is a node
in this tree



Reason about expectations too!

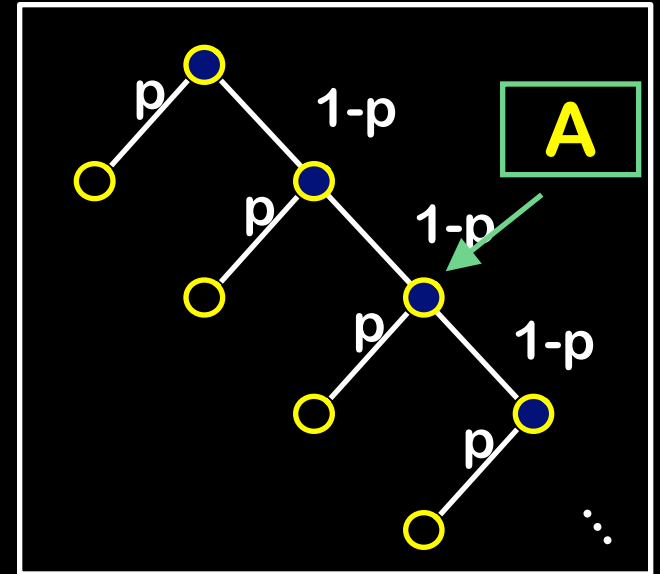
Suppose **A** is a node
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Reason about expectations too!

Suppose **A** is a node
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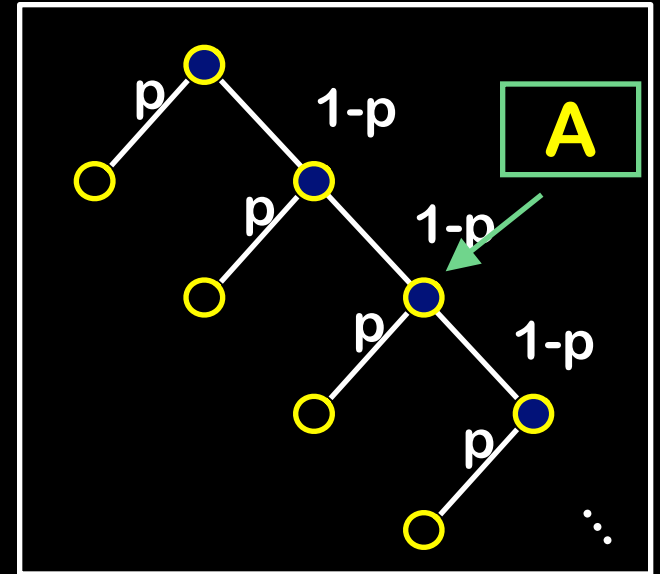
$\Pr(x|A)$ =product of edges
on path from A to x.



Reason about expectations too!

Suppose **A** is a node
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**$\text{Pr}(x|A)$ = product of edges
on path from A to x.**



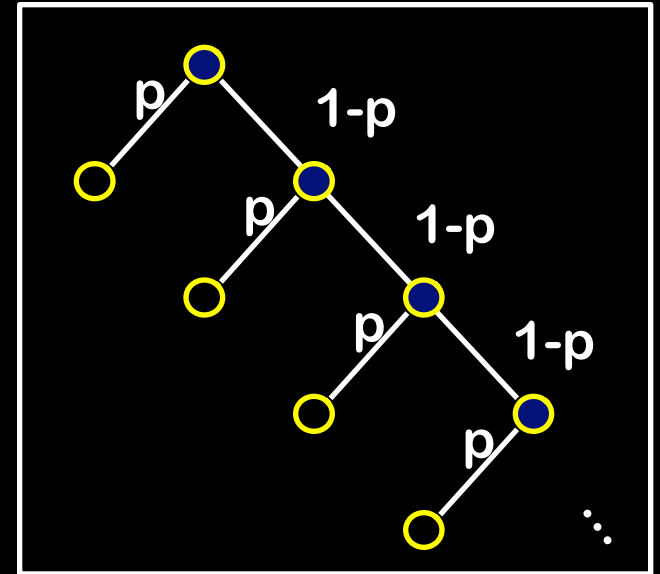
$$E[X] = \sum_{\mathbf{x}} \text{Pr}(\mathbf{x}) X(\mathbf{x}).$$

$$E[X|A] = \sum_{x \text{ in } A} \text{Pr}(x|A)X(x).$$

I.e., it is as if we started the game at A.

Expected number of heads

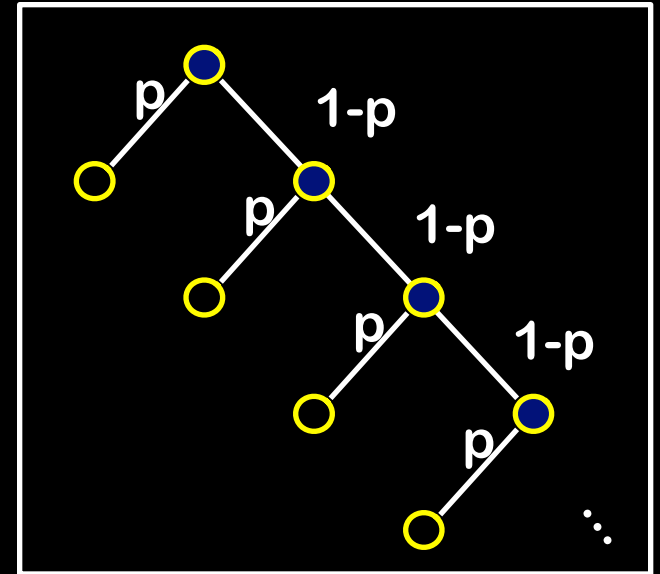
Flip bias- p coin until heads.



What is expected number of flips?

Expected number of heads

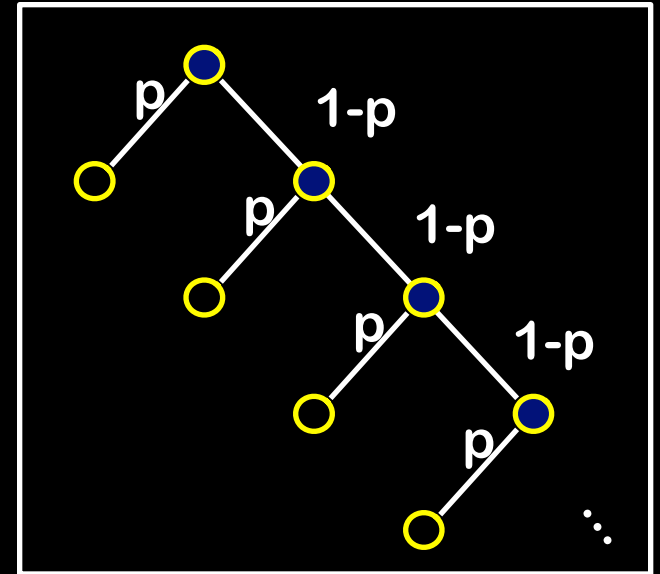
Let X = # flips.



Expected number of heads

Let $X = \# \text{ flips.}$

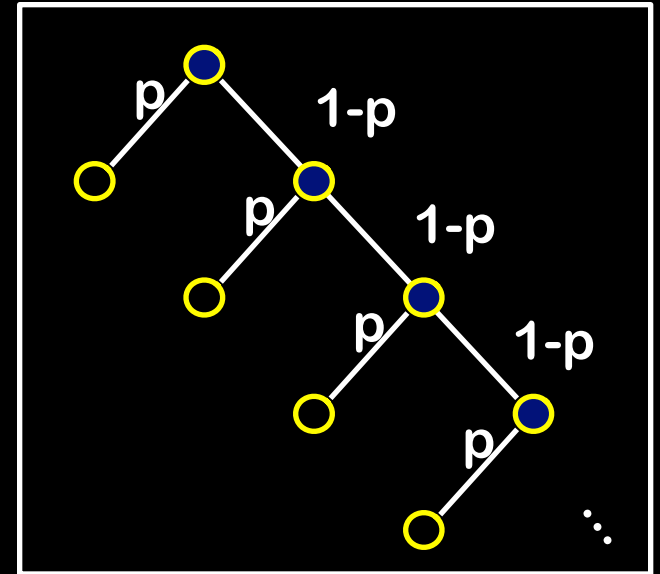
B = event “1st flip is heads”



Expected number of heads

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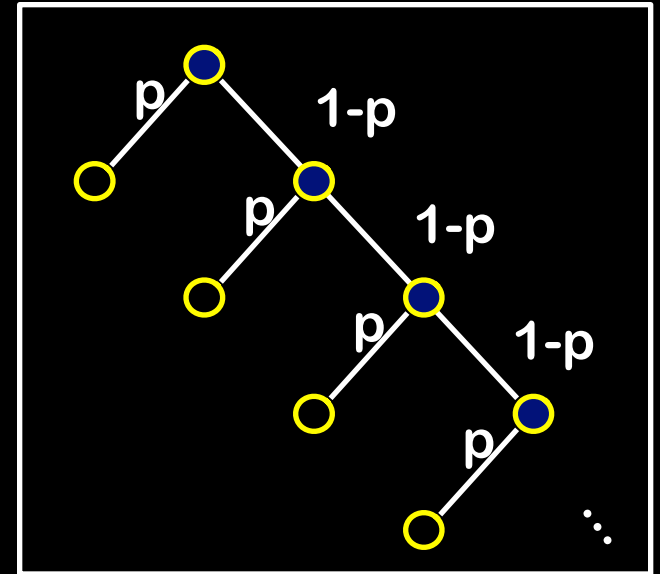


$$E[X] = E[X|B] \times \Pr(B) + E[X|\text{not } B] \times \Pr(\text{not } B)$$

Expected number of heads

Let X = # flips.

B = event “1st flip is heads”

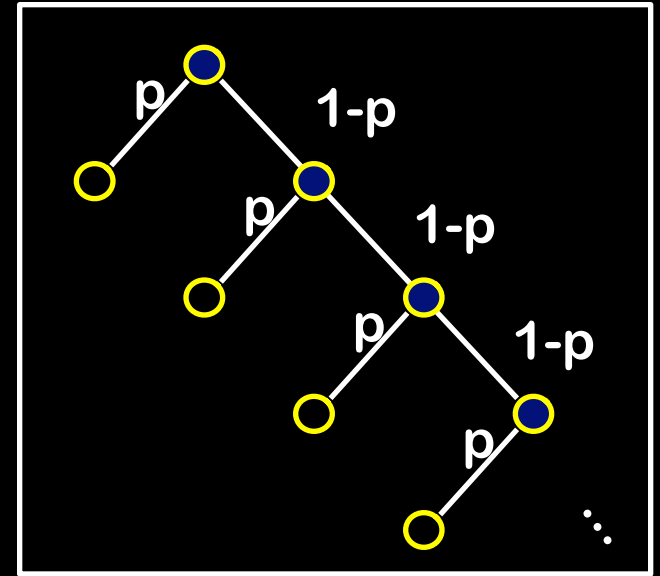


$$\begin{aligned} E[X] &= E[X|B] \times \Pr(B) + E[X|\text{not } B] \times \Pr(\text{not } B) \\ &= 1 \times p + (1 + E[X]) \times (1-p). \end{aligned}$$

Expected number of heads

Let X = # flips.

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$$\begin{aligned} E[X] &= E[X|B] \times \Pr(B) + E[X|\text{not } B] \times \Pr(\text{not } B) \\ &= 1 \times p + (1 + E[X]) \times (1-p). \end{aligned}$$

$$\begin{aligned} \text{Solving: } p \times E[X] &= p + (1-p) \\ \Rightarrow E[X] &= 1/p. \end{aligned}$$

Infinite Probability spaces

Notice we are using infinite probability spaces here, but we really only defined things for finite spaces so far.

Infinite Probability spaces

Notice we are using infinite probability spaces here, but we really only defined things for finite spaces so far.

Infinite probability spaces can sometimes be weird.

Luckily, in CS we will almost always be looking at spaces that can be viewed as choice trees where

$\Pr(\text{haven't halted by time } t) \text{ goes to } 0 \text{ as } t \text{ gets large}$

General picture

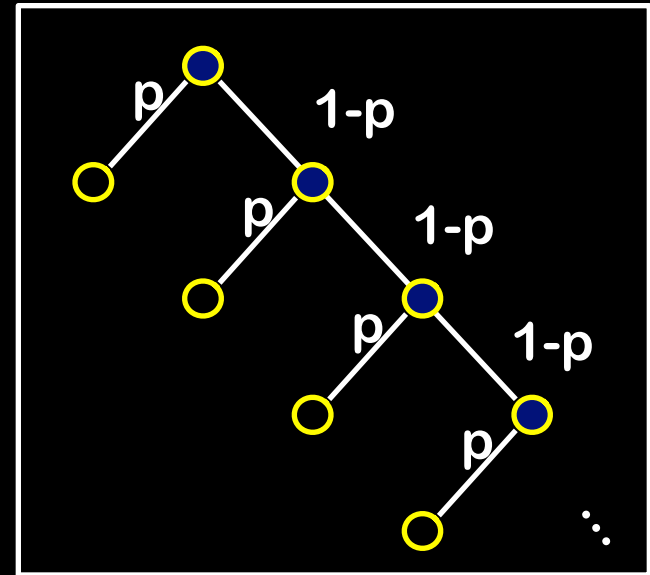
Let sample space S be leaves of a choice tree.

Let $S_n = \{\text{leaves at depth} \leq n\}$.

For event A , let $A_n = A \cap S_n$.

If $\lim_n \Pr(S_n) = 1$, can define:

$$\Pr(A) = \lim_n \Pr(A_n).$$



Setting that doesn't fit our model

Event: “Flip coin until $\#heads > 2 * \#tails$.”

There's a reasonable chance
this will never stop...

**How to walk
home drunk**



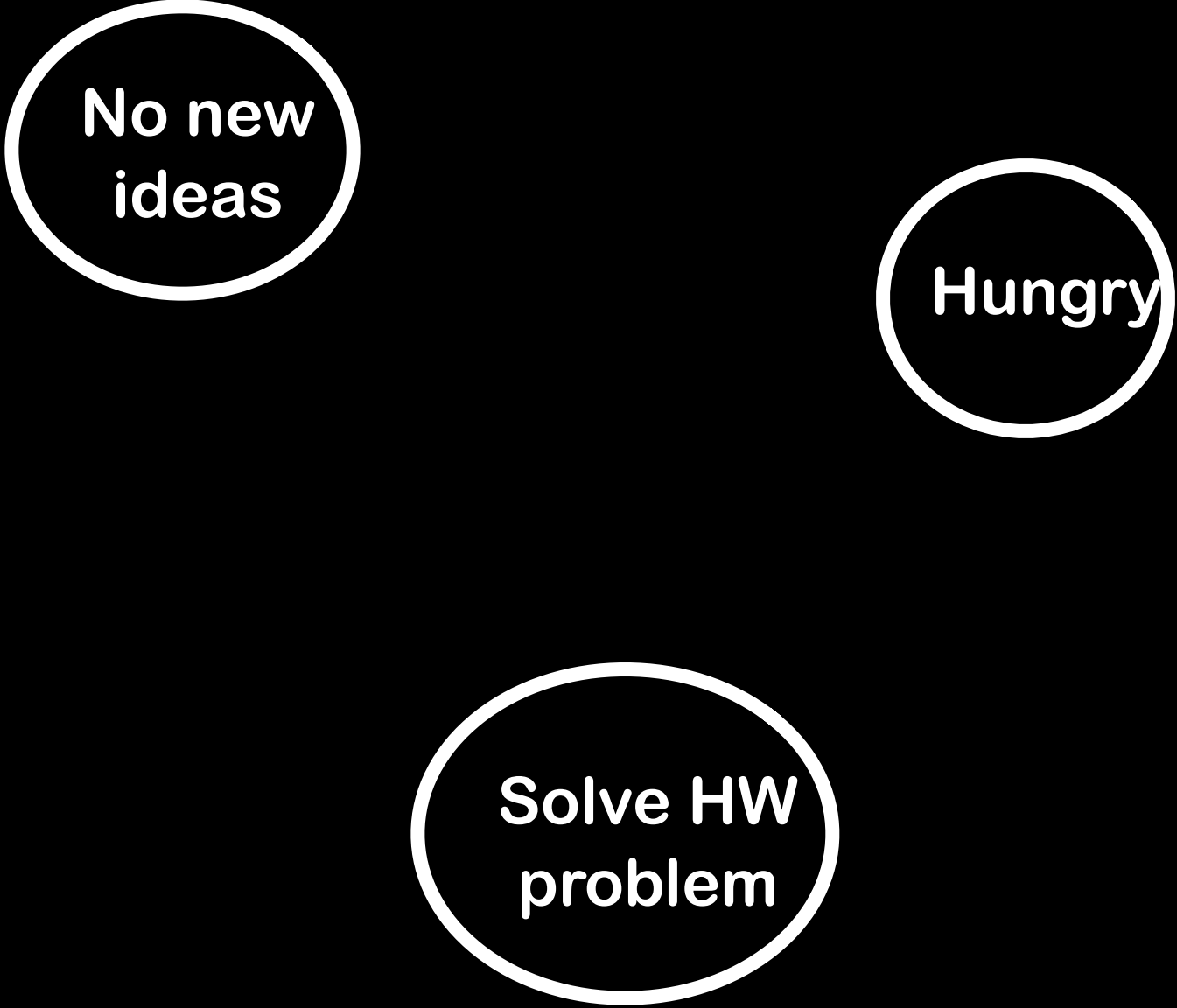
**Drunk man will find way
home, but drunk bird may
get lost forever**

- Shizuo Kakutani



Abstraction of Student Life

Abstraction of Student Life

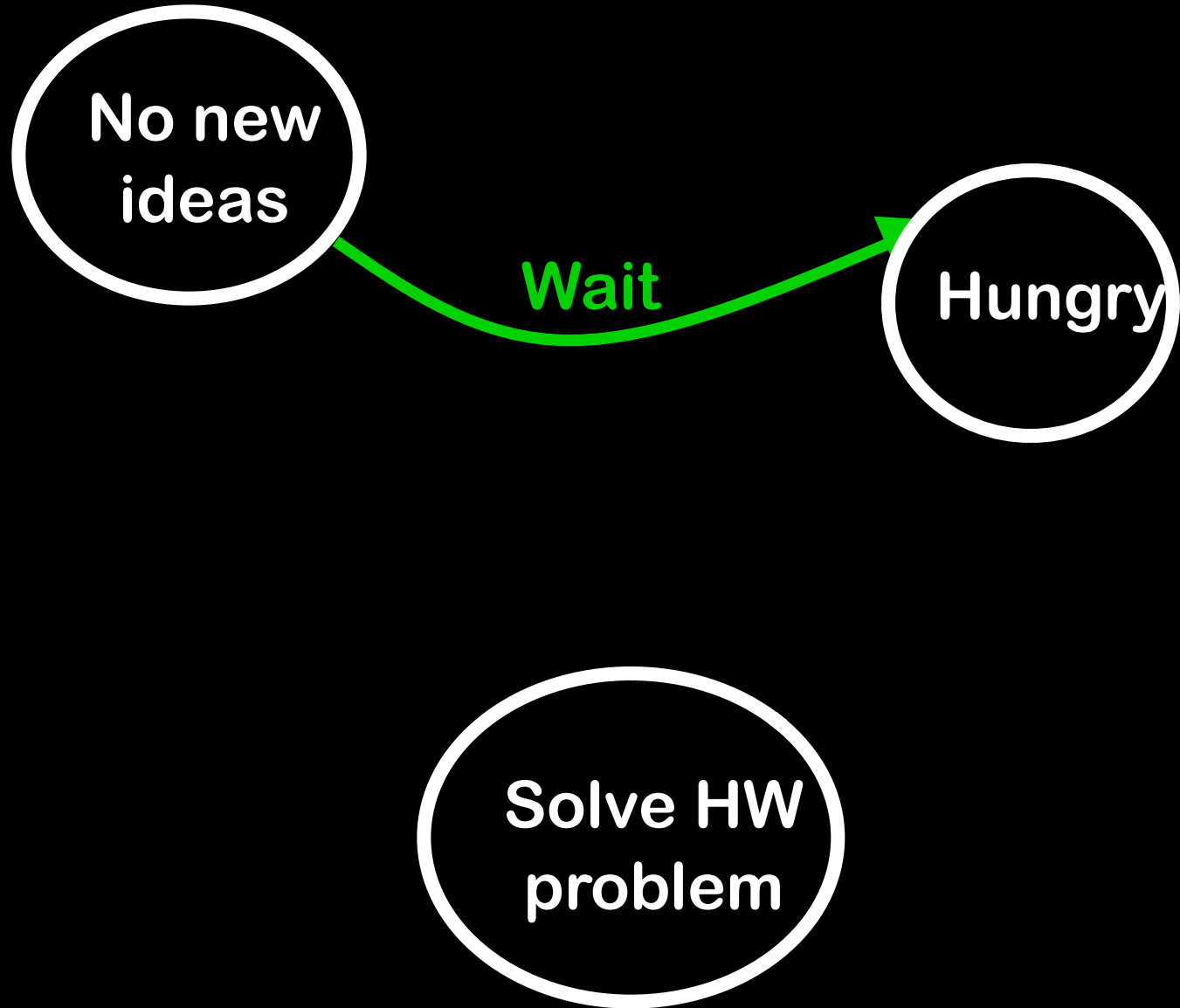


No new
ideas

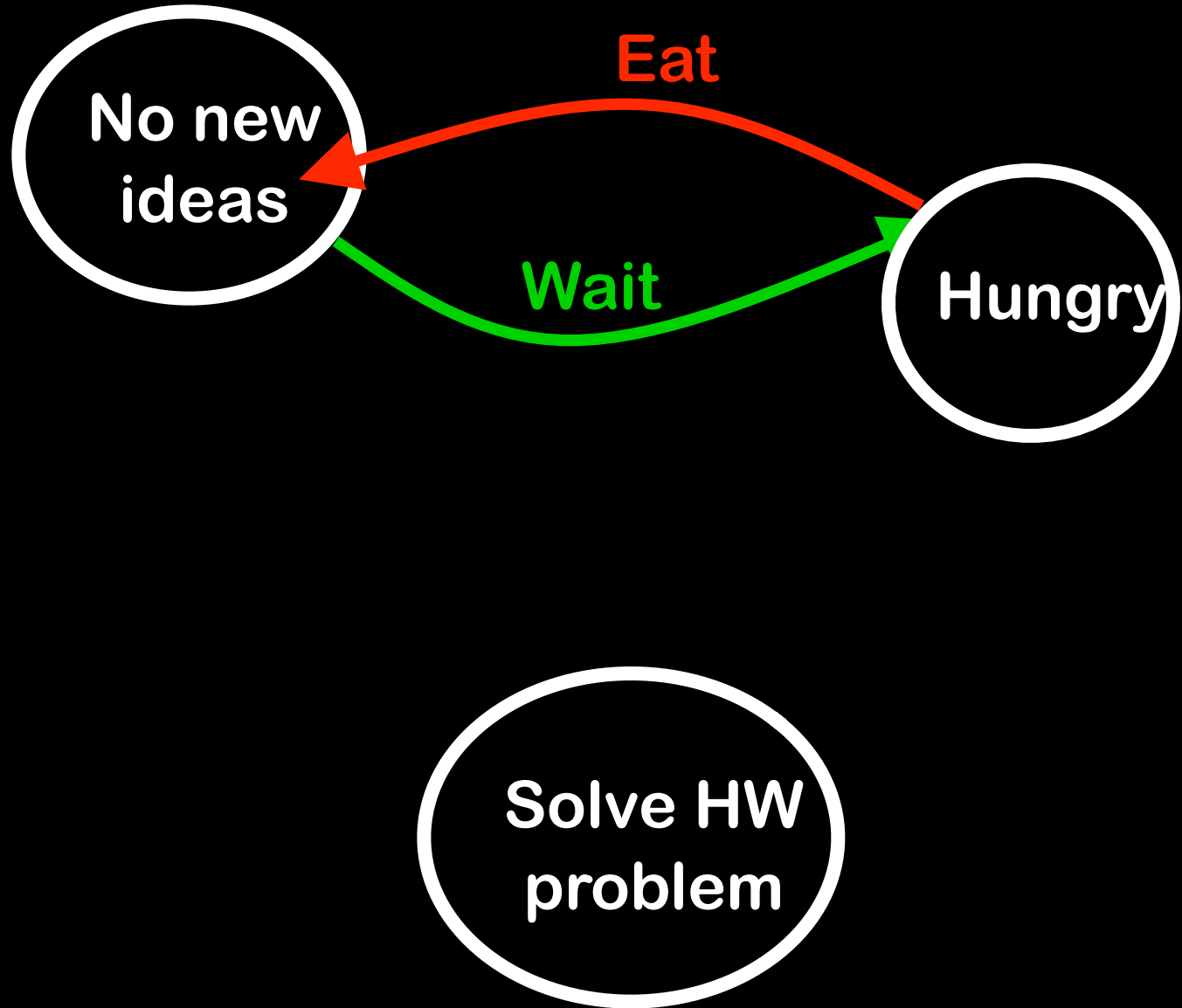
Hungry

Solve HW
problem

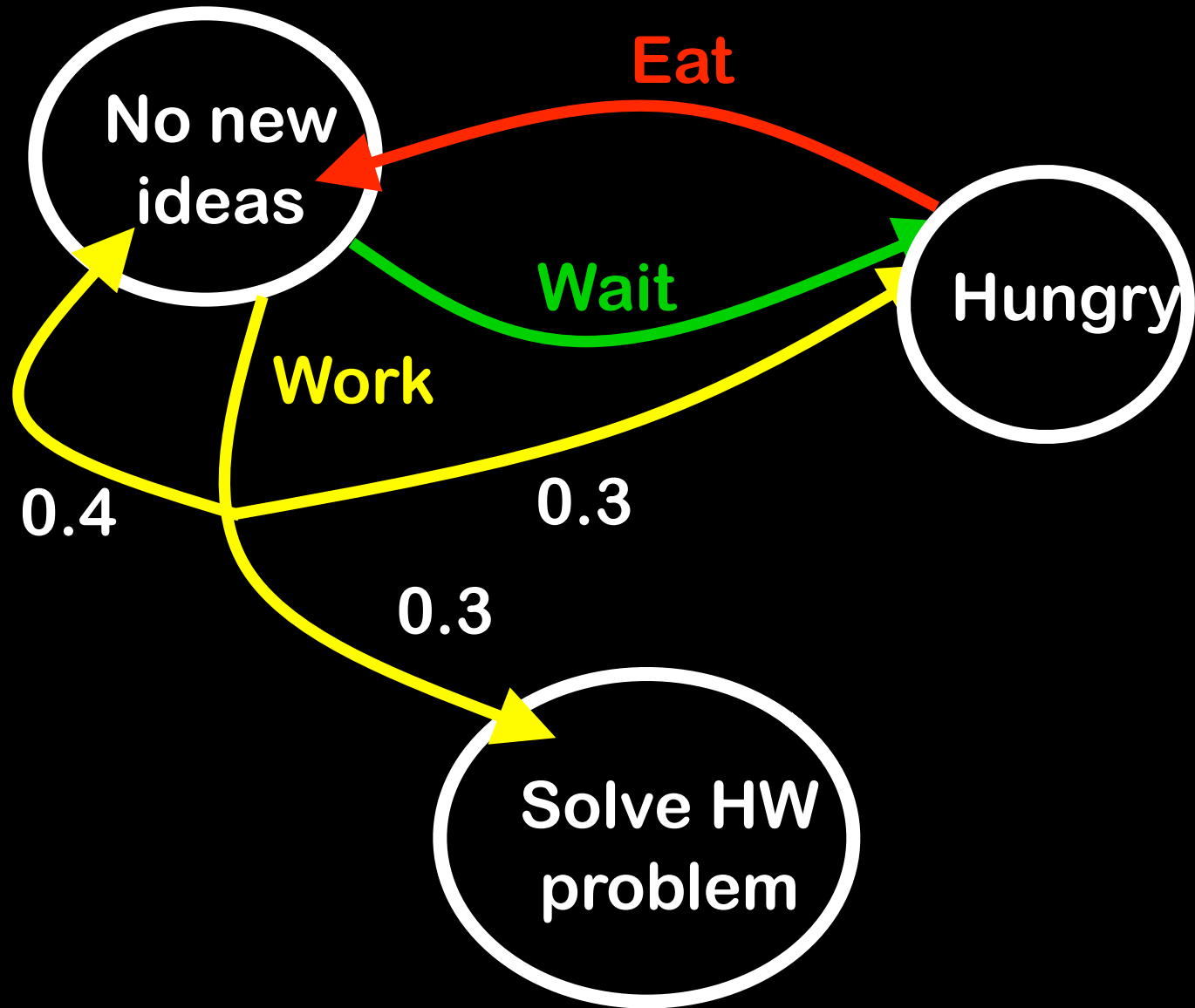
Abstraction of Student Life



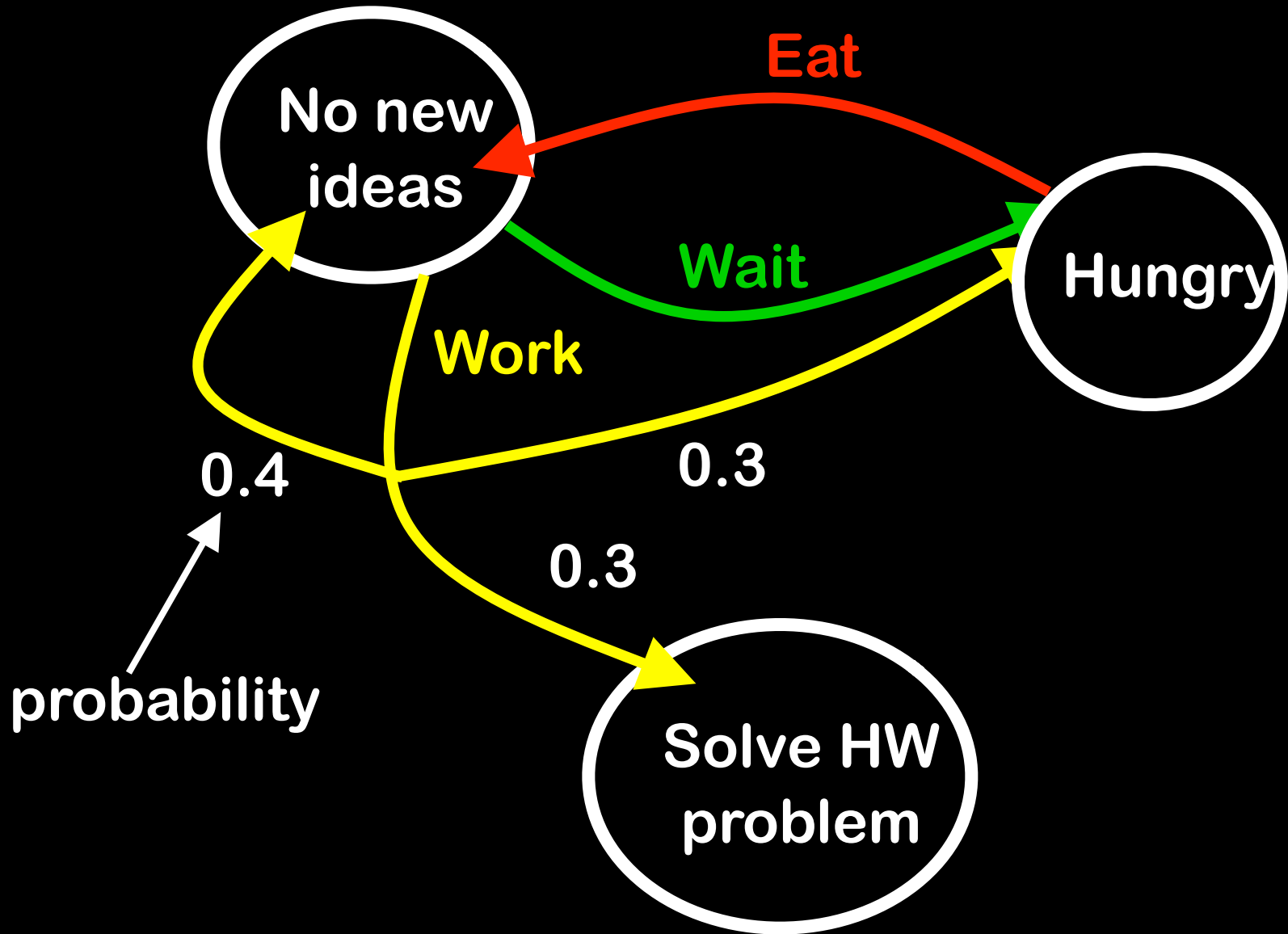
Abstraction of Student Life



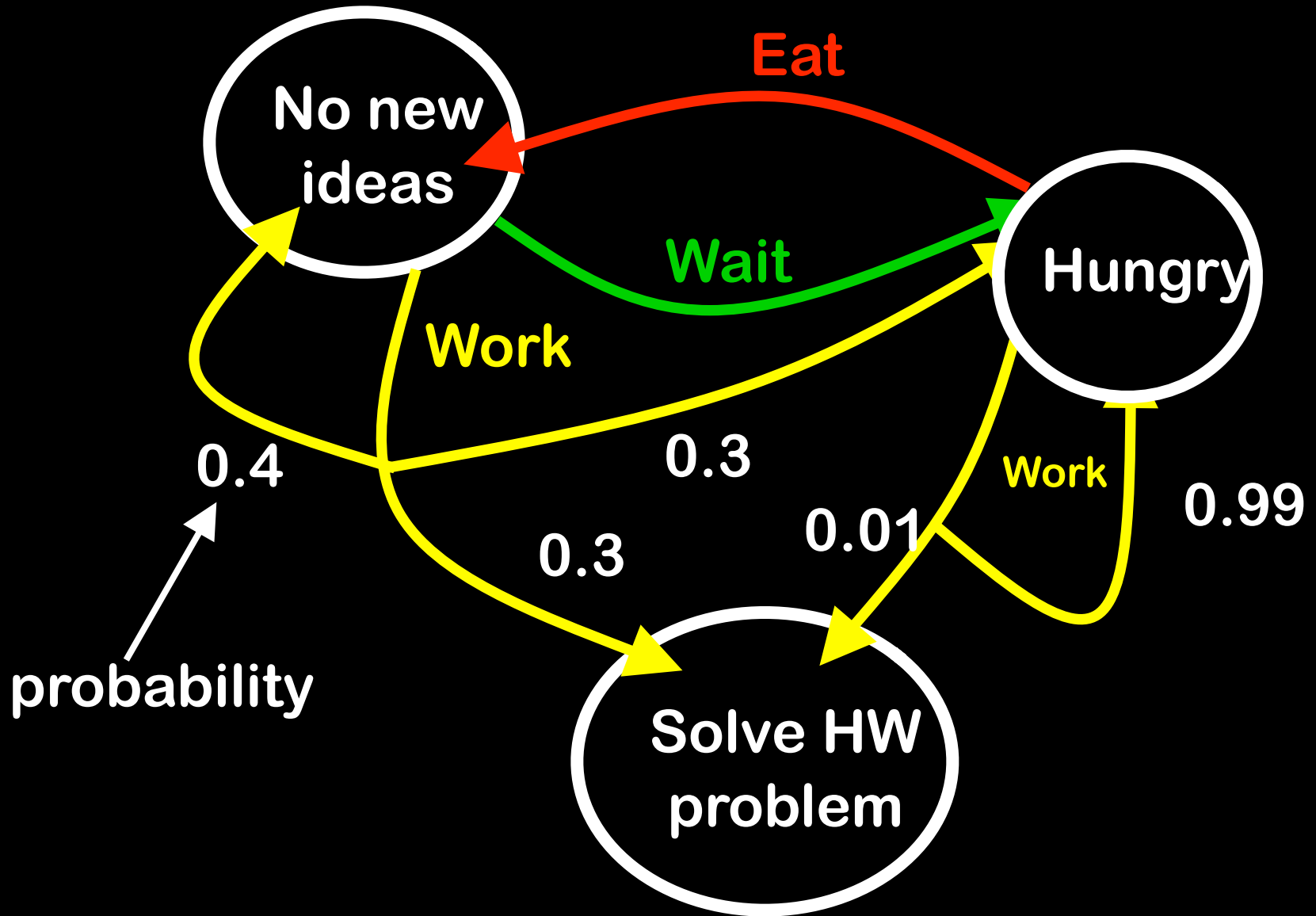
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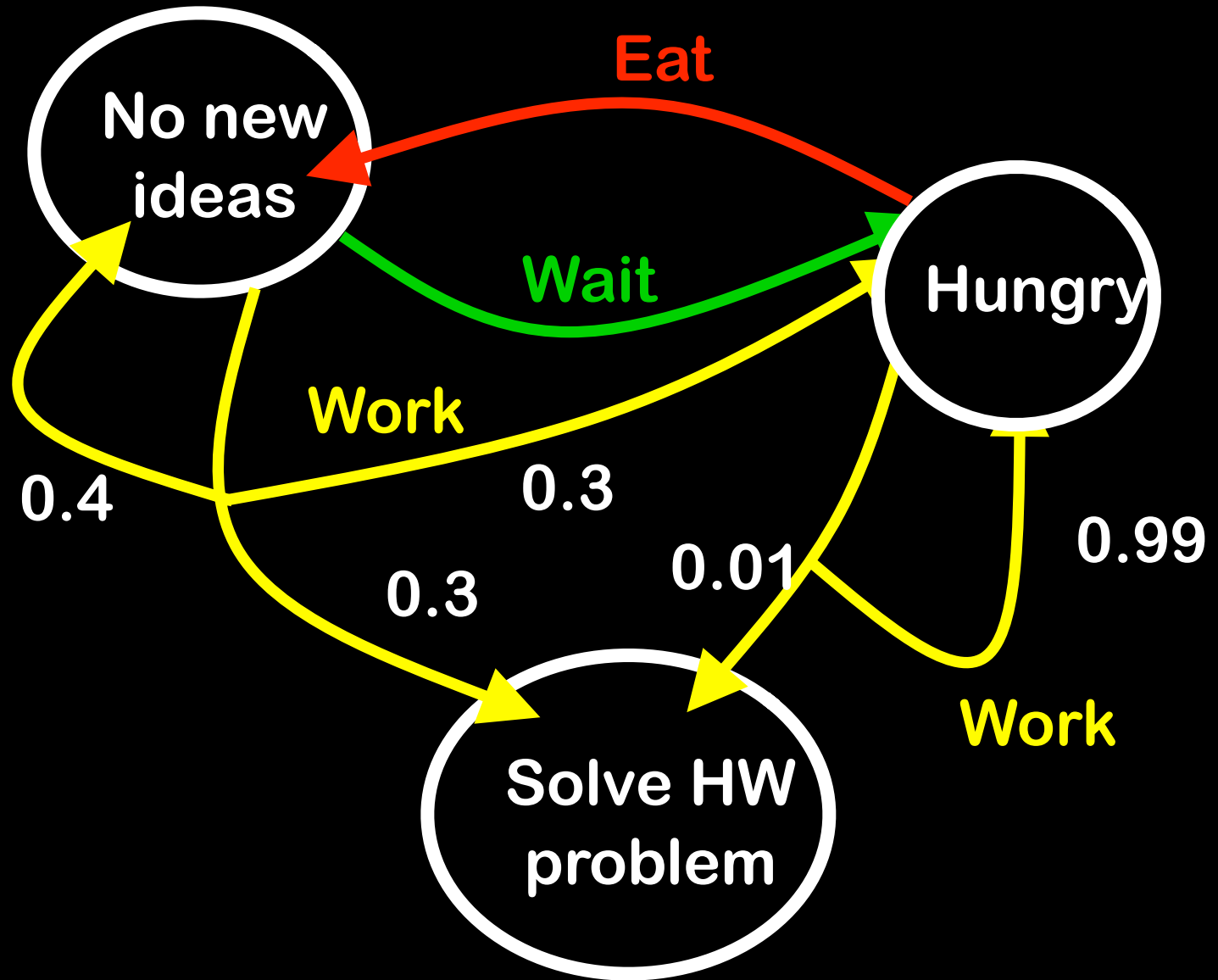
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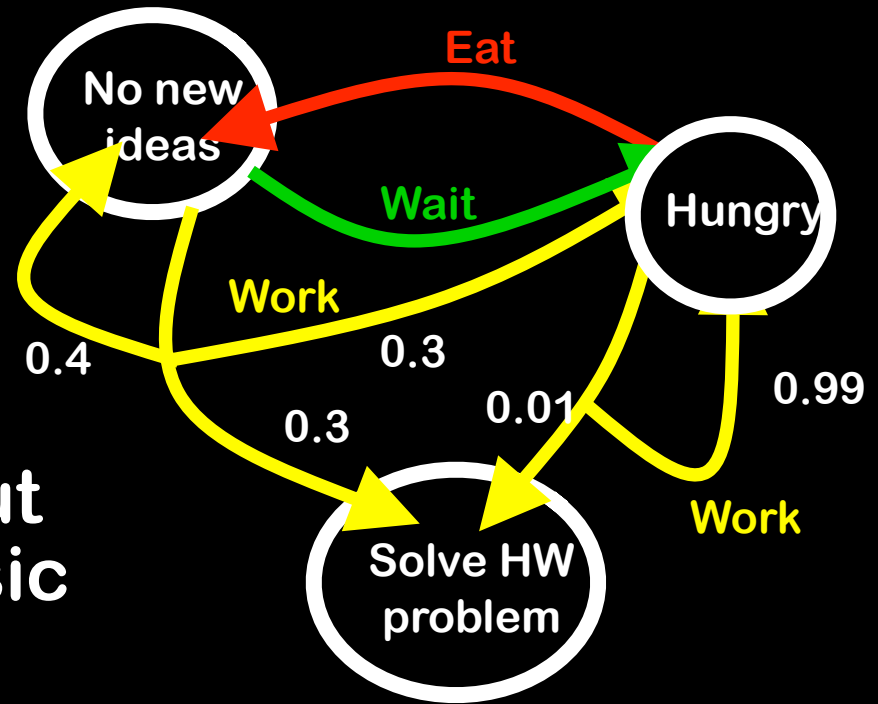
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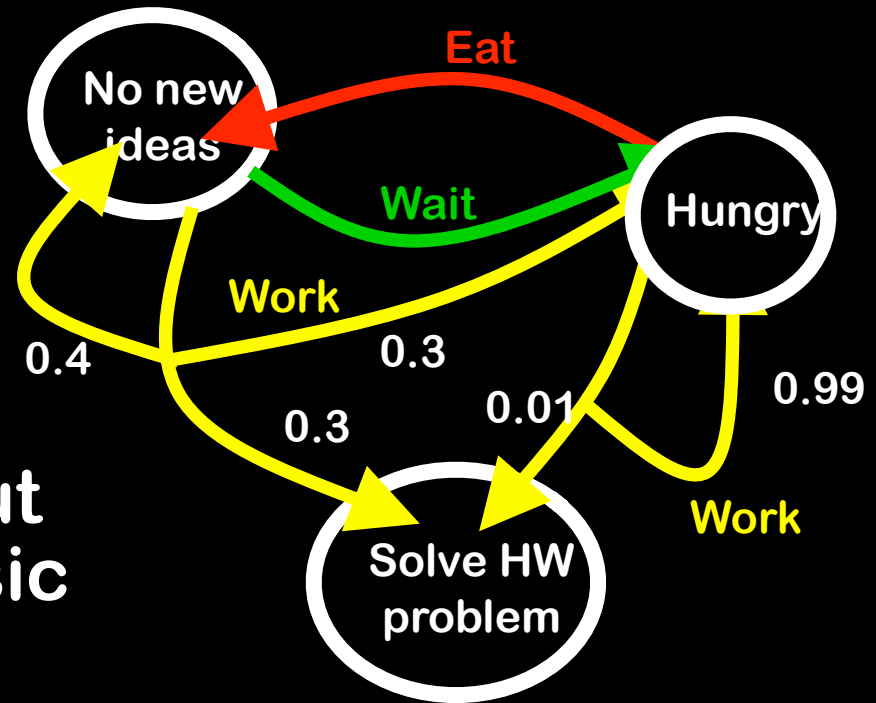


Abstraction of Student Life



Like finite automata, but instead of a deterministic or non-deterministic action, we have a probabilistic action

Abstraction of Student Life

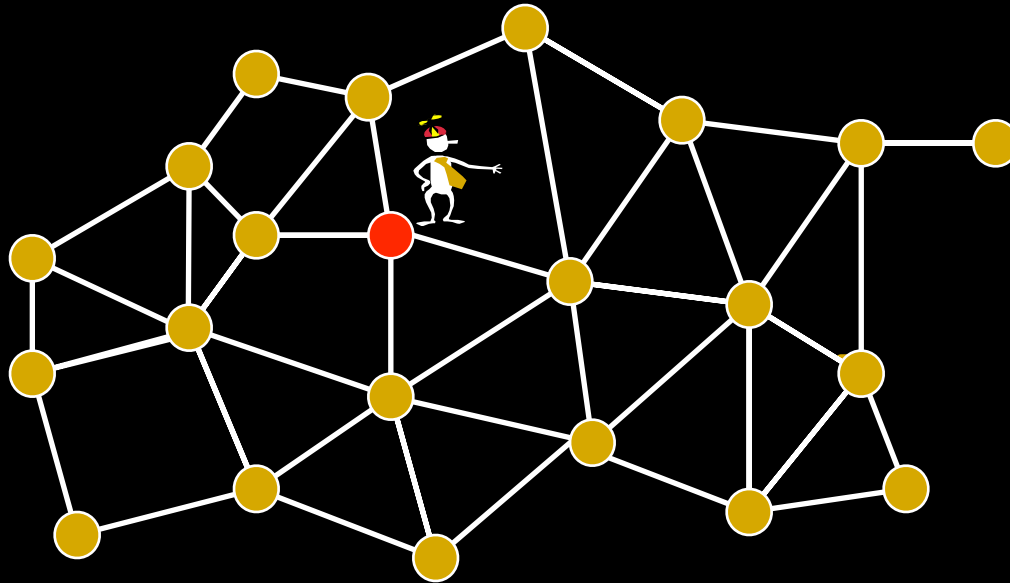


Like finite automata, but instead of a deterministic or non-deterministic action, we have a probabilistic action

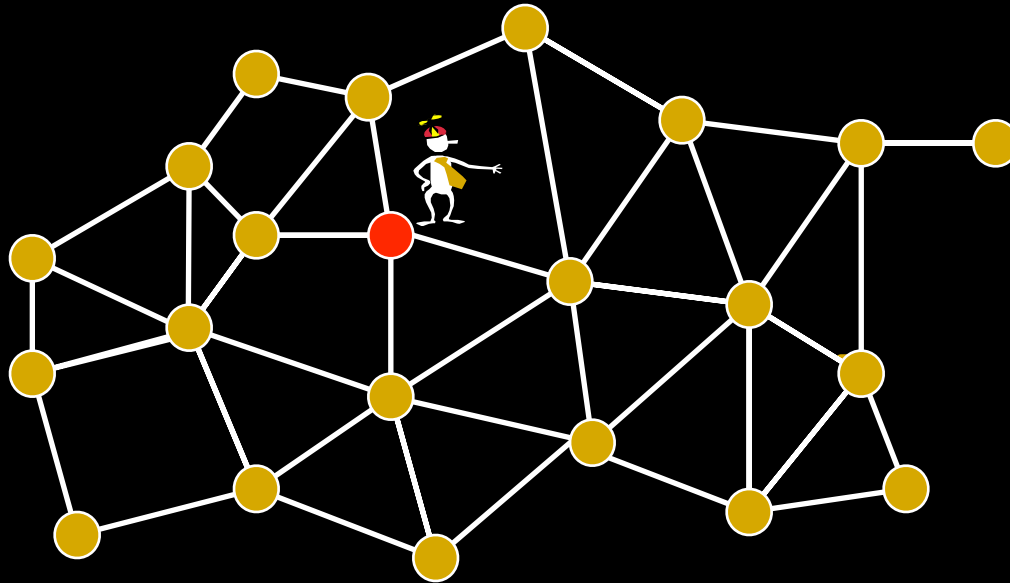
Example questions: “What is the probability of reaching goal on string Work,Eat,Work?”

Simpler: Random Walks on Graphs

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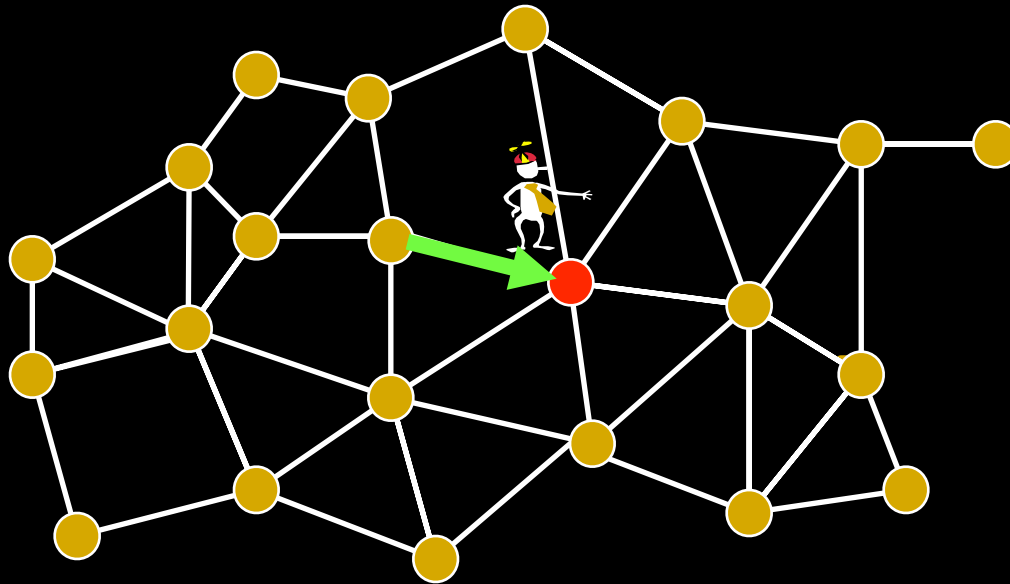


Simpler: Random Walks on Graphs



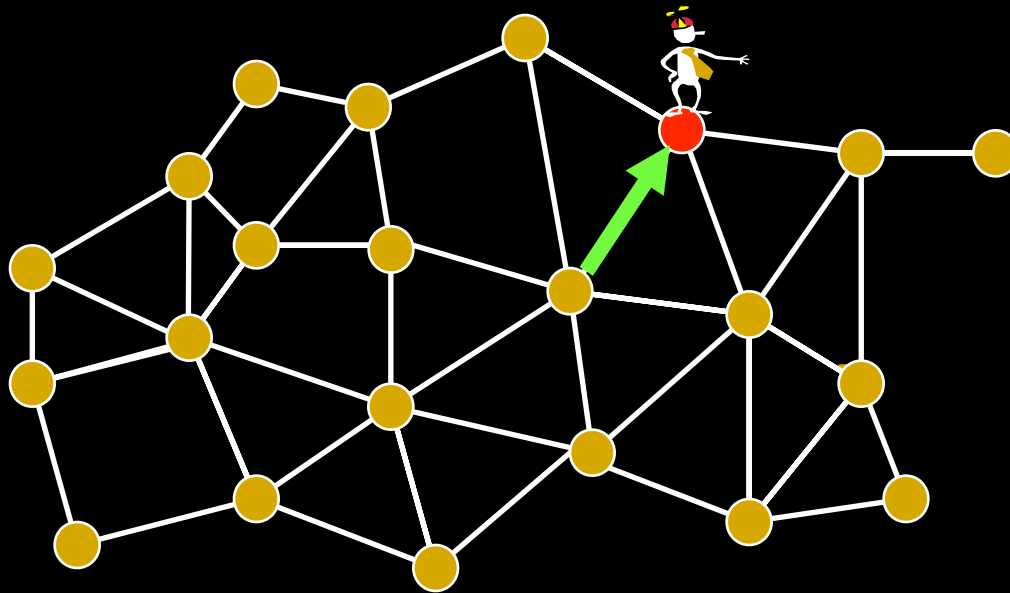
At any node, go to one of the neighbors of the node with equal probability

Simpler: Random Walks on Graphs



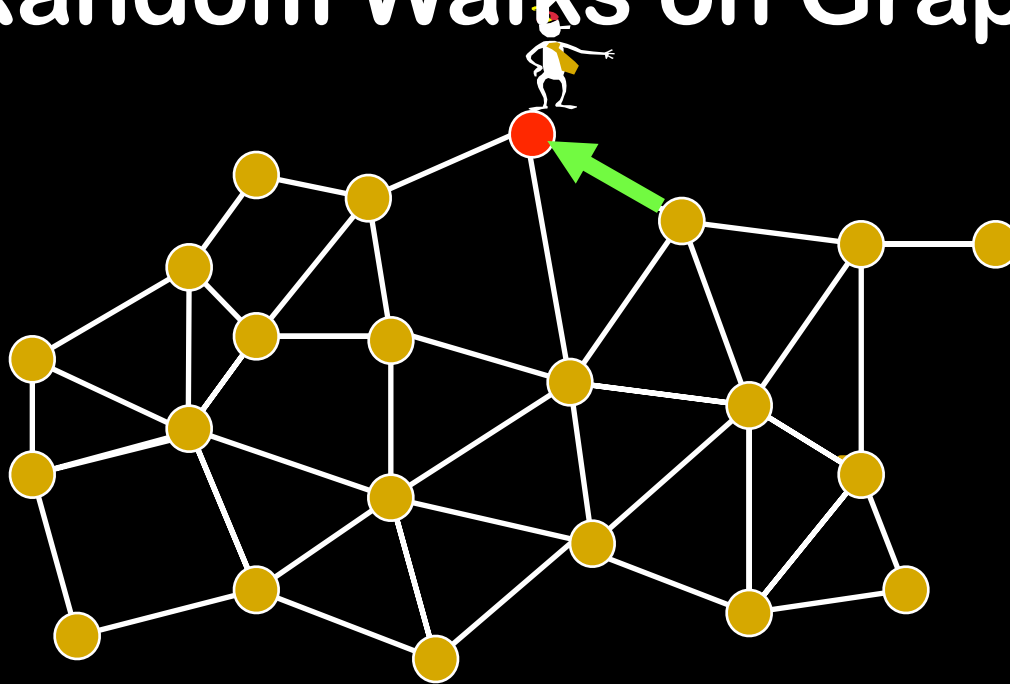
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Simpler: Random Walks on Graphs



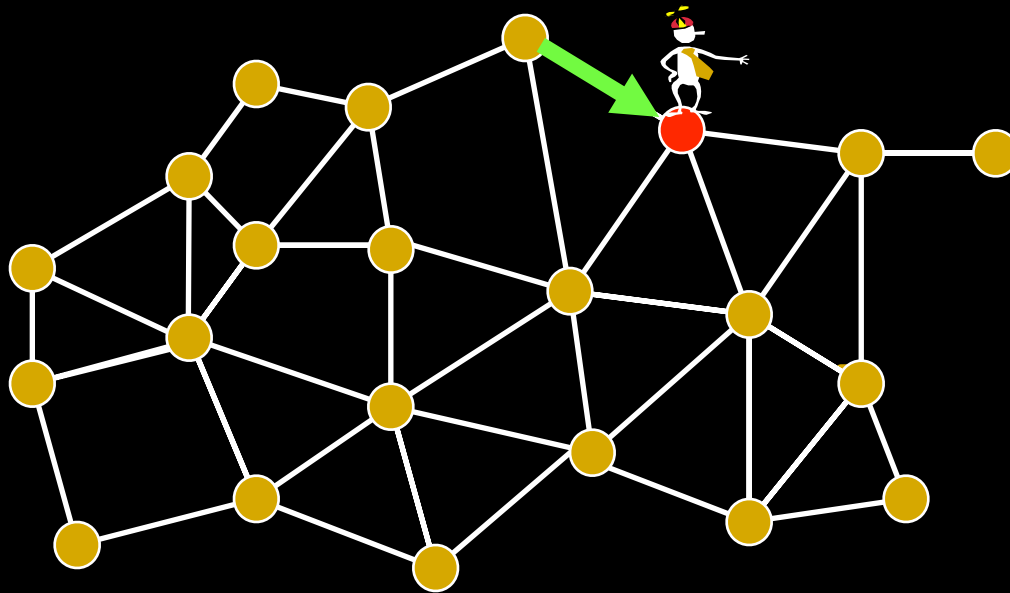
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Simpler: Random Walks on Graphs



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Simpler: Random Walks on Graphs



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Random Walk on a Line

Random Walk on a Line

You go into a casino with $\$k$, and at each time step, you bet $\$1$ on a fair game

Random Walk on a Line

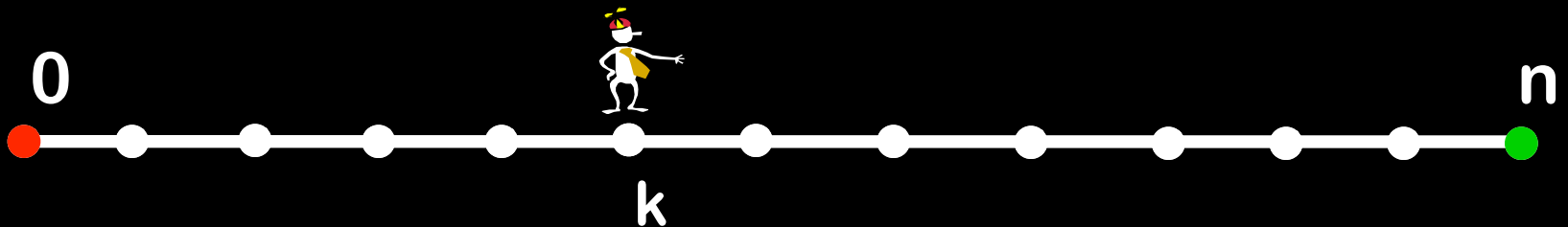
You go into a casino with $\$k$, and at each time step, you bet $\$1$ on a fair game

You leave when you are broke or have $\$n$

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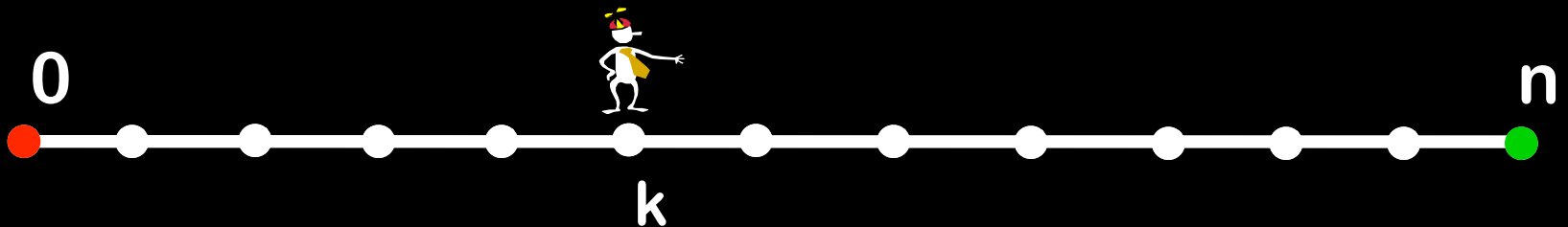
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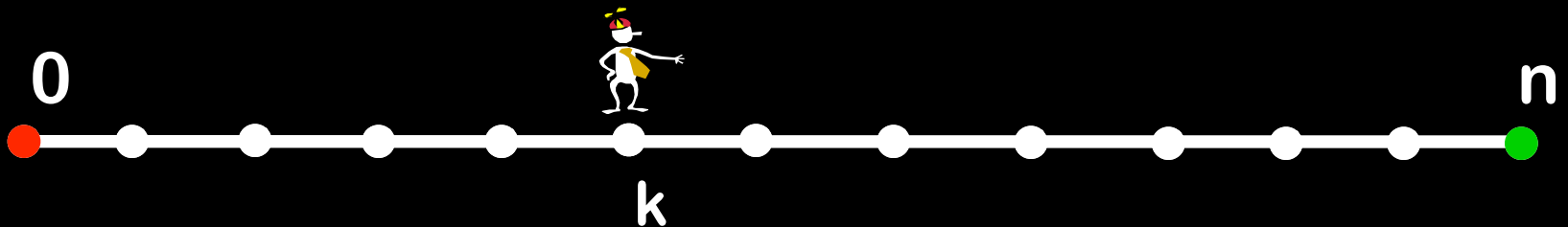


Question 1: what is your expected amount of money at time t ?

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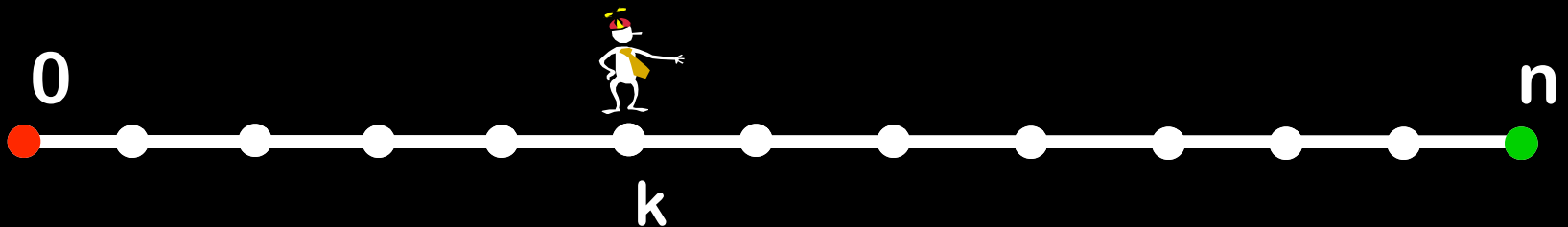
Question 1: what is your expected amount of money at time t ?

Let X_t be a R.V. for the amount of \$\$\$ at time t

Random Walk on a Line

You go into a casino with \$ k , and at each time step, you bet \$1 on a fair game

You leave when you are broke or have \$ n



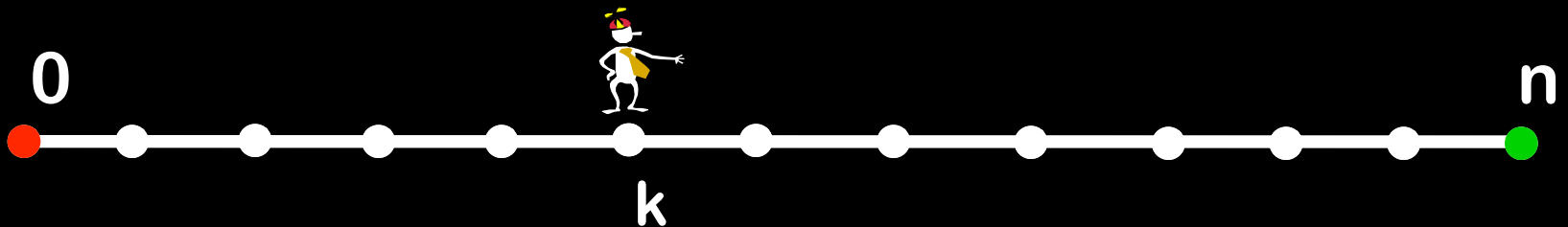
$$X_t = k + \delta_1 + \delta_2 + \dots + \delta_t,$$

(δ_i is RV for change in your money at time i)

Random Walk on a Line

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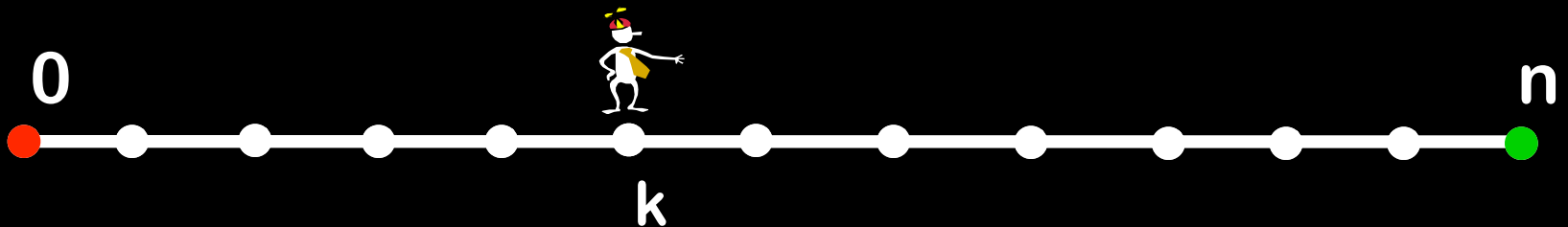
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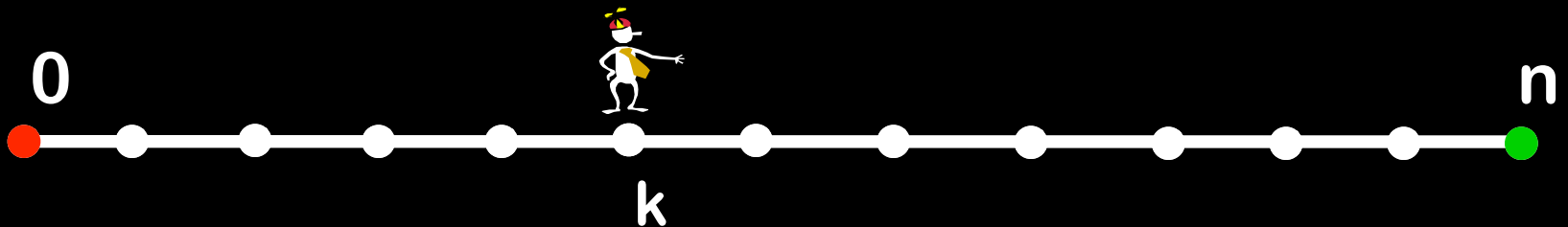
$$E[\delta_i] = 0$$

So, $E[X_t] = k$

Random Walk on a Line

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Question 2: what is the probability that you leave with $\$n$?

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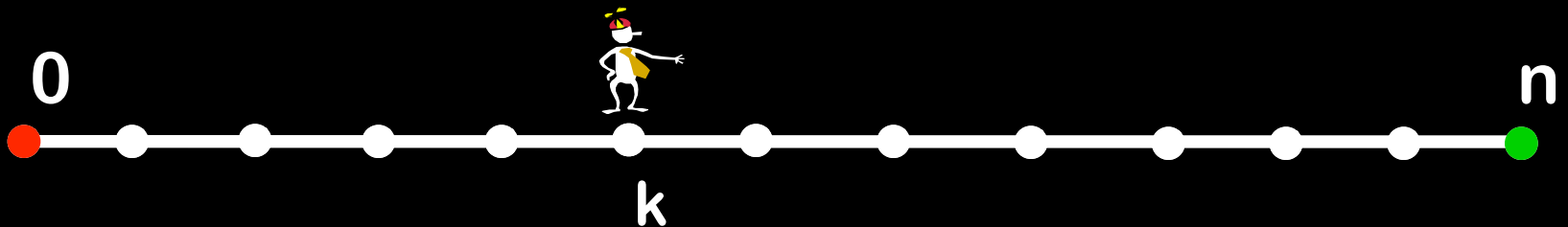
As $t \rightarrow \infty$, $\Pr(\text{neither}) \rightarrow 0$, also $\text{something}_t < n$

Hence $\Pr(X_t = n) \rightarrow k/n$

Another Way To Look At It

You go into a casino with $\$k$, and at each time step, you bet $\$1$ on a fair game

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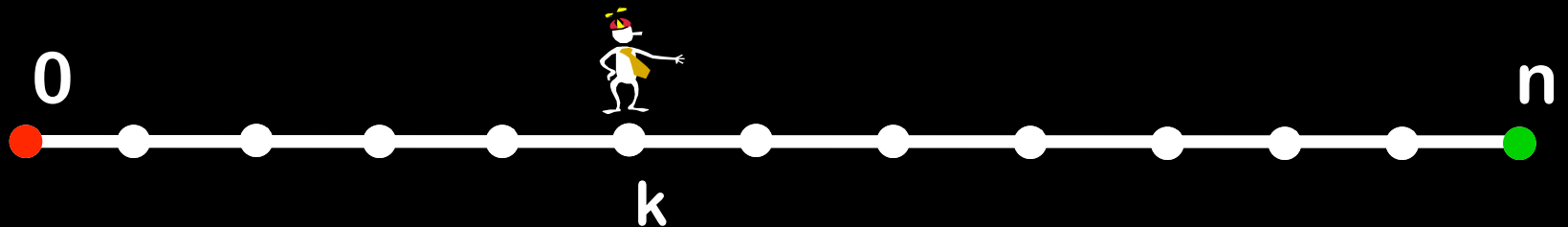


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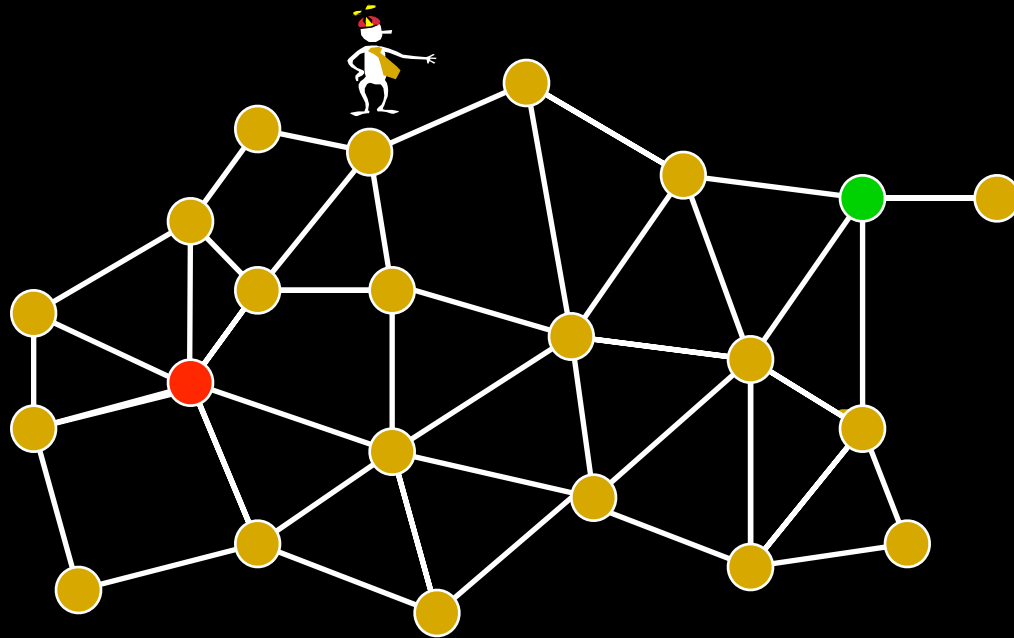


Question 2: what is the probability that you leave with $\$n$?

= probability that I hit green before I hit red

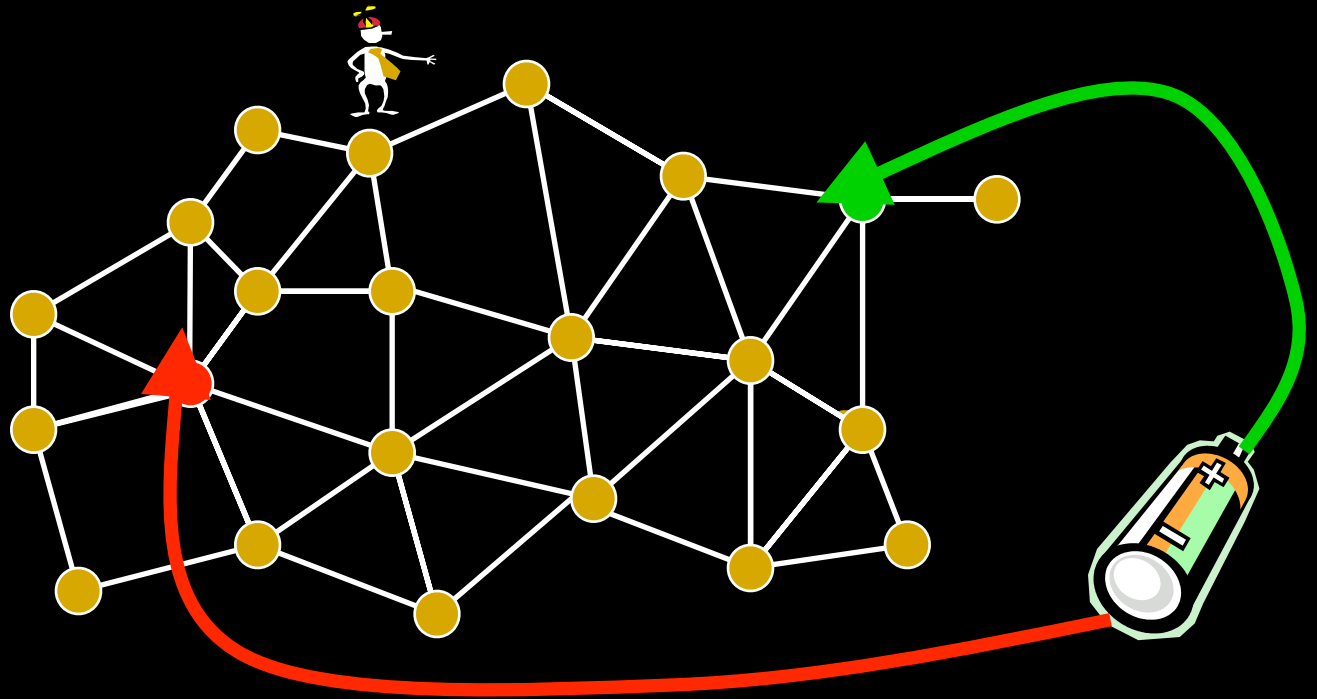
Random Walks and Electrical Networks

What is chance I reach green before red?



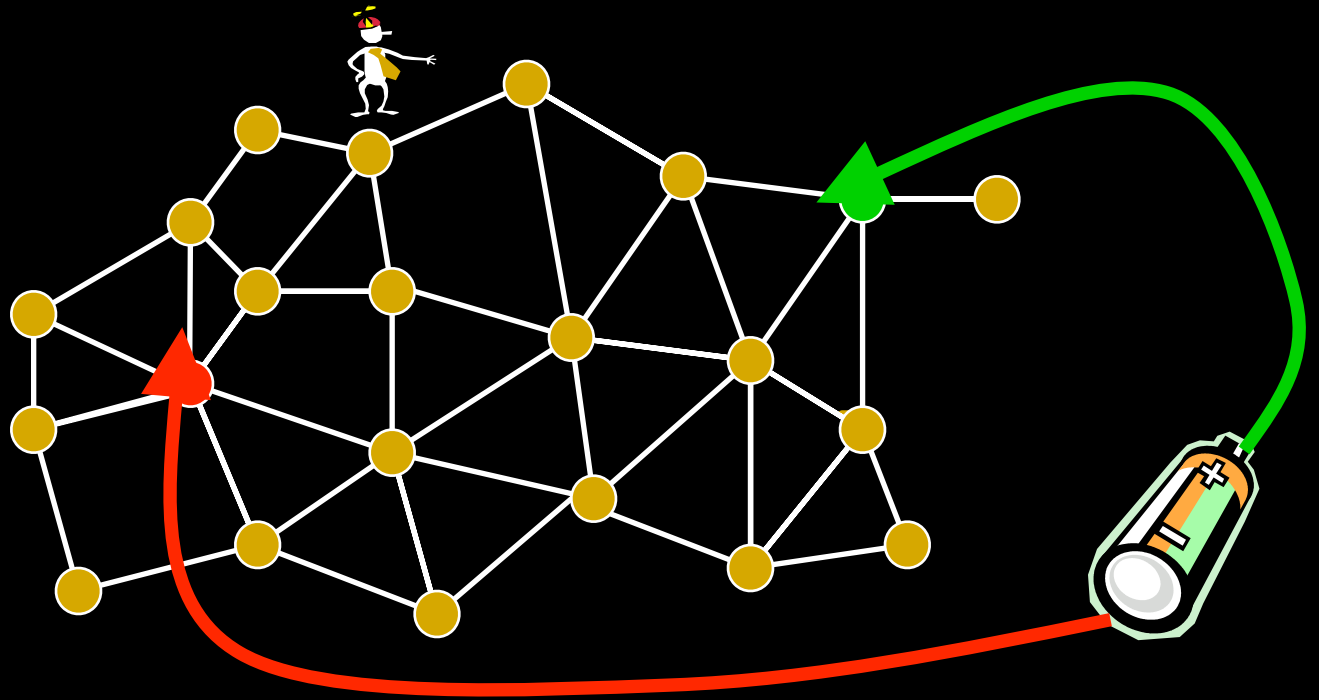
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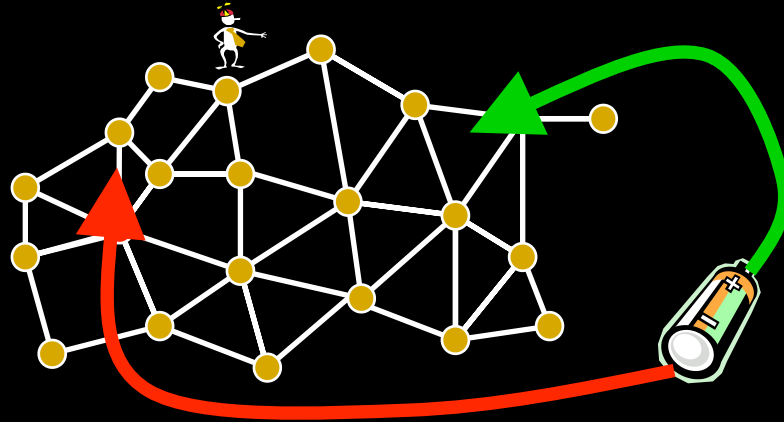


Same as voltage if edges are resistors and we put 1-volt battery between green and red

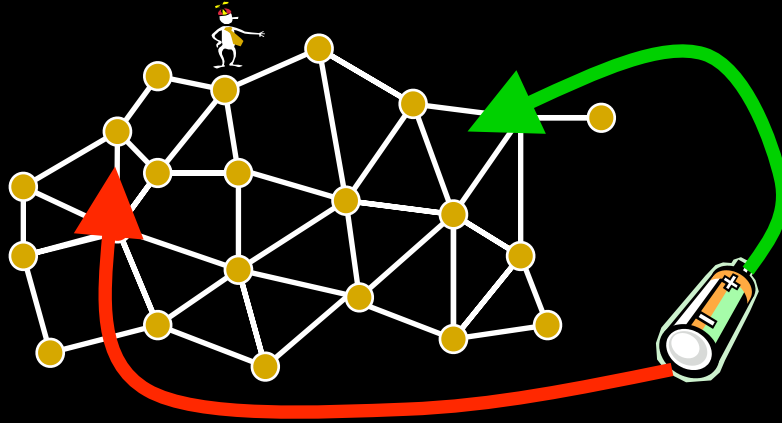
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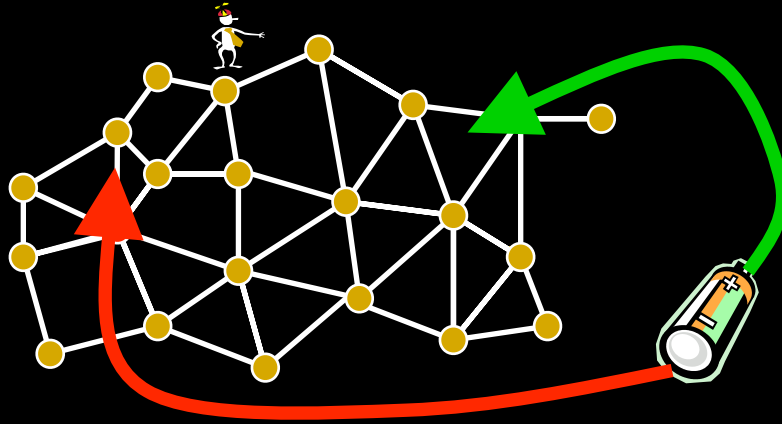


Random Walks and Electrical Networks



$$p_x = \Pr(\text{reach green first starting from } x)$$

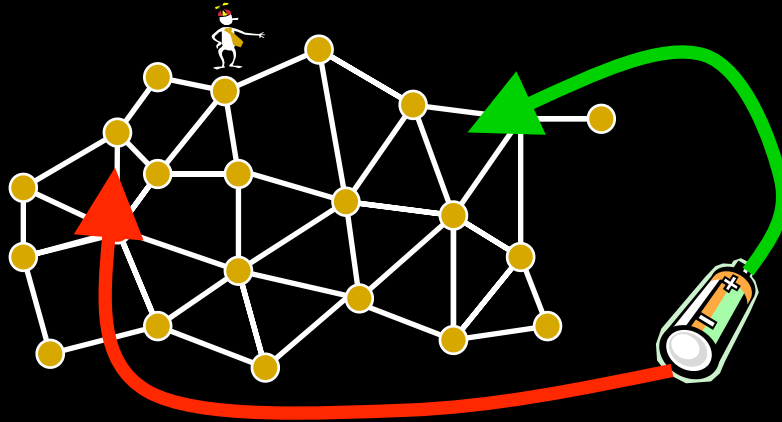
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$p_{\text{green}} = 1, p_{\text{red}} = 0$

Random Walks and Electrical Networks

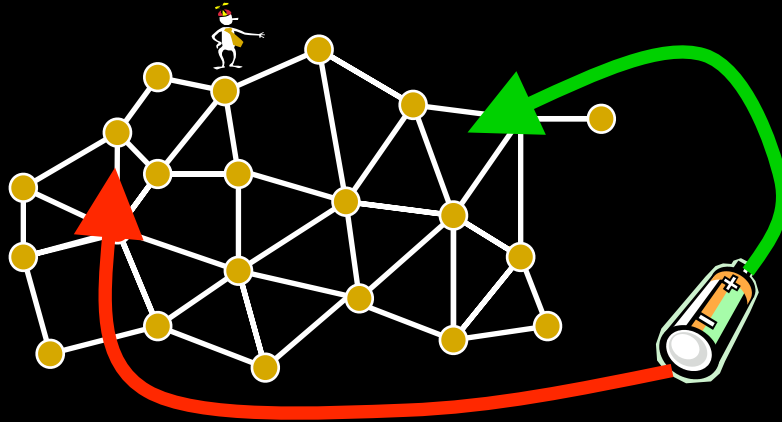


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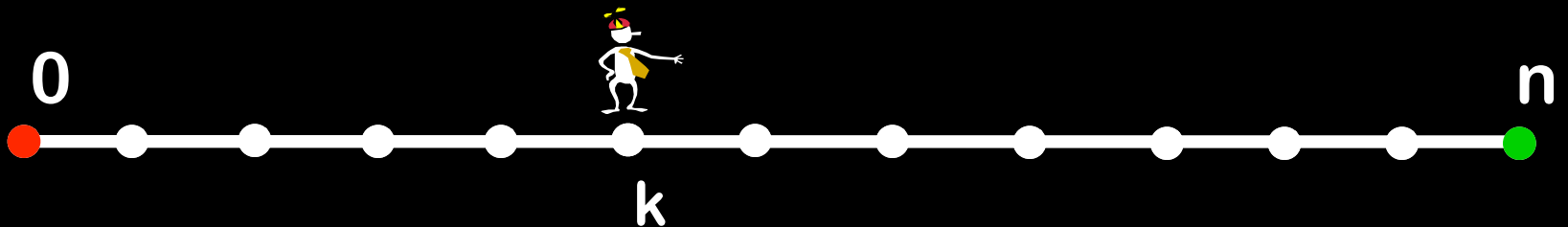
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Same as equations for voltage if edges all have same resistance!

Another Way To Look At It

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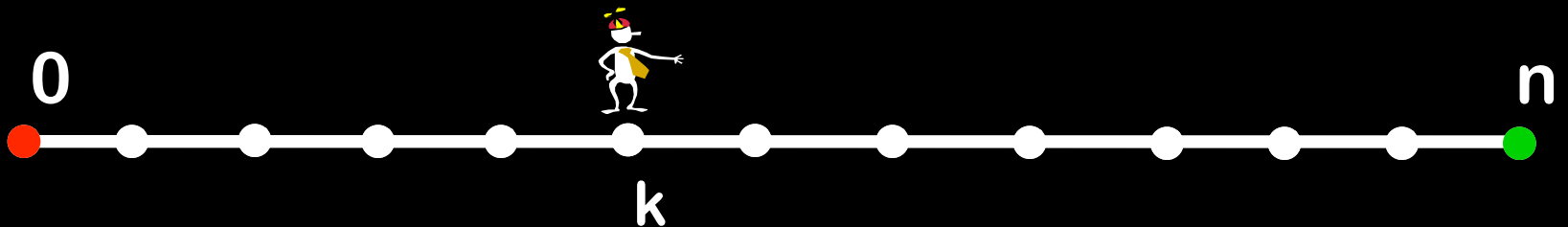


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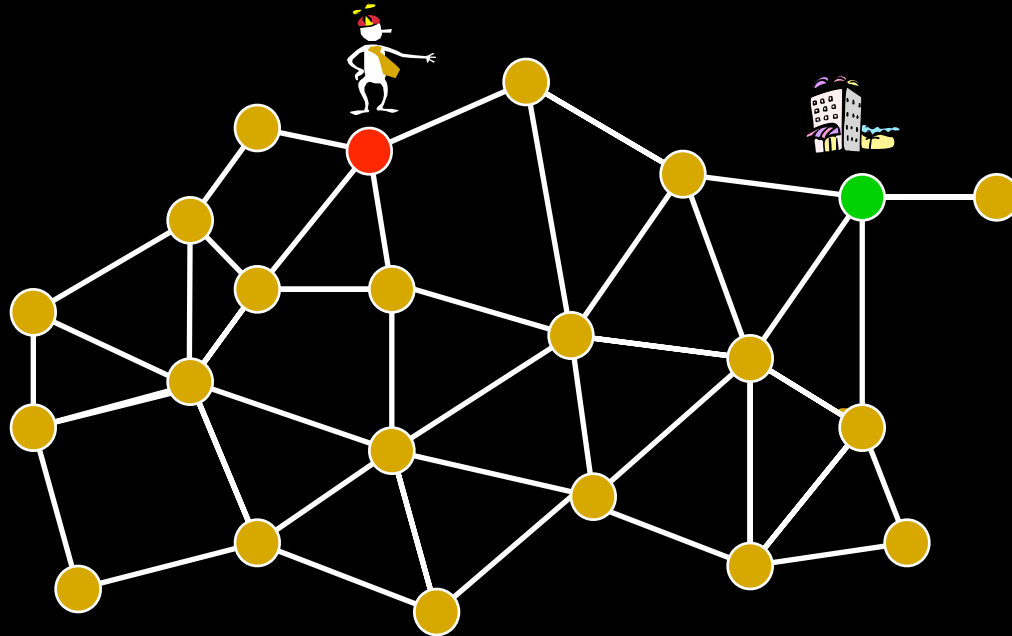


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$\text{voltage}(k) = k/n$
 $= \text{Pr}[\text{ hitting } n \text{ before } 0 \text{ starting at } k] !!!$

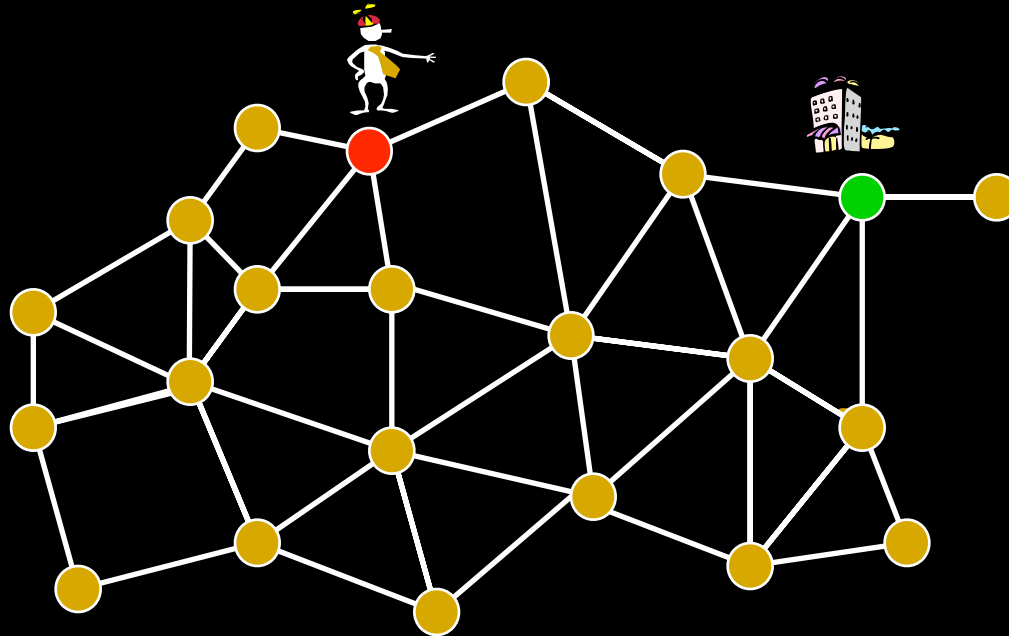
Getting Back Home

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Lost in a city, you want to get back to your hotel
How should you do this?

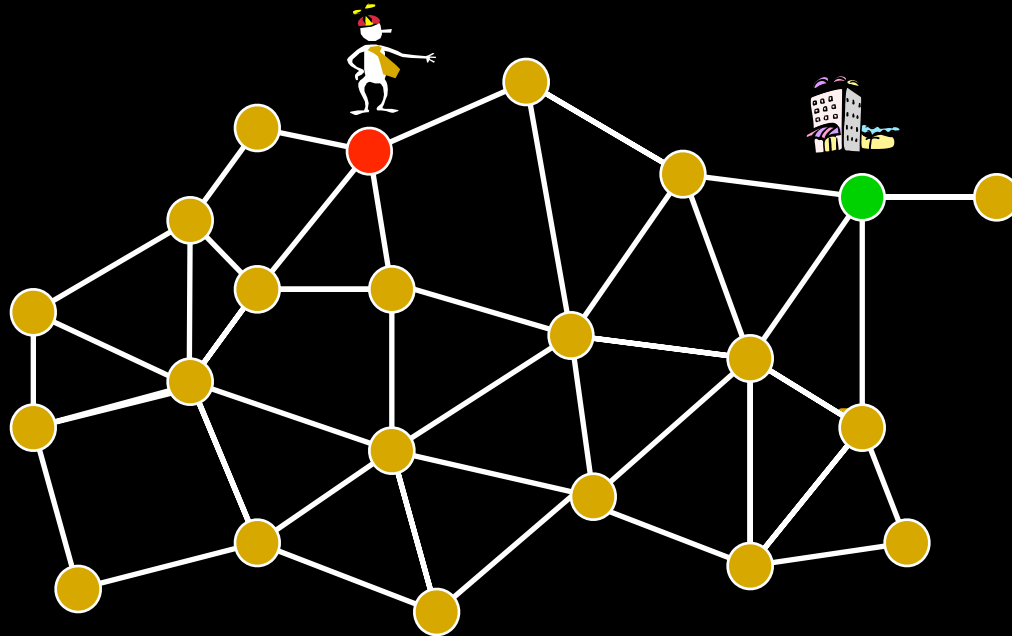
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Getting Back Home

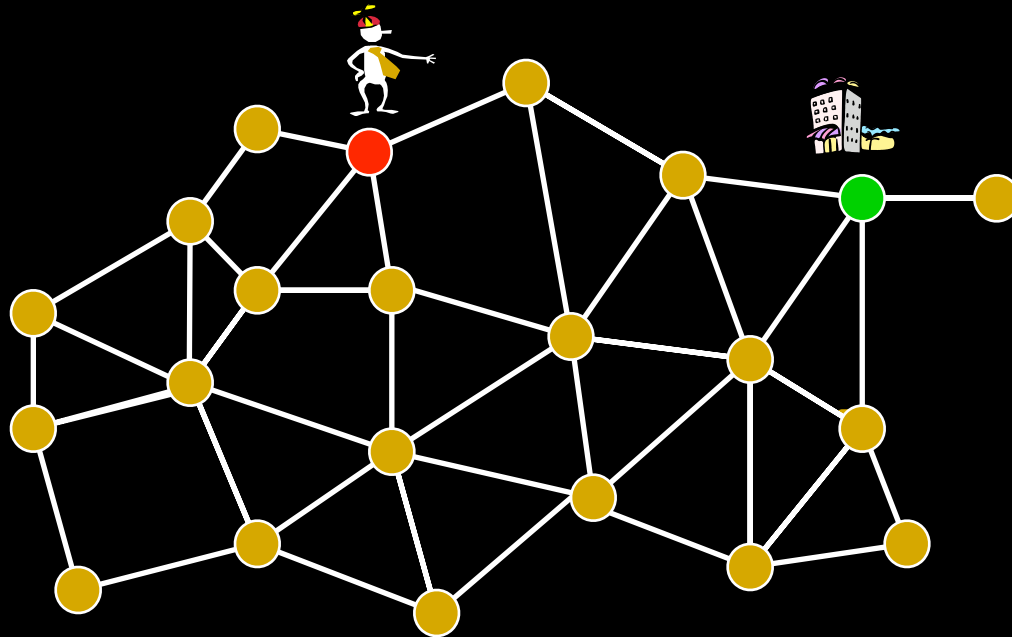


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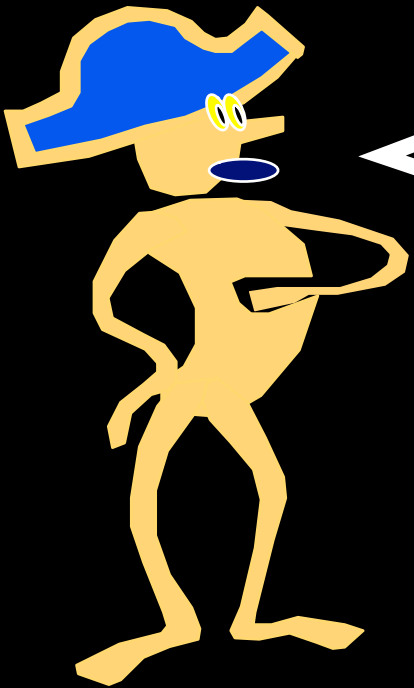
Requires a good memory and a piece of chalk

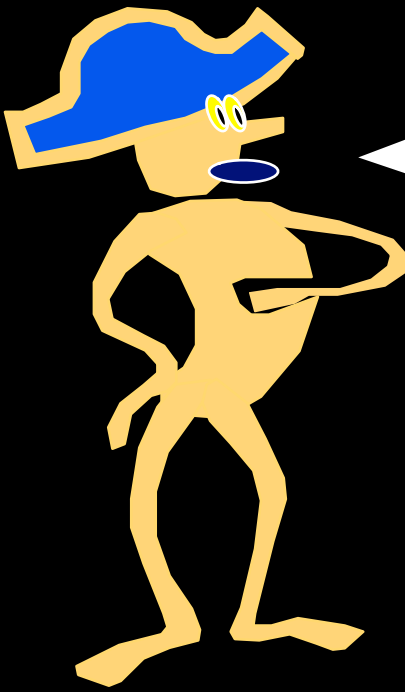
Getting Back Home



How about walking randomly?

Will this work?



A yellow cartoon character with a blue hat and a speech bubble. The character is standing with its hands on its hips, looking towards the right. A large white speech bubble with a black outline extends from the character's mouth towards the right side of the image.

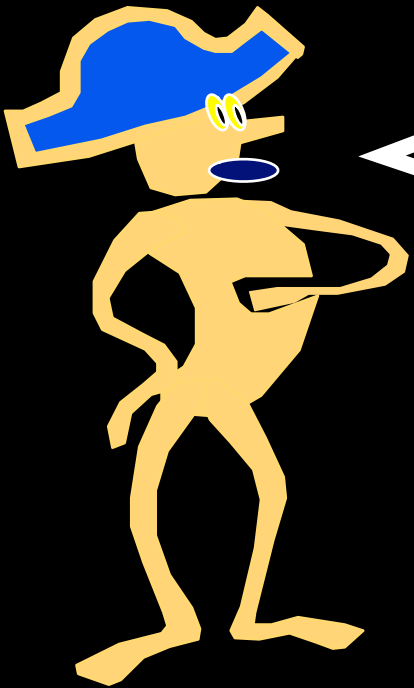
Will this work?

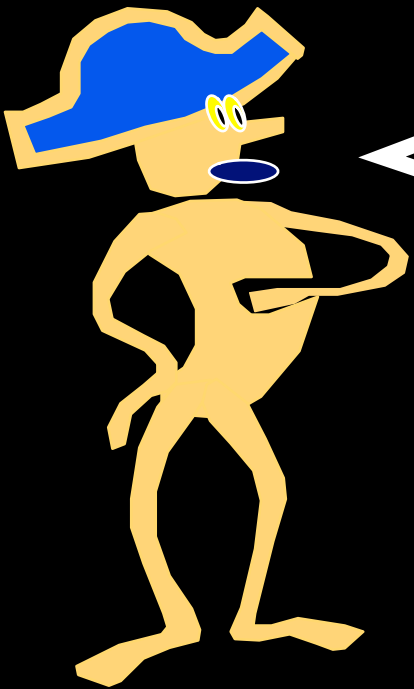
When will I get home?

Will this work?

Is $\Pr[\text{reach home}] = 1$?

When will I get home?





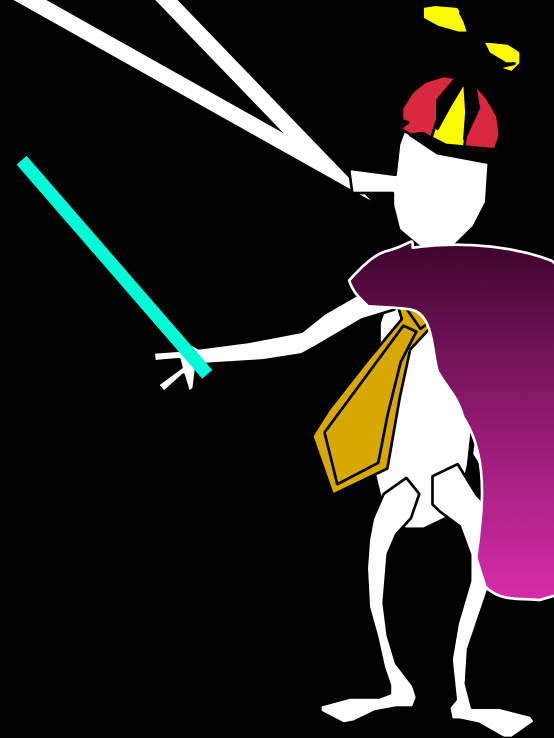
Will this work?

Is $\Pr[\text{reach home}] = 1$?

When will I get home?

What is
 $E[\text{time to reach home}]$?

$\Pr[\text{will reach home}] = 1$



We Will Eventually Get Home

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Look at the first n steps

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Look at the first n steps

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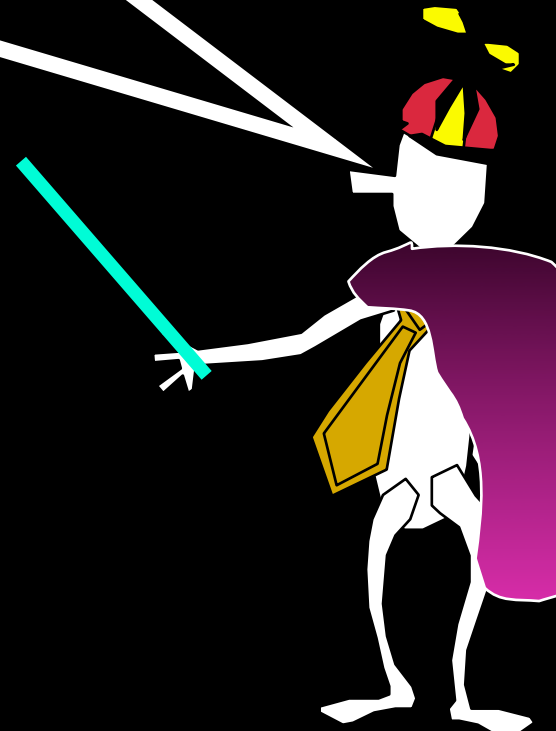
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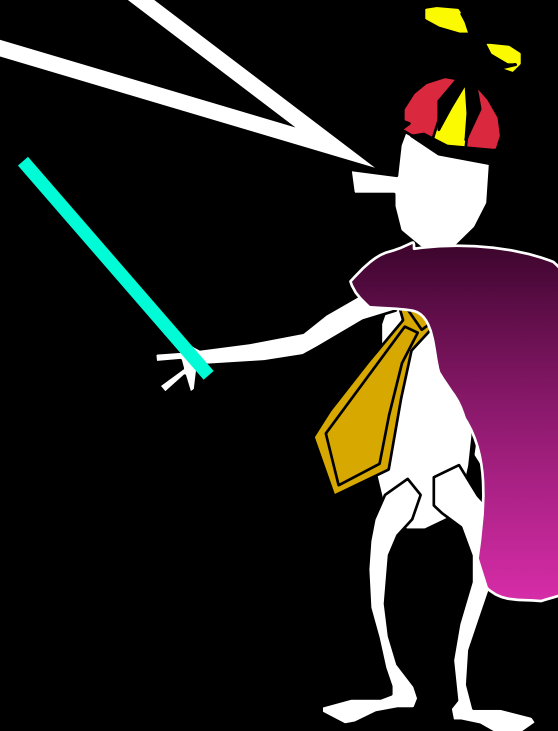
Probability of failing to reach home by time kn
 $= (1 - p_1)(1 - p_2) \dots (1 - p_k) \rightarrow 0$ as $k \rightarrow \infty$

Furthermore:



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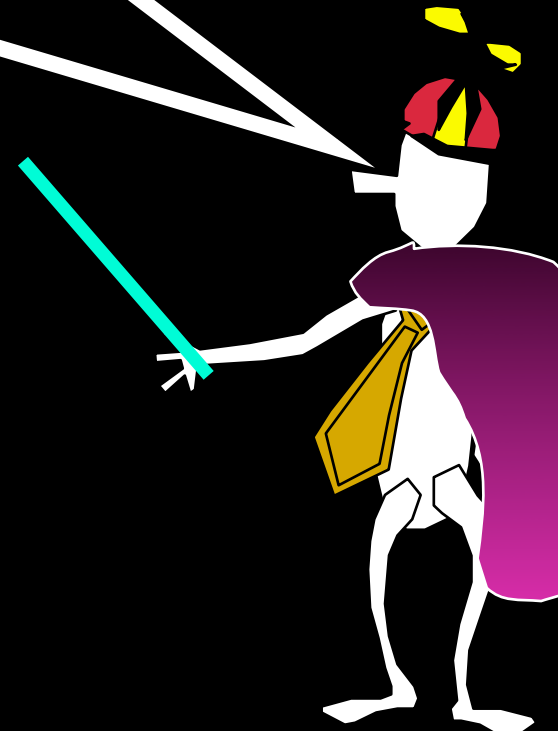
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 n nodes and m edges, then



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$$E[\text{time to visit all nodes}] \leq 2m \times (n-1)$$



Furthermore:

If the graph has n nodes and m edges, then

$$E[\text{time to visit all nodes}] \leq 2m \times (n-1)$$

$E[\text{time to reach home}]$ is at most this



Cover Times

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Cover time (from u)

$$C_u = E [\text{time to visit all vertices} \mid \text{start at } u]$$

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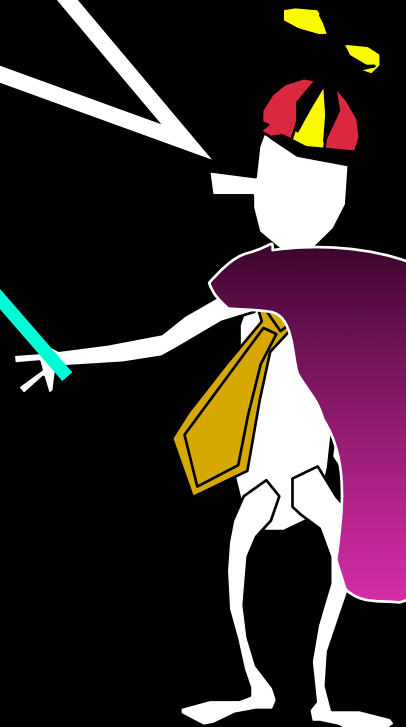
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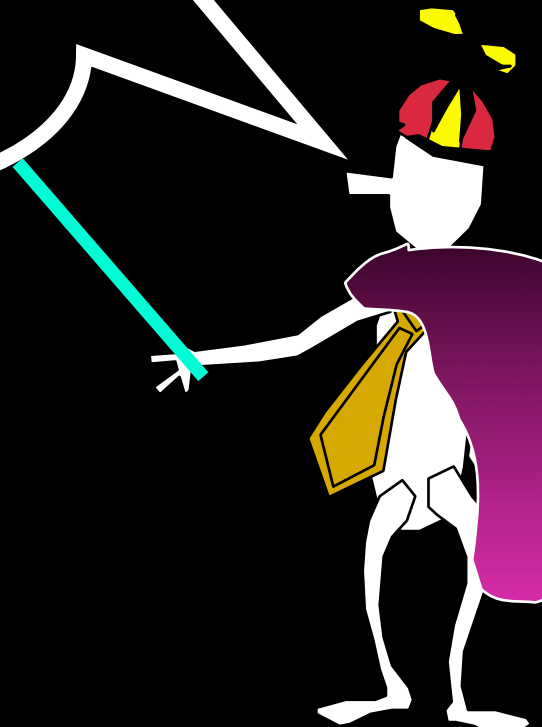
(worst case expected time to see all vertices)

Cover Time Theorem



Cover Time Theorem

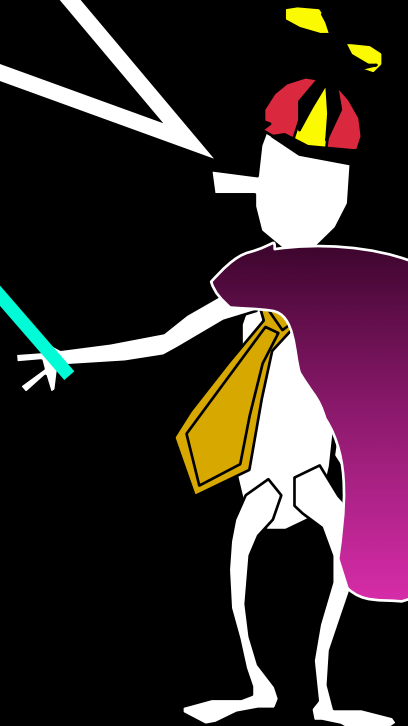
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Cover Time Theorem

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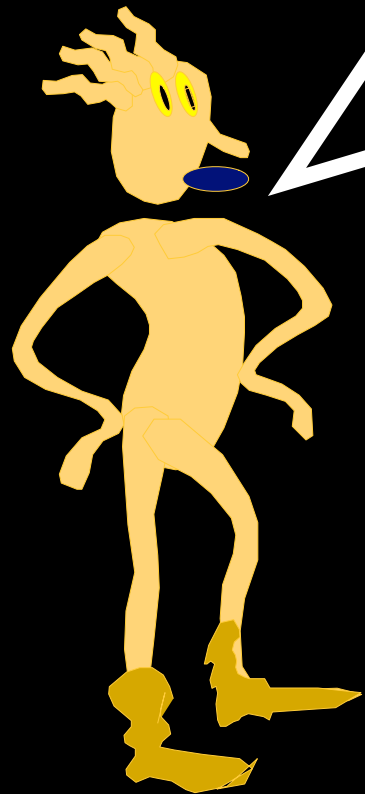
Any graph on n vertices has $< n^2/2$ edges

Hence $C(G) < n^3$ for all graphs **G**



Actually, we get home
pretty fast...

Chance that we don't hit home by
 $(2k)^{2m(n-1)}$ steps is $(\frac{1}{2})^k$



A Simple Calculation

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If the average income of people is \$100 then
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False! else the average would be higher!!!

Markov's Inequality



Andrei A. Markov

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If X is a non-negative r.v. with mean $E[X]$, then



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Non-neg random variable X has expectation
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Also, $E[X \mid X > 2A] > 2A$

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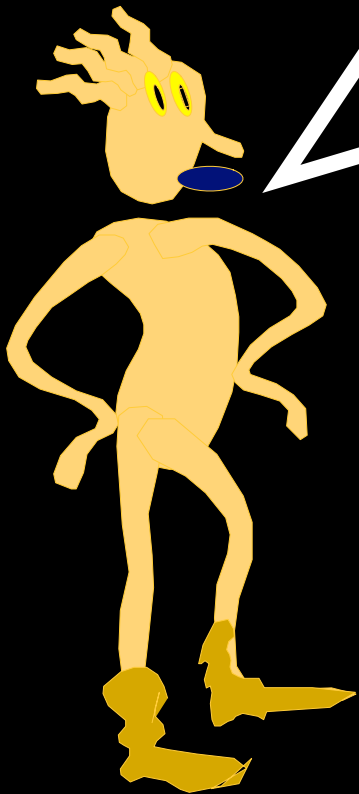
$$\Rightarrow A \geq 2A \times \Pr[X > 2A]$$

$$\Rightarrow \frac{1}{2} \geq \Pr[X > 2A]$$

$$\Pr[X > k \times \text{expectation}] \leq 1/k$$

Actually, we get home
pretty fast...

Chance that we don't hit home by
 $(2k)^{2m(n-1)}$ steps is $(\frac{1}{2})^k$



An Averaging Argument

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Suppose I start at u

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Hence, by Markov's Inequality:

$$\Pr[\text{time to hit all vertices} > 2C(G) \mid \text{start at } u] \leq \frac{1}{2}$$

So Let's Walk Some More!

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Suppose at time $2C(G)$, I'm at some node
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So Let's Walk Some More!

$\Pr [\text{time to hit all vertices} > 2C(G) \mid \text{start at } u] \leq \frac{1}{2}$

Suppose at time $2C(G)$, I'm at some node
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$\Pr [\text{haven't hit all vertices in } 2C(G) \text{ more time} \\ \mid \text{start at } v] \leq \frac{1}{2}$

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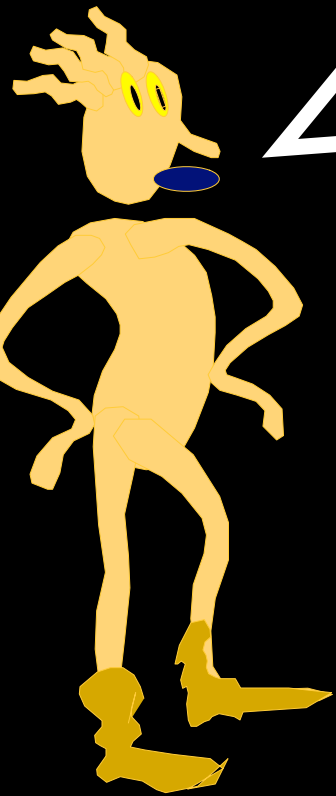
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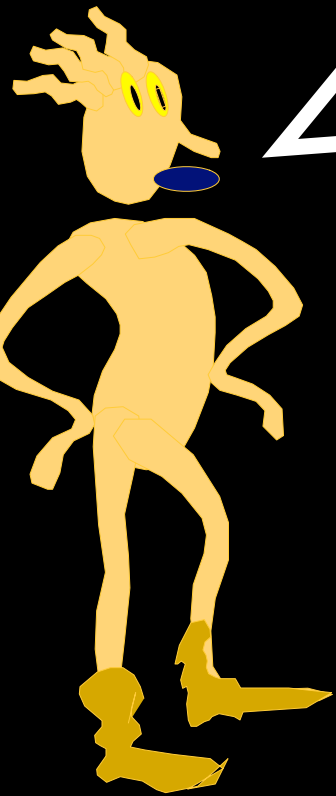
Hence,

$\Pr[\text{haven't hit everyone in time } k \times 2C(G)] \leq (\frac{1}{2})^k$

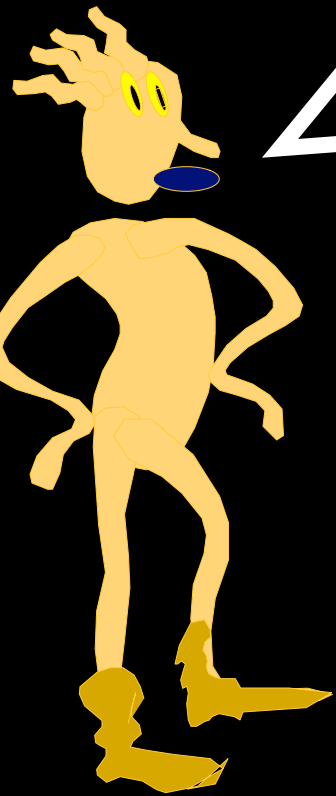
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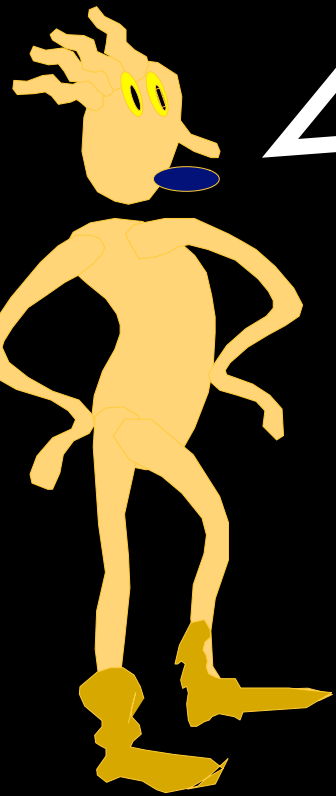
Hence, **if** we know that

Expected Cover Time

$$C(G) < 2m(n-1)$$

then

$$\Pr[\text{home by time } 4k m(n-1)] \\ \geq 1 - (1/2)^k$$



Random walks
on infinite graphs



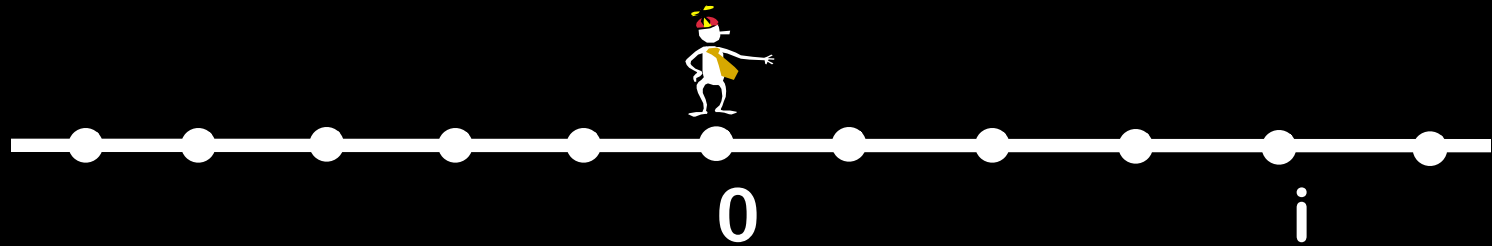


**Drunk man will find way
home, but drunk bird may
get lost forever**

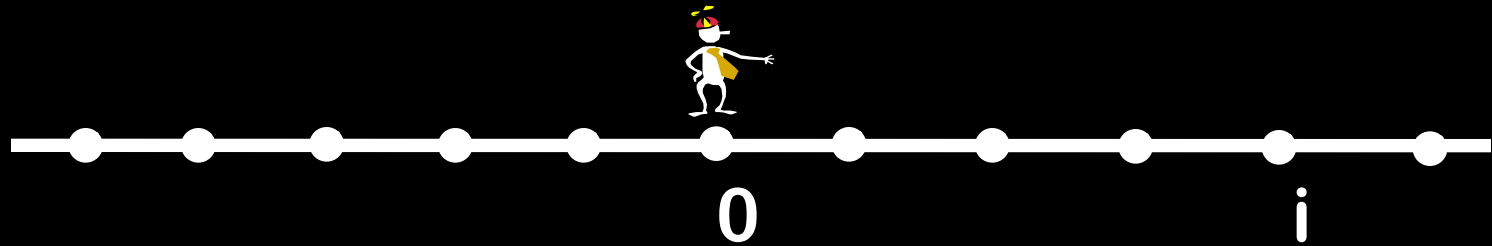
- Shizuo Kakutani



Random Walk On a Line

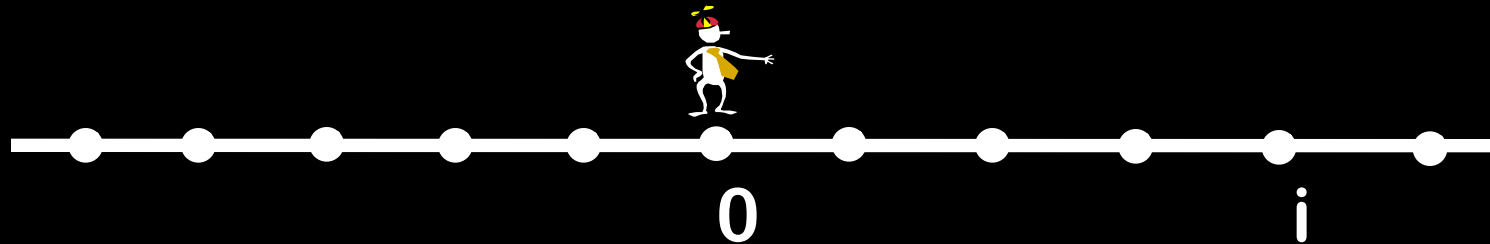


Random Walk On a Line



Flip an unbiased coin and go left/right

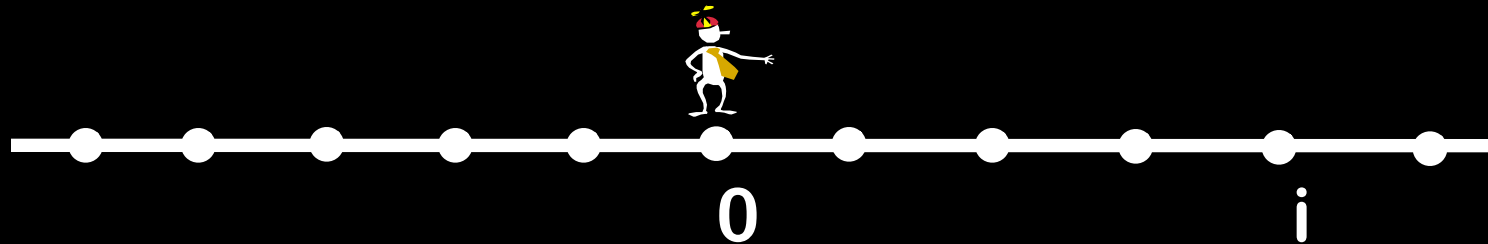
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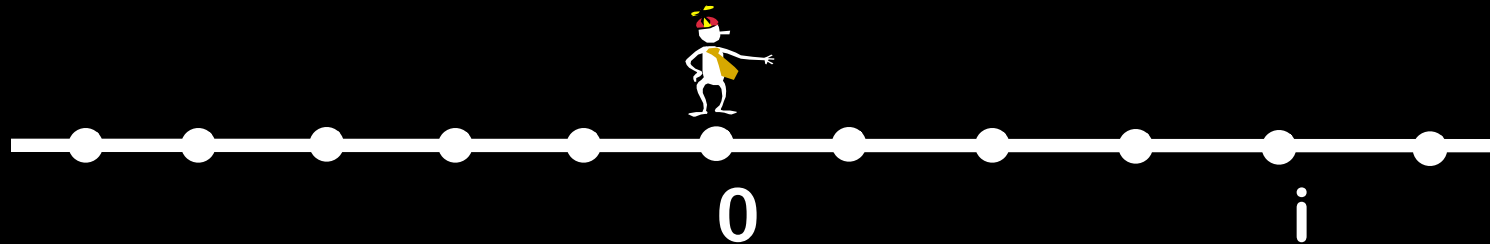


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$$\Pr[X_t = i]$$

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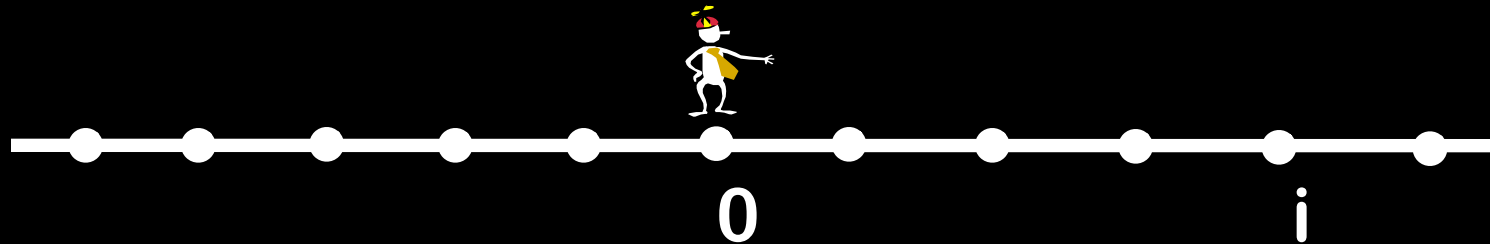


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$$\Pr[X_t = i] = \Pr[\text{\#heads} - \text{\#tails} = i]$$

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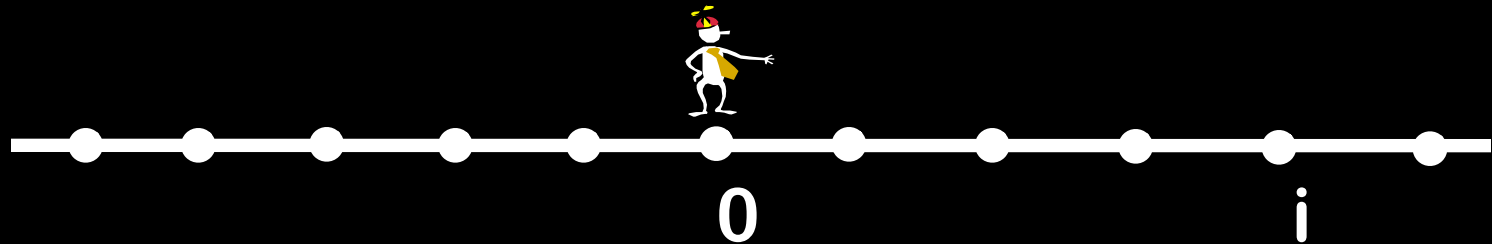


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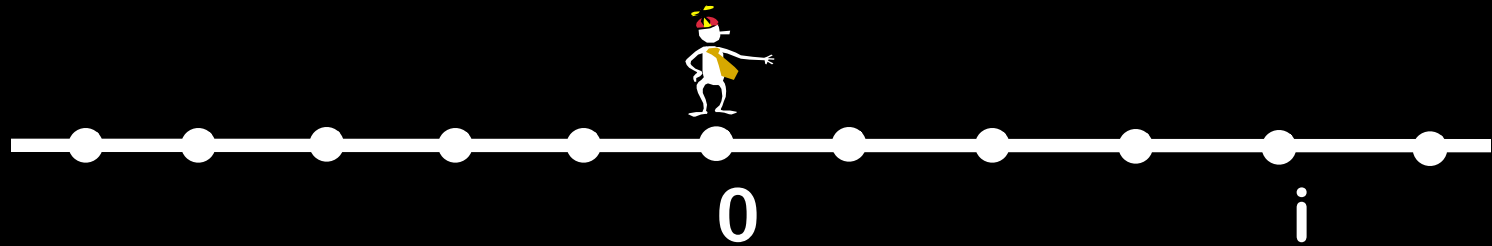


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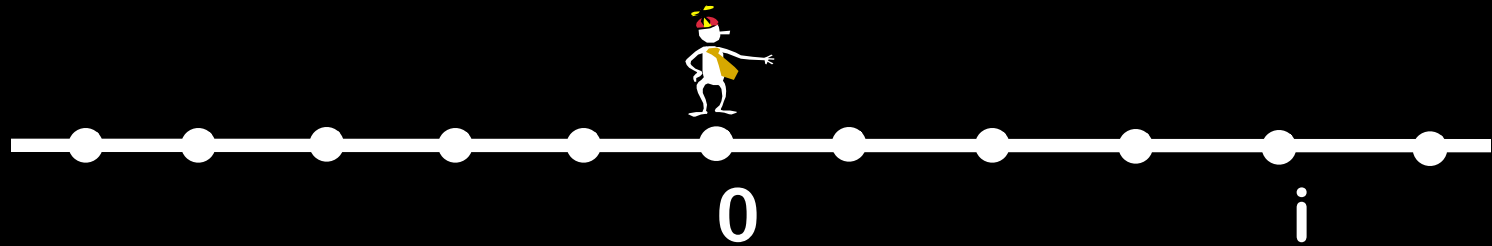
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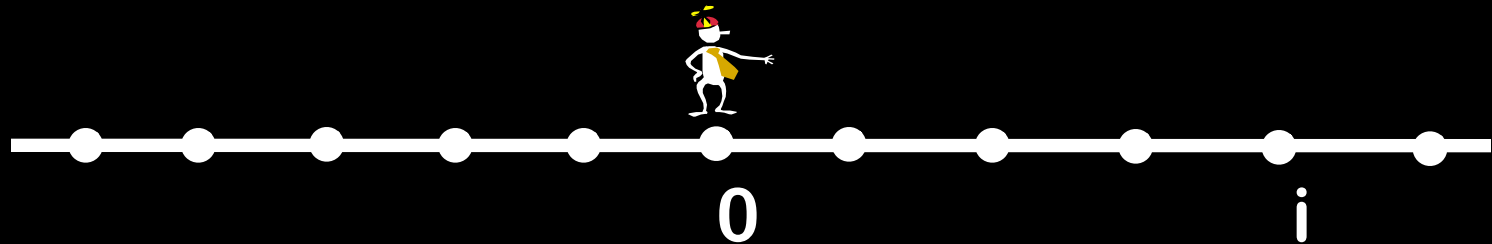


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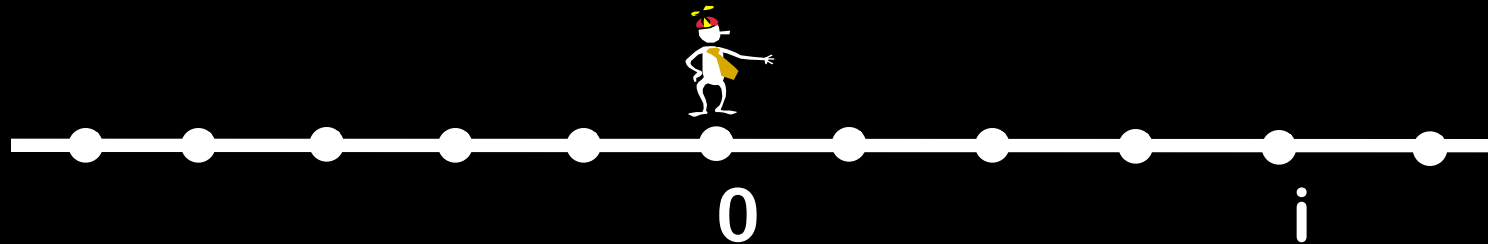
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Random Walk On a Line



$$\Pr[X_{2t} = 0] = \binom{2t}{t} / 2^{2t} \leq \Theta(1/\sqrt{t})$$

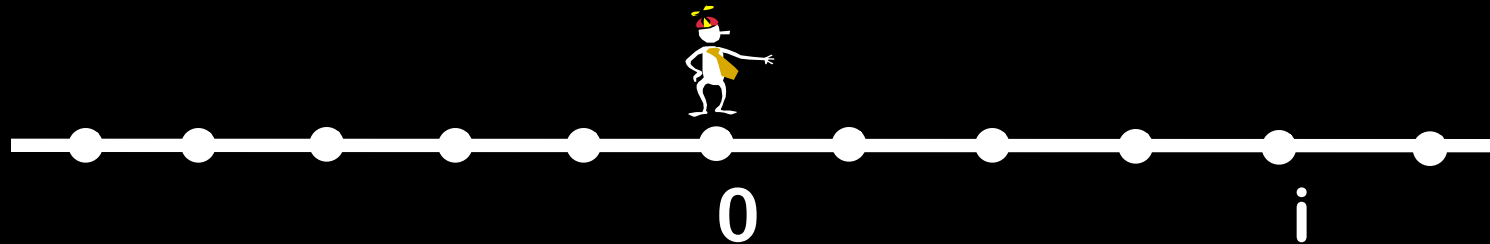
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**Stirling's
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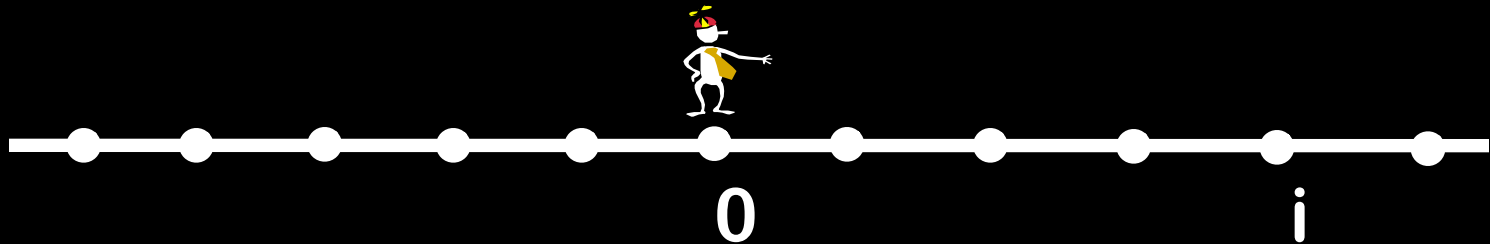


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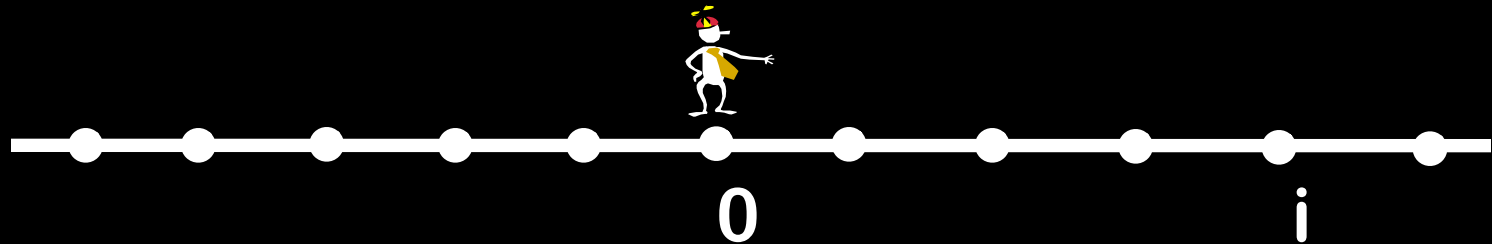
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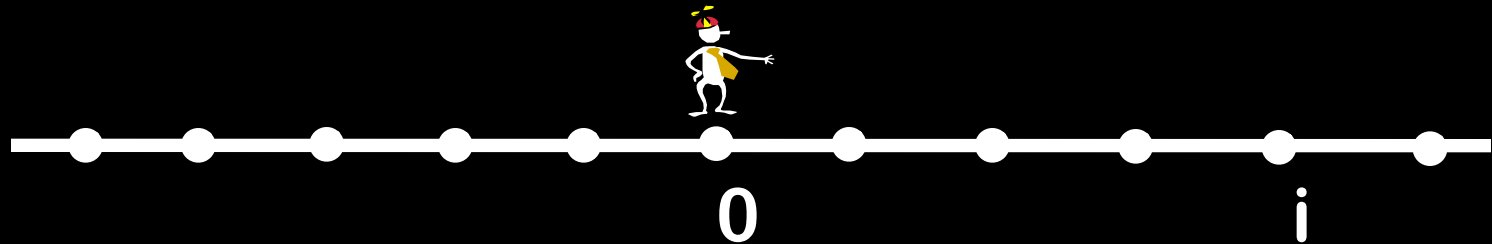
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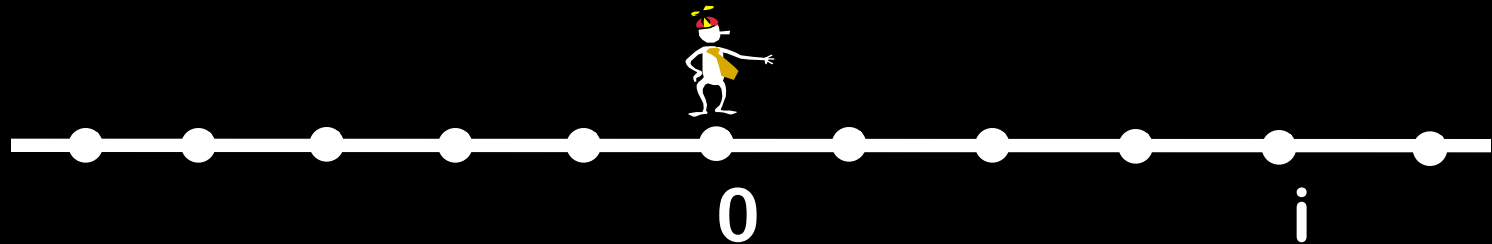
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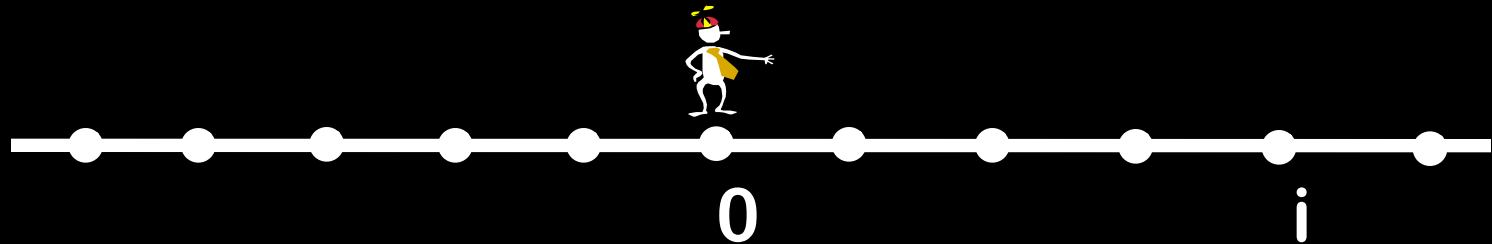
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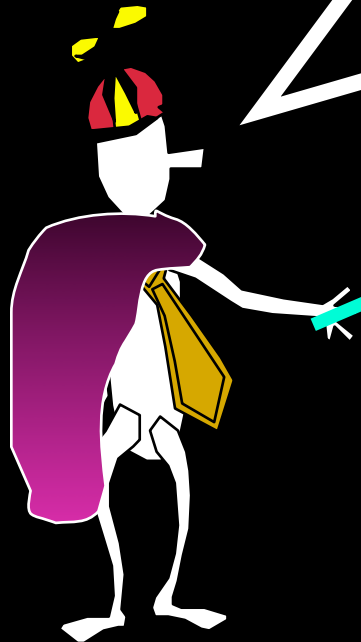
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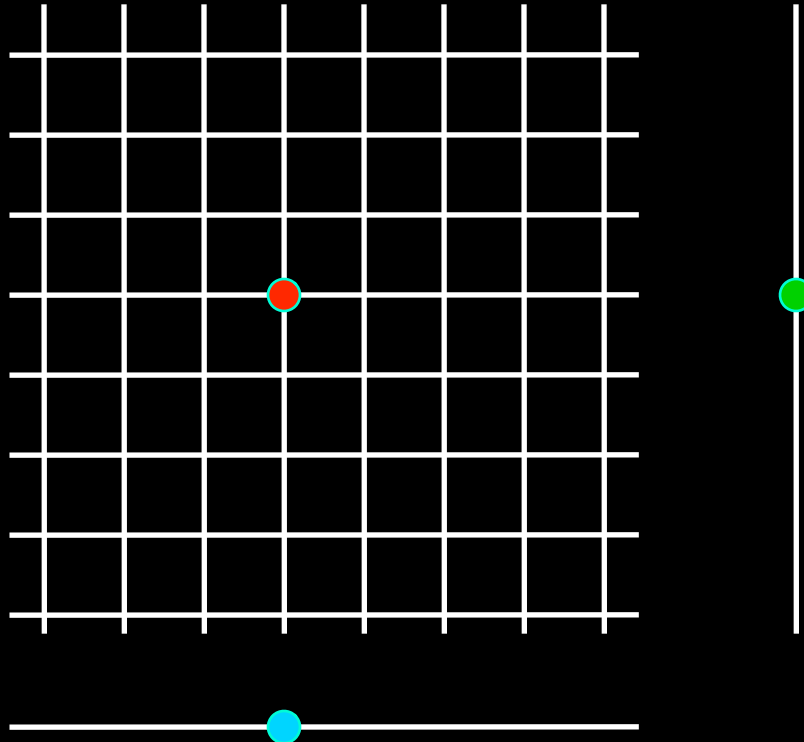
$$\leq \Theta(1/\sqrt{1} + 1/\sqrt{2} + \dots + 1/\sqrt{n}) = \Theta(\sqrt{n})$$

In n steps, you expect to
return to the origin
 $\Theta(\sqrt{n})$ times!



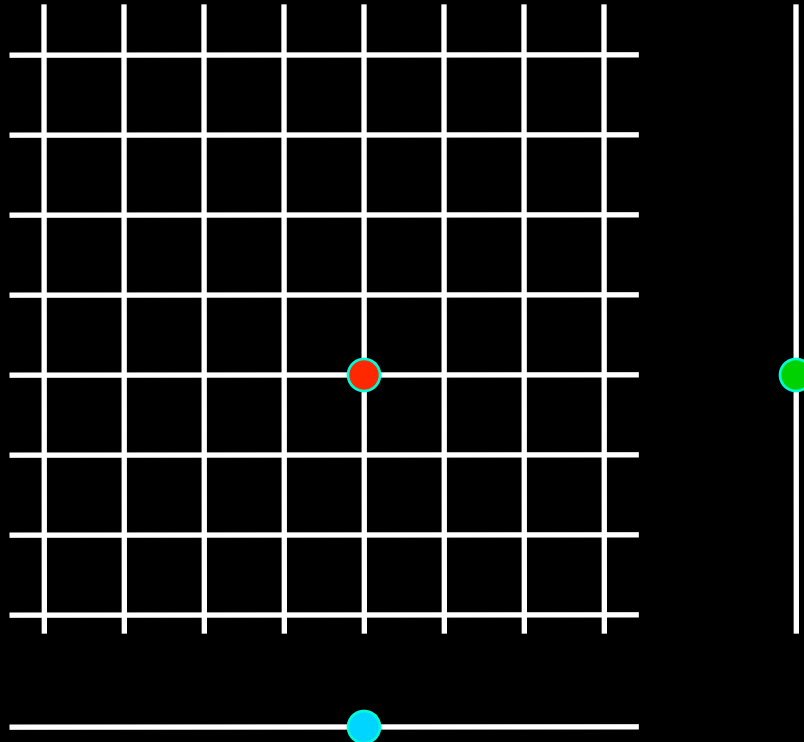
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Let us simplify our 2-d random walk:
move in both the x-direction and y-direction...



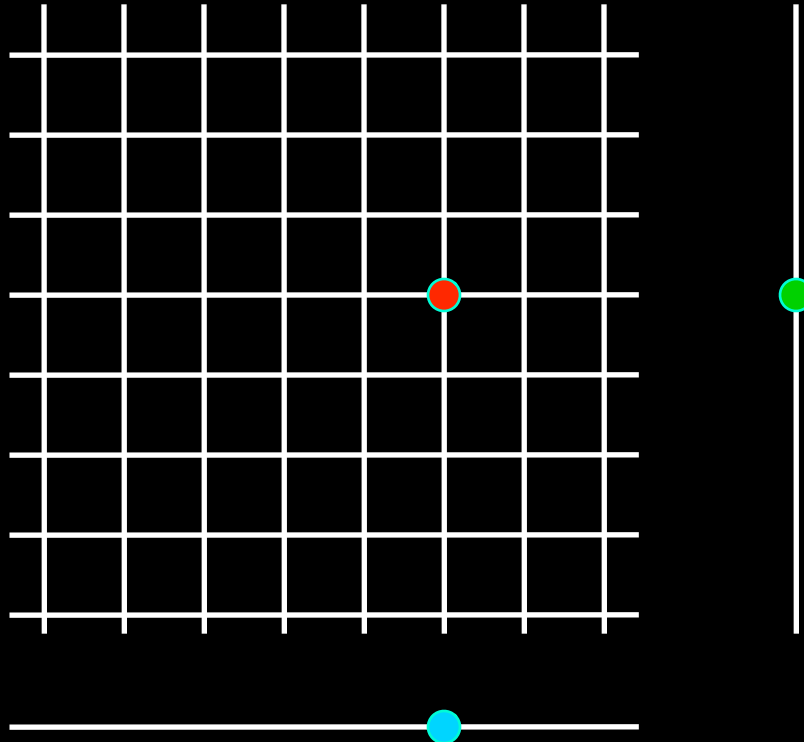
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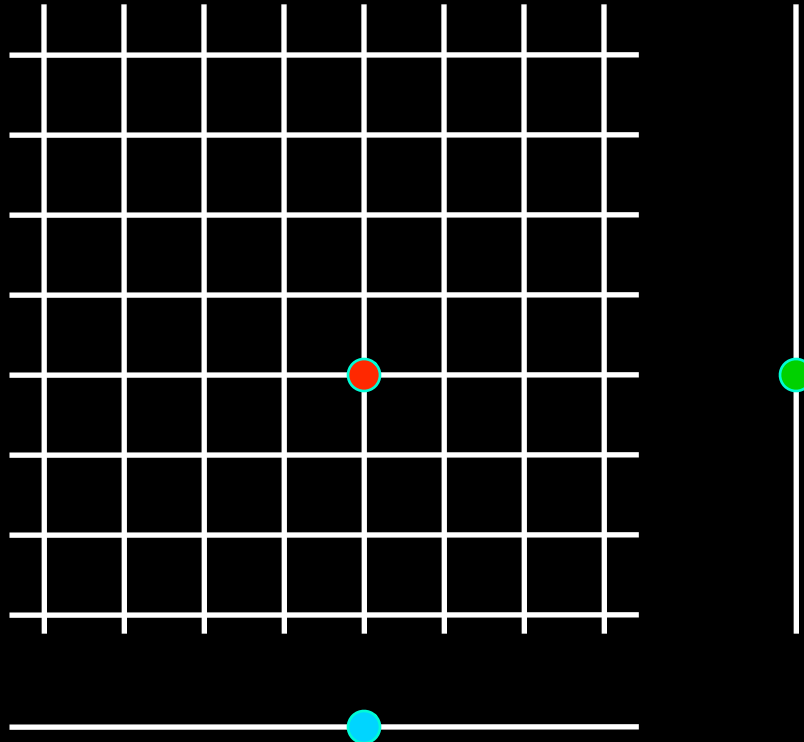
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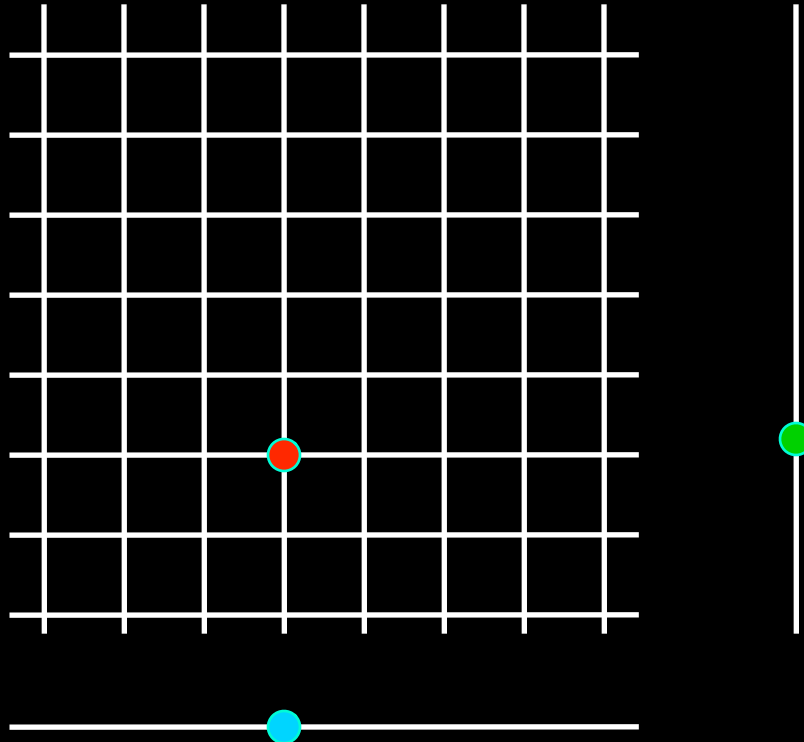
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$$\begin{aligned}\text{E[\# of visits to origin by time } n] \\ &= \Theta(1/1 + 1/2 + 1/3 + \dots + 1/n) = \Theta(\log n)\end{aligned}$$

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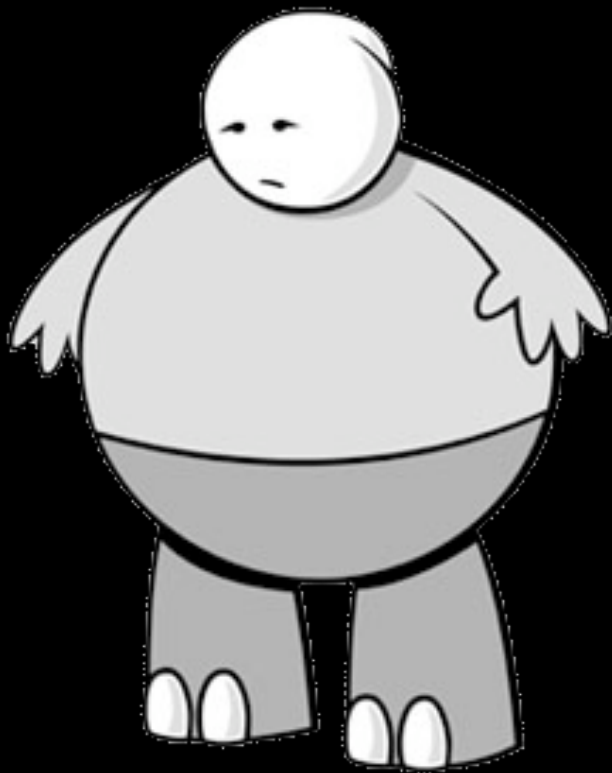
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$$\text{Hence } \Pr[\text{never return to origin}] > 1/K$$



Here's What
You Need to
Know...

Conditional expectation

Flipping coins with bias p
Expected number of flips
before a heads

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Cover Time of a Graph

Markov's Inequality