

COURSE OVERVIEW

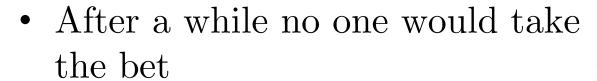
	Old	New
Not CS	Today	Number theory
CS	Running time	Most of the course

- You choose a die first, I choose second
- We both throw; higher number wins
- Which die would you choose?

		5				7				8			3	
	5	5	5		1	7	1		8	2	8	3	3	3
•		5		-		7		•		2			9	
		5				7				2			9	
		A	I			В	I			\mathbf{C}		J	D	I

• Antoine Gombaud (1607-1684) made history for being a loser

I will roll a die four times; I win if I get a 1



•
$$1 - \left(\frac{5}{6}\right)^4 = 0.518$$



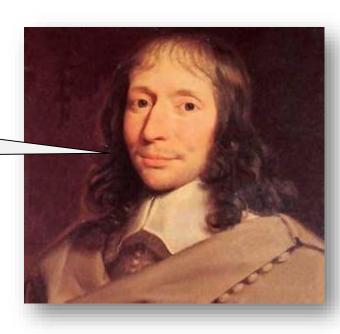
• Gombaud invented a new scam:

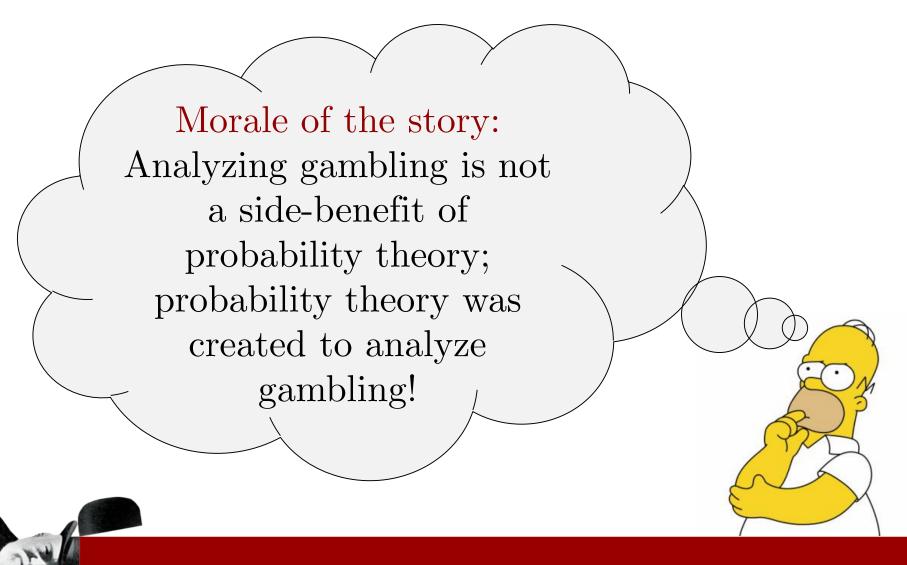
I will roll two dice 24 times; I win if I get a double 1



•
$$1 - \left(\frac{35}{36}\right)^{24} = 0.491$$

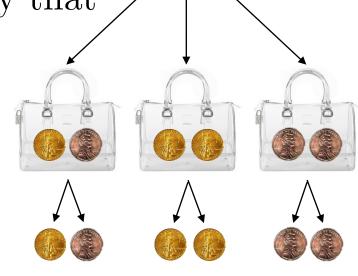
• Gombaud wrote to Pascal and Fermat, who subsequently created probability theory





PENNIES AND GOLD

- Three bags contain two gold coins, two pennies, and one of each
- Bag is chosen at random, and one coin from it is selected at random; the coin is gold \mathbb{R}
- Poll 1: What is the probability that the other coin is gold?
 - 1. 1/6
 - *2.* 1/3
 - *3.* 2/3
 - 4. 1



Probability can be counterintuitive; we need a formal language!

- The sample space is a finite set of elements S
- A probability

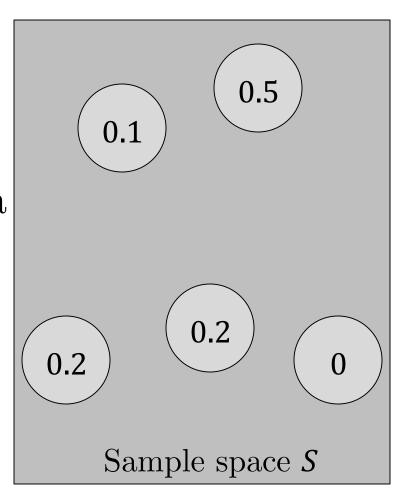
 distribution *p* assigns a

 non-negative real

 probability to each

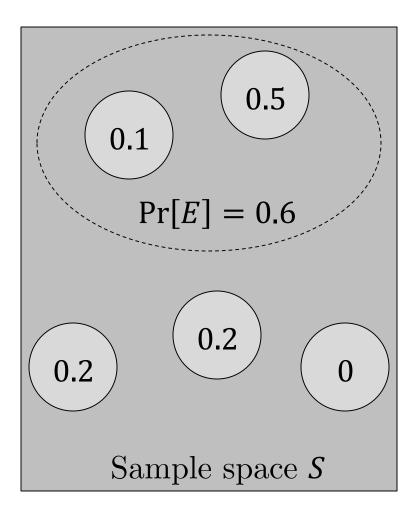
 element, such that

$$\sum_{x \in S} p(x) = 1$$



- An event is a subset $E \subseteq S$
- $\Pr[E] = \sum_{x \in E} p(x)$
- If each element $x \in S$ has equal probability, the distribution is uniform:

$$\Pr[E] = \sum_{x \in E} p(x) = \frac{|E|}{|S|}$$



• We roll a white die and black die

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\{(1,1),(1,2),(1,3),(1,4),(1,5),(1,6),
 (2,1), (2,2), (2,3), (2,4), (2,5), (2,6),
 (3,1), (3,2), (3,3), (3,4), (3,5), (3,6),
 (4,1), (4,2), (4,3), (4,4), (4,5), (4,6),
 (5,1), (5,2), (5,3), (5,4), (5,5), (5,6),
 (6,1), (6,2), (6,3), (6,4), (6,5), (6,6)
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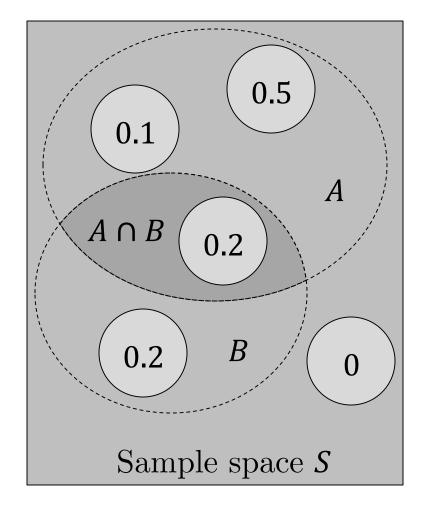
- Poll 2: Probability that the sum is 7 or 11?
 - 1/9 1.
 - *2.* 2/9
 - 3/9
 - 4/9

CONDITIONAL PROBABILITY

• The probability of event A given event B is defined as

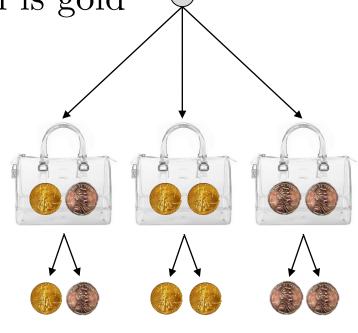
$$\Pr[A|B] = \frac{\Pr[A \cap B]}{\Pr[B]}$$

• Think of it as the proportion of $A \cap B$ to



PENNIES AND GOLD, REVISITED

- Three bags contain two gold coins, two pennies, and one of each
- Bag is chosen at random, and one coin from it is selected at random; the coin is gold
- G_i : coin $i \in \{1,2\}$ is gold
- $\Pr[G_1] = \frac{1}{2}, \Pr[G_1 \cap G_2] = \frac{1}{3}$
- $\Pr[G_2|G_1] = \frac{1/3}{1/2} = \frac{2}{3}$





CONDITIONAL PROBABILITY

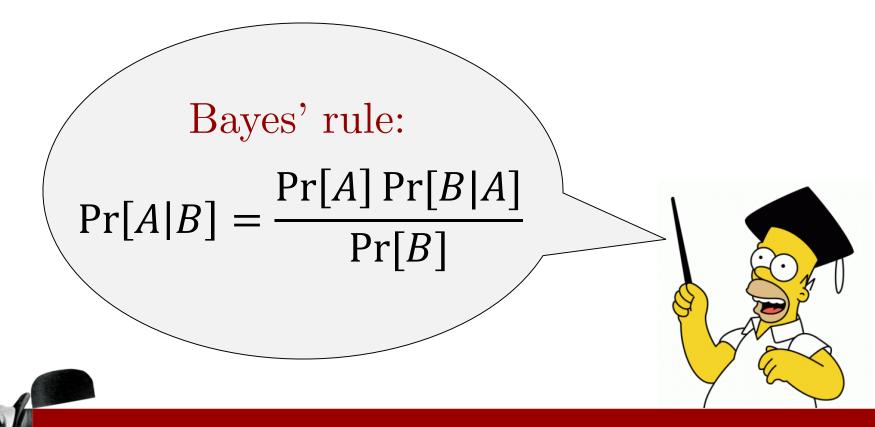
- $Pr[A \cap B] = Pr[B] \times Pr[A|B]$
- Interpretation: For A and B to occur, B must occur, and A must occur given that B occurred
- Applying iteratively: $\Pr[A_1 \cap \cdots \cap A_n] = \Pr[A_1] \times \Pr[A_2 | A_1] \times \cdots \Pr[A_n | A_1, \cdots, A_{n-1}]$

This is called the chain rule



BAYES' RULE

• $Pr[B] \times Pr[A|B] = Pr[A \cap B] = Pr[A] \times Pr[B|A]$

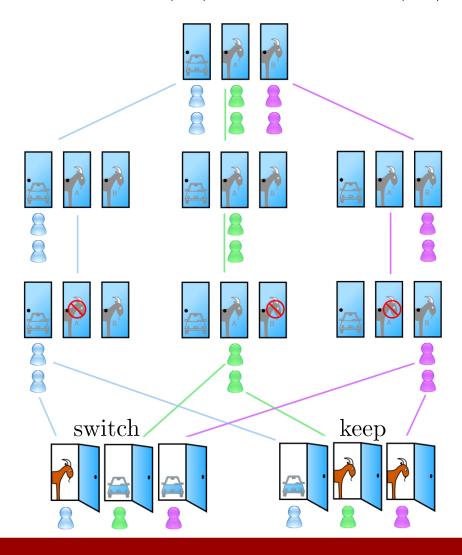


MONTY HALL PROBLEM

- Announcer hides prize behind one of three doors at random
- You choose a door
- Announcer opens a door with no prize
- Should you stay with your choice or switch?

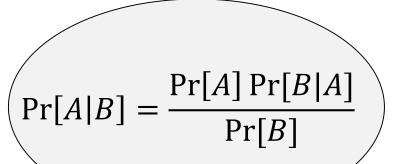


MONTY HALL PROBLEM



MONTY HALL PROBLEM

- Choose door 1, door 2 opens
- $\Pr[P_3|O_2] = \frac{\Pr[P_3]\Pr[O_2|P_3]}{\Pr[O_2]}$
- $Pr[P_3] = \frac{1}{3}, Pr[O_2|P_3] = 1,$ $Pr[O_2] = 1/2$
- Therefore, $Pr[P_3|O_2] = 2/3$
- Poll 3: Assuming there are five doors, what is the probability of winning when switching?
 - 3/15
 - *2.* 4/15
 - 5/15
 - 6/15





INDEPENDENCE

- Events A and B are independent if and only if Pr[A|B] = Pr[A]
- Poll 4: Which of the following events are independent when rolling black die and white die?
 - 1. Black die is 1, white die is 1
 - 2. Sum is 2, sum is 3
 - 3. Black die is 1, product is 2
 - 4. Black die is 1, sum is 2

• *m* people in a room; suppose all birthdays are equally likely (excluding Feb 29); what is the probability that two people have the same birthday?

•
$$S = \{1, ..., 365\}^m$$
, sample $\vec{x} = (x_1, ... x_m)$

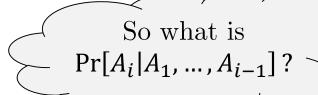
• $E = {\vec{x} \in S \mid \exists i, j, \text{ s.t. } x_i = x_j}$

Apply the chain rule!



- E is the event that two people share a birthday
- We will compute \bar{E}
- Let A_i be the event that person i's birthday differs from the birthdays of 1, ..., i-1
- $\bar{E} = A_1 \cap \cdots \cap A_n$
- Using the chain rule:

$$\Pr[\overline{E}] = \Pr[A_1] \times \Pr[A_2 | A_1] \times \cdots \Pr[A_n | A_1, \cdots, A_{n-1}]$$









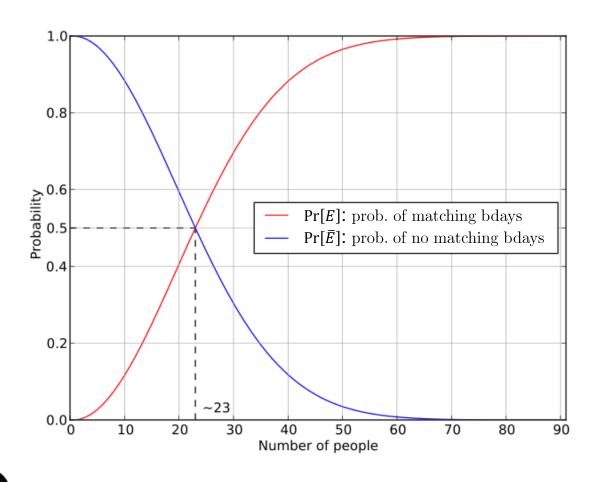
- $A_1 \cap \cdots \cap A_{i-1}$ means first i-1 students had different birthday
- i-1 out of 365 occupied when ith birthday is chosen

•
$$\Pr[A_i|A_1,...,A_{i-1}] = \frac{365 - (i-1)}{365} = 1 - \frac{i-1}{365}$$

•
$$\Pr[\bar{E}] = 1 \times \left(1 - \frac{1}{365}\right) \times \dots \times \left(1 - \frac{m-1}{365}\right)$$

•
$$Pr[E] = 1 - Pr[\overline{E}]$$







- Poll 5: What is the probability that two people have the same birthday if there are 730 people?
 - 1. 1/2
 - *2.* **0.75**
 - *3.* 0.9999999999997
 - 4. 1



BIRTHDAY ATTACK *

- A cryptographic hash function 'scrambles' a string S into a k-bit hash f(S)
- It should be hard to find a collision: two strings S_1, S_2 such that $f(S_1) = f(S_2)$
- Application: digital signatures
 - $_{\circ}$ Alice wants Bob to sign a message m
 - They compute f(m) and it is signed using Bob's secret key
 - Bad collision: Alice can find a fair contract m and a fraudulent contract m' such that f(m) = f(m')





BIRTHDAY ATTACK *

- The SHA-1 cryptographic hash function uses 160 bits
- To find a collision for SHA-1, take a huge number of strings, hash them all, hope that two hash to the same one
- If SHA-1 is really safe, each hash f(S) should be uniform in $\{1, \dots, 2^{160}\}$
- This is like the Birthday Problem with 2^{160} days of the year!
- To find a collision you would need roughly $\sqrt{2^{160}} = 2^{80}$ strings

BIRTHDAY ATTACK *

- A crypto hash function is considered broken if you can beat the birthday attack
- SHA-1 collisions can be found using "only" 2⁶³ strings
- Still used in SSL, PGP,...

SUMMARY

- Definitions / facts
 - Language of probability
 - Conditional probability
 - Independence
- Principles / problem solving
 - Chain rule
 - Bayes' rule

