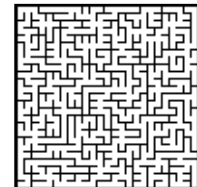
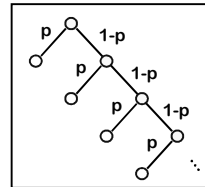


15-251

Great Theoretical Ideas in Computer Science

Infinite Sample spaces and Random Walks

Lecture 12 (October 1, 2009)



Probability Refresher

What's a Random Variable?

A Random Variable is a real-valued
function on a sample space S

$$E[X+Y] = E[X] + E[Y]$$

Probability Refresher

What does this mean: $E[X | A]$?

Is this true:

$$\Pr[A] = \Pr[A | B] \Pr[B] + \Pr[A | \bar{B}] \Pr[\bar{B}]$$

Yes!

Similarly:

$$E[X] = E[X | A] \Pr[A] + E[X | \bar{A}] \Pr[\bar{A}]$$

Air Marshal Problem

Every passenger has an assigned seat

There are $n-1$ passengers and n seats

Before the passengers board, an air
marshal sits on a random seat

When a passenger enters the plane, if their
assigned seat is taken, they pick a seat at
random

What is the probability that the last passenger
to enter the plane sits in their assigned seat?

Infinite Sample Spaces

An easy question

What is $\sum_{i=0}^{\infty} (\frac{1}{2})^i$?

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, by $\sum_{i=0}^{\infty} f(i)$, we really mean $\lim_{n \rightarrow \infty} \sum_{i=0}^n f(i)$. if this limit is undefined, so is the sum

In this case, the partial sum is $2 - (\frac{1}{2})^n$, which goes to 2.

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?

p

Flip exactly two times?

$(1-p)p$

Flip exactly k times?

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

Eventually stop?

1 (assuming $p > 0$)



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 $q = 1-p$,

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



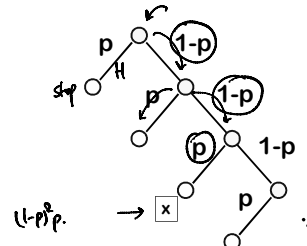
Expected number of flips

Flip bias- p coin until you see heads.

Let r.v. Z = number of flips until heads

What is $E[Z]$?

Pictorial view



Sample space S = leaves in this tree.

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

If $p > 0$, $\Pr(\text{not halting by time } n) \rightarrow 0$ as $n \rightarrow \infty$.

Reason about expectations too!

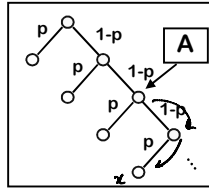
Suppose A is a node in this tree

$\Pr(x|A)$ = product of edges on path from A to x.

$$E[Z] = \sum_x \Pr(x) Z(x).$$

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

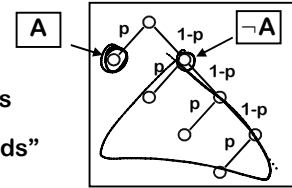
I.e., it is as if we started the game at A.



Expected number of heads

Let Z = # flips until heads

A = event "1st flip is heads"



$$\begin{aligned} E[Z] &= E[Z|A] \times \Pr(A) + E[Z|\neg A] \times \Pr(\neg A) \\ &= 1 \times p + (1 + E[Z]) \times (1-p). \end{aligned}$$

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

Geometric(p) r.v.

Z = Number of flips with bias- p coin until you see a heads

$$E[Z] = 1/p$$

For unbiased coin ($p = 1/2$), expected value = 2 flips

$$E[Z] = \sum_k k \cdot p \cdot (1-p)^{k-1} = 1/p$$

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

$$\Pr(\text{haven't halted by time } t) \rightarrow 0 \text{ as } t \rightarrow \infty.$$

A definition for infinite spaces

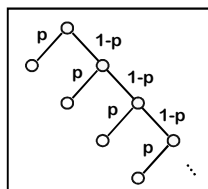
Let sample space S be leaves of a choice tree.

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

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

If $\lim_{n \rightarrow \infty} \Pr(S_n) = 1$, can define:

$$\Pr(A) = \lim_{n \rightarrow \infty} \Pr(A_n).$$



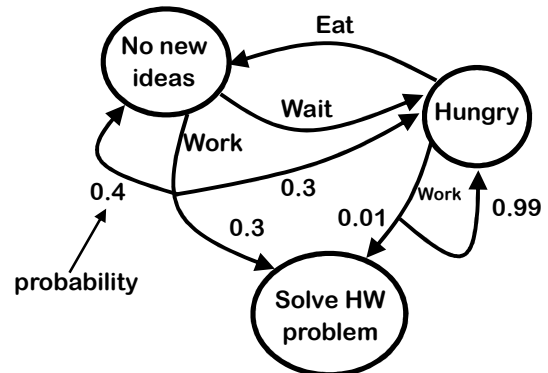
Setting that doesn't fit our model

Event: "Flip coin until #heads > 2 × #tails."

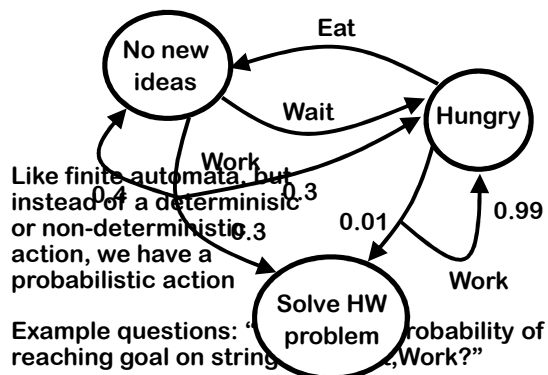
There's a reasonable chance this will never stop...

Random Walks: or, how to walk home drunk

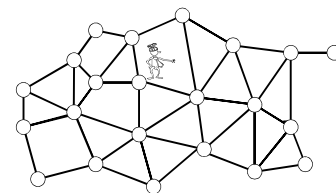
Abstraction of Student Life



Abstraction of Student Life

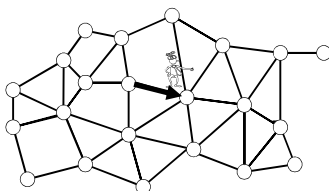


Simpler: Random Walks on Graphs



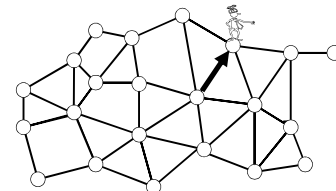
At any node, go to one of the neighbors of the node with equal probability

Simpler: Random Walks on Graphs



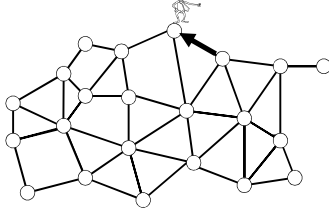
At any node, go to one of the neighbors of the node with equal probability

Simpler: Random Walks on Graphs



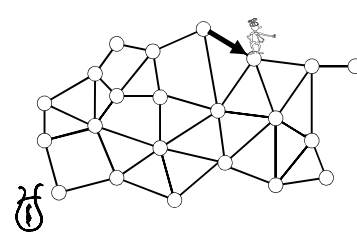
At any node, go to one of the neighbors of the node with equal probability

Simpler: Random Walks on Graphs



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

Simpler: Random Walks on Graphs

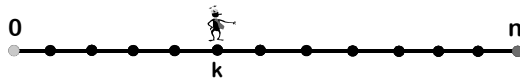


At any node, go to one of the neighbors of the node with equal probability

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



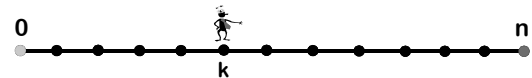
Question 1: what is your expected amount of money at time t?

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)

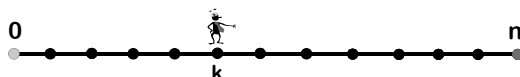
$$E[\delta_i] = 0$$

$$\text{So, } E[X_t] = k$$

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



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

Random Walk on a Line

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

$$E[X_t] = k$$

$$E[X_t] = E[X_t | X_t = 0] \times \Pr(X_t = 0) + E[X_t | X_t = n] \times \Pr(X_t = n) + E[X_t | \text{neither}] \times \Pr(\text{neither})$$

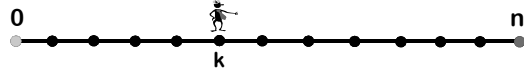
$$k = n \times \Pr(X_t = n) + (\text{something}_t) \times \Pr(\text{neither})$$

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

You leave when you are broke or have \$ n

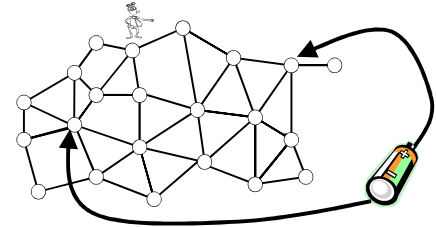


Question 2: what is the probability that you leave with \$ n ?

= probability that I hit green before I hit red

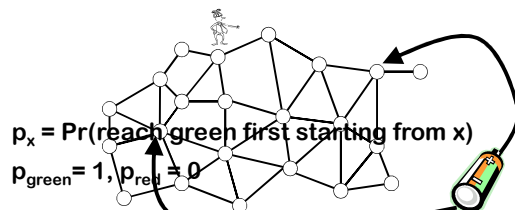
Random Walks and Electrical Networks

What is chance I reach green before red?



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

Random Walks and Electrical Networks

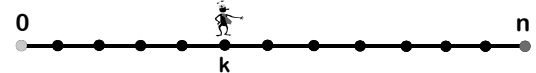


And for the rest $p_x = \text{Average}_{y \in \text{Nbr}(x)} (p_y)$
Same as equations for voltage if edges all have same resistance!

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

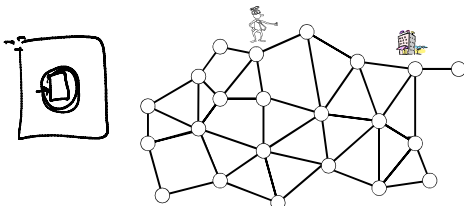
You leave when you are broke or have \$ n



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

voltage(k) = k/n
= Pr[hitting n before 0 starting at k] !!!

Getting Back Home

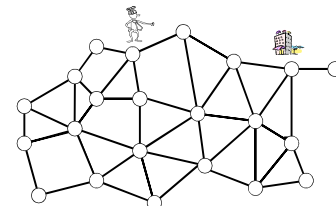


Lost in a city, you want to get back to your hotel
How should you do this?

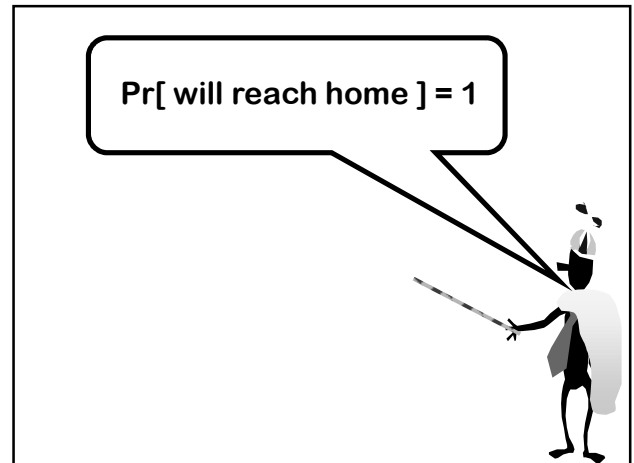
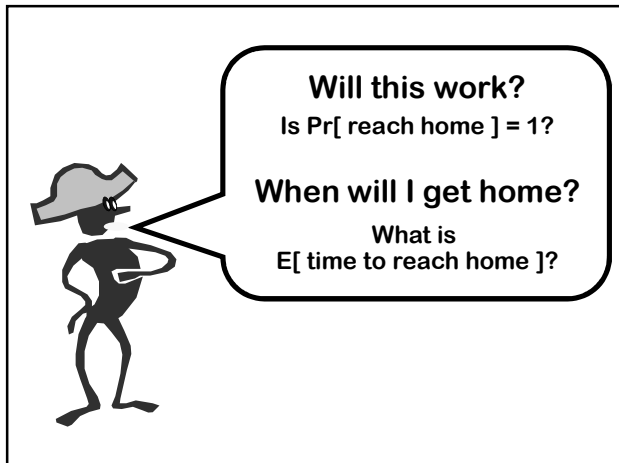
Depth First Search!

Requires a good memory and a piece of chalk

Getting Back Home



How about walking randomly?



We Will Eventually Get Home

Look at the first n steps

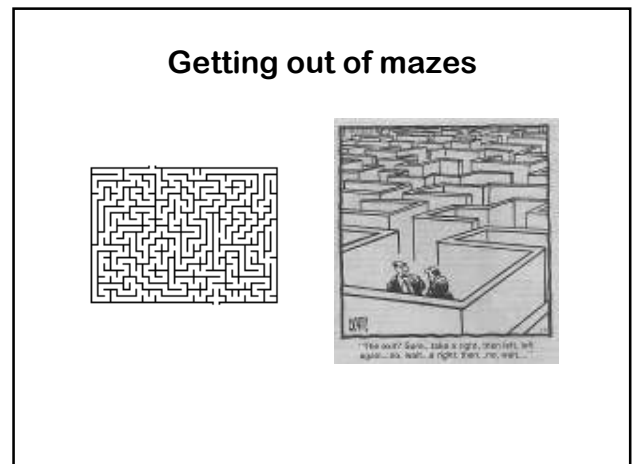
There is a non-zero chance p_1 that we get home

In fact, $p_1 \geq (1/n)^n$

Suppose we don't reach home in first n steps

Then, wherever we are, there is a chance $p_2 \geq (1/n)^n$ that we hit home in the next n steps from there

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



Theorem:
If the graph has n nodes and m edges, then
 $E[\text{time to visit all nodes}] \leq 2m \times (n-1)$

We will not prove this theorem today

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

In a 2-d maze with n intersections, at most $4n(n-1)$ time

Actually, we get home pretty fast...

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

Even if we know the fact on the previous slide, how does one prove this?

A Simple Calculation

True or False:

If the average income of people is \$100 then more than 50% of the people can be earning more than \$200 each

False! else the average would be higher!!!

Markov's Inequality

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

$$\Pr[X > 2 E[X]] \leq \frac{1}{2}$$

$$\Pr[X > k E[X]] \leq \frac{1}{k}$$



Andrei A. Markov

Markov's Inequality

Non-neg random variable X has expectation $\mu = E[X]$

$$\mu = E[X] = E[X | X > 2\mu] \Pr[X > 2\mu] + E[X | X \leq 2\mu] \Pr[X \leq 2\mu]$$

$$\geq E[X | X > 2\mu] \Pr[X > 2\mu] \quad (\text{since } X \text{ is non-neg})$$

Also, $E[X | X > 2\mu] > 2\mu$

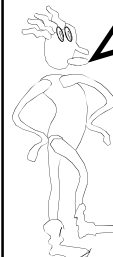
$$\Rightarrow \mu \geq 2\mu \times \Pr[X > 2\mu]$$

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

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

Actually, we get home pretty fast...

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



Let's prove this now...

Recall:

If the graph has n nodes and m edges, then

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

call this value T

Want: $\Pr[\text{not home by } 2k \cdot T \text{ steps}] \leq (\frac{1}{2})^k$



An Averaging Argument

Suppose I start at u

$$E[\text{time to hit all vertices} \mid \text{start at } u] \leq T$$

Hence, by Markov's Inequality:

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

So Let's Walk Some Mo!

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

Suppose at time $2T$, I'm at some node with more nodes still to visit

$\Pr[\text{haven't hit all vertices in } 2T \text{ more time} \mid \text{start at } v] \leq \frac{1}{2}$

Chance that you failed both times $\leq \frac{1}{4} = (\frac{1}{2})^2$

Hence,

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

Hence, if we know that

Expected Cover Time

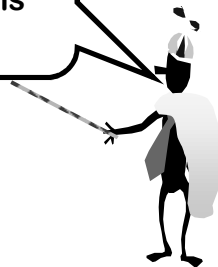
$$C(G) < 2m(n-1)$$

then

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



Random walks
on infinite graphs

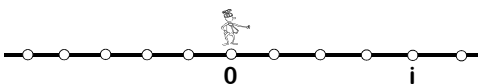


Drunk man will find way home, but drunk bird may get lost forever

- Shizuo Kakutani



Random Walk On a Line

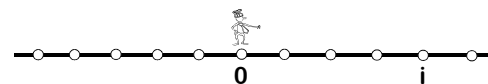


Flip an unbiased coin and go left/right

Let X_t be the position at time t

$$\begin{aligned} \Pr[X_t = i] &= \Pr[\text{\#heads} - \text{\#tails} = i] \\ &= \Pr[\text{\#heads} - (t - \text{\#heads}) = i] \\ &= \binom{t}{(t+i)/2} / 2^t \end{aligned}$$

Random Walk On a Line

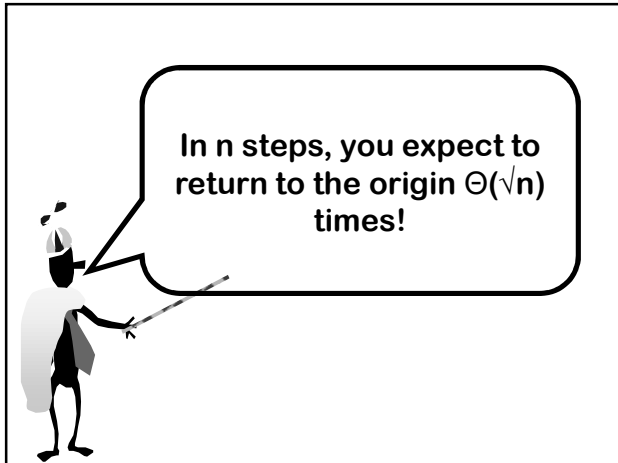


$$\Pr[X_{2t} = 0] = \binom{2t}{t} / 2^{2t} \leq \Theta(1/\sqrt{t}) \quad \text{Sterling's approx}$$

$$Y_{2t} = \text{indicator for } (X_{2t} = 0) \Rightarrow E[Y_{2t}] = \Theta(1/\sqrt{t})$$

Z_{2n} = number of visits to origin in $2n$ steps

$$\begin{aligned} E[Z_{2n}] &= E[\sum_{t=1, \dots, n} Y_{2t}] \\ &\leq \Theta(1/\sqrt{1} + 1/\sqrt{2} + \dots + 1/\sqrt{n}) = \Theta(\sqrt{n}) \end{aligned}$$



How About a 2-d Grid?

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

A diagram illustrating a 2D grid. It consists of a 10x10 grid of squares. A small circle is located at the center of the grid. To the right of the grid is a vertical line with a small circle at its midpoint. Below the grid is a horizontal line with a small circle at its midpoint.

How About a 2-d Grid?

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

A diagram illustrating a 2D grid. It consists of a 10x10 grid of squares. A small circle is located at the center of the grid. To the right of the grid is a vertical line with a small circle at its midpoint. Below the grid is a horizontal line with a small circle at its midpoint.

How About a 2-d Grid?

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

A diagram illustrating a 2D grid. It consists of a 10x10 grid of squares. A small circle is located at the center of the grid. To the right of the grid is a vertical line with a small circle at its midpoint. Below the grid is a horizontal line with a small circle at its midpoint.

How About a 2-d Grid?

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

A diagram illustrating a 2D grid. It consists of a 10x10 grid of squares. A small circle is located at the center of the grid. To the right of the grid is a vertical line with a small circle at its midpoint. Below the grid is a horizontal line with a small circle at its midpoint.

How About a 2-d Grid?

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

A diagram illustrating a 2D grid. It consists of a 10x10 grid of squares. A small circle is located at the center of the grid. To the right of the grid is a vertical line with a small circle at its midpoint. Below the grid is a horizontal line with a small circle at its midpoint.

In The 2-d Walk

Returning to the origin in the grid
 \Leftrightarrow both “line” random walks return to their origins

$$\begin{aligned}\Pr[\text{visit origin at time } t] &= \Theta(1/\sqrt{t}) \times \Theta(1/\sqrt{t}) \\ &= \Theta(1/t)\end{aligned}$$

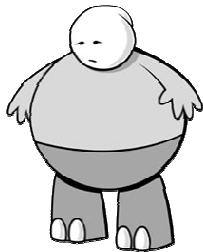
$$\begin{aligned}E[\text{\# of visits to origin by time } n] \\ = \Theta(1/1 + 1/2 + 1/3 + \dots + 1/n) = \Theta(\log n)\end{aligned}$$

But In 3D

$$\Pr[\text{visit origin at time } t] = \Theta(1/\sqrt{t})^3 = \Theta(1/t^{3/2})$$

$$\lim_{n \rightarrow \infty} E[\text{\# of visits by time } n] < K \text{ (constant)}$$

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



Here's What
You Need to
Know...

Conditional expectation

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

Random Walk on a Line

Cover Time of a Graph

Markov's Inequality