

Learning Goals

- Random variables and their expectations
- Expectation of some distributions (Indicator variables/Bernoulli, binomial, geometric)
- Linearity of expectations
- Guessing cards and coupon collection

Random variables

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- Example: For an event A , let X be 1 if A happens, and 0 if not. Then $\Pr[X = 1] = \Pr[A]$.
 - X is called the *indicator variable* of A .
 - A random variable that only takes values 0 or 1 is said to be drawn from a *Bernoulli distribution*.

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For $x < 1$,

$$\sum_{j=1}^{\infty} j x^{j-1} = \sum_{j=1}^{\infty} (x^j)' = \left(\sum_{j=1}^{\infty} x^j \right)' = \left(\frac{1}{1-x} - 1 \right)' = \frac{1}{(1-x)^2}.$$

Linearity of expectation

- For random variables X and Y defined on the same probability space, a new random variable $X + Y$ is given by $(X + Y)(\omega) = X(\omega) + Y(\omega)$ for any sample point (that is, atom event) ω .

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Theorem

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Remark: Linearity does NOT need independence between the variables!

Definition

Two random variables are *independent* if for any i, j , the events $X = i$ and $Y = j$ are independent.

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Shuffle a deck of n distinct cards, and reveal them one by one. Before each revelation, make a uniformly random guess. How many guesses are correct in expectation?

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$$\mathbf{E}[X] = \sum_{i=1}^n \mathbf{E}[X_i] = \sum_{i=1}^n \frac{1}{n-i+1} = H(n) \approx \ln n.$$

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- $\mathbf{E}[X_i] = \frac{n}{n-i+1}$.
- Therefore the expected total number of purchases is

$$\sum_{i=1}^n \frac{n}{n-i+1} = n \cdot \sum_{i=1}^n \frac{1}{i} = nH(n) \approx n \ln n.$$