

## Discussion 5C

CS 70, Summer 2024

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### 1 Pullout Balls

- (a) Let  $X$  be the number that you record. Each ball is equally likely to be chosen, so

$$E[X] = \sum_x x \cdot \Pr[X = x] = 1 \times \frac{1}{4} + 2 \times \frac{1}{4} + 3 \times \frac{1}{4} + 4 \times \frac{1}{4} = 2.5.$$

As demonstrated here, the expected value of a random variable need not, and often is not, a feasible value of that random variable (there is no outcome  $\omega$  for which  $X(\omega) = 2.5$ ).

- (b) Let  $Y$  be the product of two numbers that you pull out. Then

$$E[Y] = \frac{1}{\binom{4}{2}} (1 \cdot 2 + 1 \cdot 3 + 1 \cdot 4 + 2 \cdot 3 + 2 \cdot 4 + 3 \cdot 4) = \frac{2 + 3 + 4 + 6 + 8 + 12}{6} = \frac{35}{6}.$$

### 2 Number Game

- (a)  $S$  is a (discrete) uniform random variable between 0 and 100, so its expectation is  $\frac{\sum_{i=0}^{100} i}{101} = 50$ .
- (b) If  $S = s$ , we know that  $V$  will be uniformly distributed between  $s$  and 100. Similar to the previous part, this gives us that  $E[V \mid S = s] = \frac{s+100}{2}$ .
- (c) With the law of total expectation, we have that

$$\begin{aligned} E[V] &= \sum_{s=0}^{100} E[V \mid S = s] \cdot \Pr[S = s] \\ &= \sum_{s=0}^{100} \frac{s+100}{2} \cdot \frac{1}{101} \\ &= \frac{1}{202} \left( \sum_{s=0}^{100} s + \sum_{s=0}^{100} 100 \right) \end{aligned}$$

The first summation comes out to  $\frac{100(100+1)}{2} = 50 \cdot 101$ ; the second summation is just adding 100 to itself 101 times, so it comes out to  $100 \cdot 101$ . Plugging these values in, we get  $E[V] = 75$ .

### 3 Linearity

- (a) Let  $A_i$  be the indicator you win the  $i$ th time you play game A and  $B_i$  be the same for game B. The expected value of  $A_i$  and  $B_i$  are

$$\begin{aligned} E[A_i] &= 1 \cdot \frac{1}{3} + 0 \cdot \frac{2}{3} = \frac{1}{3}, \\ E[B_i] &= 1 \cdot \frac{1}{5} + 0 \cdot \frac{4}{5} = \frac{1}{5}. \end{aligned}$$

Then the expected total number of tickets you receive, by linearity of expectation, is

$$3E[A_1] + \cdots + 3E[A_{10}] + 4E[B_1] + \cdots + 4E[B_{20}] = 10 \left( 3 \cdot \frac{1}{3} \right) + 20 \left( 4 \cdot \frac{1}{5} \right) = 26.$$

Note that  $10 \left( 3 \cdot \frac{1}{3} \right)$  and  $20 \left( 4 \cdot \frac{1}{5} \right)$  matches the expression directly gotten using the expected value of a binomial random variable.

- (b) There are  $1,000,000 - 4 + 1 = 999,997$  places where “book” can appear, each with a (non-independent) probability of  $1/26^4$  of happening. If  $A$  is the random variable that tells how many times “book” appears, and  $A_i$  is the indicator variable that is 1 if “book” appears starting at the  $i$ th letter, then

$$\begin{aligned} E[A] &= E[A_1 + \cdots + A_{999,997}] \\ &= E[A_1] + \cdots + E[A_{999,997}] \\ &= \frac{999,997}{26^4} \approx 2.19. \end{aligned}$$

## 4 Number of Ones

**Solution using the self-referencing trick.** Let  $X$  be the number of ones we see until we see a 6. Let  $r_1, r_2, \dots$  be each roll of the die.

We know that

$$\begin{aligned} E[X] &= E[X \mid r_1 = 1] \cdot \Pr[r_1 = 1] + E[X \mid r_1 = 6] \cdot \Pr[r_1 = 6] + E[X \mid r_1 \notin \{3, 6\}] \cdot \Pr[r_1 \notin \{3, 6\}] \\ &= E[X \mid r_1 = 1] \cdot \frac{1}{6} + E[X \mid r_1 = 6] \cdot \frac{1}{6} + E[X \mid r_1 \notin \{3, 6\}] \cdot \frac{2}{3} \cdot E[X \mid r_1 \notin \{3, 6\}] \end{aligned}$$

Suppose  $r_1 = 1$ , we already see an 1 and we will keep rolling. The expected number of more 1’s we will see is just  $E[X]$ . So  $E[X \mid r_1 = 1] = E[X] + 1$ . If  $r_1 = 6$ , we will immediately stop. So  $E[X \mid r_1 = 6] = 0$ . Finally, if  $r_1$  is not one of these two, we basically wasted one roll, and the expected number of 1’s we will see is still  $E[X]$ . So  $E[X \mid r_1 \notin \{1, 6\}] = E[X]$ .

As a result,  $E[X] = (1 + E[X]) \cdot \frac{1}{6} + E[X] \cdot \frac{2}{3}$ . We can solve the equation and get  $E[X] = 1$ .

**Solution using law of total probability.** Below is an alternative solution which is kind of a brute force calculation. Just by looking at its length, one could already appreciate the elegance of the self-referencing trick is.

Let  $Y$  be the number of ones we see. Let  $N$  be the number of rolls we take until we get a 6.

Let us first compute  $E[Y \mid N = k]$ . We know that in each of our  $k - 1$  rolls before the  $k$ th, we necessarily roll a number in  $\{1, 2, 3, 4, 5\}$ . Thus, we have a  $1/5$  chance of getting a one in each of these  $k - 1$  previous rolls, giving

$$E[Y \mid N = k] = \frac{1}{5}(k - 1).$$

If this is confusing, we can write  $Y$  as a sum of indicator variables,  $Y = Y_1 + Y_2 + \cdots + Y_k$ , where  $Y_i$  is 1 if we see a one on the  $i$ th roll. This means that by linearity of expectation,

$$E[Y \mid N = k] = E[Y_1 \mid N = k] + E[Y_2 \mid N = k] + \cdots + E[Y_k \mid N = k].$$

We know that on the  $k$ th roll, we must roll a 6, so  $E[Y_k] = 0$ . Further, by symmetry, each term in this summation has the same value; this means that we have

$$\begin{aligned} E[Y_1 \mid N = k] + E[Y_2 \mid N = k] + \cdots + E[Y_{k-1} \mid N = k] &= (k - 1)E[Y_1 \mid N = k] \\ &= (k - 1)\Pr[Y_1 = 1 \mid N = k] \\ &= (k - 1)\frac{1}{5}. \end{aligned}$$

Using the law of total expectation, we now have

$$\begin{aligned} E[Y] &= \sum_{k=1}^{\infty} E[Y \mid N = k] \Pr[N = k] && \text{(total expectation)} \\ &= \sum_{k=1}^{\infty} \frac{1}{5}(k - 1) \Pr[N = k] \\ &= E\left[\frac{1}{5}(N - 1)\right] \\ &= \frac{1}{5}(E[N] - 1) && \text{(linearity)} \end{aligned}$$

Note the expected number of rolls until we roll a 6 is  $E[N] = 6$ :

$$= \frac{1}{5}(6 - 1) = 1$$

Alternatively, we can use iterated expectation, along with the fact that  $E[Y | N] = \frac{1}{5}(N - 1)$ , to give

$$\begin{aligned} E[Y] &= E[E[Y | N]] \\ &= E\left[\frac{1}{5}(N - 1)\right] \\ &= \frac{1}{5}(E[N] - 1) \\ &= \frac{1}{5}(6 - 1) = 1 \end{aligned}$$