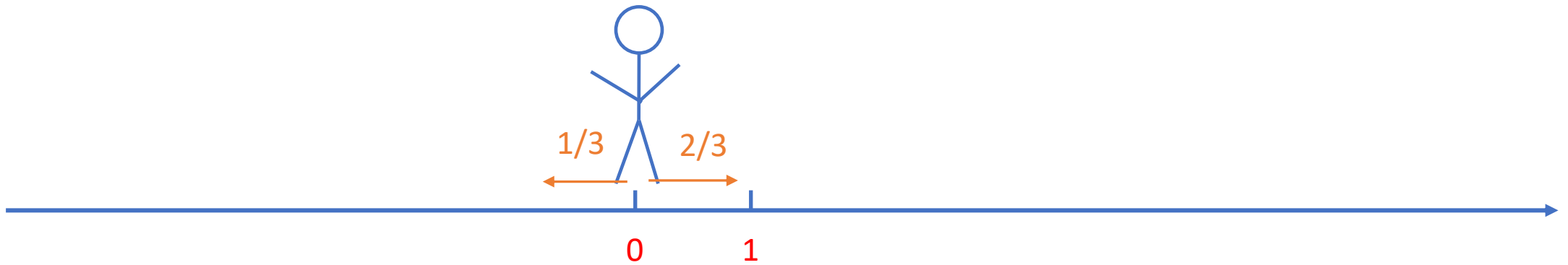


# Lecture 16: Expectation



# Expectation

## Intuition (Lottery Example).

Say there are two lotteries:

1. 10% prob. of winning \$1000
2. 0.01% prob. of winning \$2000

Which one is more preferable?

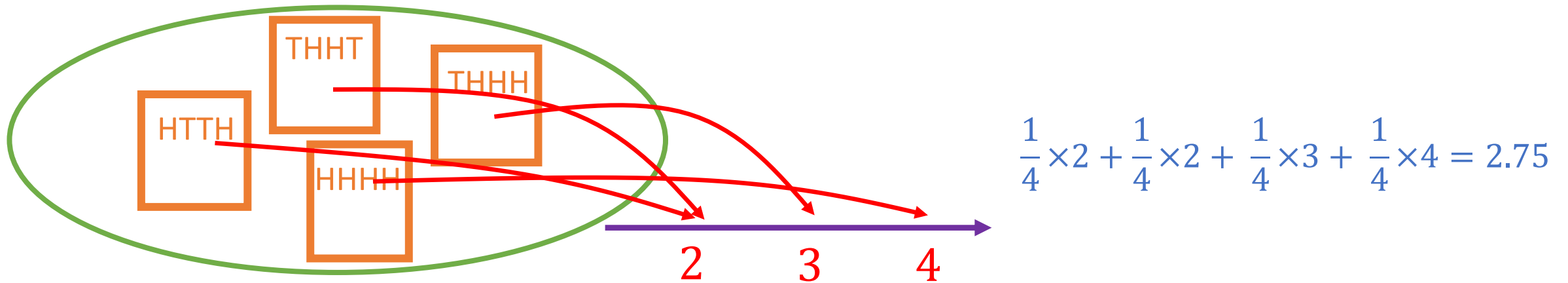
$$10\% \cdot 1000 = 100 \gg 0.01\% \cdot 2000 = 0.2$$

# Expectation

## Definition-1.

The expectation of a random variable  $X$  is defined as,

$$\mathbb{E}[X] = \sum_{\omega} X(\omega) \cdot \mathbb{P}(\omega).$$

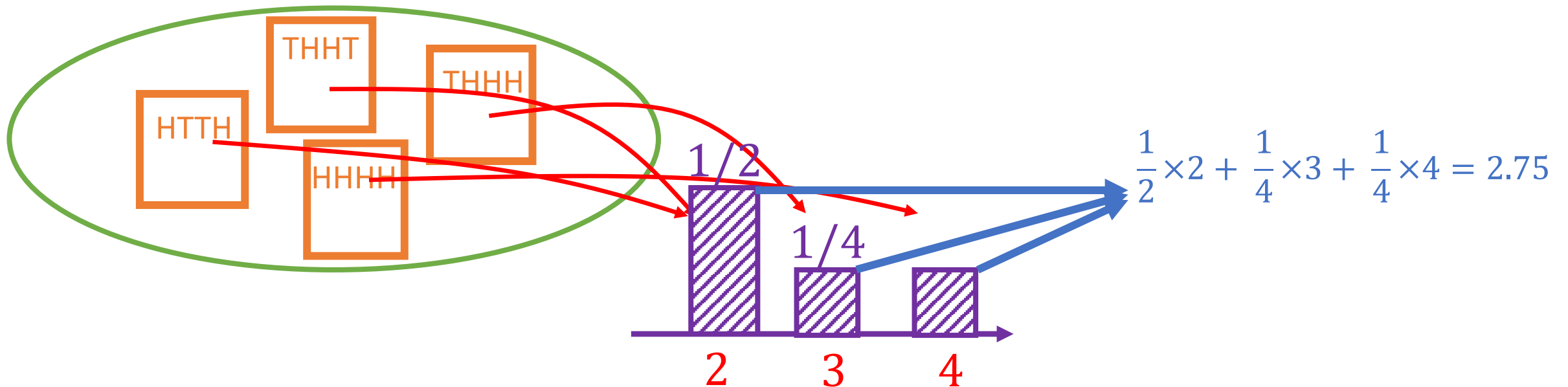


# Expectation

## Definition-2.

The expectation of a random variable  $X$  is defined as,

$$\mathbb{E}[X] = \sum_a \mathbb{P}[X = a] \cdot a.$$



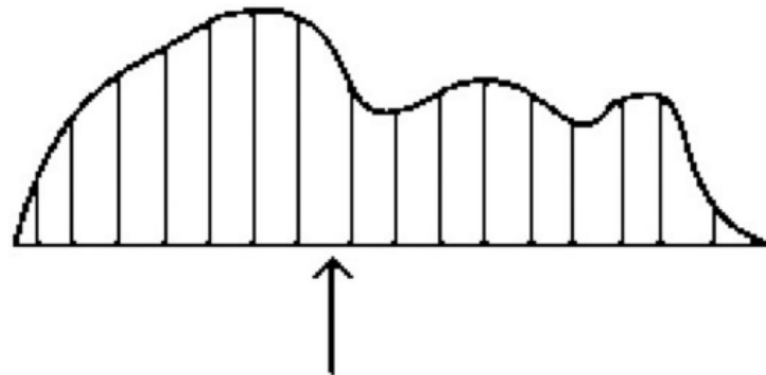
# Expectation

## Definition.

The expectation of a random variable  $X$  is defined as,

$$\mathbb{E}[X] = \sum_a \mathbb{P}[X = a] \cdot a.$$

$E[X]$  measures the  
"center of mass" of  
the distribution



# Linearity of Expectation

## Theorem (Linearity).

For two jointly distributed random variables  $X, Y$ ,

$$\mathbb{E}[X + Y] = \mathbb{E}[X] + \mathbb{E}[Y].$$

Note  $X, Y$  do **not** need to be independent.

## Proof.

$$\begin{aligned}\mathbb{E}[X + Y] &= \sum_{a,b} \mathbb{P}[X = a, Y = b] \cdot (a + b) \\ &= \sum_{a,b} \mathbb{P}[X = a, Y = b] \cdot a + \sum_{a,b} \mathbb{P}[X = a, Y = b] \cdot b \\ &= \sum_a \mathbb{P}[X = a] \cdot a + \sum_b \mathbb{P}[Y = b] \cdot b \\ &= \mathbb{E}[X] + \mathbb{E}[Y]\end{aligned}$$

# Linearity of Expectation (Example)

Example (The matching problem).

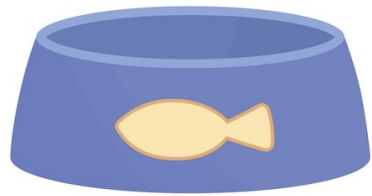
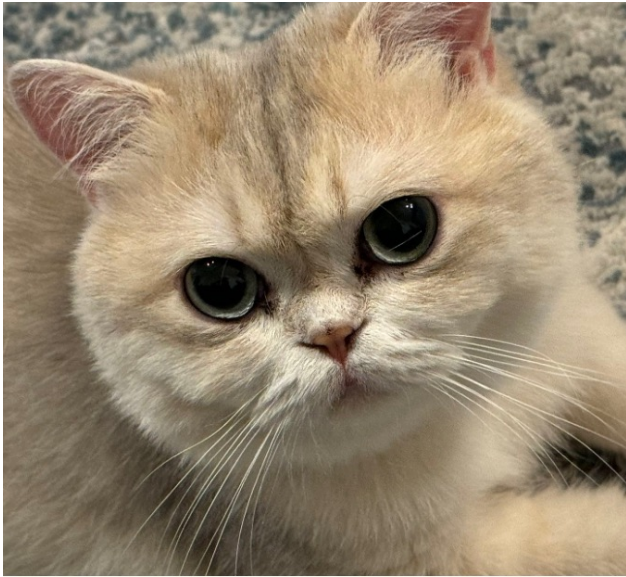
$n$  cats each has a bowl with their name on it. However, when it comes time for dinner, each cat  $i$  goes to a random bowl  $p_i$  such that no two cats select the same bowl.

Suppose  $p$  is uniformly random over all permutations. Let  $X$  be the number of cats who got their own bowl.

What is  $\mathbb{E}[X]$ ?



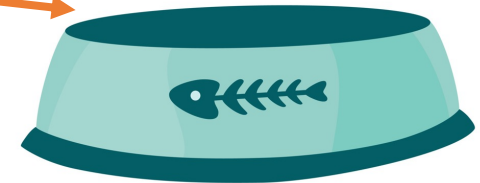
# Linearity of Expectation (Example)



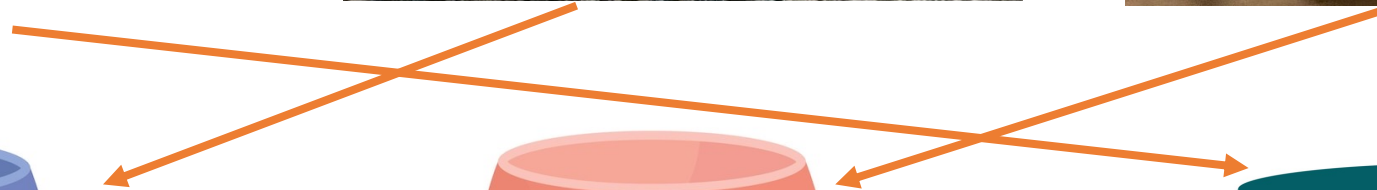
Lucky



Cookie



Tuanzi





# Linearity of Expectation (Example)

Example (The matching problem).

Let's try the definition first.

$$\mathbb{E}[X] = \sum_{a=0}^n \mathbb{P}[X = a] \cdot a$$

where  $\mathbb{P}[X = a] = \mathbb{P}[\text{Exactly } a \text{ cats got their bowl}]$   
 $= \frac{\#\{\text{permutation } p \text{ with exactly } a \text{ fixed points}\}}{n!}$

Too hard!

# Linearity of Expectation (Example)

Example (The hat-check problem).

Let's try the linearity approach. Let

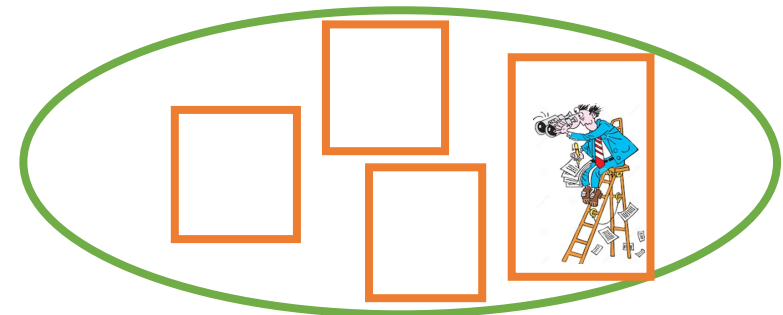
$$X_i = \mathbf{1}[\text{the } i\text{-th cat got its own bowl}]$$

be a 0/1 indicator random variable.

(This is also called **the method of indicators**.)

We know **in any possible world** (any outcome),

$$X = X_1 + X_2 + \cdots + X_n.$$



# Linearity of Expectation (Example)

Example (The hat-check problem).

Thus, by linearity, we know in expectation,

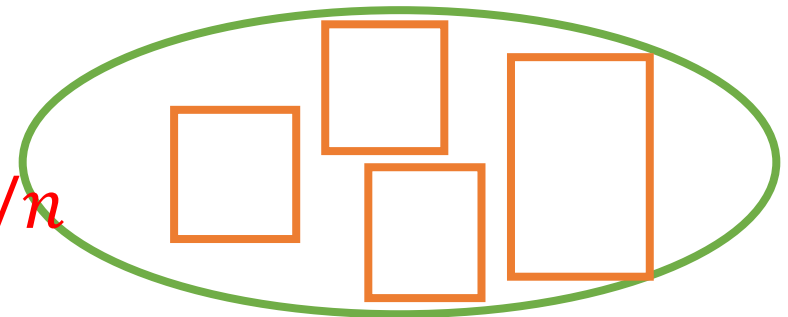
$$E[X] = E[X_1] + E[X_2] + \dots + E[X_n].$$

By symmetry, we know

$$E[X_1] = E[X_2] = \dots = E[X_n]$$

What is  $E[X_1]$ ?

$$E[X_1] = \mathbb{P}[1^{\text{st}} \text{ cat gets its bowl}] = 1/n$$



# Linearity of Expectation (Example)

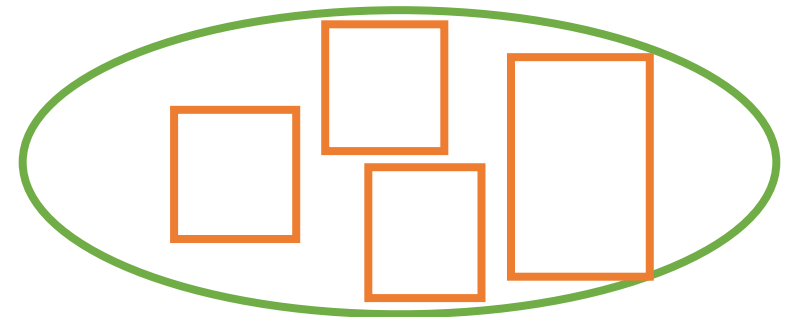
Example (The hat-check problem).

Thus, by linearity, we know in expectation,

$$E[X] = E[X_1] + E[X_2] + \cdots + E[X_n] = 1.$$

By symmetry, we know

$$E[X_1] = E[X_2] = \cdots = E[X_n] = 1/n$$



# Conditional Expectation

## Definition.

Conditioning on an event  $E$ , the distribution of  $X|E$  becomes

$$\mathbb{P}[X = a | E] = \frac{\mathbb{P}[X=a \wedge E]}{\mathbb{P}[E]}.$$

and the conditional expectation,

$$\begin{aligned}\mathbb{E}[X | E] &= \sum_a \mathbb{P}[X = a | E] \cdot a \\ &= \sum_{\omega \in E} \mathbb{P}[\omega | E] \cdot a\end{aligned}$$

# Conditional Expectation

Intuitively,  $\mathbb{E}[X \cdot \mathbf{1}_E]$  is the event  $E$  part of  $X$ .  
 $\mathbb{E}[X | E]$  is just take that part out, and multiply it  
by a factor of  $\frac{1}{\mathbb{P}[E]}$  due to conditioning.

A sometimes useful formula.

$$\mathbb{E}[X | E] = \frac{\mathbb{E}[X \cdot \mathbf{1}_E]}{\mathbb{P}[E]}$$

where  $\mathbf{1}_E$  is the indicator variable where  $\mathbf{1}_E(\omega) = \mathbf{1}[\omega \in E]$ .

Proof.

$$\begin{aligned}\mathbb{E}[X | E] &= \sum_{\omega \in E} \mathbb{P}[\omega | E] \cdot X(\omega) \\ &= \sum_{\omega \in \Omega} \mathbb{P}[\omega | E] \cdot X(\omega) \cdot \mathbf{1}_E(\omega) \\ &= \sum_{\omega \in \Omega} \frac{\mathbb{P}[\omega]}{\mathbb{P}[E]} \cdot X(\omega) \cdot \mathbf{1}_E(\omega) \\ &= \frac{1}{\mathbb{P}[E]} \cdot \sum_{\omega \in \Omega} \mathbb{P}[\omega] \cdot X(\omega) \cdot \mathbf{1}_E(\omega) = \frac{\mathbb{E}[X \cdot \mathbf{1}_E]}{\mathbb{P}[E]}\end{aligned}$$

# Law of total expectation

Previously, we have learned law of total probability:

Theorem (Law of total probability).

For any event  $E$  and  $F$ ,

$$\mathbb{P}[F] = \mathbb{P}[F | E] \cdot \mathbb{P}[E] + \mathbb{P}[F | \neg E] \cdot \mathbb{P}[\neg E].$$

Theorem (Law of total expectation).

For any event  $E$  and variable  $X$ ,

$$\mathbb{E}[X] = \mathbb{E}[X | E] \cdot \mathbb{P}[E] + \mathbb{E}[X | \neg E] \cdot \mathbb{P}[\neg E].$$

# Law of total expectation

Theorem (Law of total expectation).

For any event  $E$  and variable  $X$ ,

$$\mathbb{E}[X] = \mathbb{E}[X \mid E] \cdot \mathbb{P}[E] + \mathbb{E}[X \mid \neg E] \cdot \mathbb{P}[\neg E]$$

Proof

$$\begin{aligned}\mathbb{E}[X] &= \sum_a \mathbb{P}[X = a] \cdot a \\ &= \sum_a (\mathbb{P}[X = a \mid E] \cdot \mathbb{P}[E] + \mathbb{P}[X = a \mid \neg E] \cdot \mathbb{P}[\neg E]) \cdot a \\ &= \mathbb{P}[E] \cdot \sum_a \mathbb{P}[X = a \mid E] \cdot a + \mathbb{P}[\neg E] \cdot \sum_a \mathbb{P}[X = a \mid \neg E] \cdot a \\ &= \mathbb{P}[E] \cdot \mathbb{E}[X \mid E] + \mathbb{P}[\neg E] \cdot \mathbb{E}[X \mid \neg E]\end{aligned}$$



# Multiplication Law of Independent Random Variables

Theorem.

For any two **independent** random variables  $X$  and  $Y$ ,

$$\mathbb{E}[XY] = \mathbb{E}[X] \cdot \mathbb{E}[Y]$$

# Analogue w/ Counting

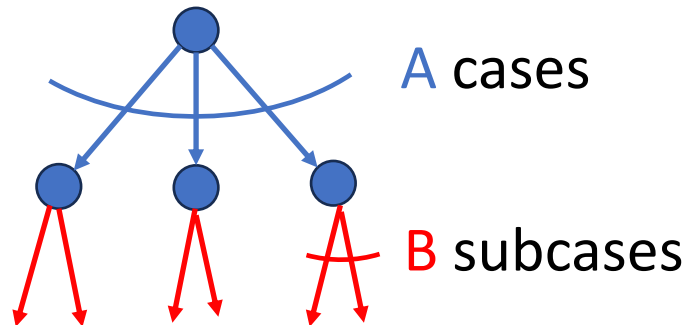
## Multiplication rule in expectation

For any two **independent** random variables  $X$  and  $Y$ ,

$$\mathbb{E}[XY] = \mathbb{E}[X] \cdot \mathbb{E}[Y]$$

## Multiplication rule in counting

If **every one of**  $A$  cases has  $B$  subcases, in total there are  $AB$  subcases.



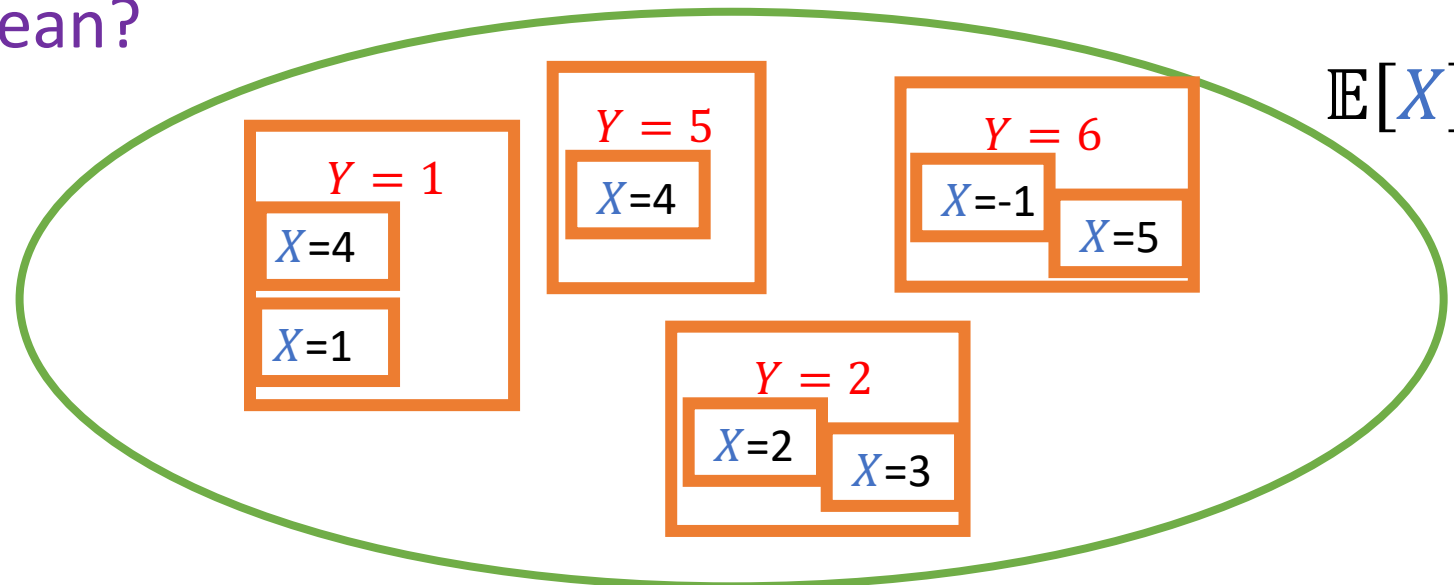
# Law of iterated expectation

Lemma.

For any two random variables  $X$  and  $Y$ ,

$$\mathbb{E}_Y[\mathbb{E}_X[X|Y]] = \mathbb{E}[X]$$

What does this mean?



# Law of iterated expectation

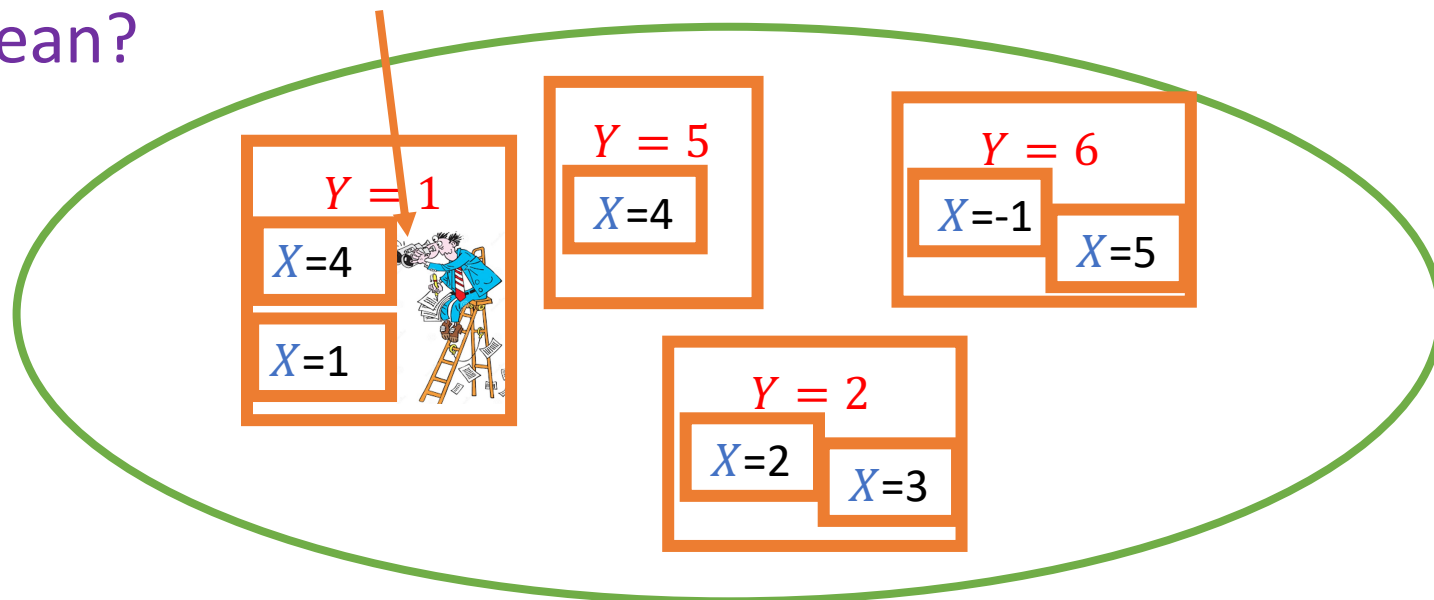
Lemma.

For any two random variables  $X$  and  $Y$ ,

$$\mathbb{E}_Y[\mathbb{E}_X[X|Y]] = \mathbb{E}[X]$$

$$\mathbb{E}[X|Y = 1]$$

What does this mean?



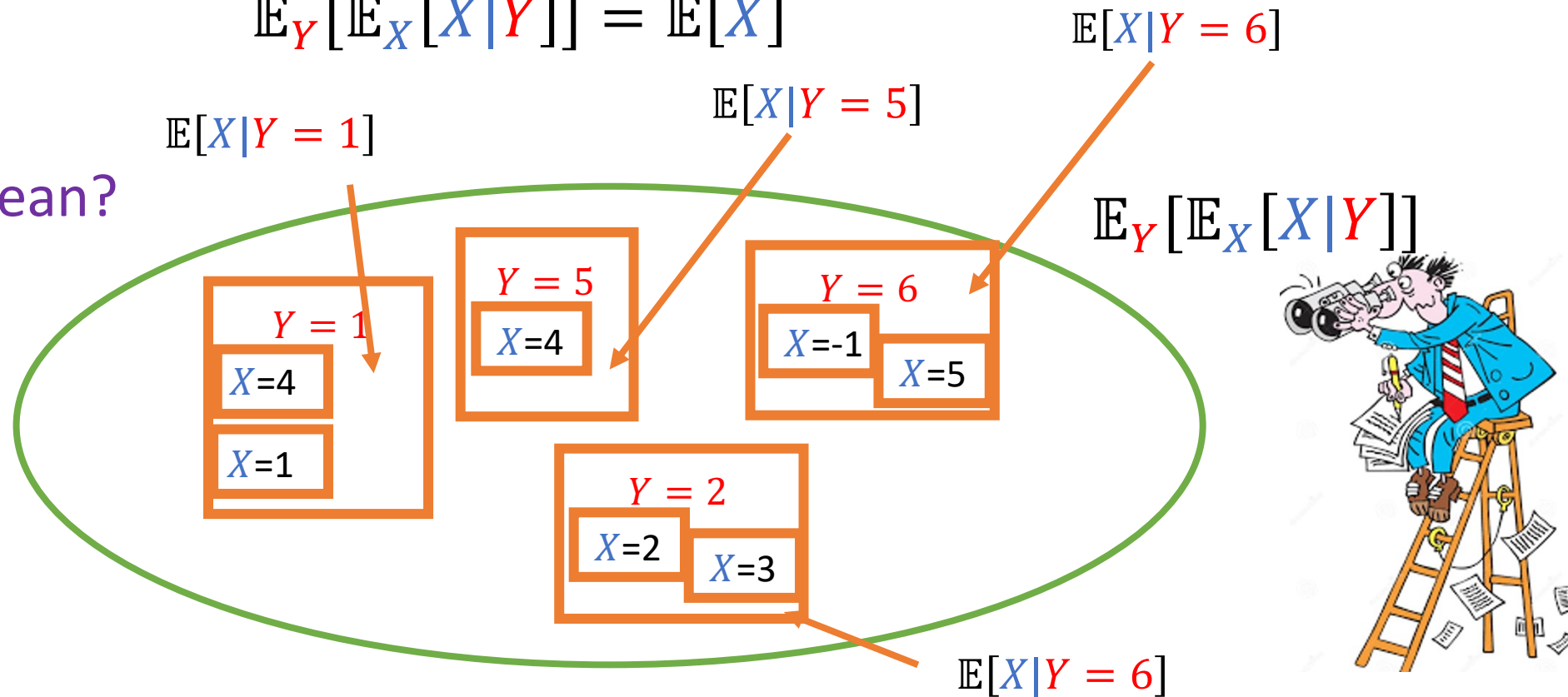
# Law of iterated expectation

Lemma.

For any two random variables  $X$  and  $Y$ ,

$$\mathbb{E}_Y[\mathbb{E}_X[X|Y]] = \mathbb{E}[X]$$

What does this mean?



# Self-reference trick

## Problem.

On an axis that is infinitely long on both ends, you start from 0.

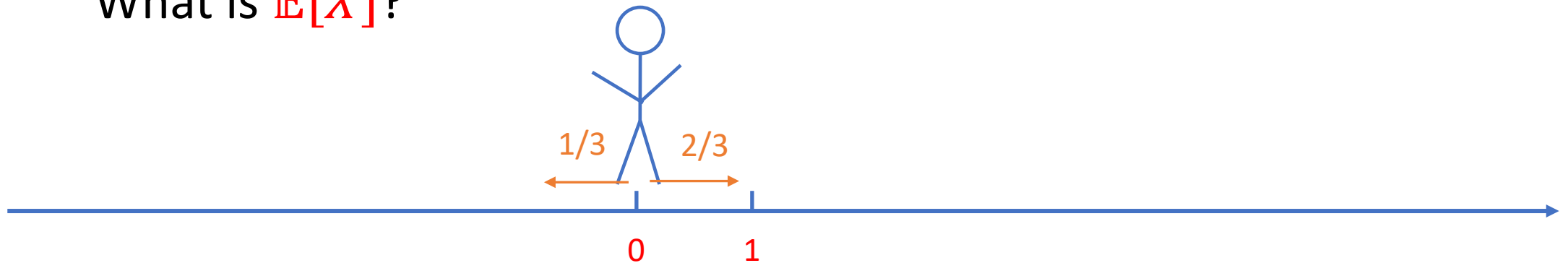
Each step:

With probability  $2/3$ , you walk length one right.

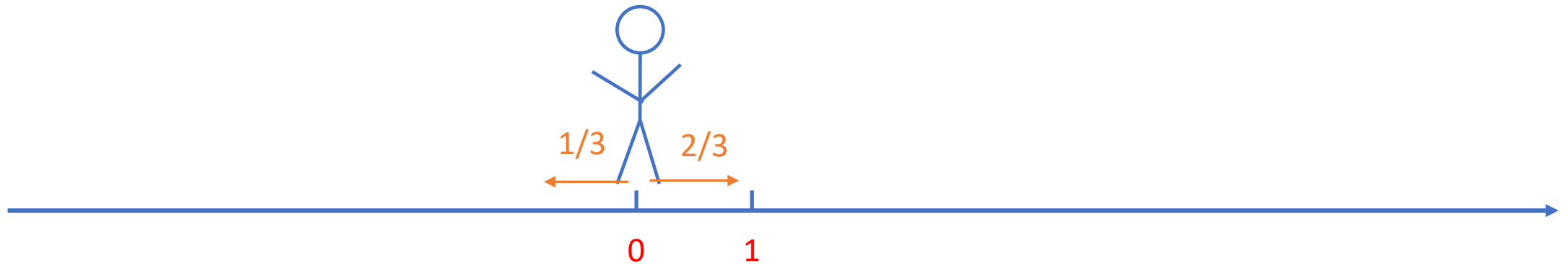
With probability  $1/3$ , you walk length one left.

Let  $X$  be the number of steps you take to reach 1 for the first time.

What is  $\mathbb{E}[X]$ ?



# Self-reference trick



Let  $X$  be the number of steps you take to reach 1 from 0 for the first time.

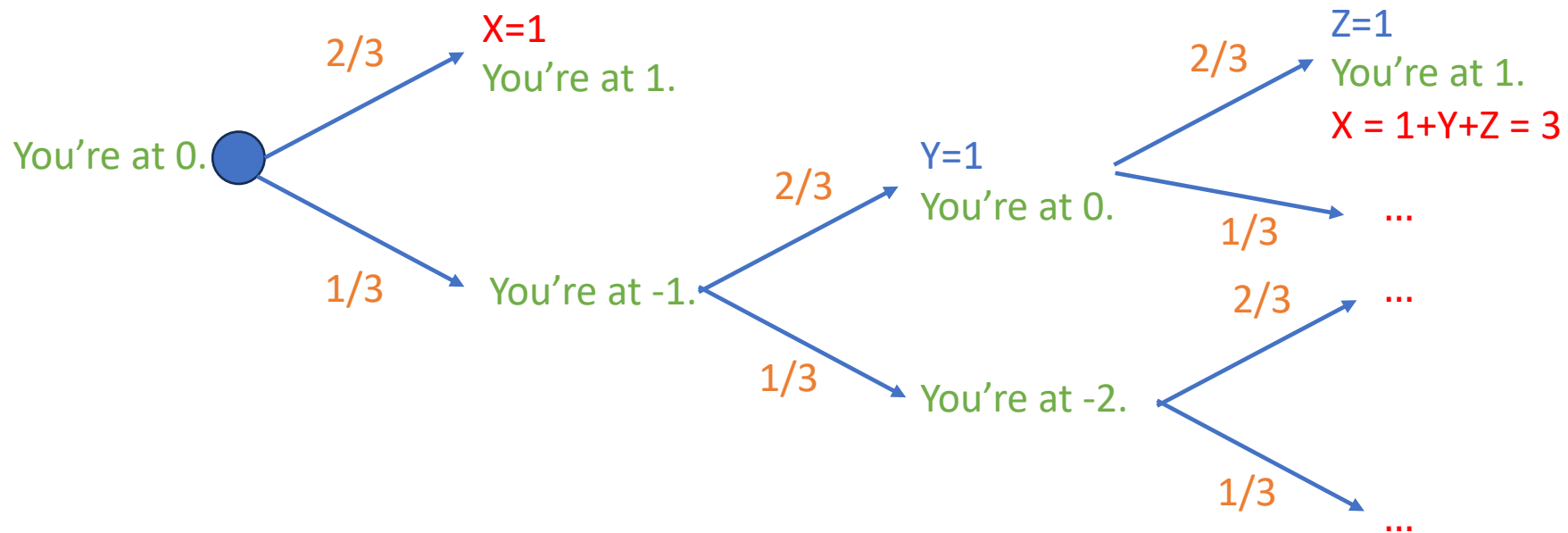
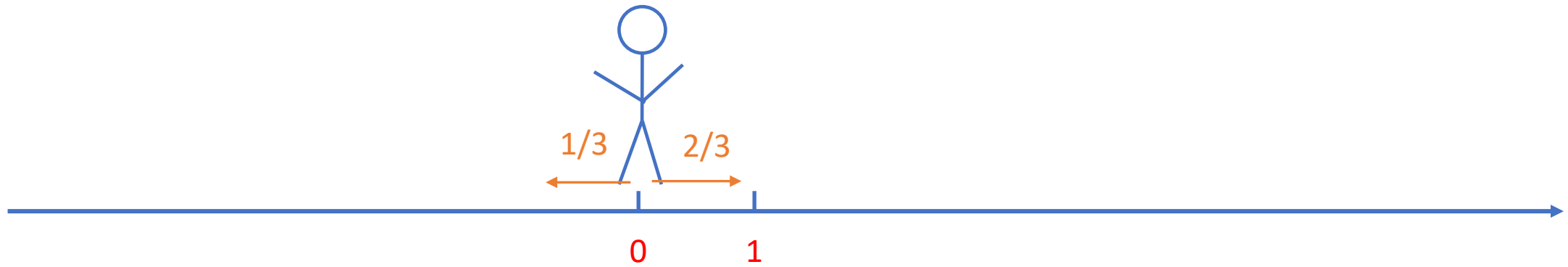
With probability  $2/3$ , first step you get to 1,  
in that world,  $X = 1$ .

With probability  $1/3$ , first step you get to -1.

in that world, next, you need to first get from -1  $\rightarrow$  0. ( $Y$  steps.)

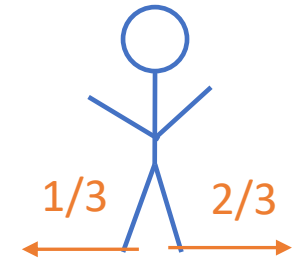
then, you need to get from 0  $\rightarrow$  1. ( $Z$  steps.)

# Self-reference trick





# Self-reference trick



Let  $X$  be the number of steps  $0 \rightarrow 1$  for the first time.

$Y$  be the number of steps  $-1 \rightarrow 0$  for the first time (after you reach  $-1$ )

$Z$  be the number of steps  $0 \rightarrow 1$  for the first time (after you reach  $0$  again.)

We know  $\mathbb{E}[X] = \frac{2}{3} \cdot \mathbb{E}[X \mid \text{first step } 0 \rightarrow 1] + \frac{1}{3} \cdot \mathbb{E}[X \mid \text{first step } 0 \rightarrow -1]$

(law of total expectation)

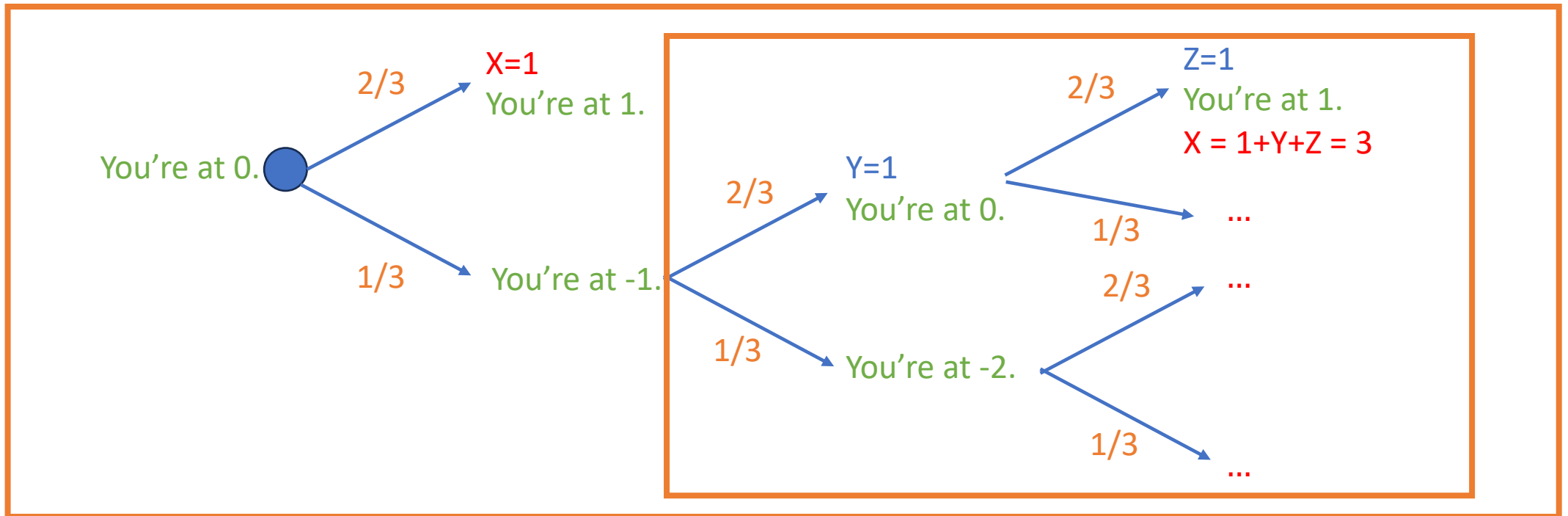
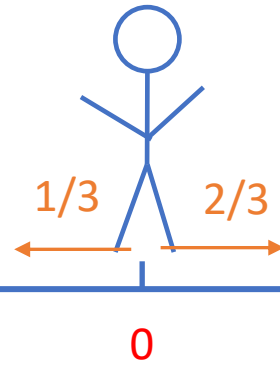
$$= \frac{2}{3} \cdot 1 + \frac{1}{3} \cdot (1 + \mathbb{E}[Y + Z \mid \text{first step } 0 \rightarrow -1]).$$

$$= \frac{2}{3} \cdot 1 + \frac{1}{3} \cdot (1 + \mathbb{E}[Y \mid \text{first step } 0 \rightarrow -1] + \mathbb{E}[Z \mid \text{first step } 0 \rightarrow -1]).$$

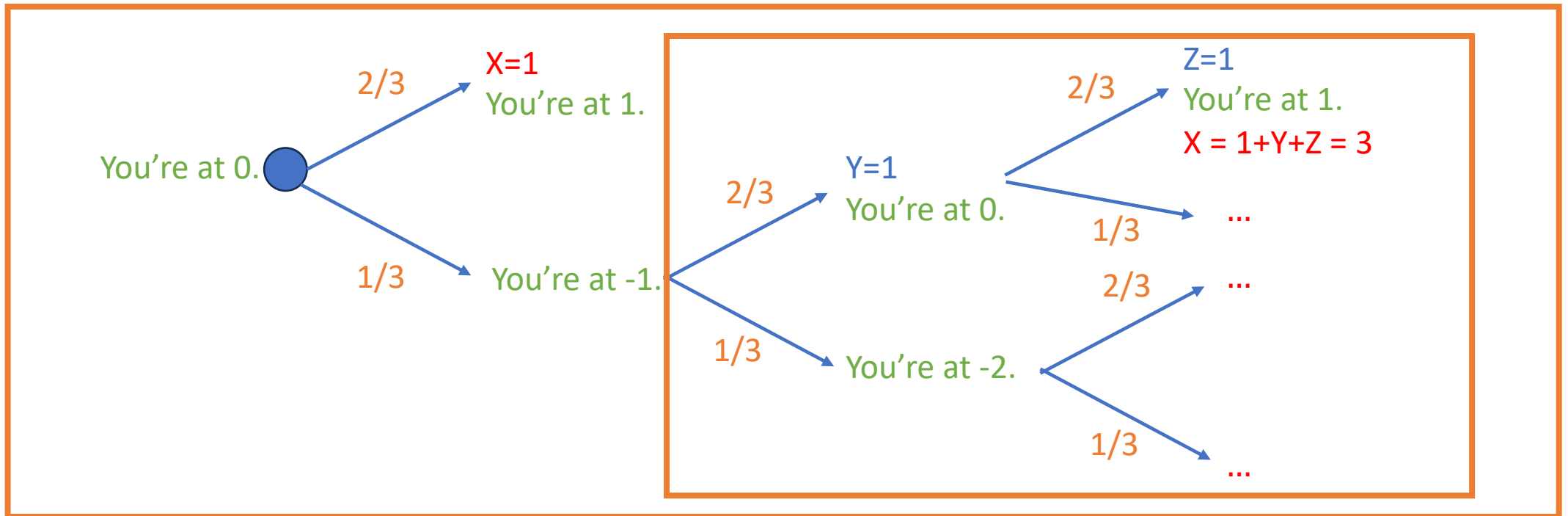
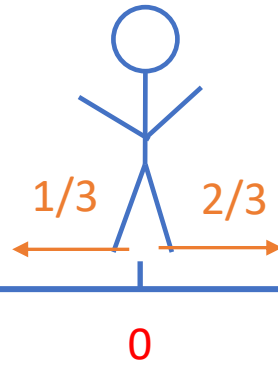
(linearity of expectation)

$$= \frac{2}{3} \cdot 1 + \frac{1}{3} \cdot (1 + \mathbb{E}[X] + \mathbb{E}[X]).$$

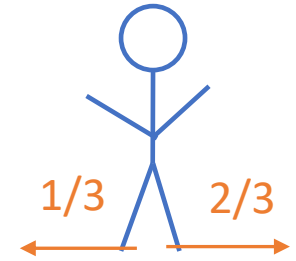
# Self-reference trick



# Self-reference trick



# Self-reference trick



Let  $X$  be the number of steps  $0 \rightarrow 1$  for the first time.

$$\begin{aligned} \text{We know } \mathbb{E}[X] &= \frac{2}{3} \cdot 1 + \frac{1}{3} \cdot (1 + 2\mathbb{E}[X]). \\ \Rightarrow \frac{1}{3} \mathbb{E}[X] &= 1. \end{aligned}$$

Thus  $\mathbb{E}[X] = 3$ .

Crazy, right?

It's ok if you don't feel like fully understand it. Try to revisit this example after we learn Markov Chains.

# Envelope Paradox

Say I have two envelopes that contain \$\$\$

One contains twice the money of the other one and I randomly swapped two.

Strategy 1: Pick one envelope, get  $x$  dollars.

Strategy 2: Switch to other one,  
with  $\frac{1}{2}$  probability, get  $x/2$  dollars.  
with  $\frac{1}{2}$  probability, get  $2x$  dollars.

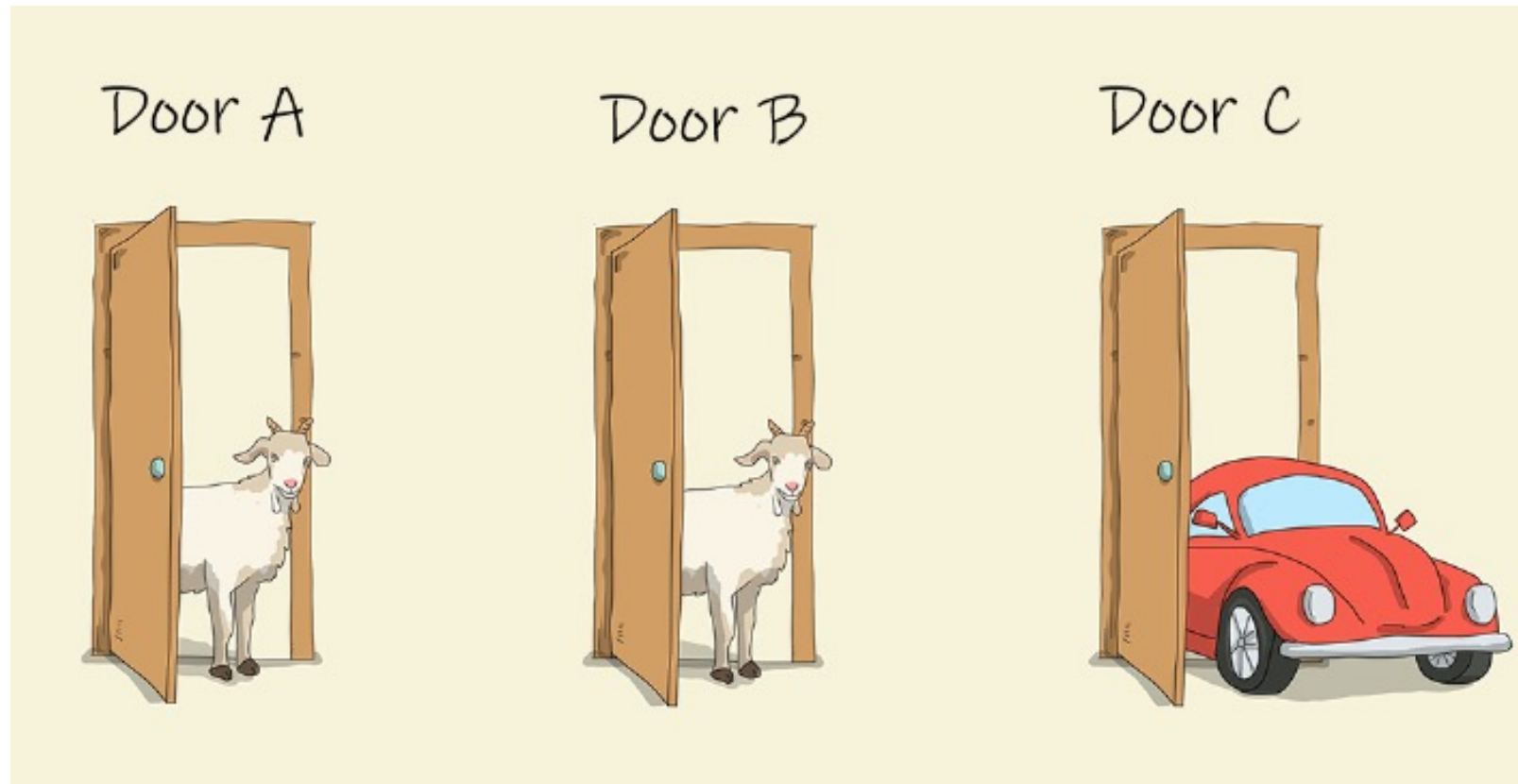
In **expectation**,  $\frac{1}{2} \cdot \frac{x}{2} + \frac{1}{2} \cdot 2x = 1.5x$



What's  
wrong?

# Monty Hall Problem

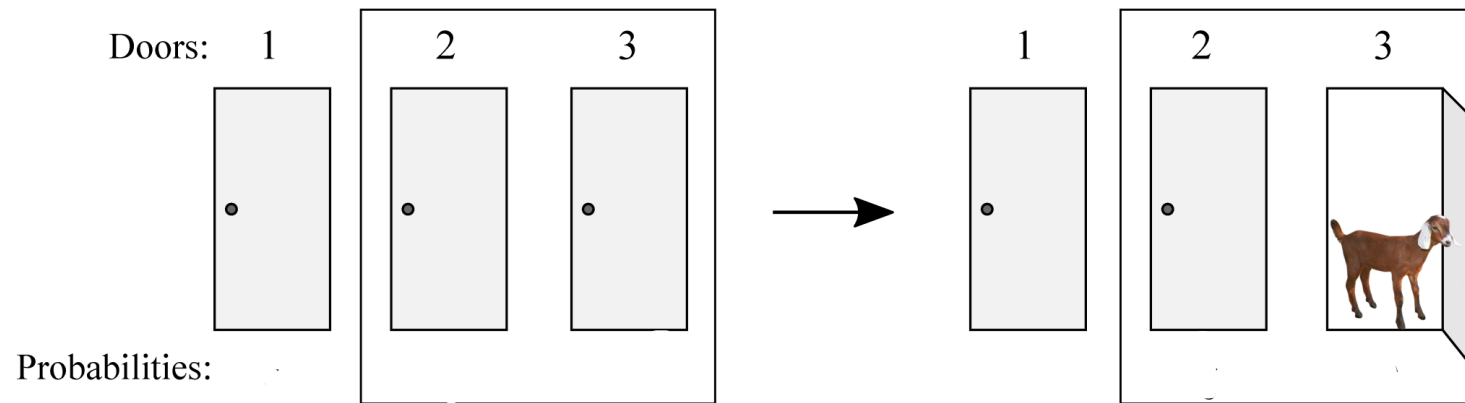
There are three doors. Behind one there is a **car**. Behind the other two are just **goats**.



# Monty Hall Problem

There are three doors. Behind one there is a **car**. Behind the other two are just **goats**.

You choose one door (not opened). Then the host opens a door in the remaining two doors that has a goat behind it.

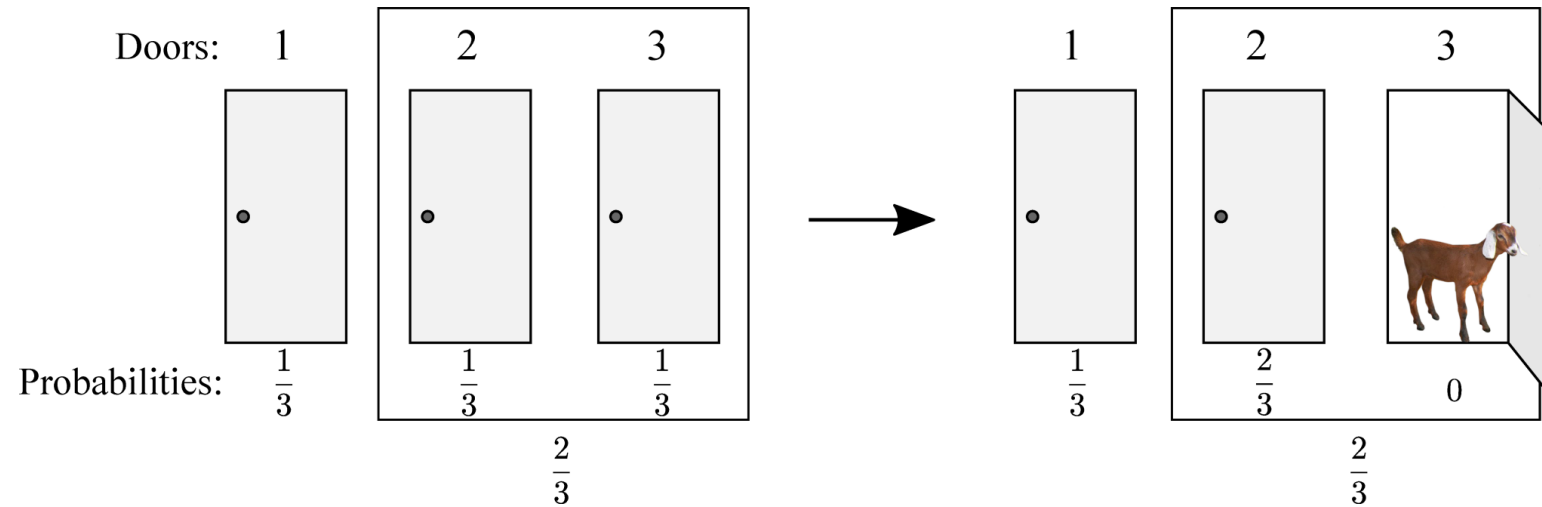


Then the host asks you **whether you'd like to switch**.

# Monty Hall Problem

There are three doors. Behind one there is a **car**. Behind the other two are just **goats**.

You choose one door (not opened). Then the host opens a door in the remaining two doors that has a goat behind it.



The smart thing to do: **Always switch!**