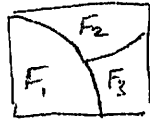


Computing expectation by conditioning. (7.5)

lec. 16 02/10

• Recall computing probabilities by conditioning:

Suppose $S = \bigcup_i F_i$ is a decomposition into mutually exclusive events F_i



Then Law of Total Probability (p.20) states:

for every event E ,

$$P(E) = \sum_i P(E \cap F_i) = \sum_i P(E|F_i) P(F_i).$$

• There is a similar:

Thm (Law of Total Expectation):

$$E[X] = \sum_i E[X|F_i] \cdot P(F_i)$$

Here $E[X|F]$ refers to the conditional expectation of X given event F , defined as ^{for discrete X}

$$E[X|F] = \sum_x x P\{X=x|F\}$$

(recall that $E[X] = \sum_x x P\{X=x\}$)

Proof of law of Total Exp.

$$E[X] = \sum_x x P\{X=x\} \quad (\text{by def})$$

$$= \sum_x x \sum_i P\{X=x|F_i\} P(F_i) \quad (\text{by law of Total Prob.})$$

$$= \sum_i \left(\sum_x x P\{X=x|F_i\} \right) P(F_i) = \sum_i E[X|F_i] \cdot P(F_i).$$

QED.

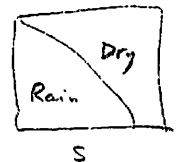
Ex The average # of traffic accidents in Berkeley on a rainy day is 9,
on a dry day is 3.

It rains with prob. 0.2 in Berkeley.

What is the ave # of accidents per day in Berkeley?

$$E[X] = E[X|Rain] P(Rain) + E[X|Dry] \cdot P(Dry) \quad (\text{by law of Total Exp})$$

$$= 9 \cdot 0.2 + 3 \cdot 0.8 = \boxed{4.2}$$



(Ch. 7, Ex. 5c)

Ex A miner is trapped in a mine with three doors.

One door leads to a tunnel which takes the miner to safety in 2 hrs of travel.

The other two doors are connected by a loop, which one can pass in 3 hrs.

The miner is equally likely to choose any of the two doors at any time. ("memoryless").

What is the expected time it takes to reach safety?

X

Condition on the miner's initial decision —

- "G": open the good door (that leads to safety)
- "B": open a bad door (connected by the loop)

$$E[X] = E[X|G] P(G) + E[X|B] P(B)$$

$\underbrace{\quad}_{2}$ $\underbrace{\quad}_{1/3}$ $\underbrace{\quad}_{3+E[X]}$ $\underbrace{\quad}_{2/3}$

(after 3 hrs, the miner starts over again)

$$E[X] = \frac{2}{3} + \frac{2}{3}(3+E[X])$$

Solving yields

$$E[X] = 8 \text{ hrs}$$

4.8.1. Geometric distribution

"Time until first success":

Def Consider an (infinite) sequence of indep. trials, with p = prob. of success in each trial.

Let X = # of the trial that is the first success.

Then X is called a geometric r.v.; notation:

$X \sim \text{Geom}(p)$.

• PMF:

$$p(k) = P\{X=k\} = (1-p)^{k-1} \cdot p, \quad k=1, 2, \dots$$

$\underbrace{(1-p)^{k-1}}_{\text{prob. that the first } k-1 \text{ trials are failures}}$ $\underbrace{\cdot p}_{\text{prob. that the } k\text{'th trial is a success}}$

Remark: Since $\sum_{k=1}^{\infty} p(k) = 1$,

$$\sum_{k=1}^{\infty} (1-p)^{k-1} p = 1 \Rightarrow \sum_{k=1}^{\infty} (1-p)^{k-1} = \frac{1}{p} \quad (\text{Geometric series}).$$

• $E[X] = ?$ Condition on the outcome of the first trial; S or F.

$$E[X] = \underbrace{E[X|S]}_1 \underbrace{P(S)}_p + \underbrace{E[X|F]}_{1+E[X]} \underbrace{P(F)}_{1-p}$$

(after 1 failure, we start over again).

$$E[X] = p + (1+E[X])(1-p).$$

("memoryless property")

$$\Rightarrow \boxed{E[X] = \frac{1}{p}}$$

Ex (referring to Ex. p. 48) How many doors on average will the minor open, until safety?

$$Y \sim \text{Geom}(\frac{1}{3}) \Rightarrow E[Y] = \boxed{3} \text{ doors.}$$

(Quality control).

Ex Each time a notebook is manufactured, a fault may occur in the assembly line with prob. $p=0.05$, which will cause defects in the laptop: being manufactured and all further laptops.

The quality control department checks all manufactured laptops;

a defect is found in a laptop with prob. $q=0.9$

When a defect is found, the laptop is disposed of, and the line gets repaired.

What is % of defective laptops produced?

G G G G G G B B B B C C C C ...

G = "Good", B = "Bad"

X = # of laptops until fault occurs;

Y = # of bad laptops until defect found.

$$X \sim \text{Geom}(p), \quad Y \sim \text{Geom}(q), \quad E[X] = \frac{1}{p}, \quad E[Y] = \frac{1}{q}.$$

Between two consecutive line repairs:

of good laptops = $X-1$, # of bad laptops = $Y-1$ (1 is disposed of).

$$E[\cdot] = \frac{1}{p} - 1,$$

$$E[\cdot] = \frac{1}{q} - 1.$$

$$\text{Ans: } \frac{\frac{1}{q} - 1}{\frac{1}{p} - 1 + \frac{1}{q} - 1} \approx 0.058$$

$$\boxed{= 0.6\%}$$

Ex (for home): $X \sim \text{Geom}(p) \Rightarrow \boxed{\text{Var}(X) = \frac{1-p}{p^2}}$ (Textbook Ex. 7.5h).