

CS4618 Artificial Intelligence I

Today: Random Processes and Applications

Thomas Jansen

October 26th

Plans for Today

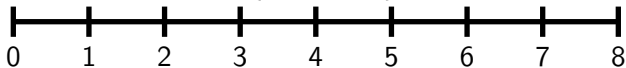
- 1 Markov Chains
Introduction and Basic Properties
- 2 Martingales
Introduction
Applications
- 3 Gambler's Ruin
Introduction
Probabilities and Duration
- 4 Coupon Collector's Theorem
Introduction
Result and Proof
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Summary & Take Home Message

A Random Process

Consider a random process on $\{0, 1, \dots, 8\}$

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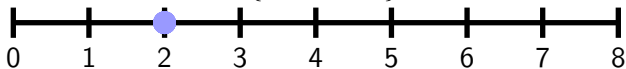
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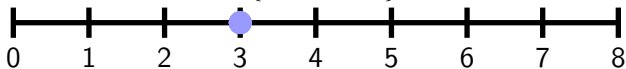
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particle moves right with probability p_i^+

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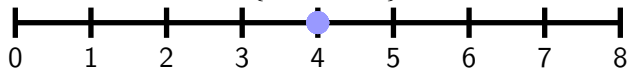
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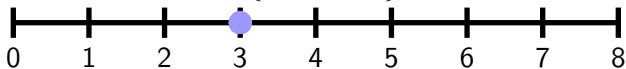
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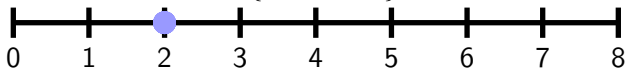
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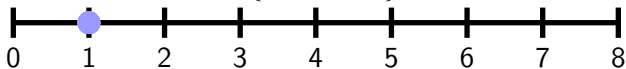
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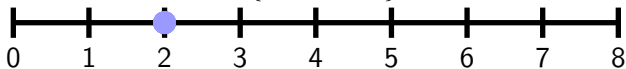
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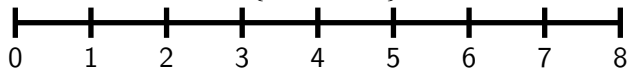
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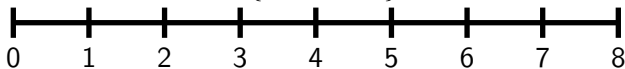
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Markov Property

$$\begin{aligned} & \text{Prob}(X_{t+1} = i \mid X_0 = j_0, X_1 = j_1, \dots, X_{t-1} = j_{t-1}, X_t = j) \\ &= \text{Prob}(X_{t+1} = i \mid X_t = j) \end{aligned}$$

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Consider Markov chain with state space \mathcal{Z}

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Observation can be iterated

$$\forall t, t' \in \mathbb{N}_0: p_{t+t'} = p_t \cdot P^{t'}$$

Properties and Notions

Definition higher order transition probabilities

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Definition first hitting time of $i \in Z$

$$T_i = \begin{cases} \min \{t \mid X_t = i\} & \text{if defined} \\ \infty & \text{otherwise} \end{cases}$$

Stopping Times

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Definition

A random variable $T: \Omega \rightarrow \mathbb{N}_0 \cup \{\infty\}$ is a **stopping time** of a random process X_0, X_1, X_2, \dots if for all $n \in \mathbb{N}_0$ the event $T = n$ can be expressed in terms of X_0, X_1, \dots, X_n .

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A real-valued random process Y_0, Y_1, Y_2, \dots is called a **martingale** with respect to a random process X_0, X_1, X_2, \dots if the following hold for all $n \in \mathbb{N}_0$.

- 1 Y_n is a function of X_0, X_1, \dots, X_n .
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Theorem (Optional Stopping Theorem)

Let Y_0, Y_1, Y_2, \dots be a martingale with respect to X_0, X_1, X_2, \dots , let T be a stopping time of X_0, X_1, X_2, \dots

If $\exists k \in \mathbb{N}_0: T \leq k$ almost surely or

$T < \infty$ and $\exists k: |Y_t| \leq k$ for all $t < T$ almost surely

then $E(Y_T) = E(Y_0)$.

A Fair Random Walk

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with $X_0 = a \in \{0, 1, \dots, n\}$, $X_{t+1} \in \{X_t + 1, X_t - 1\}$,
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What is $E(T)$?

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 = & \frac{1}{2} \cdot (X_n + 1)^2 + \frac{1}{2} \cdot (X_n - 1)^2 - (n+1) \\
 = & \frac{X_n^2}{2} + X_n + \frac{1}{2} + \frac{X_n^2}{2} - X_n + \frac{1}{2} - n - 1
 \end{aligned}$$

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$$\mathbb{E}(Y_T) = \mathbb{E}(Y_0) = \mathbb{E}(X_0^2 - 0) = a^2$$

$$\mathbb{E}(Y_T) = \mathbb{E}(X_T^2 - T) = n^2 - \mathbb{E}(T)$$

$$\mathbb{E}(T) = n^2 - \mathbb{E}(Y_T) = n^2 - a^2 = (n - a) \cdot (n + a)$$

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$$\Rightarrow \text{Prob}(X_t = n) = \frac{a+n}{2n} = \frac{1}{2} + \frac{a}{2n}$$

The Gambler's Ruin

Consider two gamblers A and B ,
initially with $s_A \text{€}$ and $s_B \text{€}$,
playing in rounds, loser of a round pays winner 1€ ,
independently in each round $\text{Prob}(A \text{ wins}) = p_A$,
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Observation $X_{t+1} \in \{X_t + 1, X_t - 1\}$ with
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Questions What is $\text{Prob}(A \text{ is ruined})$?
What is the expected duration of the game?

Probability of A 's ruin

Theorem

For $p_A \in (0; 1)$ with $p_A \neq \frac{1}{2}$, let $q := \frac{1-p_A}{p_A}$.

$$\text{Prob}(A \text{ is ruined}) = (q^{s_A} - q^{s_A+s_B}) / (1 - q^{s_A+s_B})$$

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Observation $T < \infty$ almost surely
since $\forall t: \text{Prob}(T > t) < \left(1 - p_A^{s_A+s_B}\right)^{\lfloor t/(s_A+s_B) \rfloor}$

A Martingale for A 's Ruin

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Observation tells us nothing about duration

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Observation we need a different martingale

Expected Duration of the Game

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Consider $N_t := X_t - t \cdot (p_A - p_B)$

Claim N_t is martingale with respect to X_0, X_1, X_2, \dots

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Claim N_t is martingale with respect to X_0, X_1, X_2, \dots

$$\begin{aligned} & \mathbf{E}(N_{t+1} \mid N_t = i - t \cdot (p_A - p_B)) = \mathbf{E}(N_{t+1} \mid X_t = i) \\ = & p_A \cdot ((i + 1) - (t + 1) \cdot (p_A - p_B)) \\ & + p_B \cdot ((i - 1) - (t + 1) \cdot (p_A - p_B)) \\ = & (p_A + p_B) \cdot i + p_A - p_B - (p_A + p_B) \cdot (t + 1) \cdot (p_A - p_B) \\ = & i + p_A - p_B - (t + 1) \cdot (p_A - p_B) \\ = & i + p_A - p_B - t(p_A - p_B) - p_A + p_B = i - t(p_A - p_B) \end{aligned}$$

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Application Optional Stopping Theorem

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together $E(T) = \frac{(1 - \text{Prob}(A \text{ ruined}))(s_A + s_B) - s_A}{p_A - p_B}$

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Questions What is $E(T)$?

How likely are deviations from $E(T)$?

A Detour: Landau Notation

Observation being less exact can simplify things a lot

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Define comparisons for functions similarly

Landau Notation

Definition

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The Coupon Collector's Problem

Theorem (Coupon Collector's Theorem)

Let T denote the number of coupons obtained until all n types of coupons are present for the first time.

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- 3 $\forall c \in \mathbb{R}: \text{Prob}(T > n \ln n + cn) = 1 - e^{-e^{-c}}$

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- Even simple problems can require some amount of analysis.
- Probability theory yields precise and useful answers to practically relevant problems.