

0-1 Laws

Describe a phenomenon, where an event either occurs or does not occur a.s. (almost surely)

TIPPING POINT (PHASE TRANSITION):

With a small change in a critical parameter the event of interest very quickly goes from probability 0 (ALMOST NEVER) to probability 1 (ALMOST SURELY)

GAME OF "FRIENDING":

- ◇ Imagine sending a friend request randomly to  $(n-1)$  other individuals in a network (with total of  $n$  individuals).
- ◇ Assume: (a) If the recipient is already a friend, he simply ignores the request.
- (b) Otherwise, he receives your request for the first time and he accepts you as a friend.
- (c) Under no circumstances, does he ignore, decline or unfriend you.
- ◇ Tipping Point: After  $\Theta(n \ln n)$  requests, one will have a.s. befriended all the other  $(n-1)$  individuals.

## COUPON COLLECTOR'S PROBLEM.

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"Collect - All - Coupons - And - Win - Contest"

### Problem Statement

- There are  $n$  distinct coupons.
- Coupons can be collected with replacement.

$X_1, X_2, \dots, X_n$  iid r.v.

$X_i = 1 \rightarrow$  Event that you obtain the  $i$ th coupon  $\sim \text{Bernoulli}(1/n)$

- What is the probability that more than  $t$  sample trials are needed to collect all coupons?

$\Leftrightarrow$  Given  $n$  coupons, how many coupons are expected to be drawn with replacement, before each coupon has been drawn at least once?

Example

$n = 52, t = 225$

If you draw a card randomly (with replacement) from a full-deck, then after  $t = 225$  draws you would have seen every card at least once almost surely.

$$t = \Theta(n \ln n).$$

$t_i =$  Time to collect  $i$ th coupon after collecting  $(i-1)$ th coupon.  
 $\Rightarrow t_i$ 's are independent.

$$t = \sum_{i=1}^n t_i = \text{Time to collect all coupons.}$$

$$p_i = \Pr[\text{Collect a new coupon after } (i-1)^{\text{th}}] = \frac{n-i+1}{n} \quad (65)$$

$$t_i \sim \text{Geometric}(1/p_i) \quad \Pr[t_i = k] = (1-p_i)^{k-1} p_i$$

$$E(t_i) = 1/p_i = \frac{n}{n-i+1} \quad \text{Var}(t_i) = \frac{1-p_i}{p_i^2} = \frac{(i-1)n}{(n-i+1)^2}$$

$$E[T] = E(\sum t_i) \quad \text{Linearity of Expectation}$$

$$= \frac{n}{n} + \frac{n}{n-1} + \dots + \frac{n}{1} = n H_n$$

$$= n \left( 1 + \frac{1}{2} + \dots + \frac{1}{n} \right)$$

$$= n \int_1^n \frac{1}{x} dx + \gamma n + \frac{1}{2} + o(n) = n \ln n + \Theta(n)$$

$\uparrow$   
 $\gamma = 0.577 = \text{Euler's Constant.}$

$$\text{Var}[T] = \text{Var}(\sum t_i) \quad t_i \text{'s i.i.d.}$$

$$\leq \frac{n^2}{n^2} + \frac{n^2}{(n-1)^2} + \dots + \frac{n^2}{1} = \frac{\pi^2}{6} n^2$$

$$\sigma(T) = \frac{\pi n}{\sqrt{6}}$$

$$\Pr(|T - n H_n| \geq c \cdot n) = \Pr(|T - n H_n| \geq (c \frac{\sqrt{6}}{\pi}) \sigma)$$

$$\leq \frac{\pi^2}{6 c^2}$$

$$\Pr(|T - n H_n| \geq 10 \cdot n) \leq \frac{\pi^2}{600} \approx \frac{1}{60}$$

If  $T < (1-\epsilon) n H_n$ , you will a.n. get all the coupons.

If  $T > (1+\epsilon) n H_n$ , you will a.s. get all the coupons.

GENERALIZATION

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$T_k$  = First time  $k$  copies of each coupons are collected.

$$T_k \sim n \log n + (k-1) n \log \log n + \Theta(n)$$

