

# Introduction to Probability

Lecture 12: Online Algorithms

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CAMBRIDGE

# Outline

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Stopping Problem 1: Dice Game

Stopping Problem 2: The Secretary Problem

A Generalisation: The Odds Algorithm (non-examinable)

The End...

## Introduction: Dice Game

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This boils down to finding a threshold from which we STOP as soon as a 6 is thrown.

## Dice Game (Solution)

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$$\mathbf{P}[\text{obtain exactly one 6 in last } k \text{ throws}] = \binom{k}{1} \cdot \frac{1}{6} \cdot \left(\frac{5}{6}\right)^{k-1}$$

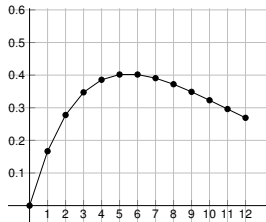
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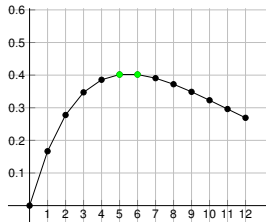
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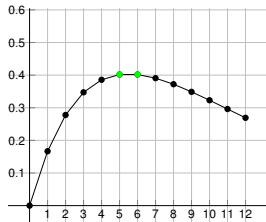


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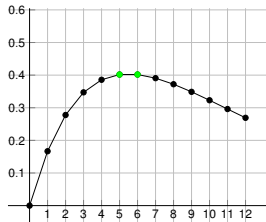


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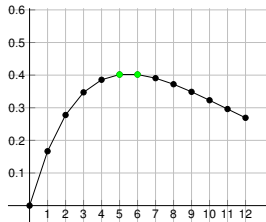


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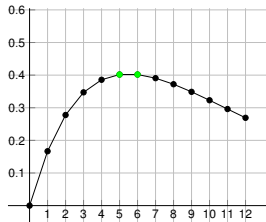
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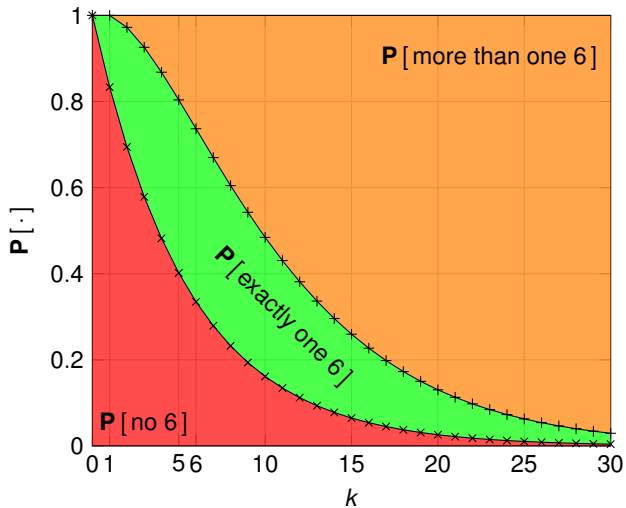


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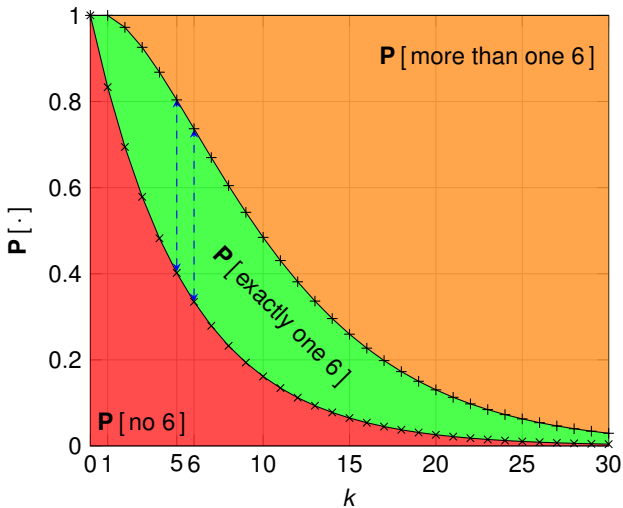
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$$\left(\frac{5}{6}\right)^5 \approx 0.40.$$

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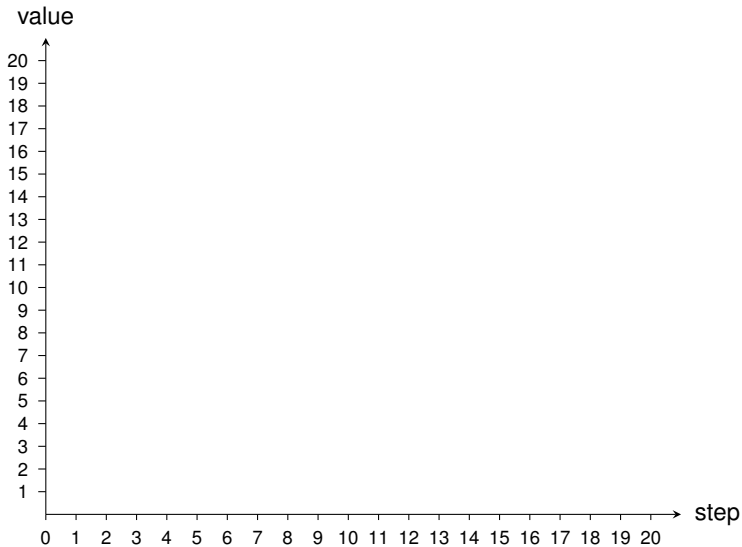
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- After seeing candidate  $i$ , we only know the **relative order** among the first  $i$  candidates.
- ⇒ For our problem we may as well assume that the only information we have when interviewing candidate  $i$  is whether that candidate is best among  $\{1, \dots, i\}$  or not.

## Illustration ( $n = 20$ )

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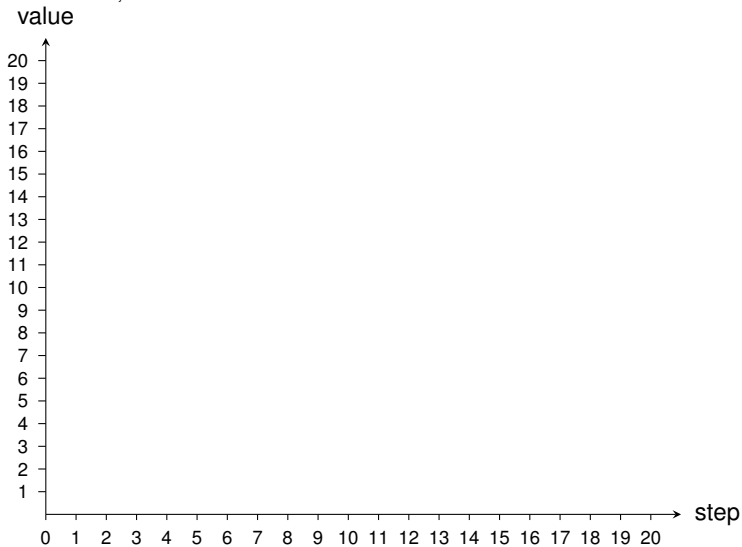
unknown permutation:



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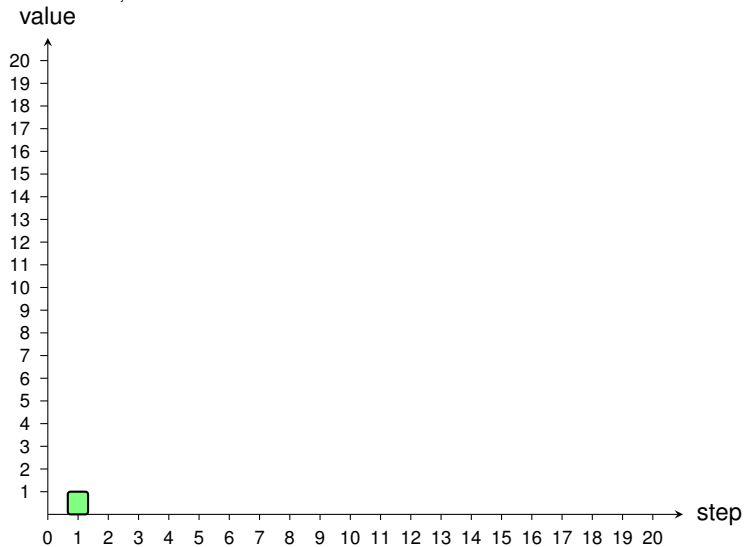
4,



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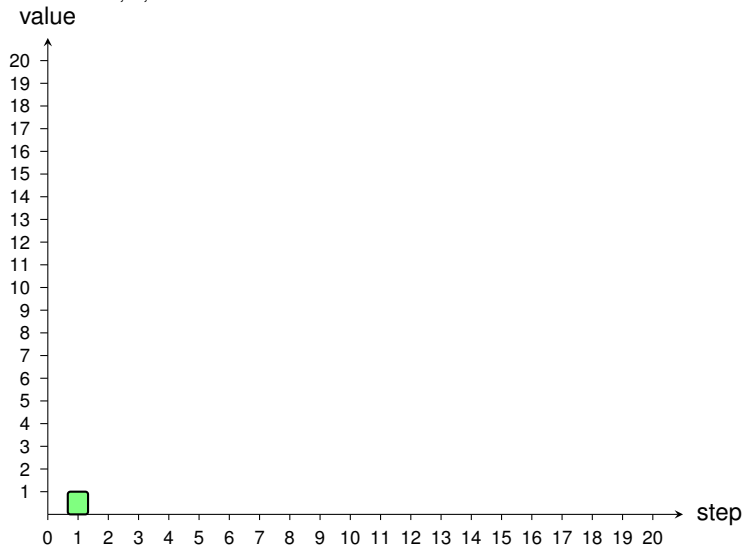
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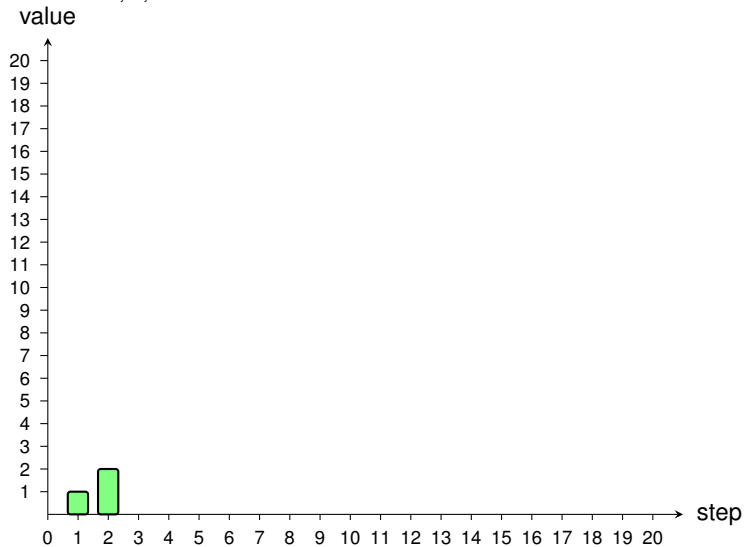
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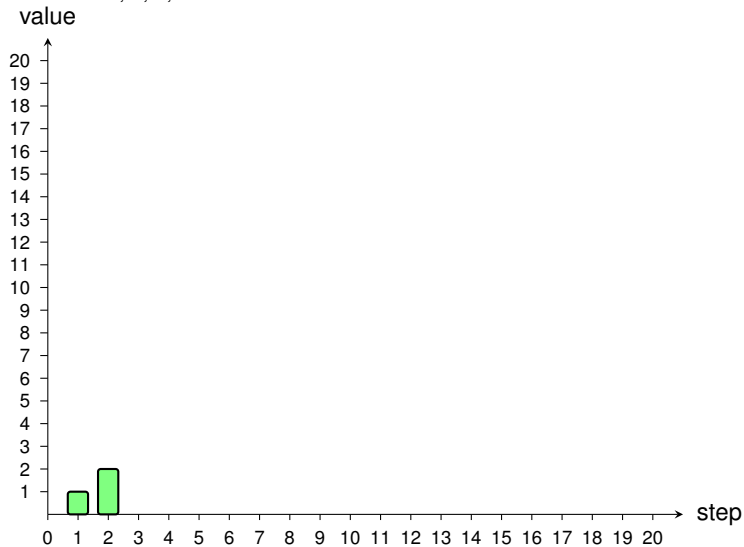
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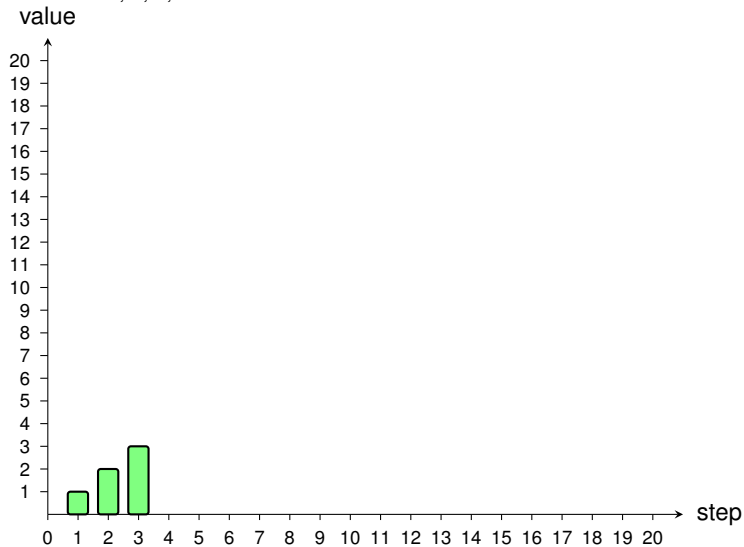
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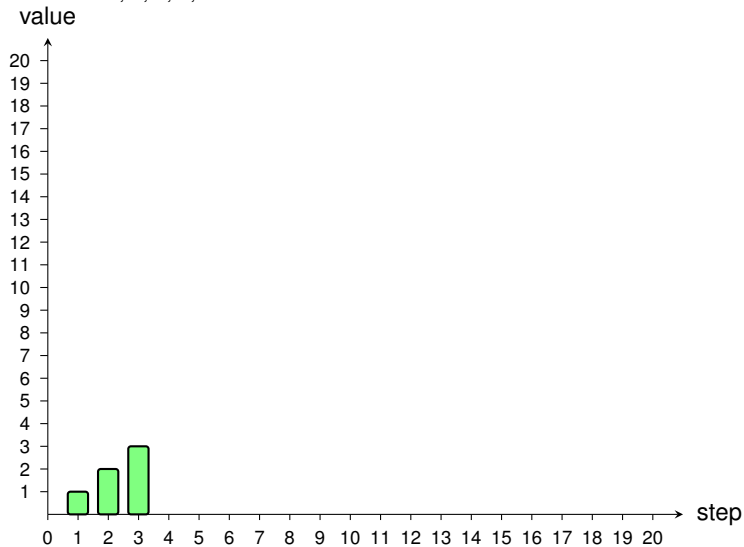
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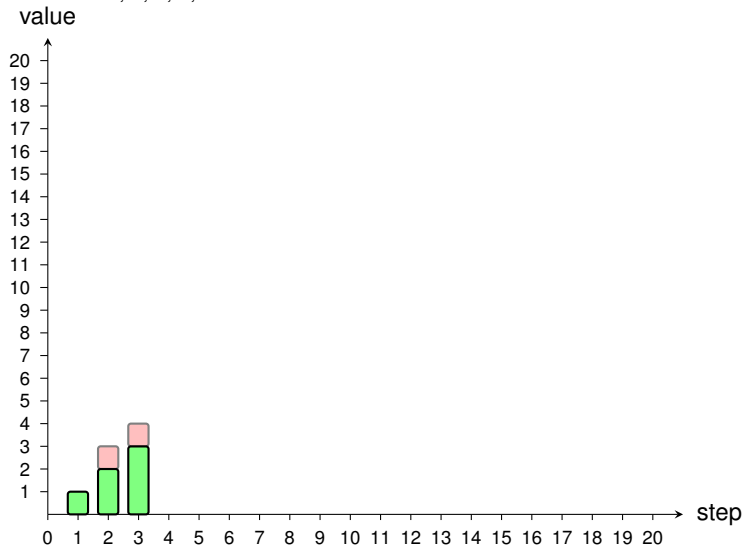
unknown permutation:

4, 7, 8, 6,



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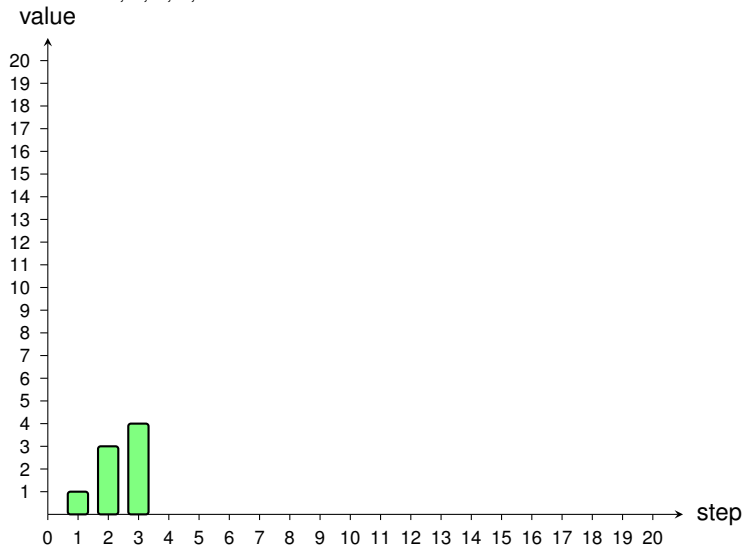
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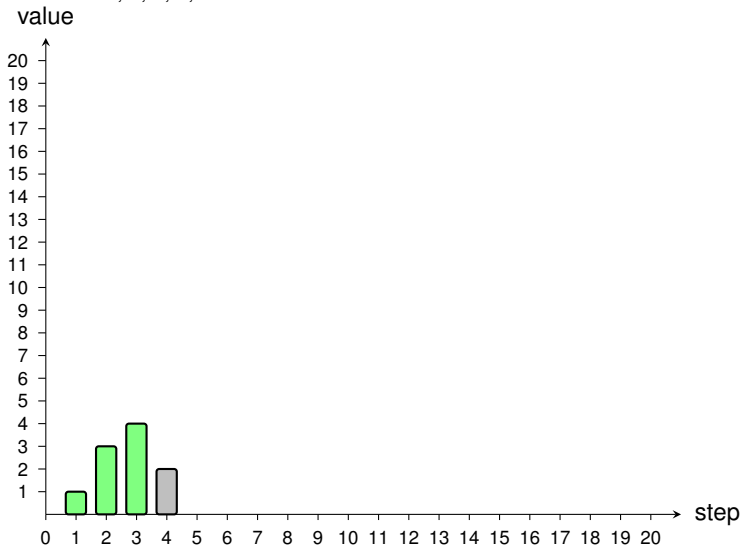
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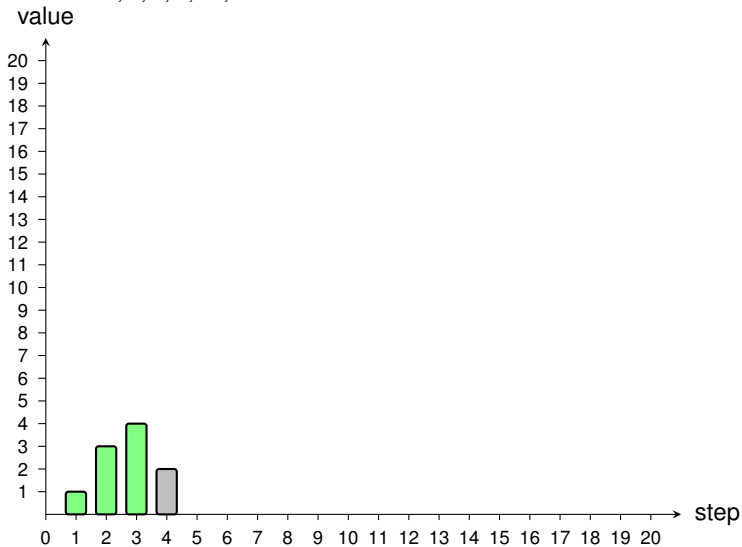
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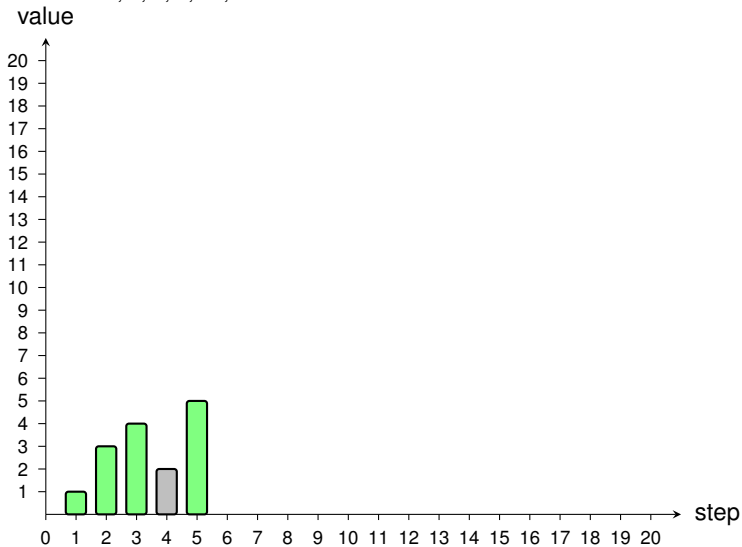
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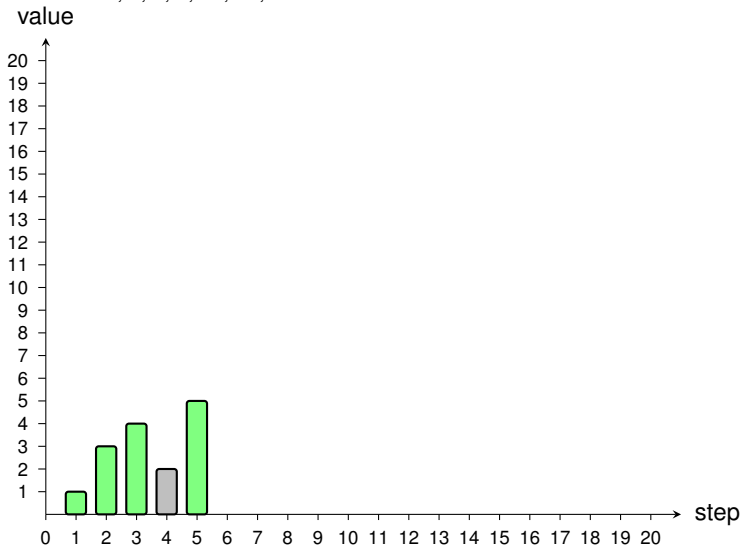
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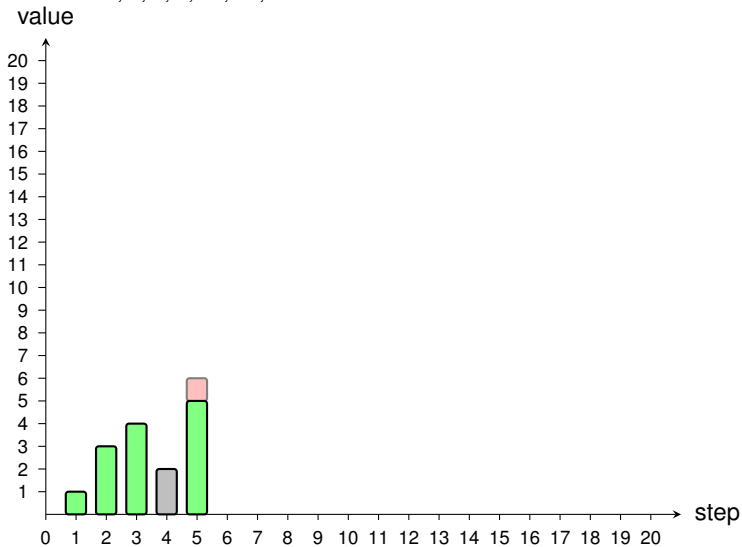
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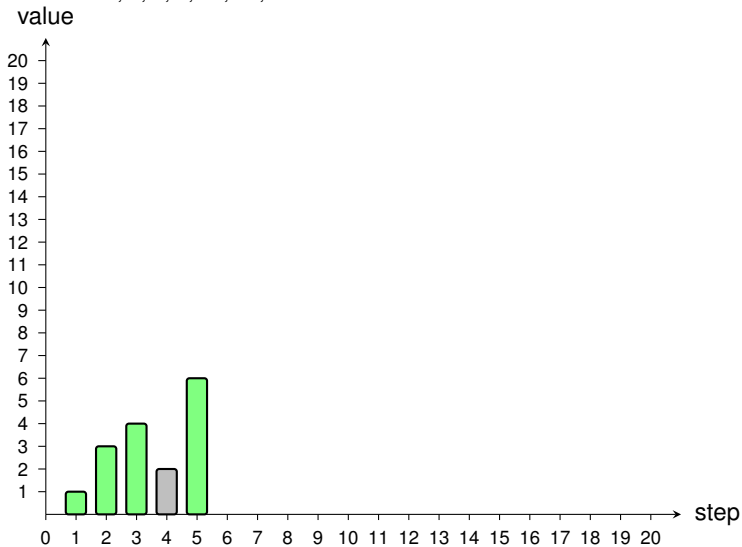
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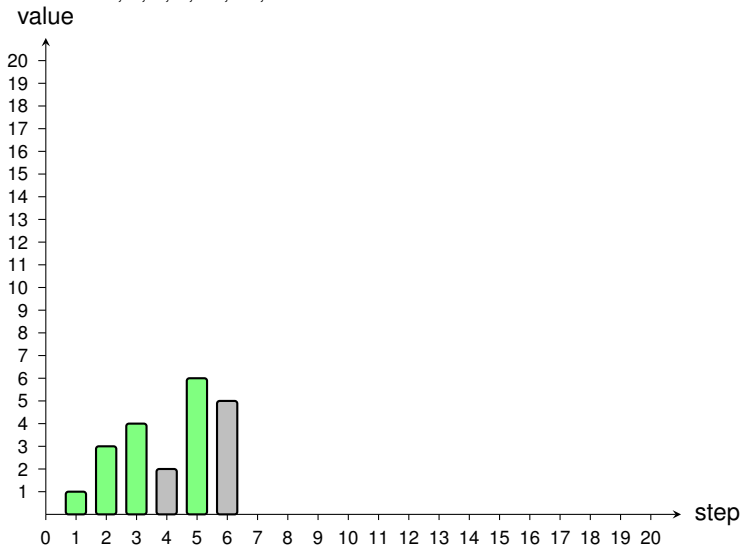
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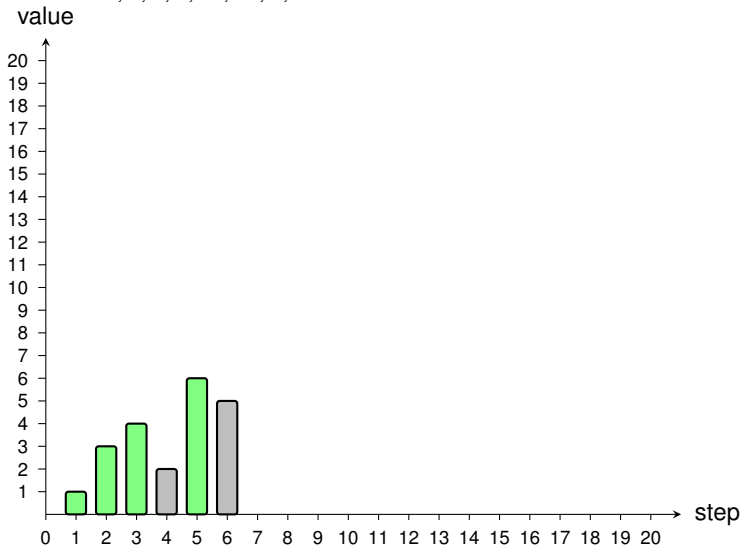
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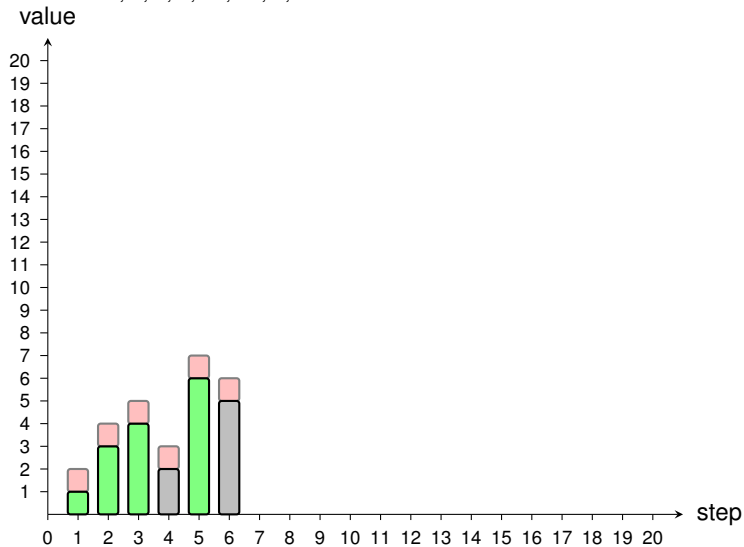
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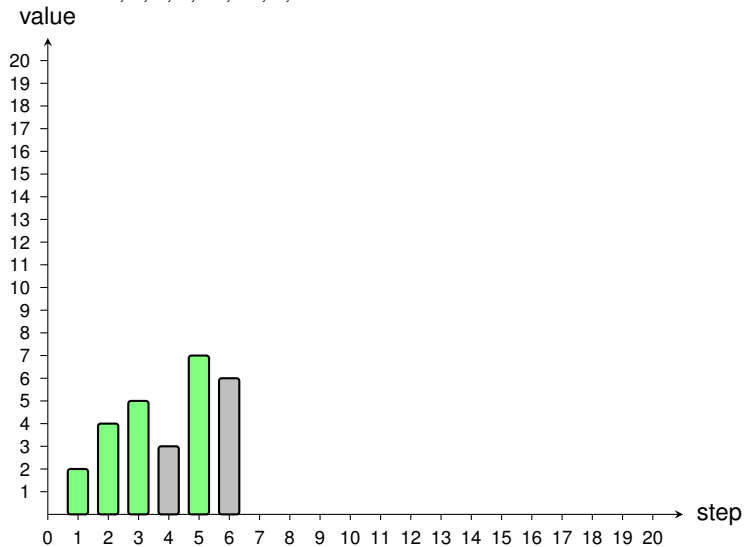
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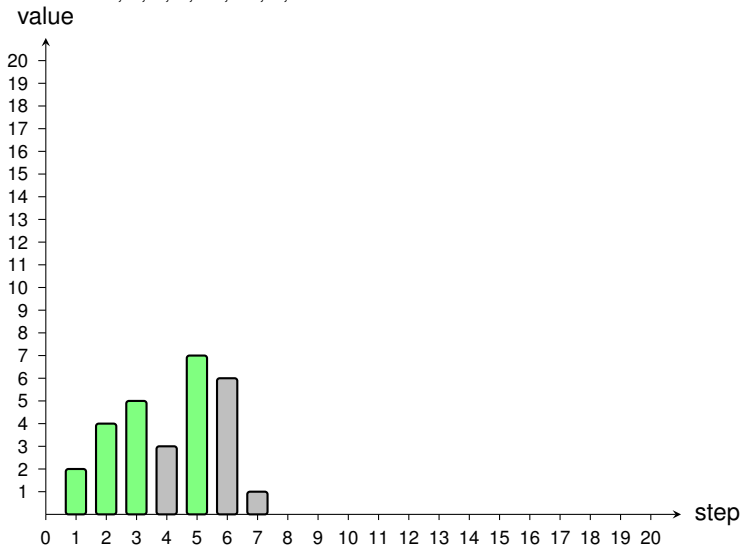
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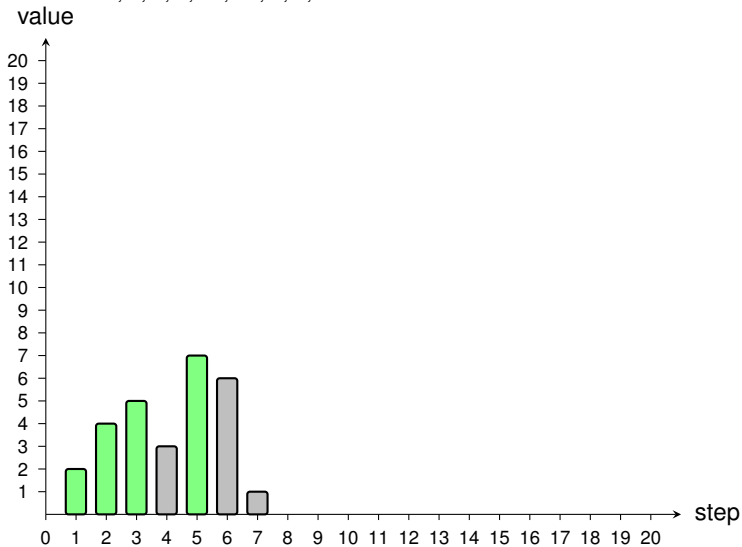
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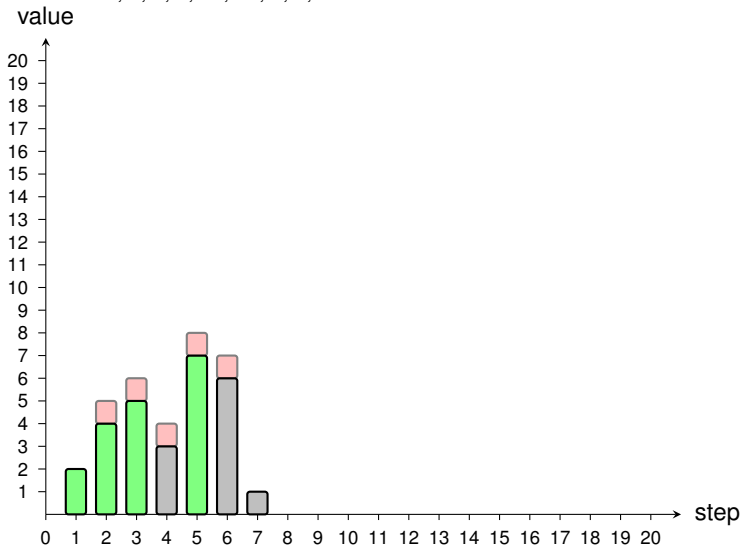
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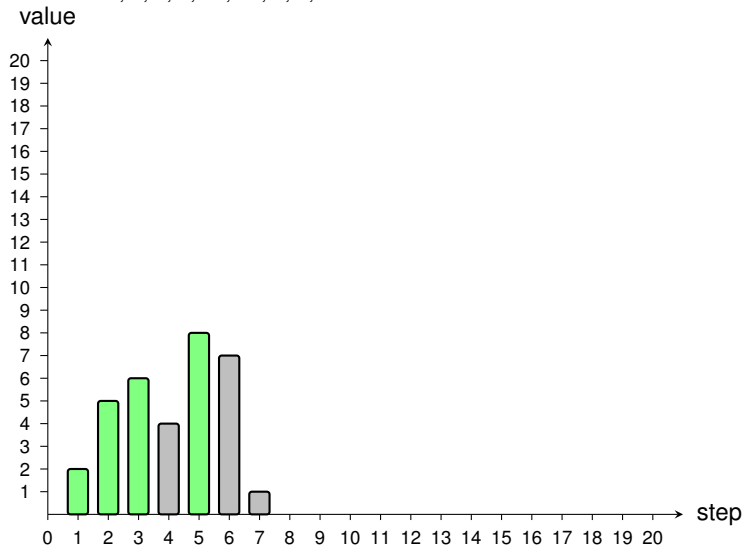
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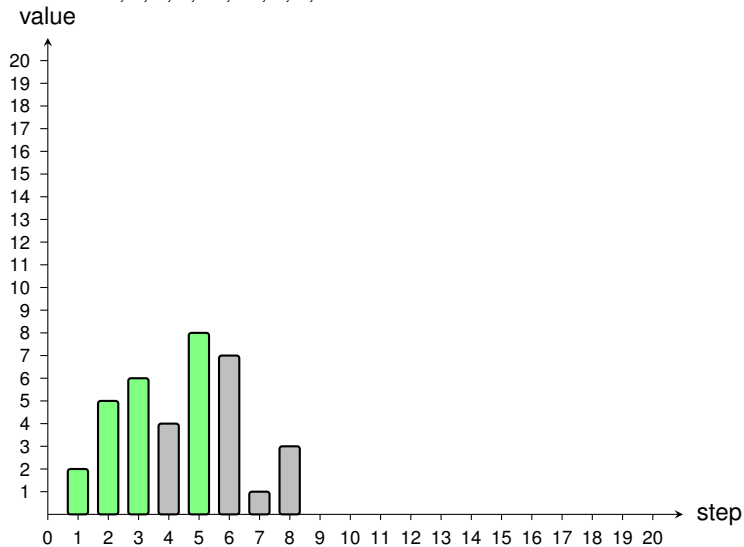
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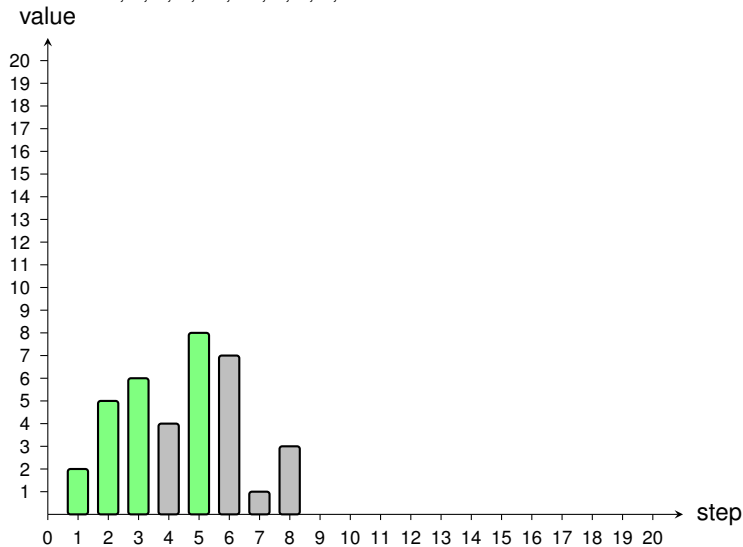
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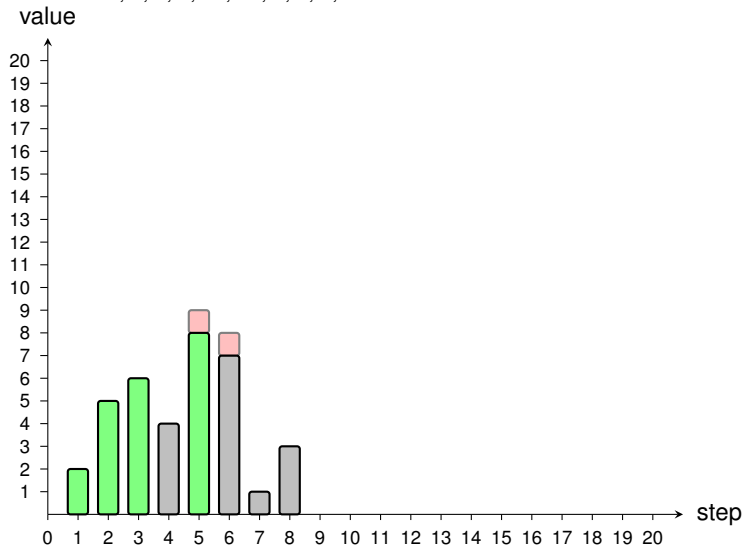
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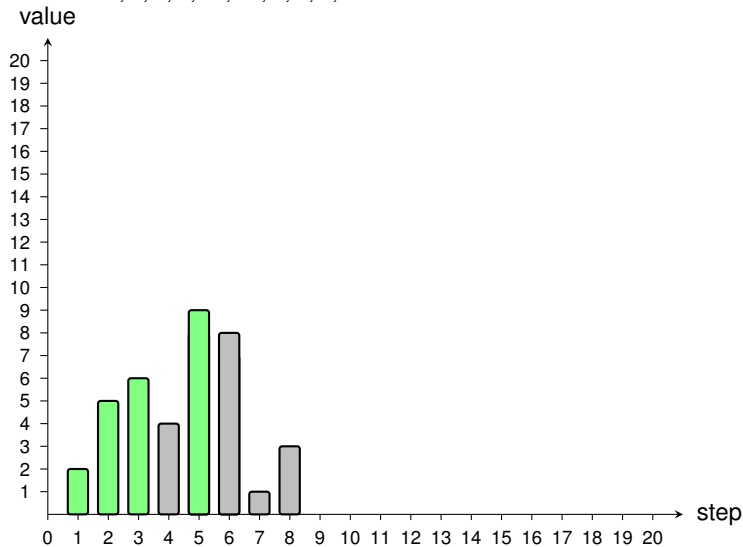
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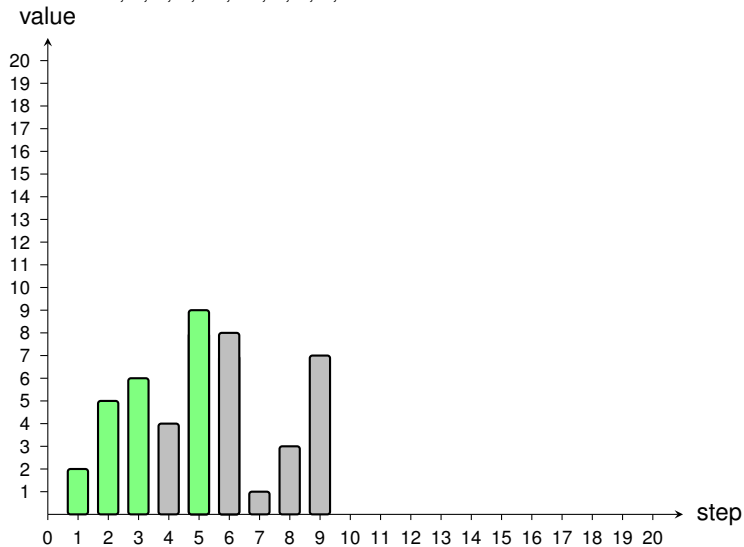
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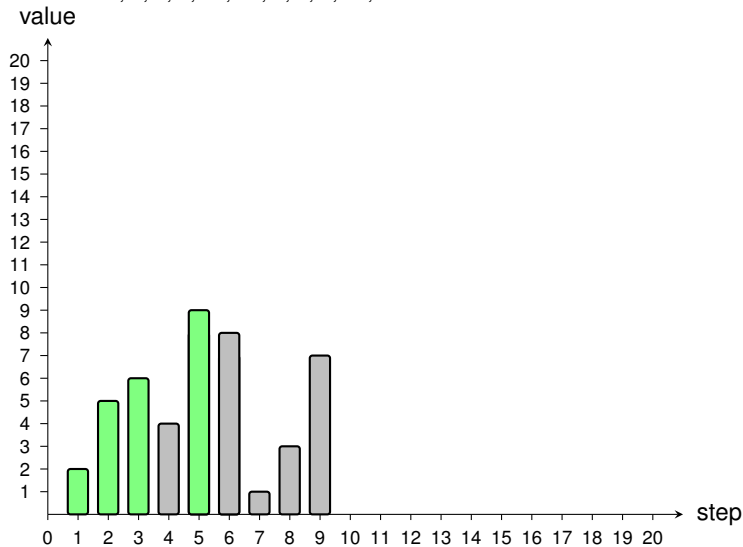
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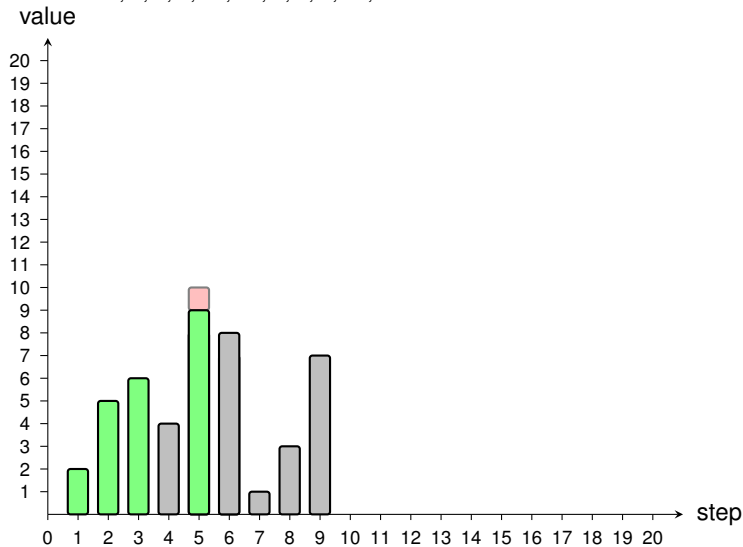
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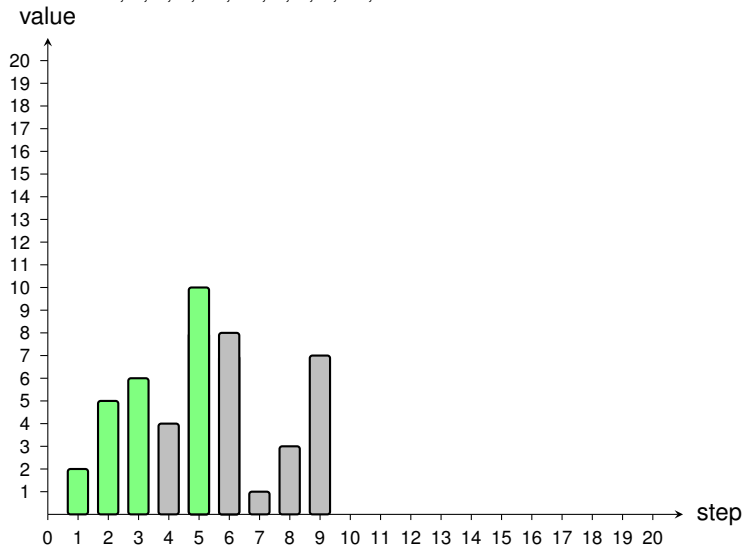
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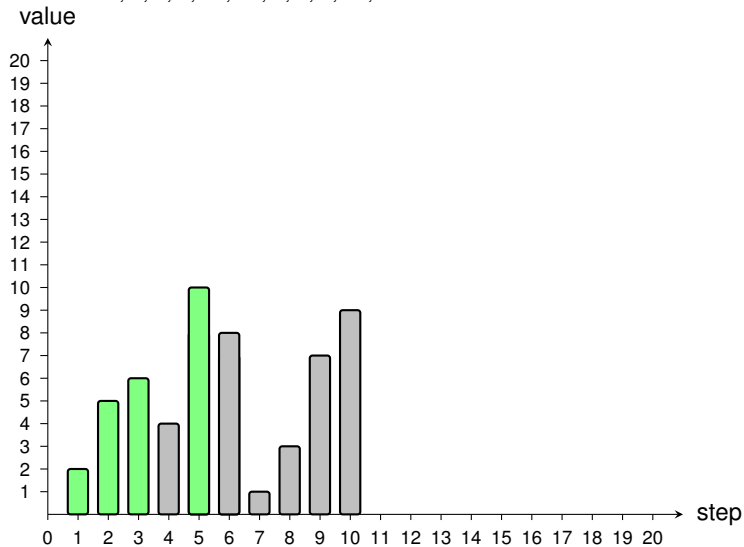
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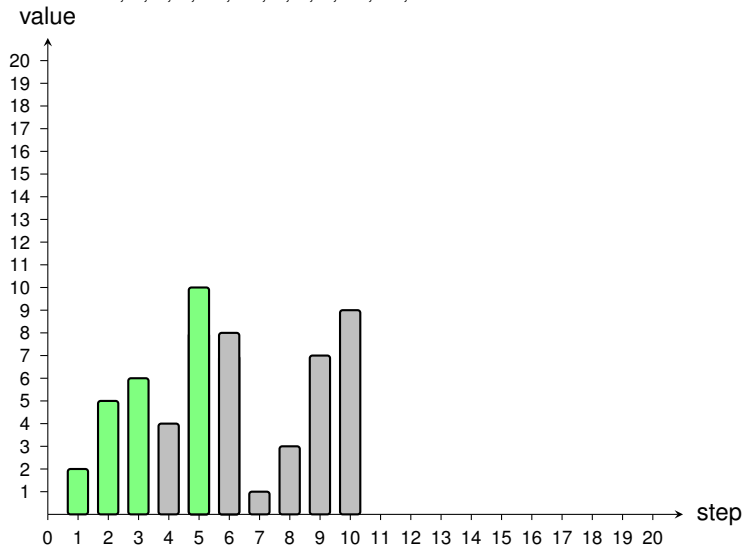
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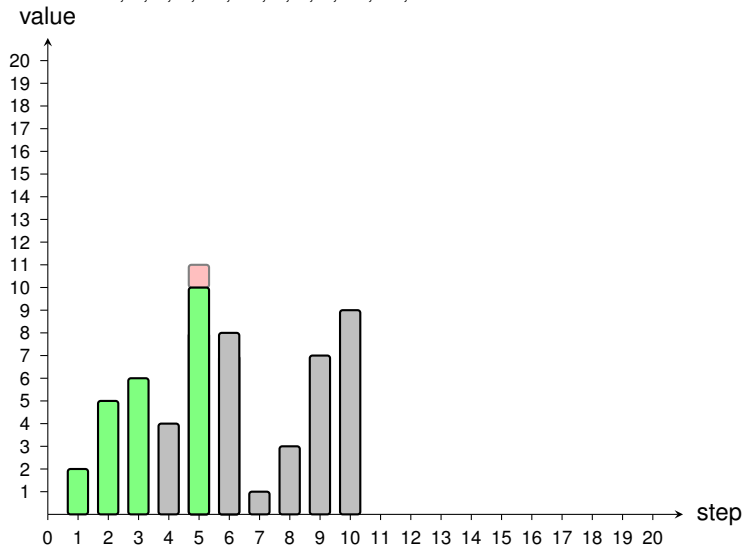
## Illustration ( $n = 20$ )

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4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17,



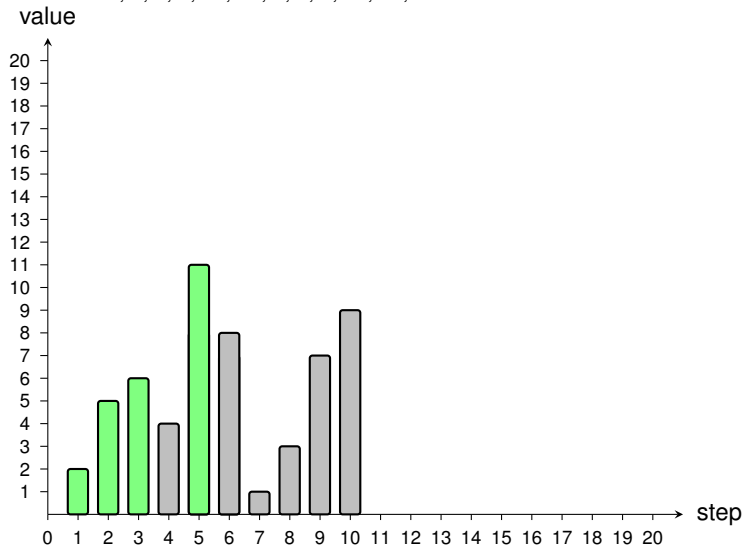
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unknown permutation:  
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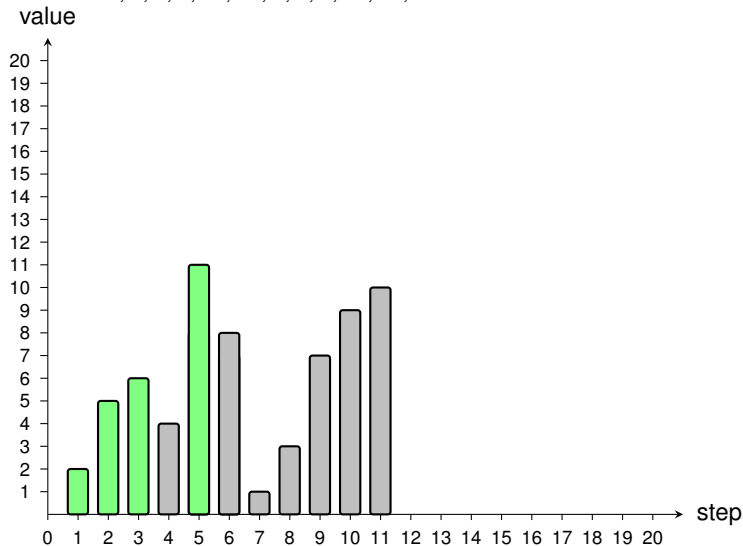
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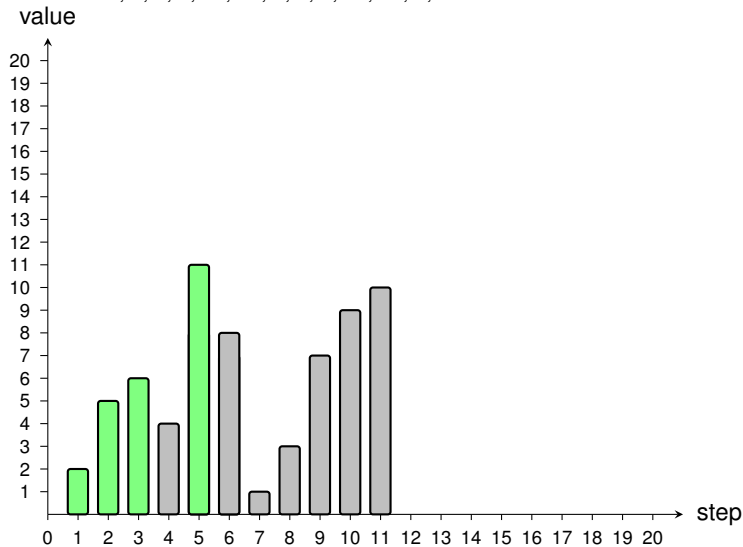
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4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17,



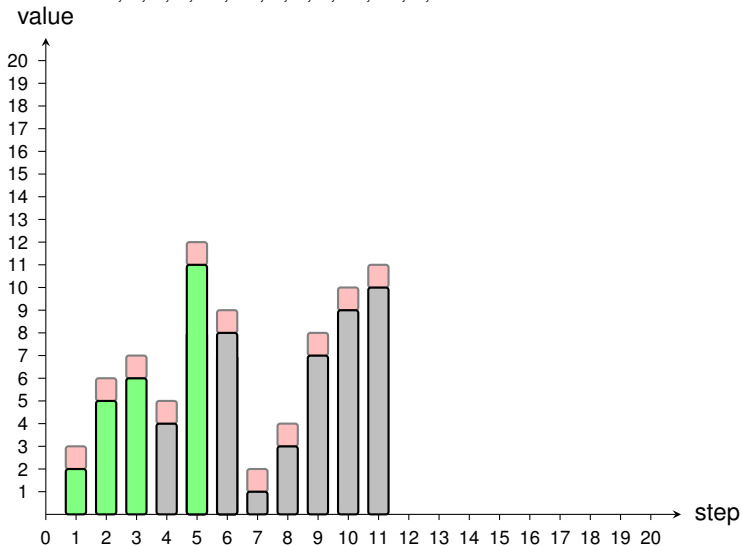
## Illustration ( $n = 20$ )

unknown permutation:  
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2,



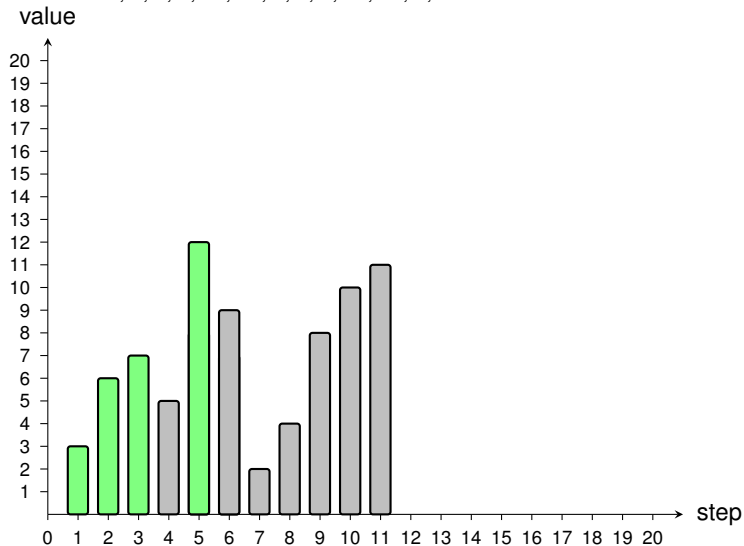
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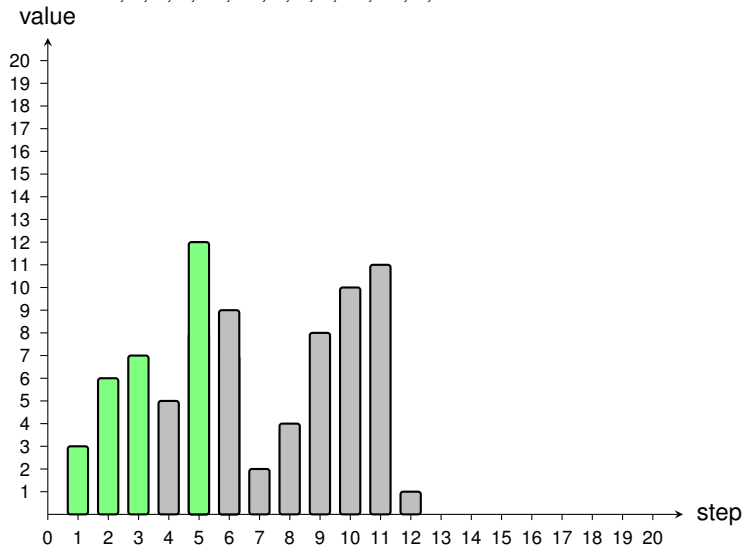
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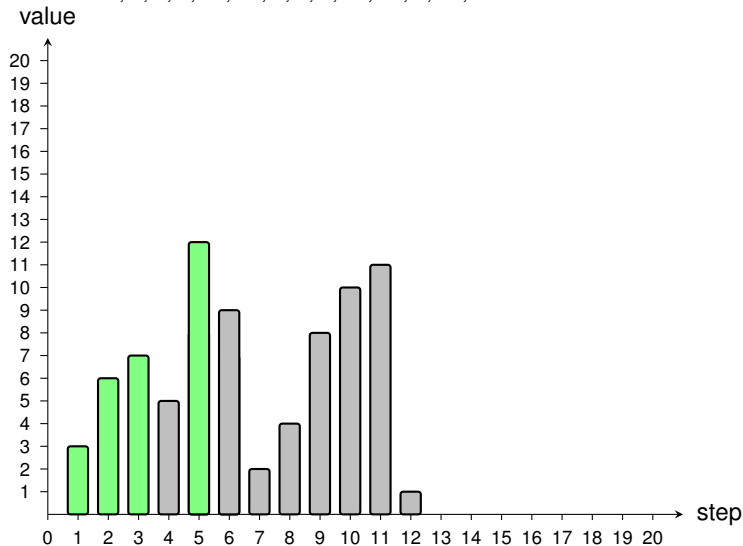
unknown permutation:  
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2,



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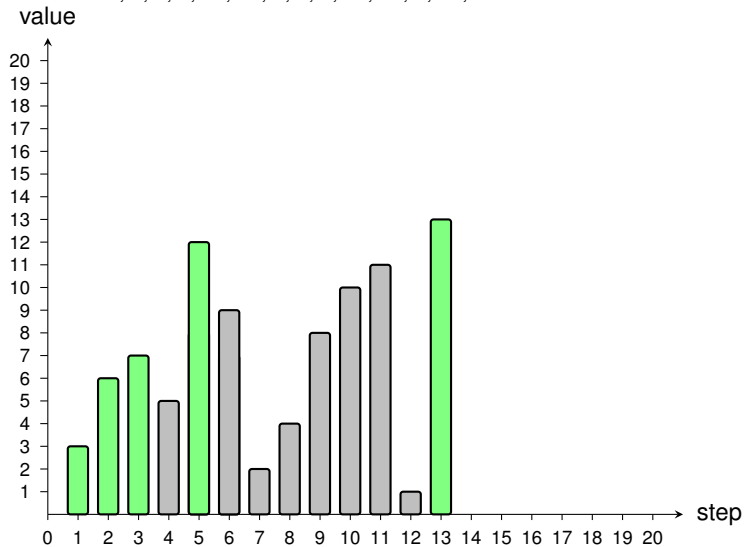
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20,



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unknown permutation:

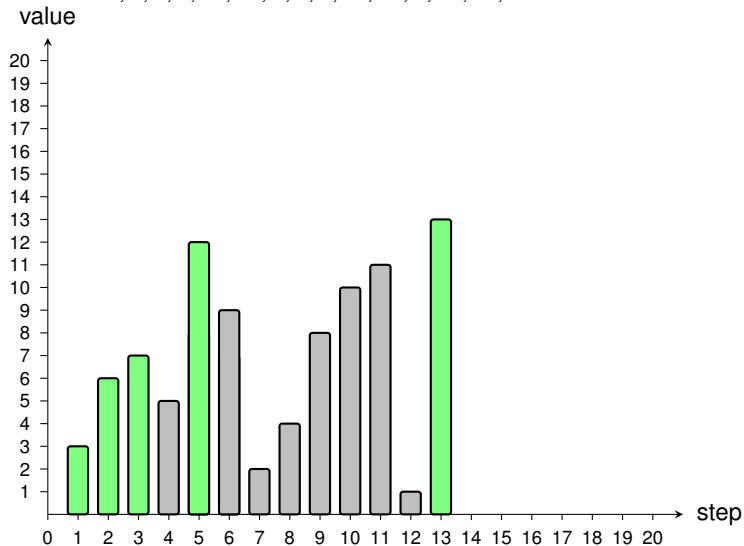
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20,



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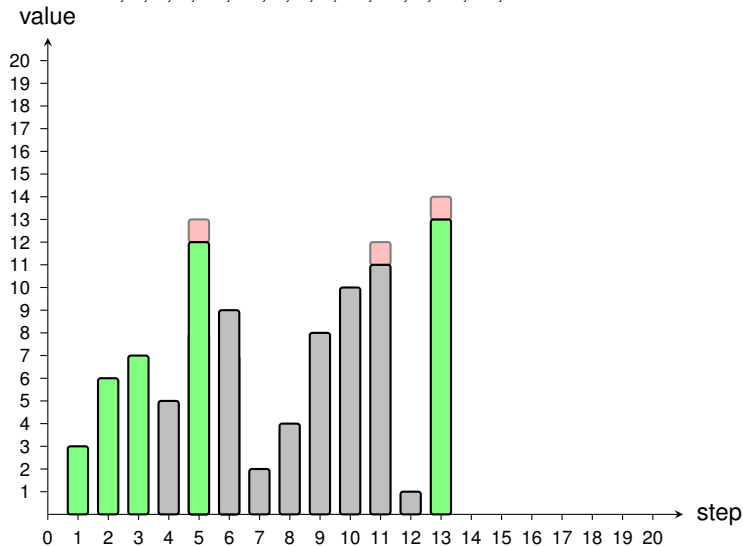
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14,



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unknown permutation:

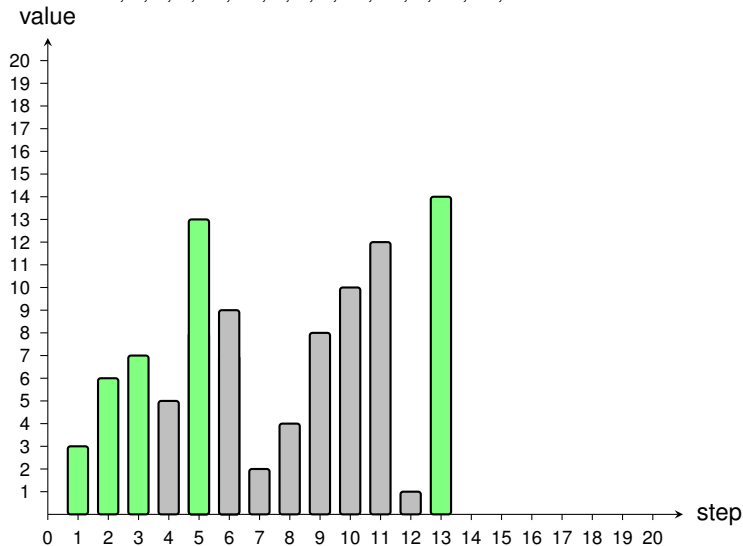
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14,



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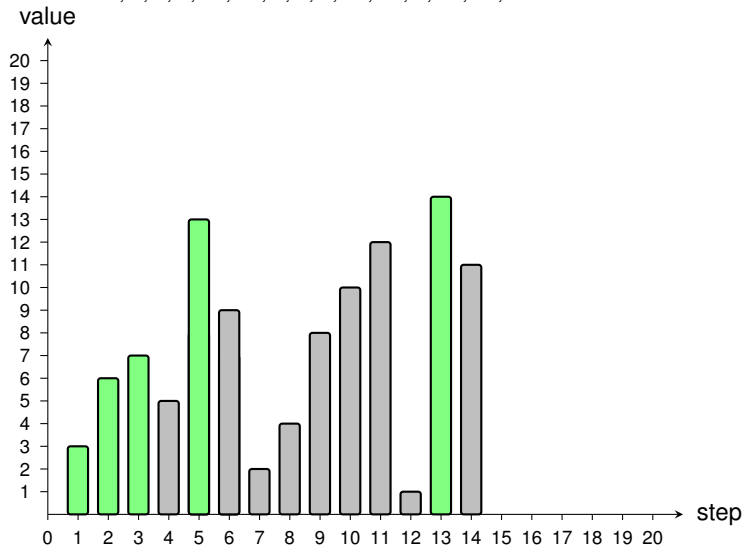
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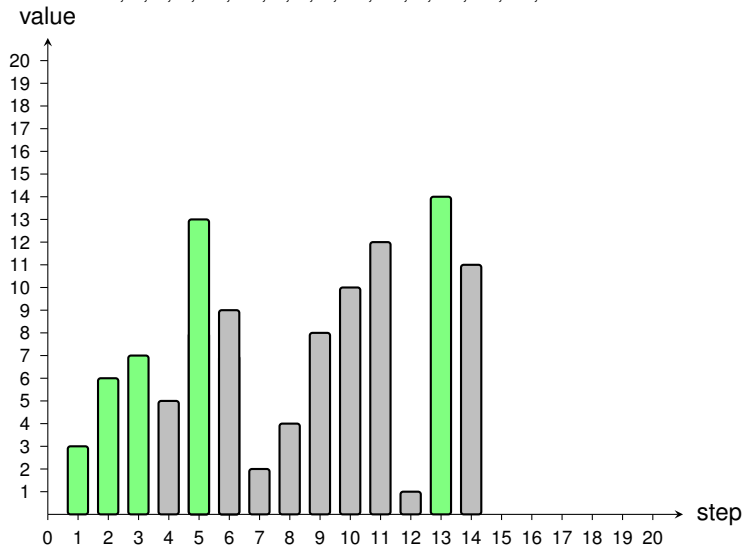
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14,



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unknown permutation:

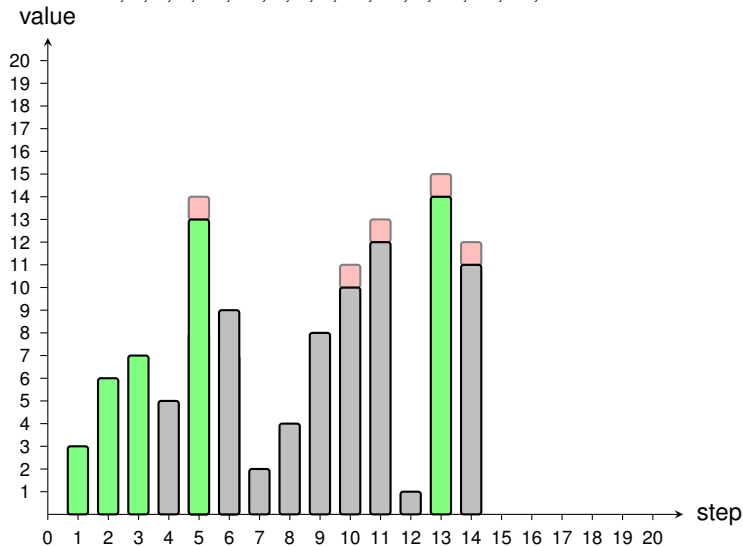
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unknown permutation:

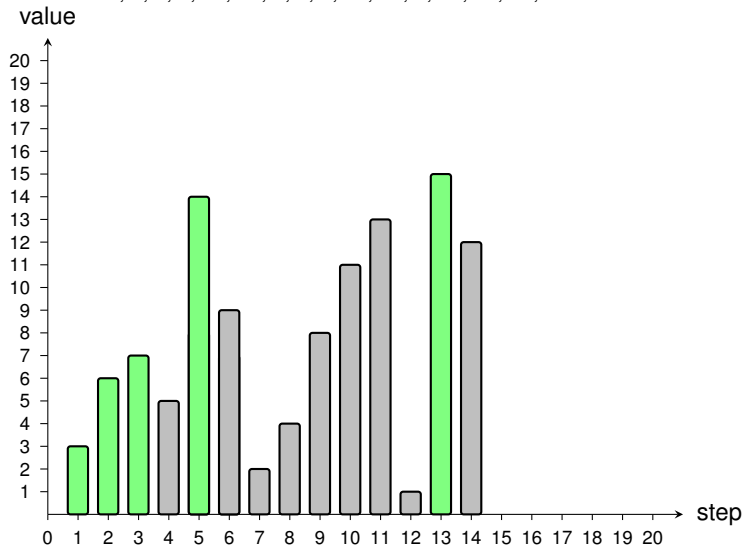
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12,



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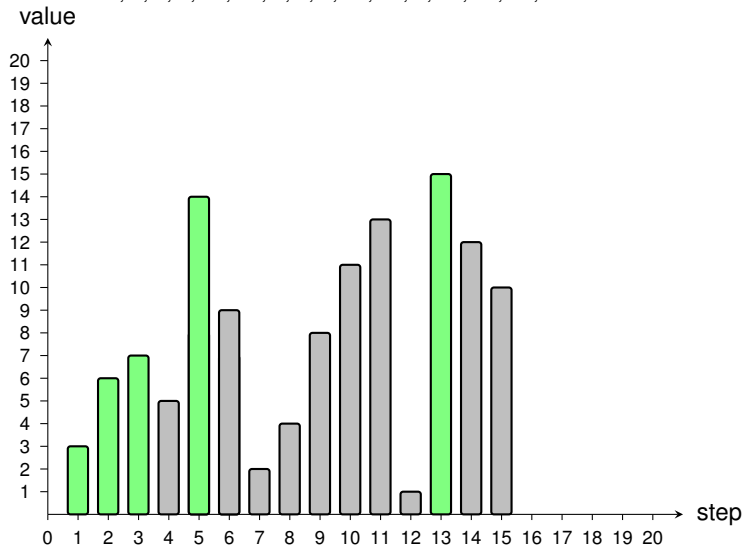
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unknown permutation:

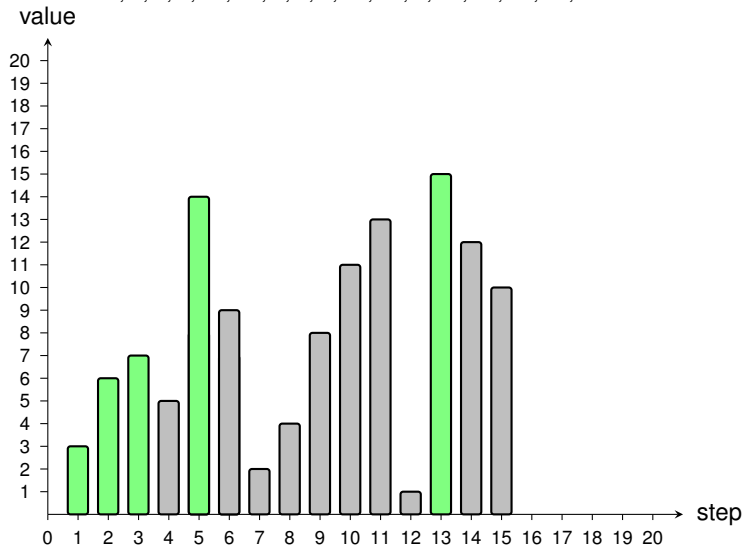
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12,



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unknown permutation:

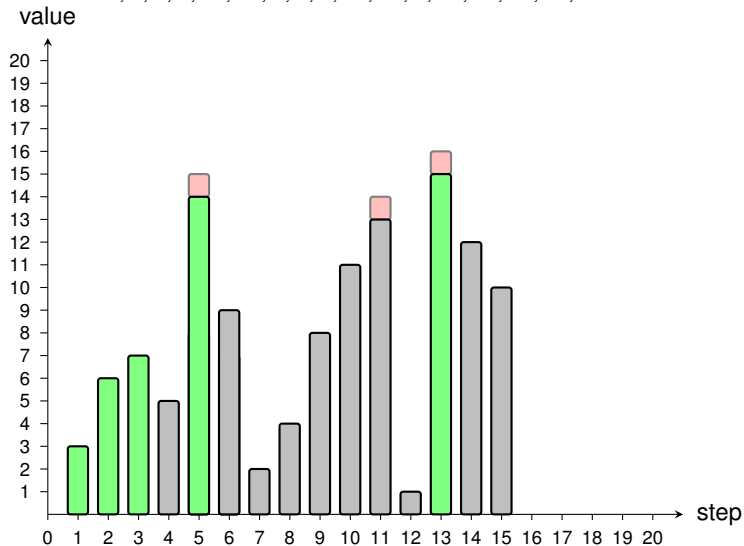
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15,



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unknown permutation:

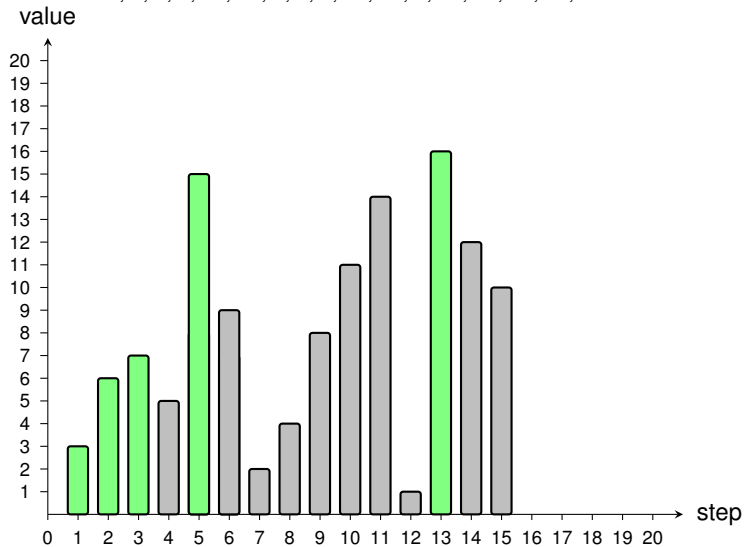
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15,



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unknown permutation:

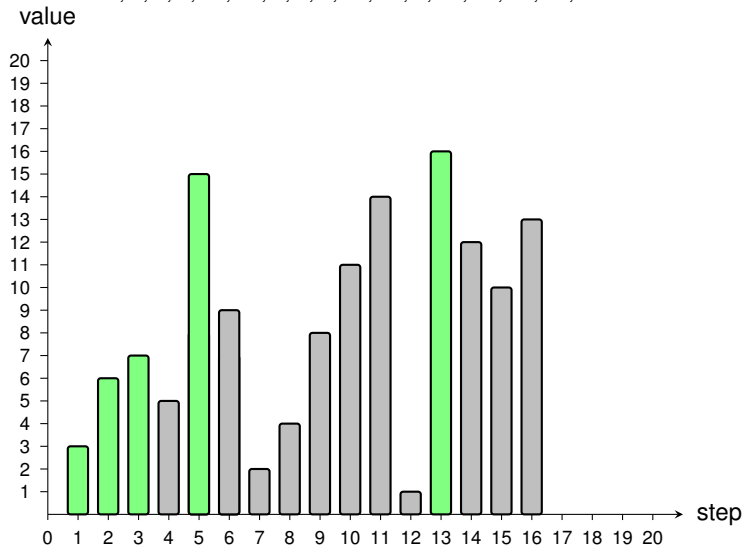
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15,



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unknown permutation:

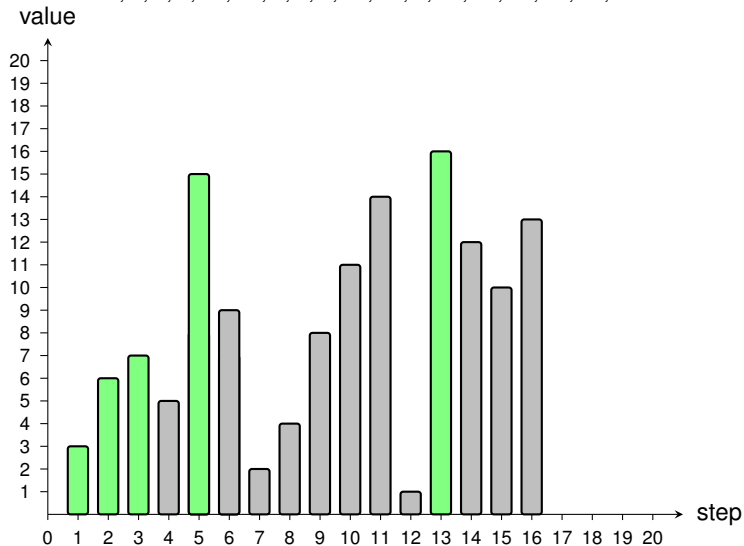
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15,



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unknown permutation:

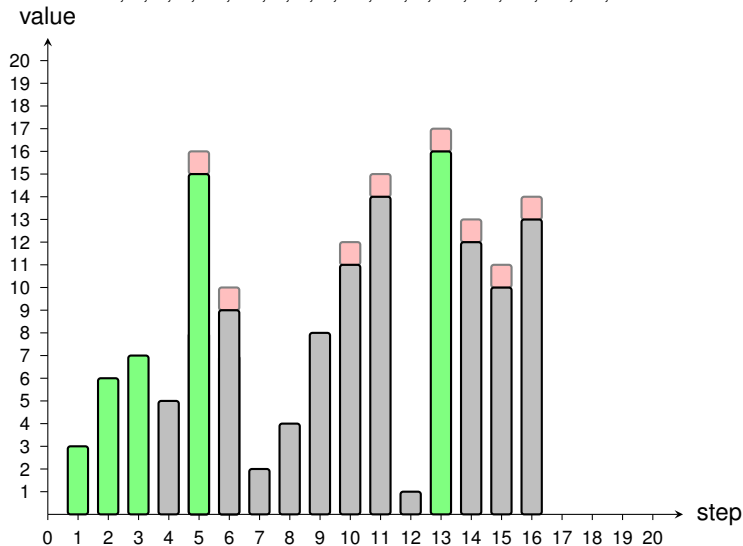
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15, 10,



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unknown permutation:

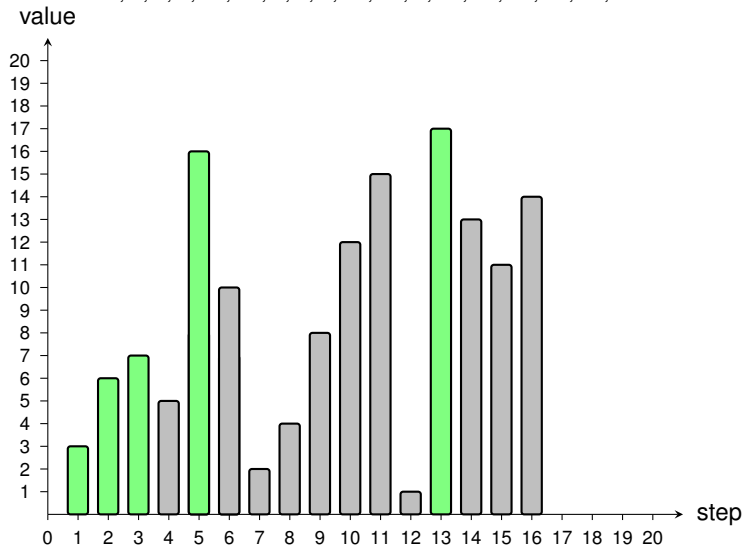
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unknown permutation:

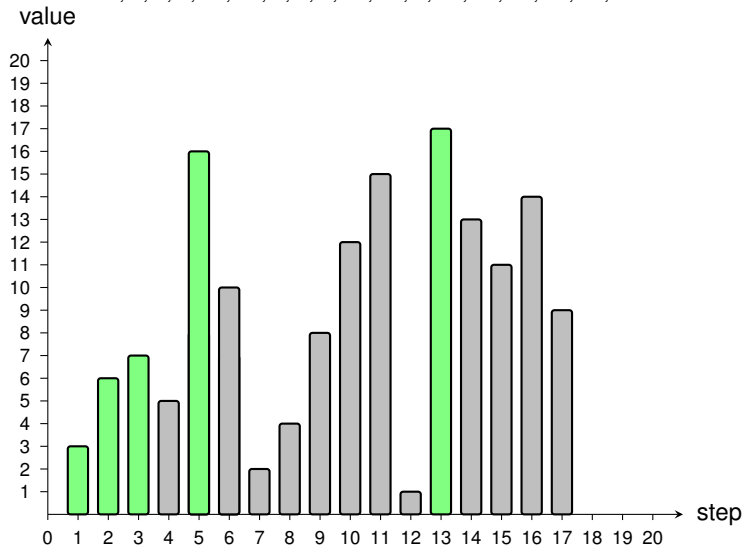
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unknown permutation:

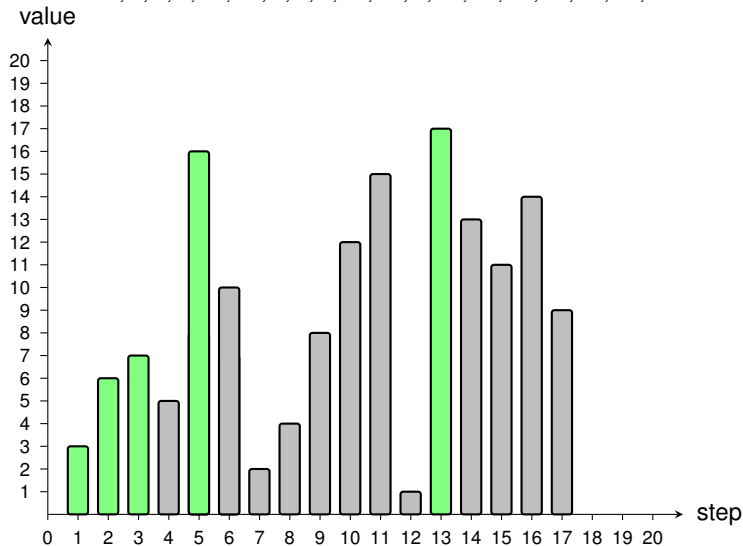
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unknown permutation:

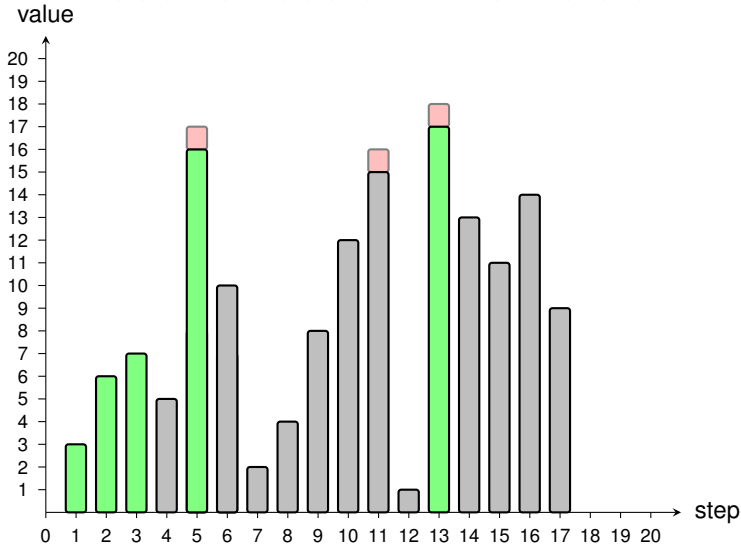
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15, 10, 16,



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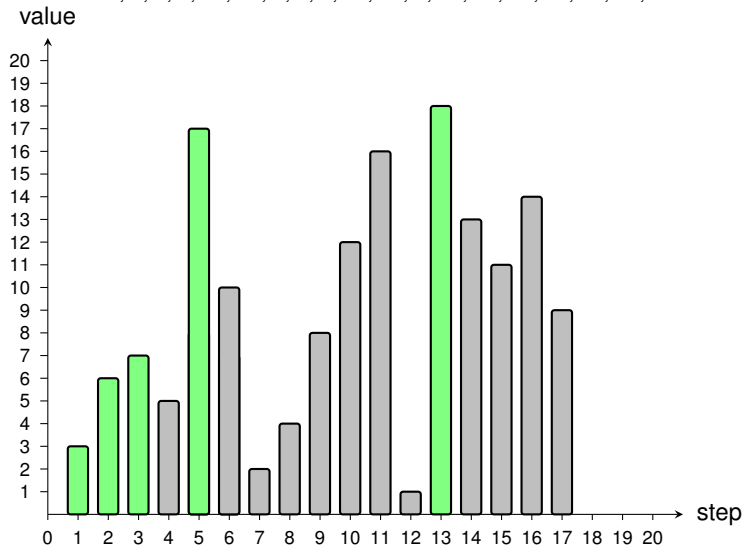
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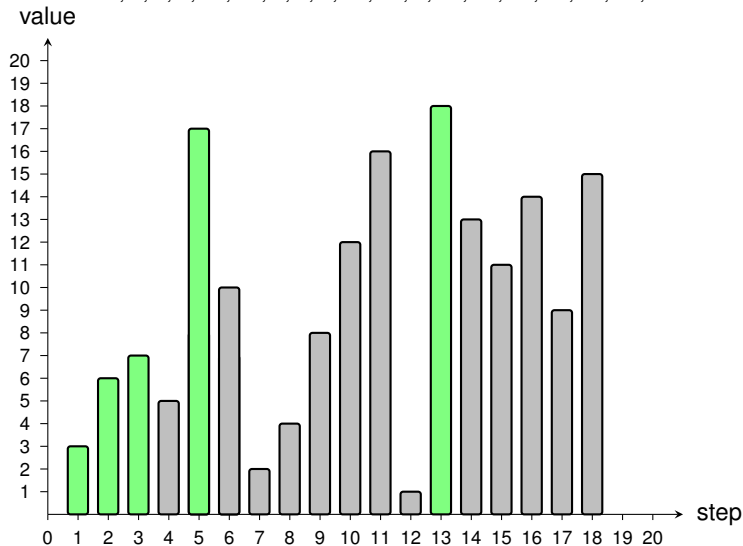
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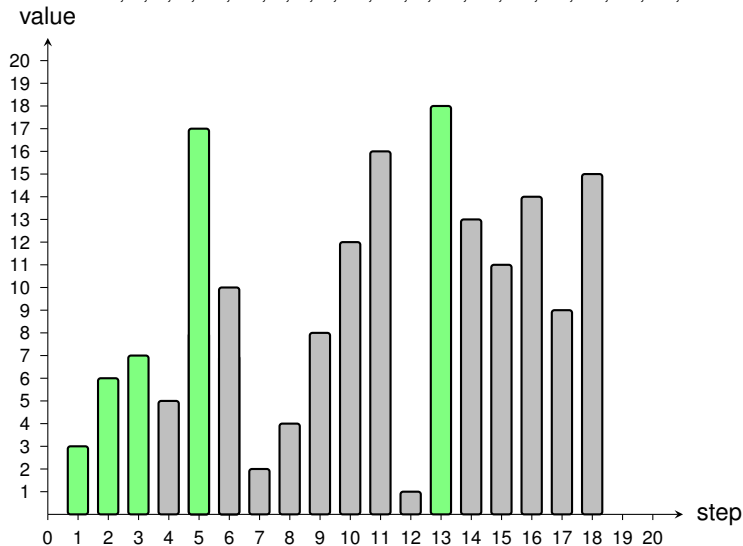
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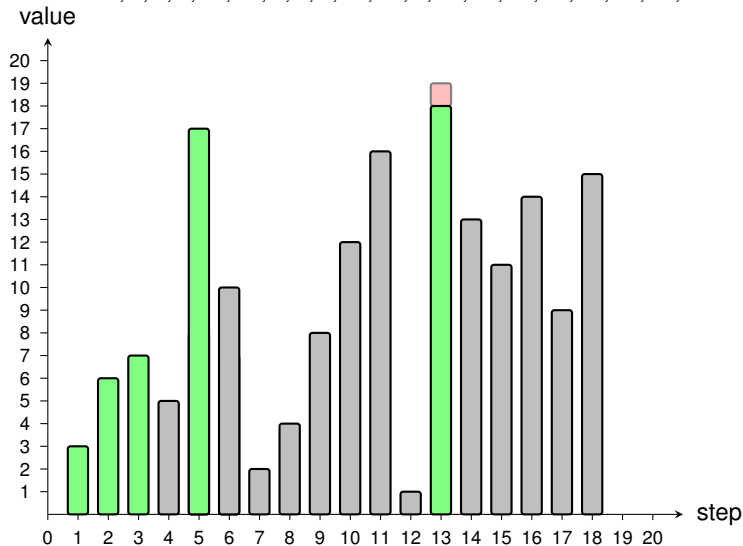
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15, 10, 16, 19,



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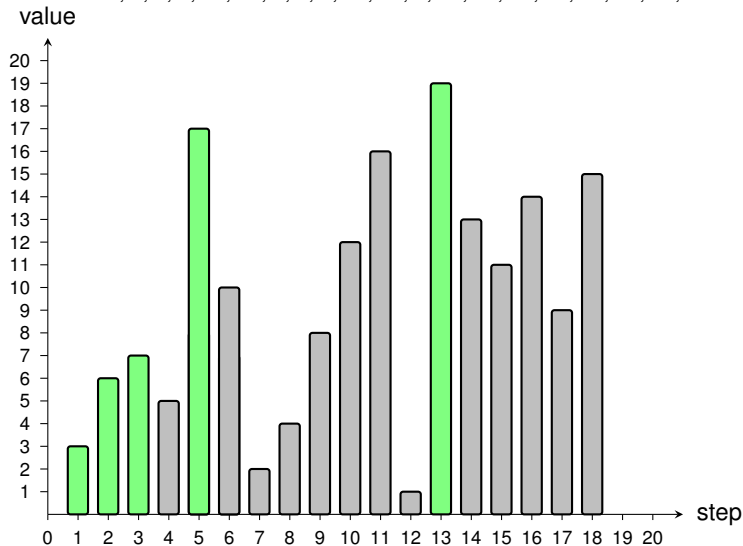
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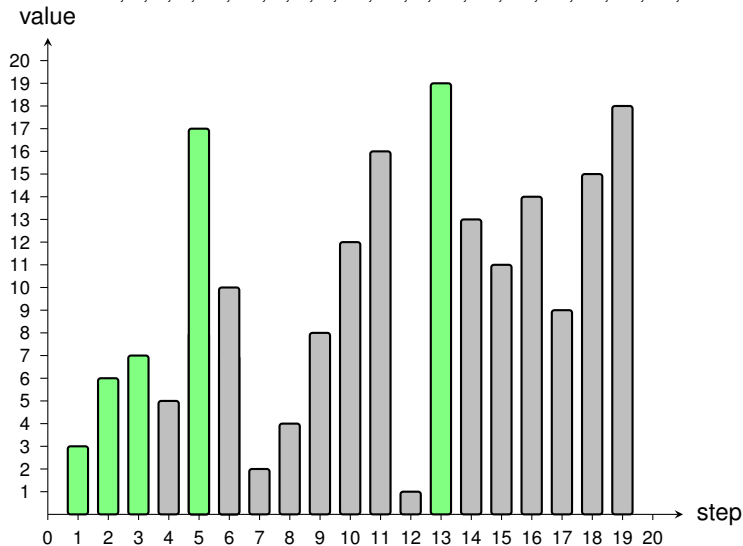
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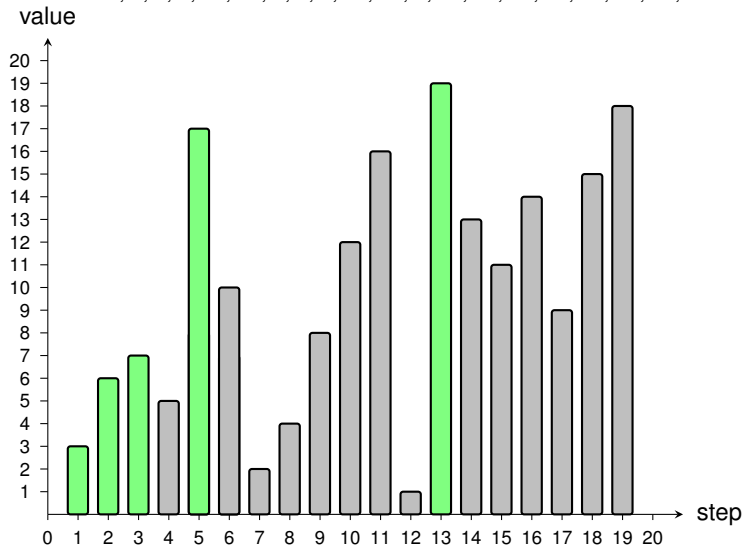
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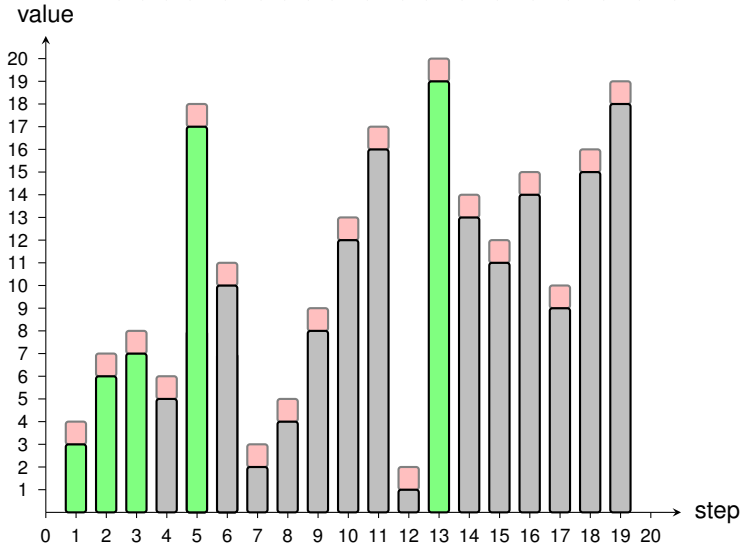
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15, 10, 16, 19, 1.



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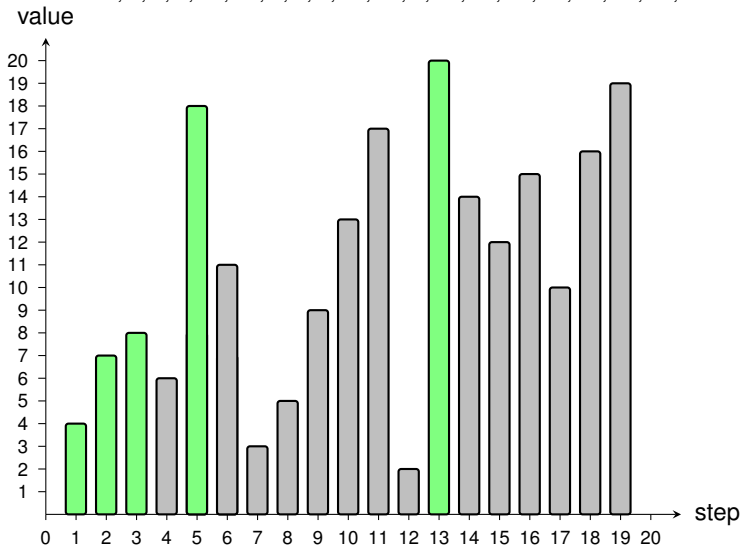
4, 7, 8, 6, 18, 11, 3, 5, 9, 13, 17, 2, 20, 14, 12, 15, 10, 16, 19, 1.



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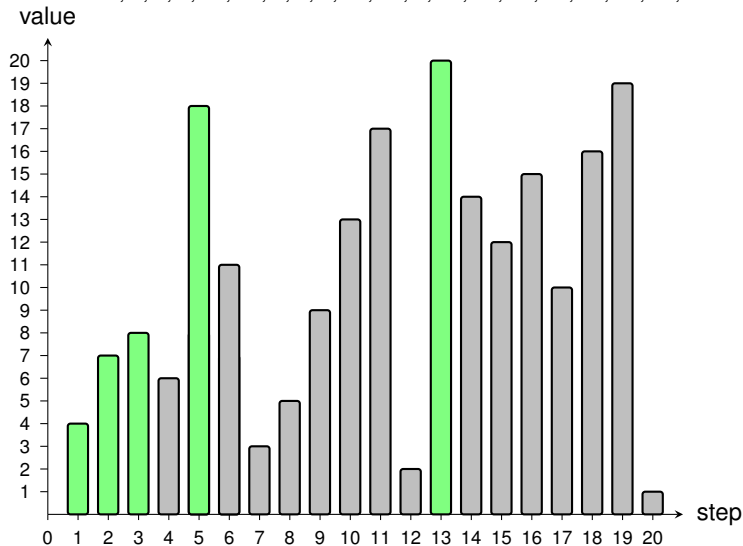
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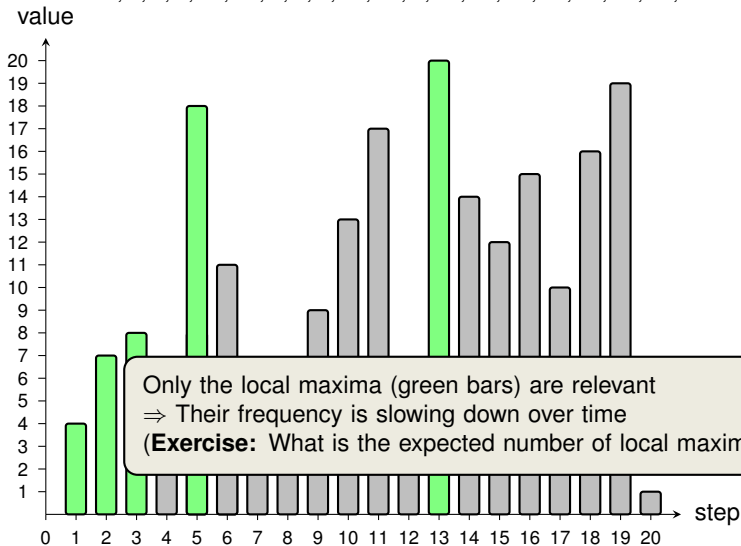
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How good is this approach?

## Analysis of the Refined Approach

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## Finding the Optimal Strategy (1/2)

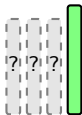
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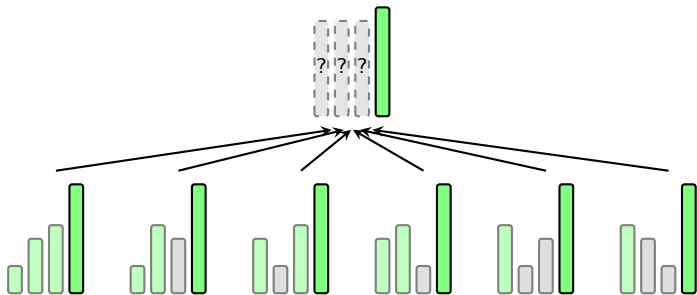
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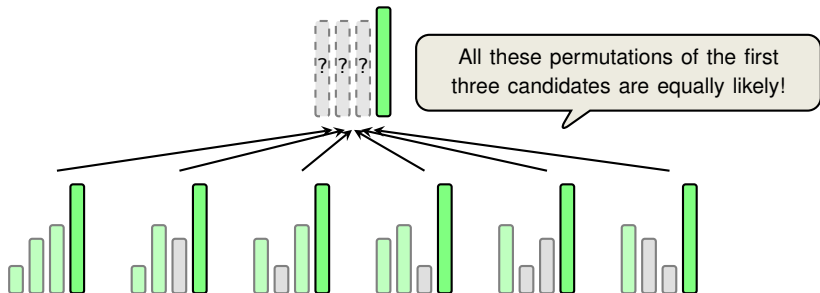
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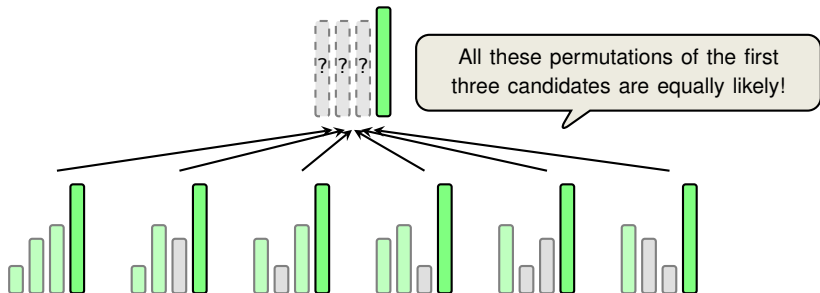
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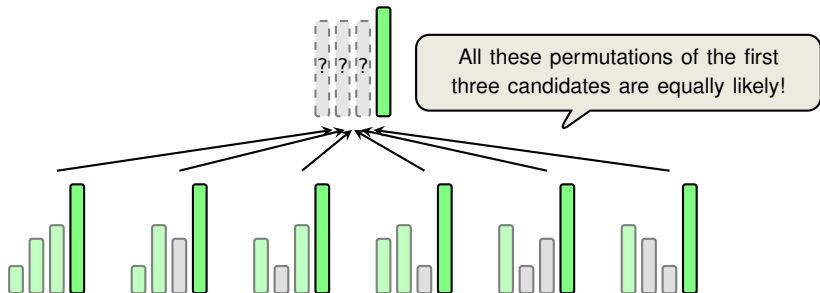
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Optimal Strategy

- **Explore** but reject the first  $x - 1$  candidates
- **Accept** first candidate  $i \geq x$  which is better than **all candidates before**

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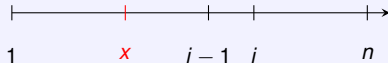
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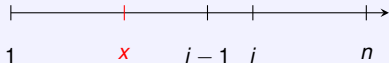
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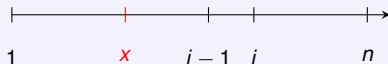
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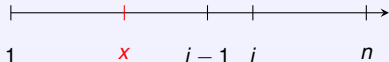
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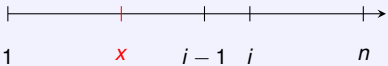
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The diagram shows a horizontal line representing the range from 1 to n. Vertical tick marks are placed at 1, x, i-1, i, and n. The tick mark at x is highlighted in red, and the letter 'x' is written below it.

$$\Rightarrow \sum_{i=x}^n \frac{1}{i-1} \approx \ln(n/x)$$

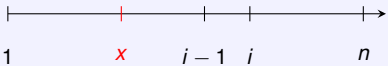
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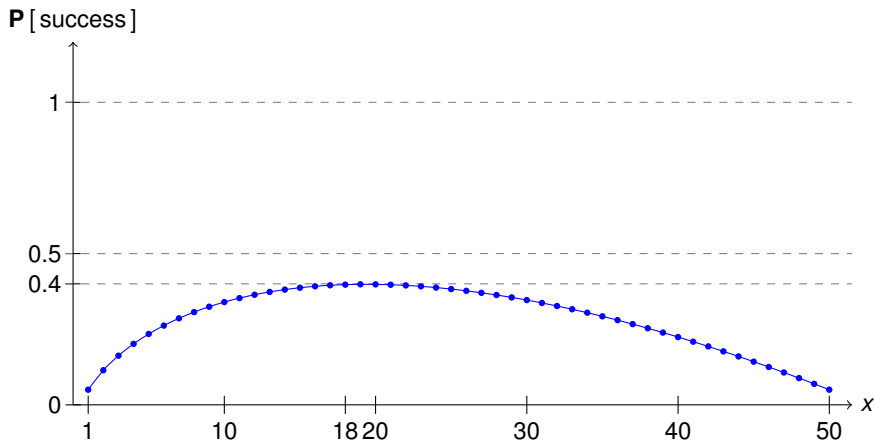
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$1 \qquad \color{red}{x} \qquad i-1 \quad i \qquad n$

$$\Rightarrow \sum_{i=x}^n \frac{1}{i-1} \approx \ln(n/x) \Rightarrow \text{maximum success probability for } x = \frac{1}{e} \cdot n.$$

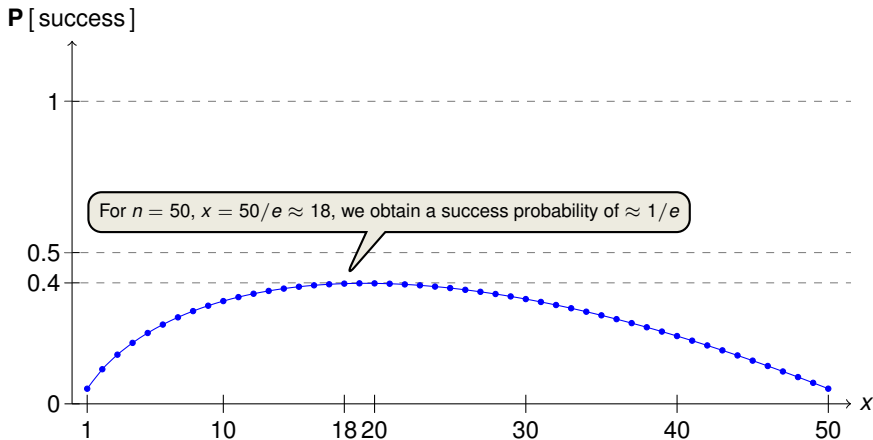
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## Another Variant of the Secretary Problem

“The Postdoc Variant of the Secretary Problem” (Vanderbei’80)

- same setup as in the secretary problem before
- **difference**: we want to pick the **second-best** (“the best [postdoc] is going to Harvard”)
- Success probability of the optimal strategy is:

$$\frac{0.25n^2}{n(n-1)} \xrightarrow{n \rightarrow \infty} \frac{1}{4}$$

- Thus it is **easier** to pick the best than the second-best(!)

# Outline

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Stopping Problem 2: The Secretary Problem

A Generalisation: The Odds Algorithm (non-examinable)

The End...

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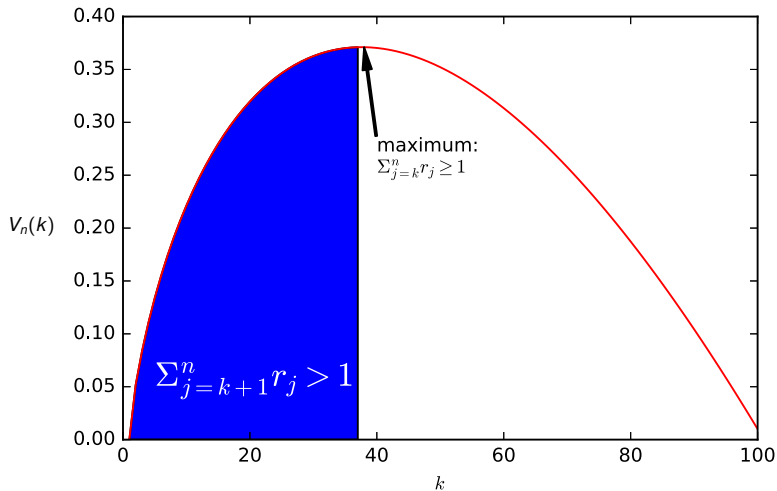
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- This algorithm always executes the **optimal strategy!**

## Illustration of the probability of having the last success ( $n = 100$ )



Source: Group Fibonacci

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Use the **Odds Algorithm** to analyse the **Secretary Problem**.

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We re-derived the solution of the **secretary problem** as a special case!

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The End...

- **Part I: Introduction to Probability**

- **Lecture 1:** Conditional probabilities and Bayes' theorem

- **Part II: Random Variables**

- **Lecture 2:** Random variables, probability mass function, expectation
- **Lecture 3:** Expectation properties, variance, discrete distributions
- **Lecture 4:** More discrete distributions: Poisson, Geometric, Negative Binomial
- **Lecture 5:** Continuous random variables
- **Lecture 6:** Marginals and Joint Distributions
- **Lecture 7:** Independence, Covariance and Correlation

- **Part III: Moments and Limit Theorems**

- **Lecture 8:** Basic Inequalities and Law of Large Numbers
- **Lecture 9:** Central Limit Theorem

- **Part IV: Applications and Statistics**

- **Lecture 10:** Estimators (Part I)
- **Lecture 11:** Estimators (Part II)
- **Lecture 12:** Online Algorithms

## List of Distributions

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### Very Important:

- Bernoulli, Binomial, Poisson
- (Continuous) Uniform, Normal, Exponential

### (Somewhat Less) Important:

- Geometric, Negative Binomial, Hypergeometric, Discrete Uniform

### Not used or not defined in this course (and thus not examinable):

- Cauchy, Gamma, bivariate Normal
- Beta

Thank you and Best Wishes for the Exam!