

Probability Review

X = Random Variable

Value of X depends on prob dist

Discrete $X = \{H, T\}$ ~~prob~~ $P(X=H) = \frac{1}{2}$, $P(X=T) = \frac{1}{2}$ } Die $X = \{1, \dots, 6\}$
- biased coin $\rightarrow .4, .6$

probability mass function: $P(X=x) = \begin{cases} \frac{1}{2} & x=H \\ \frac{1}{2} & x=T \end{cases} \Rightarrow .5 \frac{1}{1+1}$

Continuous $X \in [0,1]$ uniform, $X \in \mathbb{R}$ gaussian
probability density function \rightarrow derivative of ~~function~~ cumulative distribution function

uniform: $F_X(x) = P(X < x) = \begin{cases} 0 & x < 0 \\ x & 0 \leq x < 1 \\ 1 & x > 1 \end{cases}$ $f_X(x) = F_X'(x) = \begin{cases} 0 & x < 0 \\ 1 & 0 \leq x < 1 \\ 0 & x > 1 \end{cases}$

gaussian: $\frac{1}{2} \left[1 + Q\left(\frac{x-\mu}{\sigma\sqrt{2}}\right) \right]$
 $f_X(x) = \frac{1}{\sigma\sqrt{2\pi}} \exp\left(-\frac{(x-\mu)^2}{2\sigma^2}\right)$

Expected Value: not most-likely (mode)
long-term average of samples from X

discrete $E[X] = \sum_x x p(x)$

continuous $E[X] = \int_{-\infty}^{\infty} x f_X(x) dx$

Variance: measure of statistical dispersion
square of the standard deviation

$Var(X) = E[X^2] - E[X]^2$
 $= E[(X - E(X))^2]$ } $\mu = E(X)$
 $\sigma^2 = Var(X)$

discrete: $Var(X) = \sum_x (x - \mu)^2 p(x)$

continuous: $Var(X) = \int_{-\infty}^{\infty} (x - \mu)^2 f_X(x) dx$

~~Random Variables~~
~~Processes~~
~~RFC - RV changes level~~
~~Examples~~

Joint distributions: X, Y two random variables

independent: no statistical dependency between values / Ex: two die
two tosses of coin
roulette

dependent: values related
knowing value of one changes distribution of other
Ex: X, O
country cards

Joint Distributions

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$P(x, Y)$ = multidimensional function
= $P(x)P(Y)$ if independent

conditional distributions $P(x|Y) \rightarrow$ know value of Y
how affect x ?

$$P(x|Y) = \frac{P(x, Y)}{P(Y)} = P(x) \text{ if indep}$$

Random Sequences

$x[n]$ = random sequence

each value from prob distn

Ex: coin tosses - independent

Ex: $x[n] = nY$ - dependent

- know ~~$x[n]$~~ $x[1]$, know all

vocab ~~stat~~ $x[n]$ stationary if it has the same distribution $\forall n$

$$x[1] \sim \mathcal{N}(0, 1) \Rightarrow x[100] \sim \mathcal{N}(0, 1)$$

i.i.d. \Rightarrow independent, identically distributed
white $\Rightarrow x[a]$ ind $x[b] \forall a \neq b$

i.i.d. \Leftrightarrow white, stationary

Random Process

continuous version of random sequence $\Rightarrow x(t)$

~~stat~~

Ex: white noise $x(t) \sim \mathcal{N}(0, \sigma^2)$ i.i.d.

$x(t) = Y \sin(t) \Rightarrow$ not i.i.d.

Networks: # of packets waiting to be transmitted
in a queue at time t

Markov chains

Random sequence $x[n]$

key property: $x[n]$ depends on $x[n-1]$ but not $x[n-2], \dots, x[0]$

\Rightarrow ~~$P[x[n], x[n-1], \dots, x[1], x[0]] = P[x[n], x[n-1]]$~~

$P[x[n], x[n-1], \dots, x[1], x[0]] = P[x[n], x[n-1]]$

$\Rightarrow P[x[n] | x[n-1], \dots] = P[x[n] | x[n-1]]$

Ex: state machine
 $x \in \{A, B, C\}$



Transition Probability matrix
 \sum of each row = 1

$$Q = \begin{bmatrix} A \rightarrow A & A \rightarrow C \\ C \rightarrow A & C \rightarrow C \end{bmatrix}$$

$$q_{ij} = P[x[n]=j | x[n-1]=i]$$

Let $v[n] = [P[x[n]=A] \quad P[x[n]=B] \quad \dots]$

if $x[n-1]=i$, $P[x[n]=j] = q_{ij}$

$v[n] = v[n-1] Q$

$$= [P_A, P_B] \begin{bmatrix} P_{A \rightarrow A} & P_{A \rightarrow B} \\ P_{B \rightarrow A} & P_{B \rightarrow B} \end{bmatrix}$$

$$= [P_A P_{A \rightarrow A} + P_B P_{B \rightarrow A}, \quad P_A P_{A \rightarrow B} + P_B P_{B \rightarrow B}]$$

induction: $v[n] = v[n-1] Q$
 $= (v[n-2] Q) Q$
 $= v[n-2] Q^2$
 $= v[n-i] Q^i$
 $= v[0] Q^n$

$v[0]$ = initial state dist'n
 \Downarrow
 always start A
 $\Rightarrow [1, 0, \dots, 0]$

Chapman-Kolmogorov Equations

Markov chains

steady-state distribution

long-term, what is the distribution of $X[n]$?

$$\bar{x} = \text{dist of } \lim_{n \rightarrow \infty} X[n]$$

$$P(\bar{x}) = \lim_{n \rightarrow \infty} P^n(x_0)$$

Can solve for as $P(\bar{x}) = P(\bar{x})Q$

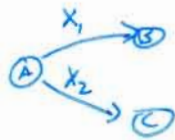
n equations, n unknowns

⇒ multiple solutions, need $v[0]$ to know for sure

Continuous-Time Markov chains

random processes instead of random sequences

stay at current state until jump to new state



- X_1 and X_2 represent random variables indicating transition times

- if $X_1 < X_2$, will jump to B after X_1
 $X_2 < X_1$, will jump to C after X_2

$$P(X_1 = X_2) = 0 \Rightarrow \text{continuous}$$

CTMC typically assume exponential distribution

reason: memoryless.

$$X \sim \text{exp}(\lambda) \Rightarrow P_X(x) = \lambda e^{-\lambda x}$$

$$E[X] = 1/\lambda$$

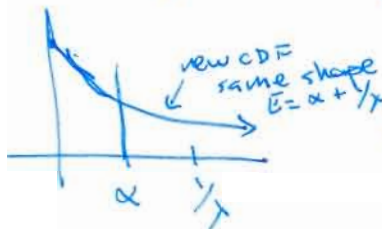
$$1/\lambda = \text{expected time} \Rightarrow \lambda = \text{expected rate}$$

why memoryless?

- α units of time have passed, timer not expired

- expected time $\overset{\text{left}}{1/\lambda} - \alpha$? NO

- expected time $\overset{\text{left}}{\text{still } 1/\lambda}$

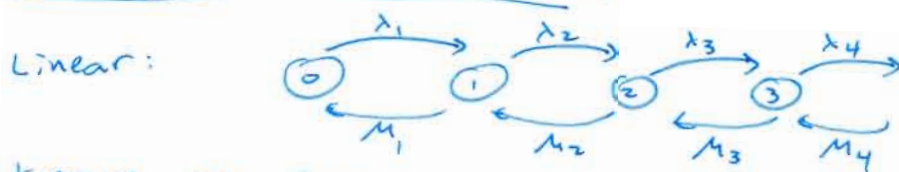


$$P[X > s+t | X > s] = P[X > t]$$

$$P[X > s+t | X > s] = P[X > t]$$

Special Type of Markov chain

(5)



Known as "Birth-Death" process
Represents population

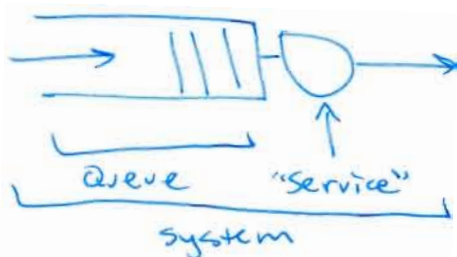
$\lambda_i = \lambda \Rightarrow \lambda = \text{Birth rate}$
 $\mu_i = \mu \Rightarrow \mu = \text{Death rate}$

$\lambda > \mu \Rightarrow$ infinite, long term
 $\lambda < \mu \Rightarrow$ small population
 $\lambda = \mu \Rightarrow$ undefined, finite

Queues

FIFO = First In, First Out

FILO = First In, last out \rightarrow stack



- Number of queue elements is a birth-death process
- birth = new job
- death = service complete

Arrival Process: individual times are exponentially dist
 \Rightarrow Poisson Process

$$P[X(t+\tau) - X(t) = k] = \frac{e^{-\lambda\tau} (\lambda\tau)^k}{k!}$$

Service Process: completion time exponential
Poisson if queue nonempty
- can't finish job if none exist

If arrival and service processes are exponential/Poisson then queue is called "M/M/1"
 \downarrow \downarrow
 Memoryless in/out \rightarrow one server

other types: M = Memoryless
D = ~~Distributive~~ Deterministic
G = General (~~not~~ not memoryless)

multiple servers: 1, n, ∞

Queues

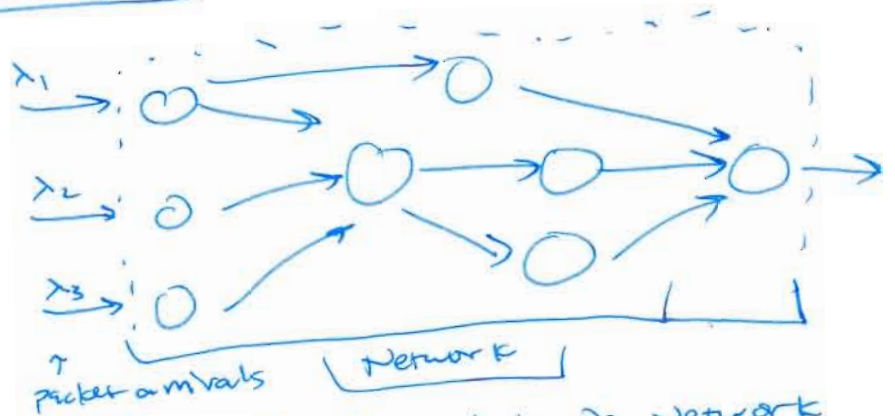
Things of interest: ^{Instant / Avg} Queue length
 Average Time in queue
 Time in system (Q + service)
 Number of people in queue

N = # in ~~queue~~ system
 N_Q = # in queue
 W = avg wait time queue
 T = " " system
 λ = arrival rate
 μ = service rate

Little's Law: $N = \lambda T$ $N_Q = \lambda W$
 ~~$N = \lambda T$~~ $N_Q = N - 1$

Examples

Queues



N = # packets in network
 λ = total arrival rate
 $= \lambda_1 + \lambda_2 + \lambda_3$

Average delay per packet
 $T = \frac{N}{\lambda_1 + \lambda_2 + \lambda_3}$

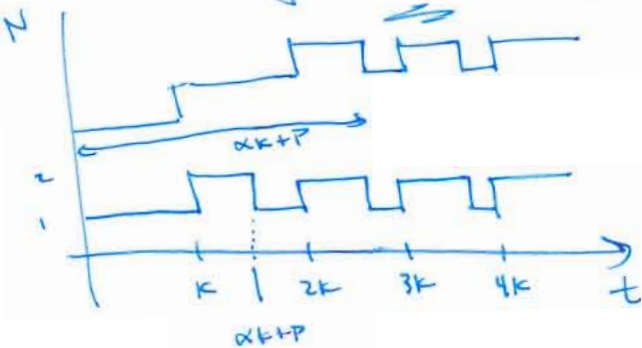
Ex2 k seconds ~~per packet~~ → new packet
~~Each requires a k time to transmit~~
 Each requires a k time to transmit
 $\alpha < 1$ Processing time = P
 Interarrival times const

$T = \alpha k + P$

$\lambda = \frac{1}{k}$

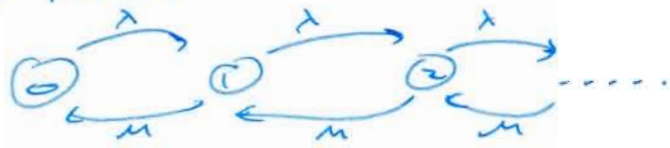
$N = \lambda T = \alpha + \frac{P}{k}$

- only for time averages



D/D/1 queue

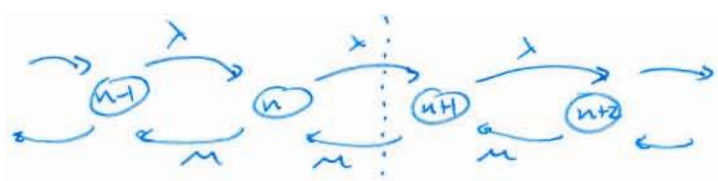
Markov Process



state = # in system = $X(t)$

want to know steady-state distribution

$$P_j = \lim_{t \rightarrow \infty} P[X(t) = j]$$



asymptotically # transitions $n \rightarrow n+1$ are within 1 of transitions $n+1 \rightarrow n$

$$P[n \rightarrow n+1] = P_n \lambda$$

$$P[n+1 \rightarrow n] = P_{n+1} \mu$$

over time $t \Rightarrow P_n \lambda t = P_{n+1} \mu t + \delta$ $\delta = \{0, 1\}$

$\Rightarrow P_n \lambda = P_{n+1} \mu + \frac{\delta}{t}$

$\lim_{t \rightarrow \infty} \frac{\delta}{t} = 0 \Rightarrow$ asymptotically $P_n \lambda = P_{n+1} \mu$

let $\rho = \lambda/\mu \Rightarrow P_{n+1} = \rho P_n$
 $= \rho^2 P_{n-1}$
 $= \rho^3 P_{n-2}$
 \vdots
 $P_n = \rho^n P_0$

prob of all states must sum to 1:

$$1 = \sum_{n=0}^{\infty} P_n = \sum_{n=0}^{\infty} \rho^n P_0 = P_0 \sum_{n=0}^{\infty} \rho^n = \frac{P_0}{1-\rho}$$

for $\rho < 1$

therefore $1-\rho = P_0$

$$P_n = \rho^n (1-\rho)$$

M/M/1 Queue

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Steady-state queue length:

$$N = \lim_{t \rightarrow \infty} E[X(t)]$$

$$= \sum_{n=0}^{\infty} n p_n = \sum_{n=0}^{\infty} n e^{-\rho} (1-e)^n$$

$$= e(1-e) \sum_{n=0}^{\infty} n e^{n-1} \quad \leftarrow \text{derivative of } e^n$$

$$= e(1-e) \frac{d}{de} \left(\sum_{n=0}^{\infty} e^n \right)$$

$$= e(1-e) \frac{d}{de} \left(\frac{1}{1-e} \right) \quad \leftarrow \text{for } \rho < 1$$

$$= e(1-e) \frac{1}{(1-e)^2} = \frac{e}{1-e} = \frac{\lambda}{\mu - \lambda}$$

system wait time per Little's law:

$$T = \frac{N}{\lambda} = \frac{e}{\lambda(1-e)} = \frac{1}{\mu - \lambda}$$

Q wait time

$$W = \frac{1}{\mu - \lambda} - \frac{1}{\mu} = \frac{e}{\mu - \lambda}$$

in Q

$$N_Q = \lambda W = \frac{e^2}{1-e}$$

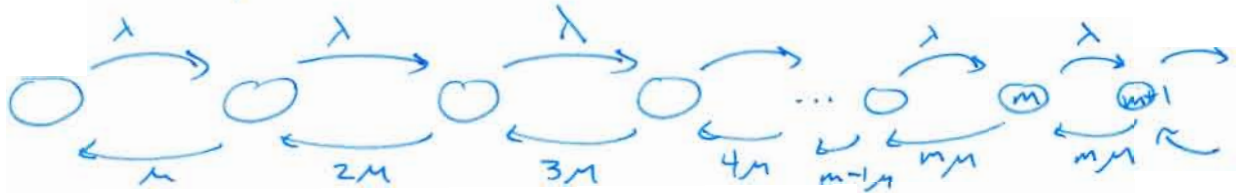
Overall : $\lambda = \lambda$ $N = \frac{\lambda}{\mu - \lambda}$ $T = \frac{1}{\mu - \lambda}$ $W = \frac{e}{\mu - \lambda}$ $N_Q = \frac{e^2}{1-e}$
* where $\rho = \lambda/\mu$

Other types of queues

M/M/m

→ m servers

- ~~telecom~~ ^{nets}: m channels to transmit
- phone: m circuits available



$\rho = \frac{\lambda}{m\mu}$

$P_Q = \text{prob of queuing} = P[X(t) \geq m]$

Erlang $\rightarrow = \frac{P_0 (m\rho)^m}{m! (1-\rho)}$

$P_0 = \left[\sum_{k=0}^{m-1} \frac{(m\rho)^k}{k!} + \frac{(m\rho)^m}{m! (1-\rho)} \right]^{-1}$

$w = \frac{\rho P_Q}{\lambda (1-\rho)}$

$N_Q = \frac{\rho P_Q}{1-\rho}$

$P_n = \begin{cases} P_0 \frac{(m\rho)^n}{n!} & n \leq m \\ P_0 \frac{m^m \rho^n}{m!} & n > m \end{cases}$

$T = \frac{1}{\mu} + w \quad N = m\rho \frac{\rho P_Q}{1-\rho}$

after
M/M/m

M/M/m/m → no queuing, (m+1)th call is dropped

$P_m = \frac{(\lambda/\mu)^m / m!}{\sum_{n=0}^m (\lambda/\mu)^n / n!}$

Erlang-B

M/M/1/m → Finite storage



$P_n = P_0 e^{-\rho}$

states \leq to 1 $1 = \sum_{n=0}^m P_n = P_0 \sum_{n=0}^m e^{-\rho} = P_0 \left(\frac{e(1-e^{m+1})}{1-e} \right)$

$P_0 = \frac{1-e}{1-e^{m+1}}$

$P_n = \frac{e^n (1-e)}{1-e^{m+1}}$

$0 \leq n \leq m$

$$N = \sum_{n=0}^m n p_n = \sum_{n=0}^m n \frac{e^n (1-e)}{1-e^{m+1}} = \frac{e(1-e)}{1-e^{m+1}} \sum_{n=0}^m n e^{n-1}$$

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$$= \frac{e(1-e)}{1-e^{m+1}} \frac{d}{de} \left(\frac{e(1-e^m)}{1-e} \right)$$

$$= \frac{e^{m+1}(me - m - 1) - e^3 + e^2 + e}{(1-e)(1-e^{m+1})}$$