1 Linearity

Solve each of the following problems using linearity of expectation. Explain your methods clearly.

(a) In an arcade, you play game A 10 times and game B 20 times. Each time you play game A, you win with probability $1/3$ (independently of the other times), and if you win you get 3 tickets (redeemable for prizes), and if you lose you get 0 tickets. Game B is similar, but you win with probability $1/5$, and if you win you get 4 tickets. What is the expected total number of tickets you receive?

(b) A monkey types at a 26-letter keyboard with one key corresponding to each of the lower-case English letters. Each keystroke is chosen independently and uniformly at random from the 26 possibilities. If the monkey types 1 million letters, what is the expected number of times the sequence "book" appears?

2 Ball in Bins

You are throwing k balls into n bins. Let X_i be the number of balls thrown into bin i.

(a) What is $\mathbb{E}[X_i]$?

(b) What is the expected number of empty bins?

(c) Define a collision to occur when two balls land in the same bin (if there are n balls in a bin, count that as $n-1$ collisions). What is the expected number of collisions?

3 Swaps and Cycles

We'll say that a permutation $\pi = (\pi(1), \ldots, \pi(n))$ contains a *swap* if there exist $i, j \in \{1, \ldots, n\}$ so that $\pi(i) = j$ and $\pi(j) = i$.

(a) What is the expected number of swaps in a random permutation?

(b) In the same spirit as above, we'll say that π contains a *s-cycle* if there exist $i_1, \ldots, i_s \in \{1, \ldots, n\}$ with $\pi(i_1) = i_2, \pi(i_2) = i_3, \ldots, \pi(i_s) = i_1$. Compute the expectation of the number of s-cycles.