2 Discrete Random Variables

Big picture: We have a probability space $(\Omega, \mathcal{F}, P)$. Let $X$ be a real-valued function on $\Omega$. Each time we do the experiment we get some outcome $\omega$. We can then evaluate the function on this outcome to get a real number $X(\omega)$. So $X(\omega)$ is a random real number. It is called a random variable, or just RV. We can define events in terms of $X$, e.g., $X \geq 4$, $X = 2$, ... We would like to compute the probability of such events.

Example: Roll a dice 10 times. We take $\Omega$ to be all 10-tuples whose entries are 1, 2, 3, 4, 5 or 6. Let $X =$ sum of the 10 rolls, $Y =$ the number of rolls with a 3. These are two random variables.

Example: A computer has a random number generator which generates random real numbers in the interval $[0, 1]$. We generate two random numbers and let $X$ be their sum. $X$ is a random variable.

In this course RV’s will come in two flavors - discrete and continuous. For purposes of this course, a RV is discrete if its range is finite or countable, and is continuous otherwise.

Very important idea: The sample space $\Omega$ may be quite large and complicated. But we may only be interested in one or a few RV’s. We would like to be able to extract all the information in the probability space $(\Omega, \mathcal{F}, P)$ that is relevant to our random variable(s), and forget about the rest of the information contained in the probability space.

2.1 Probability mass function

Definition 1. A discrete random variable $X$ on a probability space $(\Omega, \mathcal{F}, P)$ is a function $X \rightarrow \mathbb{R}$ such that the range of $X$ is finite or countable and for $x \in \mathbb{R}$, $\{\omega \in \Omega : X(\omega) = x\} \in \mathcal{F}$. The probability mass function (pmf) $f(x)$ of $X$ is the function on $\mathbb{R}$ given by

$$f(x) = P(X = x) = P(\{\omega \in \Omega : X(\omega) = x\})$$

Notation/terminology: If we have more than one RV, then we have more than one pmf. To distinguish them we use $f_X(x)$ for the pmf for $X$, $f_Y(x)$ for the pmf for $Y$, etc. Sometimes the pmf is called the “density function” and sometimes the “distribution of $X$.” The latter is really confusing as the term “distribution function” refers to something else.
**Example:** Roll two four sided dice. Let $X$ be their sum. It is convenient to give the pmf of $X$ in a table.

<table>
<thead>
<tr>
<th>$x$</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>$f_X(x)$</td>
<td>1/16</td>
<td>2/16</td>
<td>3/16</td>
<td>4/16</td>
<td>3/16</td>
<td>2/16</td>
<td>1/16</td>
</tr>
</tbody>
</table>

The next theorem says that the probability mass function realizes our goal of capturing all the information in the probability space that is relevant to $X$. The theorem says that we can compute the probability of an event defined just in terms of $X$ from just the pmf of $X$. We don’t need $P$.

**Theorem 1.** Let $X$ be a discrete RV. Let $A \subset \mathbb{R}$. (Note that $A$ is not an event, but $X \in A$ is.) Then

$$P(X \in A) = \sum_{x \in A} f(x)$$

The sum above merits some comment. We might as well just sum over the values $x$ which are in $A$ and in the range of $X$ since if they are not in the range, then $f(x) = 0$. So the sum of the nonzero terms in the above is countable or finite.

**Proof.** The proof of the theorem is trivial. First note that if we replace $A$ by its intersection with the range of $X$, then the event $X \in A$ does not change and the sum in the theorem does not change since $f_X(x) = 0$ when $x$ is not in the range of $X$. So we might as well assume that $A$ is a subset of the range of $X$. In particular this means $A$ is finite or countable. We can write the event $X \in A$ as the disjoint union over $x \in A$ of the events $X = x$. These events are disjoint, so by the countable additivity property

$$P(X \in A) = P(\cup_{x \in A}\{X = x\}) = \sum_{x \in A} P(X = x) = \sum_{x \in A} f(x)$$

**Another very important idea:** Suppose we have two completely different probability spaces $(\Omega_1, \mathcal{F}_1, P_1)$ and $(\Omega_2, \mathcal{F}_2, P_2)$, and RV’s $X_1$ on the first and $X_2$ on the second. Then it is possible that $X_1$ and $X_2$ have the same
range and identical pmf’s, i.e., \( f_{X_1}(x) = f_{X_2}(x) \) for all \( x \). If we only look at \( X_1 \) and \( X_2 \) when we do the two experiments, then we won’t be able to tell the experiments apart.

**Definition 2.** Let \( X_1 \) and \( X_2 \) be random variables which are not necessarily defined on the same probability space. If \( f_{X_1}(x) = f_{X_2}(x) \) for all \( x \), then we say \( X_1 \) and \( X_2 \) are identically distributed.

If you are a mathematician, a natural question is what functions can be pmf’s? The following theorem gives an answer

**Theorem 2.** Let \( x_1, x_2, x_3, \ldots \) be a finite or countable set of real numbers. Let \( p_1, p_2, p_3, \ldots \) be positive numbers with \( \sum_n p_n = 1 \). Then there exists a probability space \((\Omega, F, P)\) and a random variable \( X \) on \( \Omega \) such that the range of \( X \) is \( \{x_1, x_2, \ldots\} \) and the pmf of \( X \) is given by \( f_X(x_i) = p_i \).

### 2.2 Discrete RV’s - catalog

Since different experiments and random variables can give rise to the same probability mass functions, it is possible that certain pmf’s come up a lot in applications. This is indeed the case, so we begin to catalog them.

**Bernoulli RV** (one parameter \( p \in [0, 1] \)) This is about as simple as they get. The RV \( X \) only takes on the values 0 and 1.

\[
p = P(X = 1), \quad 1 - p = P(X = 0)
\]

We can think of this as coming from a coin with probability \( p \) of heads. We flip it only once, and \( X = 1 \) corresponds to heads, \( X = 0 \) to tails. It is standard to refer to the outcome with \( X = 1 \) as success and the outcome with \( X = 0 \) as failure.

**Binomial RV** (two parameters: \( p \in [0, 1] \), positive integer \( n \)) The range of the random variable \( X \) is \( 0, 1, 2, \ldots, n \).

\[
P(X = k) = \binom{n}{k} p^k (1 - p)^{n-k}
\]

Think of flipping an unfair coin \( n \) times. \( p \) is the probability of heads on a single flip and \( X \) is the number of head we get out of the \( n \) flips. The parameter \( n \) is often called the “number of trials.”
We review some stuff. The notation \((n \choose k)\) is read “n choose k”. It is defined by
\[
\binom{n}{k} = \frac{n!}{k!(n-k)!} = \frac{n(n-1)(n-2) \cdots (n-k+1)}{k!}
\]
It gives the number of ways of picking a subset of \(k\) objects out of a set of \(n\) distinguishable objects. (Note that by saying a “subset” of \(k\) objects, we mean that we don’t care about the ordering of the \(k\) objects.) The binomial theorem is the algebraic identity
\[
(x + y)^n = \sum_{k=0}^{n} \binom{n}{k} x^k y^{n-k}
\]
We derive the formula for \(P(X = k)\) as follows. An outcome that contributes to the event \(X = k\) must have \(k\) heads and \(n-k\) tails. The probability of any one such sequence of flips is \(p^k(1-p)^{n-k}\). We need to figure out how many such sequences there are. This is the same as the following counting problem. We have \(k\) H’s and \(n-k\) T’s and we have to arrange them in a line. There are \(\binom{n}{k}\) ways to choose the positions for the H’s and then the T’s have no freedom - they go into the remaining empty slots.

**Poisson RV** (one parameter: \(\lambda > 0\)) The range of the random variable \(X\) is 0, 1, 2, \(\cdots\).

\[
P(X = k) = \frac{\lambda^k e^{-\lambda}}{k!}
\]
Note that
\[
\sum_{k=0}^{\infty} \frac{\lambda^k}{k!} = e^{\lambda}
\]
which implies that the sum of the \(P(X = k)\) is 1 as it should be. There is no simple experiment that produces a Poisson random variable. But it is a limiting case of the binomial distribution and it occurs frequently in applications.

**Geometric** (one parameter: \(p \in [0, 1]\)) The range of the random variable \(X\) is 1, 2, \(\cdots\).

\[
P(X = k) = p(1-p)^{k-1}
\]
Check that the sum of these probabilities is 1. Think of flipping an unfair coin with $p$ being the probability of heads until we get heads for the first time. Then $X$ is the number of flips (including the flip that gave heads.)

**Caution:** Some books use a different convention and take $X$ to be the number of tails we get before the first heads. In that case $X = 0, 1, 2, \ldots$ and the pmf is different.

**Negative binomial** (two parameters: $p \in [0, 1]$ and a positive integer $n$)

The range of the random variable $X$ is $n, n + 1, n + 2, n + 3, \ldots$

$$P(X = k) = \binom{k - 1}{n - 1} p^n (1 - p)^{k-n}$$

Think of an unfair coin with probability $p$ of heads. We flip it until we get heads a total of $n$ times. Then we take $X$ to be the total number of flips including the $n$ heads. So $X$ is at least $n$.

We derive the formula as follows. If $X = k$ then there are a total of $k$ flips. Out of them, exactly $n$ are heads. One of these heads must occur on the last ($k$th) flip. For a particular such sequence the probability is $p^n (1 - p)^{k-n}$. We need to count how many such sequences there are. The $k$th flip must be heads. The first $k - 1$ flips contain $n - 1$ heads and $k - n$ tails. They can be in any arrangement. So there are $\binom{k-1}{n-1}$ such sequences of them.

### 2.3 Functions of discrete RV’s

Recall that if $X$ is a RV, then it is a function from the sample space $\Omega$ to the real numbers $\mathbb{R}$. Now let $g(x)$ be a function from $\mathbb{R}$ to $\mathbb{R}$. Then $Y = g(X)$ is a new random variable. Note that what we are doing is composing two functions. The notation hides the arguments of the functions. We have $Y(\omega) = g(X(\omega))$. What is the probability mass function of $Y$? As we will see, this is a relatively simple computation. When we come to continuous random variables it will be more involved.

**Proposition 1.** Let $X$ be a random variable, $g$ a function from $\mathbb{R}$ to $\mathbb{R}$. Define a new random variable by $Y = g(X)$. Then the pmf function of $Y$ is given by

$$f_Y(y) = \sum_{x: g(x) = y} f_X(x) = \sum_{x \in g^{-1}(y)} f_X(x)$$
Proof. By definition $f_Y(y)$ is $P(Y = y)$. The event is the disjoint union of the events $X = x$ where $x$ ranges over $x$ such that $g(x) = y$. More verbosely,

$$\{\omega : Y(\omega) = y\} = \bigcup_{x:g(x)=y} \{\omega : X(\omega) = x\}$$

The formula in the proposition follows.

Example Roll a four-sided die twice. Let $X$ be the first roll minus the second roll. Let $Y = X^2$. Find the pmf of $X$ and use it to find the pmf of $Y$.

2.4 Expected value

We start with a really simple example. Suppose that a RV $X$ only takes on the three values 1, 2, 3 and the pmf is given in the table. We do the experiment a million times and record the one million values of $X$ that we get. Then we average these million numbers. What do we get? In our list of one million values of $X$, we will get approximately 200,000 that are 1, approximately 500,000 that are 2, and approximately 300,000 that are 3. So the average will be approximately

$$\frac{0.2 \times 10^6 \times 1 + 0.5 \times 10^6 \times 2 + 0.3 \times 10^6 \times 3}{10^6} = 0.2 \times 1 + 0.5 \times 2 + 0.3 \times 3$$

More generally, if we have a discrete RV $X$ and we repeat the experiment $N$ times, we will get $X = x$ approximately $f_X(x)N$ times. So the average will be

$$\frac{\sum_x x f_X(x)N}{N} = \sum_x x f_X(x)$$

So we make the following definition.

Definition 3. Let $X$ be a discrete RV with probability mass function $f_X(x)$. The expected value of $X$, denoted $E[X]$ is

$$E[X] = \sum_x x f_X(x)$$
provided that

$$\sum_x |x| f_X(x) < \infty$$

Terminology/notation The expected value is also called the mean of $X$. Sometimes $\mathbb{E}[X]$ is just written $\mathbb{E}X$. When the above does not converge absolutely, we say the mean is not defined.

Example: Roll a six-sided die and let $X$ be the number you get. Compute $\mathbb{E}X$. Compute $\mathbb{E}[X^2]$.

Example: Roll a four-sided die twice and let $X$ be the first roll minus the second roll. Find $\mathbb{E}[X]$ and $\mathbb{E}[X^2]$.

Next we compute the means of the random variables in our catalog.

Bernoulli

$$\mathbb{E}[X] = 0 \times (1 - p) + 1 \times p = p$$

Poisson

$$\mathbb{E}[X] = \sum_{n=0}^{\infty} n \frac{\lambda^n}{n!} e^{-\lambda} = \sum_{n=1}^{\infty} \frac{\lambda^n}{(n-1)!} e^{-\lambda} = e^{-\lambda} \lambda \sum_{n=1}^{\infty} \frac{\lambda^{n-1}}{(n-1)!}$$

$$= e^{-\lambda} \lambda \sum_{n=0}^{\infty} \frac{\lambda^n}{n!} = e^{-\lambda} \lambda e^\lambda = \lambda$$

Geometric One of the homework problems will be to compute the mean of the geometric distribution. You should find $\mathbb{E}[X] = 1/p$.

Binomial We will show that $\mathbb{E}[X] = np$. We have

$$\mathbb{E}[X] = \sum_{k=0}^{n} k \binom{n}{k} p^k (1-p)^{n-k} = \sum_{k=0}^{n} k \frac{n!}{k!(n-k)!} p^k (1-p)^{n-k}$$

$$= \sum_{k=1}^{n} \frac{n!}{(k-1)! (n-k)!} p^k (1-p)^{n-k}$$

$$= np \sum_{k=1}^{n} \frac{(n-1)!}{(k-1)!(n-k)!} p^{k-1} (1-p)^{n-k}$$
\[
= np \sum_{k=1}^{n} \binom{n-1}{k-1} p^{k-1} (1-p)^{n-k}
\]
\[
= np \sum_{k=0}^{n-1} \binom{n-1}{k} p^{k} (1-p)^{n-1-k} = np
\]

The last sum is 1 since this is just the normalization condition for the binomial RV with \(n-1\) trials.

Suppose \(X\) is a RV and \(g : \mathbb{R} \rightarrow \mathbb{R}\). As before we define a new random variable by \(Y = g(X)\). Suppose we know the probability mass function of \(X\) and we want to compute the mean of \(Y\). The long way to do this is to first work out the probability mass function of \(Y\) and then compute the mean of \(Y\). However, there is a shortcut.

**Theorem 3.** (Law of the unconscious statistician) Let \(X\) be a discrete RV, \(g\) a function from \(\mathbb{R}\) to \(\mathbb{R}\). Define a new RV by \(Y = g(X)\). Let \(f_X(x)\) be the pmf of \(X\). Then

\[
E[Y] = E[g(X)] = \sum_x g(x) f_X(x)
\]

**Proof.** We start with the definition of \(EY\):

\[
EY = \sum_y y f_Y(y)
\]

By a previous theorem we can write the pmf for \(Y\) in terms of the pmf for \(X\):

\[
\sum_y y f_Y(y) = \sum_y y \sum_{x : g(x) = y} f_X(x) = \sum_y \sum_{x : g(x) = y} g(x) f_X(x)
\]

Every \(x\) in the range of \(X\) appears in the right side exactly once. So this can be written as

\[
\sum_x g(x) f_X(x)
\]
**Example** We continue a previous example. Roll a four-sided die twice. Let $X$ be the first roll minus the second roll. Let $Y = X^2$. Find $E[Y]$.

**Definition 4.** The variance of $X$ is

$$var(X) = E[(X - \mu)^2]$$

where $\mu = E[X]$. The standard deviation of $X$ is $\sqrt{var(X)}$. The variance is often denoted $\sigma^2$ and the standard deviation by $\sigma$. The mean of $X$, i.e., $E[X]$ is also called the first moment of $X$. The $k$th moment of $X$ is $E[X^k]$.

Here are the variances of the RV’s in our catalog:

**Binomial:** $\sigma^2 = np(1-p)$

**Geometric:** $\sigma^2 = \frac{1-p}{p^2}$

**Poisson:** $\sigma^2 = \lambda$

**Negative binomial:** $\sigma^2 = n\frac{1-p}{p^2}$

The expected value has a lot of useful properties.

**Theorem 4.** Let $X, Y$ be discrete RV’s with finite mean. Let $a, b \in \mathbb{R}$.

1. $E[aX + bY] = aE[X] + bE[Y]$
2. If $X = b$, $b$ a constant, then $E[X] = b$.
3. If $P(a \leq X \leq b) = 1$, then $a \leq E[X] \leq b$.
4. If $g(X)$ and $h(X)$ have finite mean, then $E[g(X) + h(X)] = E[g(X)] + E[h(X)]$

**Proof.** GAP !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

**Remarks:**

1. The above properties will also hold for the expected value of continuous random variables.
2. The first property says the expected value is a linear operation.
Proposition 2. If $X$ has finite first and second moments, then

$$\text{var}(X) = \mathbb{E}[X^2] - (\mathbb{E}[X])^2$$

and

$$\text{var}(aX + b) = a^2 \text{var}(X), \quad a, b \in \mathbb{R}$$

Proof. GAP !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

Example: A random variable $X$ has mean 2 and variance 4. Let $Y = 3X - 2$. Find the mean and variance of $X$.

2.5 Conditional expectation

Recall the definition of conditional probability. The probability of $A$ given that $B$ happens is

$$P(A|B) = \frac{P(A \cap B)}{P(B)}$$

Fix an event $B$. If we define a function $Q$ on events by $Q(A) = P(A|B)$, then we showed before that this defines a new probability measure. So if we have a RV $X$, then we can consider its probability mass function with respect to the probability measure $Q$. And so we can compute its expected value with respect to this new pmf. This is called the conditional expectation of $X$ given $B$. The formal definition follows.

Definition 5. Let $X$ be a discrete RV. Let $B$ be an event with $P(B) > 0$. The conditional probability mass function of $X$ given $B$ is

$$f(x|B) = P(X = x|B)$$

The conditional expectation of $X$ given $B$ is

$$\mathbb{E}[X|B] = \sum_x x f(x|B)$$

(provided $\sum_x |x| f(x|B) < \infty$).
Example: Roll a six-sided die. Let $X$ be the number on the die. Find $E[X]$ and $E[X | X \text{ is odd}]$. 

Recall that the partition theorem gave a formula for the probability of an event $A$ in terms of conditional probabilities of $A$ given the events in a partition. There is a similar partition theorem for the expected value of a RV. It is useful when it is hard to compute the expected value of $X$ directly, but it is relatively easy if we know something about the outcome of the experiment.

**Theorem 5.** Let $B_1, B_2, B_3, \ldots$ be a finite or countable partition of $\Omega$. (So $\cup_k B_k = \Omega$ and $B_k \cap B_l = \emptyset$ for $k \neq l$.) We assume also that $P(B_k) > 0$ for all $k$. Let $X$ be a discrete random variable. Then

$$E[X] = \sum_k E[X | B_k] P(B_k)$$

provided that all the expected values are defined.

**Remark** Note that if $B$ is an event with $0 < P(B) < 1$, then the theorem applies to the partition with two events : $B$ and $B^c$. So we have

$$E[X] = E[X | B] P(B) + E[X | B^c] P(B^c)$$

**Example:** Roll a four-sided die. Look at the number we get and flip a fair coin that many times. What is the expected value of the number of heads?

**Example:** Roll a die until we get a 6. Let $X$ be the number of 1’s we got before the 6 came up. Find $E[X]$. If we know how many rolls it took to get the 6, then this is a pretty easy expected value to compute. So we define our partition by looking at the number of rolls. Let $N$ be the number of rolls (including the final 6). Note that $N$ has a geometric distribution with $p = 1/6$. Consider $E[X | N = n]$. This amount to computing the expected value of $X$ in a modified experiment. In the modified experiment it takes exactly $n$ rolls to get the first 6. So the first $n-1$ rolls can be 1, 2, 3, 4 or 5, and the $n$th roll is a 6. The pmf for $X$ given $N = n$ is a binomial distribution with $n-1$ trials and $p = 1/5$. So $E[X | N = n] = (n-1)/5$. Thus using the partition theorem

$$E[X] = \sum_{n=1}^{\infty} E[X | N = n] P(N = n) = \sum_{n=1}^{\infty} \frac{n-1}{5} P(N = n)$$
We know that
\[ P(N = n) = \left(\frac{5}{6}\right)^{n-1} \frac{1}{6} \]

We could plug this into the above and try to compute the series. Instead we do something a bit more clever.

\[
\sum_{n=1}^{\infty} \frac{n-1}{5} P(N = n) = \frac{1}{5} \sum_{n=1}^{\infty} n P(N = n) - \frac{1}{5} \sum_{n=1}^{\infty} P(N = n) = \frac{1}{5} E[N] - \frac{1}{5} = \frac{1}{5}(6-1) = 1
\]

Proof. Prove the partition theorem. \( \square \)

The following example is done in the language of gambling and is typically referred to as the “gambler’s ruin” problem. But it comes up in a variety of settings and is an important example.

**Example (Gambler’s ruin):** There is a game with two players, A and B. Each time they play, the probability that A wins is \( p \), the probability B wins is \( 1 - p \). The player that loses pays the winner 1$. At the start, player A has \( a \) dollars and player B has \( b \) dollars. They play until one player is broke. (No ATM.) The first question we study is what is the probability that A wins the game overall, i.e., B goes broke. Note that the total amount of money in the game is always \( a + b \). We will let \( n = a + b \).

Let \( A \) denote the event that player A wins the overall game and let \( A_1 \) be the event that player A wins the first game. By the partition theorem,

\[ P(A) = P(A|A_1) P(A_1) + P(A|A_1^c) P(A_1^c) = pP(A|A_1) + (1 - p)P(A|A_1^c) \]

Look at \( P(A|A_1) \). We know that A won the first game. After this first game, A has \( a + 1 \) dollars and B has \( b - 1 \) dollars. So \( P(A|A_1) \) is just the probability A wins when A starts with \( a + 1 \) dollars and B starts with \( b - 1 \) dollars. So we consider a bunch of experiments, indexed by \( k = 0, 1, 2, \cdots, a + b \). In experiment \( k \), player A starts with \( k \) dollars and player B starts with \( n - k \) dollars. Each experiment has a different probability measure and so we \( P_k \) to denote the probability measure for experiment \( k \). Our original probability measure \( P \) is \( P_a \). So (1) says

\[ P_a(A) = pP_a(A|A_1) + (1 - p)P_a(A|A_1^c) \]
We have seen that $P_a(A|A_1) = P_{a+1}(A)$. Likewise $P_a(A|A_1^c) = P_{a-1}(A)$. So we have a recursion relation:

$$P_a(A) = pP_{a+1}(A) + (1-p)P_{a-1}(A)$$

Letting $p_a$ stand for $P_a(A)$, the probability A wins the overall game, we have to solve the system of linear equations

$$p_a = pp_{a+1} + (1-p)p_{a-1}$$

Note that $p_0 = 0$ and $p_n = 1$. One trivial solution of these equations is to take $p_a = c$ for some constant $c$. This does not satisfy the boundary conditions.

We rewrite our equation as

$$0 = p(p_{a+1} - p_a) - (1-p)(p_a - p_{a-1})$$  \hspace{1cm} (1)

and think of it as a system of equations for the differences $p_{a+1} - p_a$. In the special case of $p = 1/2$, a solution is given by taking the differences to be constant: $p_{a+1} - p_a = d$. Since $p_0 = 0$ this gives $p_a = da$. To satisfy $p_n = 1$ we have to take $d = 1/n$. So we find $p_a = a/n$. When $p \neq 1/2$ we look for a solution of the form $p_a - p_{a-1} = \lambda^a$. (This is similar to looking for a solution to a constant coef differential equation that is an exponential function.) Plugging this into (1) we get

$$0 = p\lambda^{a+1} - (1-p)\lambda^a$$

So we need $\lambda = (1-p)/p$. So

$$p_a - p_{a-1} = c \left( \frac{1-p}{p} \right)^a$$

solves the linear equations. We have $p_a = 0$ and we will need to choose $c$ to make $p_n = 1$. Summing the above,

$$p_a = \sum_{k=1}^{a} (p_k - p_{k-1}) = c \sum_{k=1}^{a} \left( \frac{1-p}{p} \right)^k = c \frac{1-p}{p} \frac{1-\left( \frac{1-p}{p} \right)^a}{1-\left( \frac{1-p}{p} \right)}$$

Choosing $c$ to make $p_n = 1$ we get

$$p_a = \frac{1 - \left( \frac{1-p}{p} \right)^a}{1 - \left( \frac{1-p}{p} \right)^n}$$

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Now we want to find the expected number of games they play. Let $X$ be the number of games they play. Let $A_1$ be the event that player $A$ wins the first game. By the partition theorem,

$$E[X] = E[X|A_1]P(A_1) + E[X|A_1^c]P(A_1^c)$$

Look at $E[X|A_1]$. We know that $A$ won the first game. After this first game, $A$ has $a + 1$ dollars and $B$ has $b - 1$ dollars. So $E[X|A_1]$ is $1$ plus the expected number of games when $A$ starts with $a + 1$ dollars and $B$ starts with $b - 1$ dollars. So we consider a bunch of experiments, indexed by $k = 0, 1, 2, \cdots, a + b$. In experiment $k$, player $A$ starts with $k$ dollars and player $B$ starts with $a + b - k$ dollars. Each experiment has a different probability measure and so random variables have different expected values in the different experiments. So we use $E_k[X]$ to denote the expected value of $X$ in the $k$th experiment. Then we have

$$E_k[X|A_1] = 1 + E_{k+1}[X]$$

Similarly,

$$E_k[X|A_1^c] = 1 + E_{k-1}[X]$$

So (2) becomes

$$E_k[X] = (1 + E_{k+1}[X])p + (1 + E_{k-1}[X])(1 - p)$$

We let $m_k = E_k[X]$. Then we have

$$m_k = 1 + pm_{k+1} + (1 - p)m_{k-1}$$

This equation is true for $0 < k < a + b$. Note that $m_0 = 0$ since this is the experiment where $A$ starts off broke, $m_{a+b} = 0$ since this is the experiment where $B$ starts off broke.

We now have a big system of linear equations in the unknowns $m_k$, $k = 0, 1, \cdots, a + b$. Rewrite the equations as

$$1 = (1 - p)(m_k - m_{k-1}) - p(m_{k+1} - m_k)$$

Our strategy will use ideas from solving linear differential equations. The above is an inhomogeneous difference equation. The corresponding homogeneous difference equation is

$$0 = (1 - p)(m_k - m_{k-1}) - p(m_{k+1} - m_k)$$  \hspace{1cm} (2)
If we can find one particular solution of the inhomogeneous equation and the general solution of the homogeneous equation, then we get the general solution of the inhomogeneous equation by adding them together.

We guess a solution of the inhomogeneous equation. Try \( m_k - m_{k-1} = c \). This works if \( 1 = (1 - p)c - pc \), and so \( c = 1/(1 - 2p) \).

For the homogeneous equation we look for a solution of the form

\[
m_k - m_{k-1} = c^k
\]

(This is similar to looking for a solution to a constant coefficient differential equation that is an exponential function.) Plug this into (2) and you find it works if \( c = (1 - p)/p \). So the general solution to the original problem is given by

\[
m_k - m_{k-1} = \frac{1}{1 - 2p} + \alpha \left( \frac{1 - p}{p} \right)^k
\]

where \( \alpha \) is arbitrary so far. We have \( m_0 = 0 \), so

\[
m_k = \sum_{j=1}^{k} (m_j - m_{j-1}) = \sum_{j=1}^{k} \left[ \frac{1}{1 - 2p} + \alpha \left( \frac{1 - p}{p} \right)^k \right]
\]

We use the algebraic formula

\[
\sum_{j=0}^{n} r^j = \frac{1 - r^{n+1}}{1 - r}
\]

to sum the series. After some algebra we get

\[
m_k = \frac{k}{1 - 2p} + \alpha \frac{1 - p}{2p - 1} \left[ 1 - \left( \frac{1 - p}{p} \right)^k \right]
\]

The value of \( \alpha \) is determined by the “boundary condition” \( m_{a+b} = 0 \). Some algebra then gives

\[
m_k = \frac{k}{1 - 2p} + \frac{a + b}{2p - 1} \frac{1 - \left( \frac{1 - p}{p} \right)^k}{1 - \left( \frac{1 - p}{p} \right)^{a+b}}
\]