# MA3238 Finals Cheatsheet

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$$E[\text{games played}] = \frac{1}{(p-q)} \left[ \frac{N(1-(q/p)^k)}{1-(q/p)N} - k \right]$$
  
A drunk man will find his home, but a drunk bird may get lost forever.

Accessibility: For a stationary MC  $\{X_n, n = 0, 1, 2, \ldots\}$  with transition probability matrix P, state j is said to be accessible from state i, denoted by

 $i \to j$ , if  $P_{ij}^{(m)} > 0$  for some  $m \ge 0$ .

Communication: If two states i and j are accessible from each other, i.e.,  $i \rightarrow j$  and  $j \rightarrow i$ , then they are said to communicate, denoted by  $i \leftarrow j j$ . Reducibility: An MC is irreducible if ALL the states communicate with one another (i.e,. there is a single communication class). Otherwise, the chain is said to be reducible (more than one communication class).

Return Probability: For any state *i*, recall the probability that starting from

state *i* and returns at *i* at the *n*th transition is that:  $P_{ii}^{(n)} = P(X_n = i|X_0 = i)$ . By definition,  $P_{ii}^{(0)} = 1$ ,  $P_{ii}^{(1)} = P_{ii}$ . **First Return Probability:** For any state *i*, define the probability that starting from state *i*, the first return to *i* is at the *n*th transition:

 $f_{ii}^{(n)} = P(X_1 \neq i, X_2 \neq i, \dots, X_{n-1} \neq i, X_n = i | X_0 = i).$  We set  $f_{ii} = 0$ . Relationship between Return Probability and First Return Probability:

$$P_{ii}^{(n)} = \sum_{k=0}^{n} f_{ii}^{(k)} P_{ii}^{(n-k)}$$

Note: Recurrency  $\neq P_{ij}^{(n)} \to 1$ .

$$f_{ii} = \sum_{n=0}^{\infty} f_{ii}^{(n)} = \lim_{N \to \infty} \sum_{n=0}^{N} f_{ii}^{(n)}$$

**Recurrent and Transient**: A state *i* is said to be recurrent if  $f_{ii} = 1$ , and transient if  $f_{ii} < 1$ . Number of Revisits:

- If  $f_{ii} < 1$  (i.e., *i* is transient), there is  $E[N_i | X_0 = i] = \frac{f_{ii}}{1 f_{ii}}$  If  $f_{ii} = 1$  (i.e., *i* is recurrent), there is  $E[N_i | X_0 = i] = \infty$
- We also have:
- $P(N_i \ge m | X_0 = i) = f_{ii}^m$  (probability of revisiting the state more than mtimes). (---)

• 
$$E[N_i|X_0 = i] = \sum_{n=1}^{\infty} P_{ii}^{(n)}$$
  
Equivalent Definitions of Recurrence and Transience:

Recurrent 
$$\iff f_{ii} = 1 \iff \sum_{n=1}^{\infty} P_{ii}^{(n)} = \infty \iff E[N_i | X_0 = i] = \infty$$

Transient 
$$\iff f_{ii} < 1 \iff \sum_{n=1}^{N} P_{ii}^{(N)} < \infty \iff E[N_i | X_0 = i] < \infty$$
  
Note:

- If i and j are in the same communication class, then either they are both recurrent or they're both transient.
- Corollary: An MC with finite states must have at least one recurrent class Long Run Performance

**Period**: For a state i, let d(i) be the greatest common divisor of

 $\{n:n \ge 1, P_{i_1}^{(n)} > 0\}$ . If  $\{n:n \ge 1, P_{i_1}^{(n)} > 0\}$  is empty (starting from *i*, the chain will never revisit *i*), then we define d(i) = 0. If d(i) = 1, we call the state *i* to be **aperiodic**. **Periodicity Theorem**:

- 1. If i and j can communicate, d(i) = d(j)
- 2. There is a threshold N such that  $P_{ii}^{(N*d(i))} > 0$ , and for any  $n \ge N$ ,  $P^{(n*d(i))} > 0$
- 3. There is m > 0 such that  $P_{ji}^{(m)} > 0$ , and when n is sufficiently large, we have  $P_{ji}^{(m+nd(i))} > 0$

If all the states in an MC have period = 1, then we say that the MC is aperiodic. **Regular MC**: A Markov Chain with transition probability matrix P is called regular if there exists an integer k > 0 such that all the elements  $P^k$  are strictly positive (non-zero). If a Markov Chain is irreducible, aperiodic, with finite states, then it is a regular

MC

## Main Theorem

: Suppose P is a regular transition probability matrix with states  $S = \{1, 2, \ldots, N\}$ . Then,

- 1. The limit  $\lim_{n\to\infty} p_{ij}^{(n)}$  exists. Meaning, as  $n\to\infty$ , the marginal probability of  $P(X_n = j|X_0 = i)$  will converge to a finite value.
- 2. The limit does not depend on the initial state, and we write:  $\pi_j = \lim_{n \to \infty} P_{ij}^{(n)}$
- 3. The distribution of all of the  $\pi_k$  is a probability distribution, i.e.,  $\sum_{k=1}^{N} \pi_k = 1$ , and this is the limiting distribution

4. The limits  $\pi = (\pi_1, \pi_2, \ldots, \pi_n)$  are the solution of the system of equations:

$$\pi_j = \sum_{k=1}^{N} \pi_k P_{kj}, \quad j = 1, 2, \dots, I$$

$$\sum_{k=1}^{N} \pi_k = 1$$

In matrix form,

 $\pi P = \pi, \qquad \sum^{N} \pi_{k} = 1$ 

5. The limiting distribution  $\pi$  is unique

Interpretations of  $\pi$ 

- $\pi_i$  is the (marginal) probability that the MC is in state j for the long run (regardless of the actual instant of time, and the initial state, hence marginal"). π gives the limit of P<sup>n</sup>
- $\pi$  can be seen as the long run proportion of time in every state. That is,

$$E\left\lfloor \frac{1}{m} \sum_{k=0}^{m-1} I(X_k = j) | X_0 = i \right\rfloor \to \pi_j \text{ as } m \to \infty$$

Until time m (for a large value of m), the chain visits state j around  $m \times \pi_i$  times.

#### Irregular Markov Chain

2 possibilities:

- 1.  $|S| = \infty$  and  $\pi_i = 0$  for all *i* (which means that all the states are transient)
- 2. We find a solution  $\pi$  for  $\pi P = \pi$  (the distribution doesn't "move")

Stationary Distribution A distribution  $(p_1, p_2, ...)$  on S is called a stationary distribution, if it satisfies for all  $i = 1, 2, \dots$  that:  $P(X_n = i) = p_i \implies P(X_{n+1} = i) = p_i$ 

Note that if the initial distribution of  $X_0$  is not  $\pi$ , we cannot claim any results. For a regular MC, the stationary distribution is also a limiting distribution. A key observation is that the stationary distribution must have  $\pi_i = 0$  for all transient states i

#### Long Run Performance for Infinite MCs

First Return Time:  $R_i = \min\{n \ge 1, X_n = i\}$ . In words, it is the first time that the process  $X_n$  returns to *i*. Relationship between first-return time, and first-return probability.

$$J_{Ii} = F(R_i = n | A_0 = i).$$
  
Mean Duration Between Visits

$$m_i = E[R_i | X_0 = i] = \sum_{n=1}^{\infty} nP(R_n = i | X_0 = i) = \sum_{n=1}^{\infty} nf_{ii}^{(n)}$$

Note that we can only define  $m_i$  when  $f_{ii} = 1$ . When we have  $f_{ii} < 1$ , then the probability that there are infinitely many steps between 2 visits is non-zero, and equal to  $1 - f_{ii}$  so the expectation will be infinity (which is not very meaningful).

Limit Theorem For any recurrent irreducible MC, define:

$$m_i = E[R_i|X_0 = i] = \sum_{n=1}^{\infty} n f_{ii}^{(n)}$$

Then.

$$\lim_{n \to \infty} \sum_{k=1}^{n} P_{ij}^{(k)}/n = 1/m_j$$

2. If d = 1, then

$$\lim_{n \to \infty} \sum_{n=1}^{\infty} P_{ij}^{(n)} = 1/m_j$$

3. If d > 1, then

1. For any  $i, j \in S$ ,

$$\lim_{n\to\infty}\sum_{n=1}^{\infty}P_{jj}^{(nd)}=d/m_j$$

Note that the theorem applies for MCs with infinitely many states too! It also applies for periodic MCs.

- Remarks: When  $m_i = \infty$ , the limiting probability at each state is 0, although it is recurrent. We call such a MC to be null recurrent. For example, consider the symmetric random walk with p = 1/2 and no absorbing state. Note that it is still recurrent (there's only one class so it must be recurrent).
  - When m<sub>i</sub> < ∞, the limiting probability at each state is 1/m<sub>i</sub>. In such a case, we call it a positive recurrent MC. e.g. Random walk with p < 1/2(process eventually reaches 0) and "reflection" at 0, i.e.,  $P(X_n = 1 | X_{n-1} = 0) = 1$ 
    - When d > 1, we can only consider the steps nd.
    - When d = 1, the limiting probability is positive, which means that it is a regular MC.

**Probability Review** 

## Definition of Expectation

 $E[X] = \sum_{x \in B_X} x P(X = x)$ 

Property of Expectation:  

$$E[a + bX] = a + b$$

E[a + bX] = a + bE[X]Linearity of Expectation does not require independence - it always holds true.  $E[\sum_{i=1}^{n} X_{i}] = \sum_{i=1}^{n} E[X_{i}]$ 

$$\begin{bmatrix} X_i \end{bmatrix} = \begin{bmatrix} Z \\ i \end{bmatrix} \begin{bmatrix} X_i \end{bmatrix}$$

Minimization of Variance: E[X] is the constant c that minimizes the squared loss  $E[(X - c)^2]$ . Variance

 $Var(X) = E[(X - E(X))^{2}] = E[X^{2}] - (E[X])^{2}$ Properties of Variance:

 $Var(a + bX) = b^2 Var(X)$ Moment Generating Function:

 $M_X(t) = E[e^{tX}]$  There is a 1-1 mapping between X and  $M_X(t),$  i.e, the MGF completely describes the distribution of the distribution of the random variable. Usefulness of MGF:

$$E[X^k] = \frac{d^k}{u^k} M_X(t)|_{t=0}$$

MGF of Linear Transformation of Variable:  $M_{aX+b}(t) = e^{bt} M_X(at)$ 

Joint Distribution  $p_{X,Y}(x,y) = P(X = x, Y = y) = P(\{\omega : X(\omega) = x \land Y(\omega) = y\})$ Marginal Distribution

$$p_X(x) = P(X = x) = \sum_y P(X = x, Y = y) = P(\{\omega : X(\omega) = x\})$$

Covariance Cov(X, Y) = E[(X - E(X))(Y - E(Y))] = E[XY] - E[X]E[Y]Correlation

$$Cor(X,Y) = \frac{Cov(X,Y)}{\sqrt{Var(X)}\sqrt{Var(Y)}}$$

Variance on linear combination of RVs:

Variate on linear combination on two:  $Var(aX + bX) = a^2 Var(X) + b^2 Var(Y) + 2abCov(X, Y)$ When  $X_i$ 's are independent, then  $Var(\sum_{i=1}^n X_i) = \sum_{i=1}^n Var(X_i)$  since the pairwise covariance is zero. Also, when the RVs are independent,

$$M_{\sum_{i=1}^{n} X_{i}}(t) = \prod_{i=1}^{n} M_{X_{i}}(t)$$

That is, under independence of RVs, variance becomes additive and MGF becomes multiplicative.

Conditional Probability

Law of Iterated Expectation

and N is also random. Expectation:

First Step Analysis

Case 1: When p = 1/2,

Case 2: When  $p \neq 1/2$ ,

Express the quantity of interest as:

General Solution to Gambler's Ruin

Variance

$$p_{X|Y}(x|y) = P(X = x|Y = y) = \frac{P(X = x, Y = y)}{P(Y = y)}$$

Multiplication Law

 $p_{X,Y}(x,y) = p_{X|Y}(x|y) \times p_Y(y) = p_{Y|X}(y|x) \times p_X(x)$ Law of Total Probability

$$p_X(x) = \sum p_Y(y) p_{X|Y}(x|y)$$

Bayes Theorem

$$p_{Y|X}(y|x) = \frac{p_{X,Y}(x,y)}{p_{X}(x)} = \frac{p_{X|Y}(x|y) \times p_{Y}(y)}{\sum_{y} p_{Y}(y) p_{X|Y}(x|y)}$$

E[X] = E[E(X|Y)]

**Random Sum:**  $Y = \sum_{i=1}^{N} X_i$  where  $X_i$ 's are i.i.d with mean  $\mu$  and variance  $\sigma^2$ ,

 $E[Y] = \mu E[N]$ 

 $Var(Y) = \sigma^2 E[N] + \mu^2 Var(N)$ 

terest as:  $a_i = E[\sum_{n=0}^T g(X_n) | X_0 = i]$ 

$$\begin{split} \mathbf{P}(\mathrm{broke}) &= 1 - \frac{k}{N} \\ E[\mathrm{games \ played}] &= k(N-k) \end{split}$$

 $P(broke) = 1 - \left(\frac{1 - (q/p)^k}{1 - (q/p)^k}\right)$ 

**Conditional Independence** We say  $X \perp Y$  given Z if for any x, y, z: P(X = x, Y = y | Z = z) = P(X = x | Z = z)P(Y = y | Z = z)Note: Independence and Conditional Independence are unrelated.

Law of Total Variance Var(X) = E[Var(X|Y)] + Var(E[X|Y])

for every state i, and see what happens after one-step transitions.

Moment Generating Function:  $M_{\boldsymbol{Y}}(t) = M_N(ln(M_{\boldsymbol{X}}(t)))$ 

## Basic Limit Theorem

For a positive recurrent ( $m_j < \infty$ ), irreducible, and aperiodic MC, ( --- )

$$\lim_{n \to \infty} P_{ij}^{(n)} = \lim_{n \to \infty} P_{jj}^{(n)} = \frac{1}{m_j}$$

• If 
$$\pi$$
 is the solution to the equation  $\pi P = \pi$ , then we have:

$$j = \frac{1}{m}$$

A positive recurrent, irreducible, aperiodic MC is called an **ergodic** MC. Hence, the basic limit theorem applies to all ergodic MCs. We do NOT require the MC to have finite/infinite states for the theorem to hold. Procedure for a General MC

1. Find all the classes  $C_L$ 

- 2. Set up a new MC where every recurrent class is denoted by one state. Then, find P(absorbed in recurrent class  $C_k | X_0 = i$ ) denoted by  $u_k |_i$  – this gives the probability of entering any recurrent class, given the initial distribution.
- 3. We can ignore all transient classes because the process will eventually leave them in the long-run, i.e., their long-term probability is zero.
- 4. For every recurrent class  $C_k$ , we find the period d.
  - (a) Aperiodic (d=1): find the corresponding limiting distribution of state j in this class, denoted by  $\pi_{j|k}$ , by considering the sub-MC restricted on  $C_{l}$
  - (b) Periodic (d > 1): there is NO limiting distribution, but we can still check the long-run proportion of time in each state by finding  $m_j$ (i.e., we can still find  $\pi$  but the interpretation is different in this case)

5. Consider the initial state  $X_0 = i$ :

(a) If j is transient, then 
$$\pi_j = 0$$

(b) If 
$$j \in C_k$$
 is recurrent, then:  

$$\pi_{j \mid i} = u_k_{\mid i} \pi_{j \mid k}$$

6. Finally, given the initial distribution  $X_0 \sim \pi_0$ , then:  $\pi_{j|\pi_0} = \sum_{i \in S} \pi_{j|i} \pi_0(i)$ 

#### Branching Process

Suppose initially there are  $X_0$  individuals. In the *n*-th generation, the  $X_n$ individuals independently give rise to number of offsprings  $\xi_1^{(n)}, \xi_2^{(n)}, \cdots, \xi_{X_n}^{(n)}$ which are i.i.d. random variables with the same distribution as:  $P(\xi = k) = p_k, \quad k = 0, 1, 2, \cdots$ The total number of individuals produced for the (n + 1)-th generation is:

$$X_{n+1} = \xi_1^{(n)}, \xi_2^{(n)}, \cdots, \xi_{X_n}^{(n)}$$

Then, the process  $\{X_n\}_{n=0}^{\infty}$  is a branching process. An important (and strong) assumption of the branching process is that  $\xi$  is not dependent of  $X_n$ .

#### Partial Information

If we are only given the mean  $\mu$  and variance  $\sigma^2$  of  $\xi$ , and suppose  $X_0 = k$ :

$$E[X_n | X_0 = k] = k\mu^n$$

$$Var(X_{n}|X_{0} = k) = k\mu^{n-1}\sigma^{2} \times \begin{cases} \frac{1-\mu^{n}}{1-\mu}, & \mu \neq 1\\ n, & \mu = 1 \end{cases}$$

In the derivation of the above, we use the law of total variance for a random sum:  $Var(X_{n+1}) = \mu^2 Var(X_n) + \sigma^2 E[X_n]$ 

## Appendix

#### **Complete Information**

**Probability Generating Function (PGF)** For a discrete random variable X, the probability generating function is defined as:

$$\phi_X(t) = E[t^X] = \sum_{k=0}^{\infty} P(X=k)t^k$$

Note: If X and Y are independent, then  $\phi_{X+Y}(t) = \phi_X(t)\phi_Y(t)$ . Distribution of  $X_n$  given  $X_0 = k$ :

$$\phi_{X_n}(t) = \left[\phi_{\xi}^{(n)}(t)\right]^k$$

Extinction Probability: Here,  $u_n$  is the probability of going extinct by the nth generation.

$$u_n^{(k)} = [\phi_{\epsilon}^{(n)}(0)]^k$$

Eventually Extinct: If  $u_{\infty} = 1$ , it means the population is guaranteed to go extinct eventually.

The value of  $u_{\infty}$  must be the solution of the equation:  $x = \phi_{\xi}(x), \quad x \in [0, 1]$ 

 $\phi_{\mathcal{E}}(x)$  is an increasing function on (0, 1]. The second derivative is also positive hence,  $\phi_{\xi}(x)$  will increase faster and faster. Note that:

$$\int_{-\infty}^{\infty} \frac{d}{dx} \phi_{\xi}(x)|_{x=1} = \sum_{k=1}^{\infty} P(\xi=k) \cdot k \cdot 1^{k-1} = \sum_{k=0}^{\infty} kP(\xi=k) = E[\xi]$$

k=0Consider a branching process with the distribution of  $\xi$  as F. The extinction probability  $u_{\infty}$  can be found as follows:

- If  $P(\xi = 0)$ , then  $u_{\infty} = 0 \rightarrow$  no chance of extinction because every individual generates at least one offspring.
- If  $P(\xi = 0) > 0$  and  $E[\xi] < 1$ , then the process is called subcritical, and  $u_{\infty} = 1$  (the population eventually goes extinct)
- If  $P(\xi = 0) > 0$  and  $E[\xi = 1]$ , then the process is called critical and  $u_{\infty} = 1$  (still goes extinct)
- If  $P(\xi = 0) > 0$  and  $E[\xi] > 1$ , then the process is called supercritical and  $u_{\infty} < 1$ , and it can be found by the equation:  $x = \phi(x)$  where  $\phi(x) = \sum_k P(\xi = k) x^k$

## Page Rank Algorithm

- The state space S is the set of all webpages
- Index set  $T = \{0, 1, 2, \dots\}$ Transition Probability Matrix:

$$P_{ij} = \begin{cases} \frac{1}{\# \text{ of connected webpages}}, & \text{if there is an arrow from i to j} \\ 0, & \text{otherwise} \end{cases}$$

For an irreducible and positive recurrent MC induced, we order the webpages in the order: 

$$(\pi_N)(1) \leq (\pi_N)(2) \geq \cdots \geq (\pi_N)(|S|)$$
  
To handle absorbing states, we add perturbation to the MC at every step  
 $\pi_{n+1} = (1-\lambda)\pi_n P + \lambda \pi_0$ 

where 
$$0 < \lambda < 1$$

### MCMC Sampling Global Bala

dianced Equations:  

$$\forall j, \ \pi(j) = \sum \ \pi(k) P_{kj}$$

$$\forall i \neq j, \ \pi(i)P_{ij} = \pi(j)P_{ji}$$
  
Local Balanced Equations in terms of Thinning Parameter

$$\pi(i)Q_{ij}\alpha(i,j) = \pi_j \bar{Q}_{ji}\alpha(j,i)$$
 where  $0 < \alpha < 1$ 

## Hastings Metropolis Algorithm

1. Set up Q so that the MC with transition probability matrix Q is irreducible

2. Define 
$$\alpha(i, j)$$
 as

$$\alpha(i,j) = \min\left(\frac{\pi_j Q_{ji}}{\pi_i Q_{ij}}, 1\right)$$

3. Then, P is obtained as: 
$$P_{ij} = Q_{ij} \alpha(i,j), \quad i \neq j$$

$$P_{ii} = Q_{ii} + \sum_{k \neq i} Q_{ik} (1 - \alpha(i, k))$$

## Simulation Algorithm

TOTAL\_STEPS = 5000 # large enough to ensure convergence process = [] # track the path of the process x = 1 # initial state
for step in 1...TOTAL\_STEPS obtain t from T ~ Binom(max(2 \* x, 2), 1/2) calculate alpha(X\_n, t) generate u from U ~ uniform(0, 1) if (u < alpha) { x = t # accept jump from X\_n to y, i.e. X\_{n+1} = t } else { x = x # no jump, thinning

process.add(x) # cut of the first 1000 steps process = process[1001:]

To use MCMC sampling, we only need the kernel function, not the normalising constant

#### Poisson Process Poisson Distribution

If  $X \sim Poi(\lambda)$ 

$$\prod_{i=1}^{n} N_{i} = \prod_{i=1}^{n} O_{i}(X_{i}),$$

.

(1)

(2)

$$p(x) = \frac{e^{-\chi_{\lambda}x}}{x!}, \ x = 0, 1, 2, \cdots$$

Mean = 
$$\lambda$$
, Variance =  $\lambda$ , PGF = exp[ $\lambda(t-1)$ ]  
When  $n \to \infty$  and  $n \to 0$  then  $Poi(\lambda)$  is a good approxim:

- $\rightarrow$  0, then  $Poi(\lambda)$  is a good approximation for • When  $n \to \infty$  and  $p_n \to 0$ , then  $Poi(\lambda)$  is a good approxima  $Bin(n, p_n)$  where  $\lambda = np_n$  is a constant. • If  $X \sim Poi(\lambda_1), Y \sim Poi(\lambda_2)$ , then  $X + Y \sim Poi(\lambda_1 + \lambda_2)$
- If  $X \sim Po(\lambda)$  and  $Z|X \sim Binomial(X, r)$ , then  $Z \sim Poi(\lambda r)$

# Defining a Poisson Process

Definition 1: Using Poisson distribution. X is a Poisson process with parameter  $\lambda$  if:

- X(0) = 0
- For any  $t \ge 0$ ,  $X(t) \sim Poi(\lambda t)$

• for any  $s \geq 0, t \geq 0$ , we have  $X(s + t) - X(s) \sim Poi(\lambda t)$ • for any  $s \geq 0, t \geq 0$ , we have  $X(s + t) - X(s) \sim Poi(\lambda t)$ Definition 2: Law of Rare Events Let  $\epsilon_1, \epsilon_2, \cdots, \epsilon_n$  be independent Bernoulli random variables where  $P(\epsilon_i = 1) = p_i$ , and let  $S_n = \epsilon_1 + \cdots + \epsilon_n$ . The exact probability for  $S_n$ , and the Poisson probability with  $\lambda = p_1 + \cdots + p_n$  differ by at most:

$$P(S_n = k) - \frac{e^{-\lambda}\lambda^k}{k!} \le \sum_{i=1}^n p_i^2$$

Let N((s, t]) be a RV counting the number of events occurring in the interval

- (s, t]. Then, N((s, t]) is a Poisson process of intensity  $\lambda > 0$  if:
  - The process increments  $N((t_0, t_1]), N((t_1, t_2]), \cdots, N((t_{n-1}, t_n])$  are independent random variables.

$$P(N((t,t+h])=k) = \begin{cases} 1-\lambda h - o(h), \ k=0\\ \lambda h, \ k=1\\ o(h), \ k \geq 2 \end{cases}$$

Definition 3: Using waiting times.

- We can completely specify a Poisson process by simply recording the waiting times (or the sojourn times).
- The waiting time W<sub>1</sub> has (exponential) PDF:
  - $f_{W_1}(t) = \lambda e^{-\lambda t}, \ t \ge 0$
- For  $n \ge 2$ ,  $W_n$  follows a gamma distribution with PDF:

$$f_{W_n}(t) = e^{-\lambda t} \frac{\lambda^n t^{n-1}}{(n-1)!}, \ n = 1, 2, \cdots, \ t \ge 0$$

- Exponential distributions have a memorylessness property.
- Given that X(t) = 1, we have:  $f_{W_1}(x) = \frac{1}{t}$  for all  $x \leq t$  and 0 otherwise (uniform on the interval (0, t].
- Given that X(t) = n, the joint distribution of n independent Unif(0, t)random variables (followed by ordering in ascending order) gives the distribution of the waiting times to be:

$$f(w_1, w_2, \cdots, w_n | X(t) = n) = \frac{n!}{n!}$$

• The PDF of the kth order statistic (i.e., the kth waiting time in this case) given that X(t) = n is given by:

$$f_k(x) = \frac{n!}{(n-k)!(k-1)!} \frac{1}{t} \left(\frac{x}{t}\right)^{k-1} \left(\frac{t-x}{t}\right)^{n-k}$$

## Table 1: Common Discrete Distributions

Distribution	PMF	Mean	Variance	MGF	PGF
Bernoulli	$f(x;p) = p^x (1-p)^{1-x}$	p	p(1-p)	$M(t;p) = 1 - p + pe^t$	G(z;p) = 1 - p + pz
Binomial	$f(x;n,p) = \binom{n}{x} p^x (1-p)^{n-x}$	np	np(1-p)	$M(t;n,p) = (1-p+pe^t)^n$	$G(z;n,p) = (1-p+pz)^n$
Poisson	$f(x;\lambda) = \frac{e^{-\lambda}\lambda^x}{x!}$	$\lambda$	λ	$M(t;\lambda) = e^{\lambda(e^t - 1)}$	$G(z;\lambda) = e^{\lambda(z-1)}$
Geometric	$f(x;p) = (1-p)^{x-1}p$	$\frac{1}{p}$	$\frac{1-p}{p^2}$	$M(t;p) = \frac{pe^t}{1 - (1-p)e^t}$	$G(z;p) = \frac{pz}{1 - (1 - p)z},  z  < \frac{1}{1 - p}$

Table 2. Common Continuous Distributions									
Distribution	PDF	Mean	Variance	CDF	MGF				
Uniform	$f(x;a,b) = \frac{1}{b-a}$	$\frac{a+b}{2}$	$\frac{(b-a)^2}{12}$	$F(x;a,b) = \frac{x-a}{b-a}$	$M(t;a,b) = \frac{e^{tb} - e^{ta}}{t(b-a)}$				
Normal	$f(x;\mu,\sigma) = \frac{1}{\sigma\sqrt{2\pi}}e^{-\frac{1}{2}\left(\frac{x-\mu}{\sigma}\right)^2}$	$\mu$	$\sigma^2$	$\Phi(x;\mu,\sigma) = \frac{1}{2} \left[ 1 + \operatorname{erf}\left(\frac{x-\mu}{\sigma\sqrt{2}}\right) \right]$	$M(t;\mu,\sigma) = e^{\mu t + \frac{1}{2}\sigma^2 t^2}$				
Exponential	$f(x;\lambda) = \lambda e^{-\lambda x}$	$\frac{1}{\lambda}$	$\frac{1}{\lambda^2}$	$F(x;\lambda) = 1 - e^{-\lambda x}$	$M(t;\lambda) = \frac{\lambda}{\lambda - t}, \ t < \lambda$				
Gamma	$f(x; \alpha, \beta) = \frac{\beta^{\alpha}}{\Gamma(\alpha)} x^{\alpha - 1} e^{-\beta x}$	$\frac{\alpha}{\beta}$	$\frac{\alpha}{\beta^2}$	$\gamma(\alpha,\beta) = \frac{1}{\Gamma(\alpha)}\gamma(\alpha,\beta x)$	$M(t;\alpha,\beta) = \left(\frac{\beta}{\beta-t}\right)^{\alpha}, t < \beta$				

Table 2: Common Continuous Distributions