

# CS230 SP24

LDoC recap/review

04/24/2024

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- | Numbers are not important.  
What matters is you are able to identify what tool(s) to use for every question and are comfortable with applying them.
  - | Therefore, do not fixate on the numerical part of the answers.

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<sup>1</sup> Disclaimer: I wrote this based on the Among us fandom wiki<sup>1</sup> and simplified as necessary. Please do not nitpick if you are an Among us expert.

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<sup>1</sup> <https://among-us.fandom.com/wiki/>

# Prelude

- | In the most basic setting, players in a game are secretly divided into two teams: **Crewmates** and **Impostors**.
  - | **Impostors'** goal is to blend in and kill/eliminate all **crewmates**.
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- | How many distinct ways are there to select **impostors**?  
Select two players from ten,  $\binom{10}{2} = 45$ .

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**Two. Impostors and Crewmates.**

## Selecting the impostor team

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- | Note that all the above are known without specifying the underlying probability distribution.

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  - | For every two consecutive games, we can define an indicator variable with expectation  $\frac{1}{45}$ . Using the linearity of expectation, the expectation of the sum of these variables is  $\frac{44}{45}$ . Did you say 1?

## Dressing up

- | Players in the lobby must select one of the 18 available colors: Red, Blue, Green, Pink, Orange, Yellow, Black, White, Purple, Brown, Cyan, Lime, Maroon, Rose, Banana, Gray, Tan, and Coral. Every player has to have a different color.

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- |  $18 \cdot 17 \cdot 16 \cdots 9 = \frac{18!}{8!}.$

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  - | Consider the set  $P_1$  of all the players except  $a$ . By inductive hypothesis, these  $k$  players all have the same color.
  - | Same for the set  $P_2$  of all the players except  $b$ .
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  - | Therefore, all  $k$  players have the same color.
- | What is wrong with this induction?

The last step in the inductive step does not hold when  $k = 1$  and  $(k + 1) = 2$ . In this case, the two sets  $P_1$  and  $P_2$  are disjoint.

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  - | Players can wear the same things as others. They are already distinct in colors, after all.

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They are already distinct in colors, after all.
- | In how many different ways can one player customize their look, disregarding color (because that part depends on other players)?
  - | Product rule:  $(99 + 1)(12 + 1)(4 + 1)(2 + 1) = 19500$ .  
Note the +1s in each category account for choosing nothing.

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- | Assume this is an emergency meeting where ~~10~~ 10 players are alive (and thus can vote). How many different voting results can there be?

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  - | In the early days of Among us the votes are shown directly with color coding (see gure), so it is clear who voted whom.
- | Assume this is an emergency meeting where ~~10~~ 11 players are alive (and thus can vote). How many different voting results can there be?
  - | Each player has 11 actions (including skipping), so  $11^{10} = 25937424601$ .

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- | In 2020 Anonymous Voting was implemented. When enabled, it is no longer displayed which vote came from whom.
  - | In other words, votes are now indistinguishable (see figure).
- | Assume now 9 players are alive and thus can vote. How many different voting results can be displayed now?
  - | Stars and bars. We need to distribute 9 votes across candidates (treating all skipped votes as one "candidate"). So 9 stars and 9 bars. This is  $\binom{9+9}{9} = \binom{18}{9} = 48620$ .

## Not voting out someone

- | Anonymous voting with 8 players alive. Nobody skipped.  
How many different ways can we not vote out anyone?  
(Remember the player who got the highest number of votes is voted out, but no one is voted out if it is a tie.)




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1. If there is a two-way tie of  $3x + 4$  votes, the remaining  $(8 - 2x)$  votes distribute across all other 6 players (so 5 bars).<sup>4</sup>

$$\begin{array}{r} X^4 \\ x=3 \end{array} \quad \begin{array}{r} 8 \\ 2 \end{array} \quad \begin{array}{r} 8 \\ 5 \end{array} \quad \begin{array}{r} 2x + 5 \\ 5 \end{array}$$

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2. If there is a tie with 2 votes, it could be a two-way tie, a three-way tie, or even a four-way tie. For a  $y$ -way tie, we just need to figure out who else among the remaining  $8 - y$  players also got a vote.

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3. Finally... there may be a 8-way tie with 1 vote.

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$$\Pr[W] = \Pr[W|I] \Pr[I] + \Pr[W|C] \Pr[C] = 0:6 \cdot 0:2 + 0:4 \cdot 0:8 = 44%:$$

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- | Given that an "average player" won a game, what is the probability that they were an **Impostor**?
  - | We can apply Bayes's Theorem:

$$\Pr[I|W] = \frac{\Pr[W|I] \Pr[I]}{\Pr[W]} = \frac{0:6 \cdot 0:2}{0:44} = 27:3\%:$$

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- | This evaluates to about 26.3%.

# Death time

- | Right before the countdown goes to 0, someone reported a body, which triggered a meeting to save the game.
- | Recall  $P$  is the set of all players. Define  $R : P \times P$  as the relation where  $aRb$  if and only if  $a$  dies (or gets voted out) strictly before  $b$ .

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- | How many **red venting walks** of length at most 8 are there?
  - | This includes entering a vent and staying there (length-0 walks).

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$$\sum_{k=0}^{X^8} T(k) = 4 + 4 \cdot 2^1 + \dots + 4 \cdot 2^8 = 4 \cdot \frac{1 - 2^9}{1 - 2} = 2044$$

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  - | Geometric random variable with "success probability"  $p$ , so expected number of trials to "first success" is  $\frac{1}{p} = 10$ . Note that this means "caught on the 10-th try", so the number in question is actually  $10 - 1 = 9$ .

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- | Say there is a 10% chance an **Impostor** get caught venting each time (independently). If an **Impostor** keeps venting, what is the expected number of times they can vent without getting caught?
  - | Geometric random variable with "success probability"  $p$ , so expected number of trials to "first success" is  $\frac{1}{p} = 10$ . Note that this means "caught on the 10-th try", so the number in question is actually  $10 - 1 = 9$ .
- | What is the variance of this number?

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<sup>7</sup> If you vent with a pet, your pet follows you after you jump in, increasing the chance that you get caught.

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- | What is the variance of this number?
  - | The variance of a geometric r.v. is  $\frac{1-p}{p^2}$ . We are interested in the r.v. that is this r.v. minus 1, but that doesn't affect the variance. Plugging in  $p = 0.1$ , this evaluates to  $\frac{0.9}{0.01} = 90$ .

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- | For the temperature outside the spaceship, **READING** will show a random positive integer, and **Crewmates** need to adjust **LOG** to the same number. The probability distribution of **READING** is unknown, but its expected value is 300. What is  $\Pr[\text{READING} \leq 360]$ ?

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- | We don't know. But using Markov's Bound,

$$\Pr[\text{READING} \geq 360] < \frac{E[\text{READING}]}{360} = \frac{5}{6}.$$

## It is cold in here

- | For the temperature inside the laboratory,  $\text{READING}$  will show a random integer (it now can be negative). The probability distribution of  $\text{READING}$  is still unknown, but its expected value is 30 and its variance is 36. What is  $\Pr\{\text{READING} \leq 0\}$ ?

# It is cold in here

- | For the temperature inside the laboratory,  $\text{READING}$  will show a random integer (it now can be negative). The probability distribution of  $\text{READING}$  is still unknown, but its expected value is 30 and its variance is 36. What is  $\Pr[\text{READING} \leq 0]$ ?
- | We don't know. But note that the standard deviation is  $\sqrt{36} = 6$ . Using Chebyshev's Bound,

$$\begin{aligned} \Pr[\text{READING} \leq 0] &= \Pr[|\text{READING} - E[\text{READING}]| \geq 30] \\ &= \Pr[|\text{READING} - E[\text{READING}]| \geq 5 \cdot \text{std}(\text{READING})] \\ &< \frac{1}{5^2} = \frac{1}{25} = 4\% \end{aligned}$$

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Do you know everyone here?  
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**WHO IS THE IMPOSTOR??**

# Postlude

- | **Impostor syndrome** can happen when people *doubt their skills, talents, or accomplishments and have a persistent fear of being exposed as frauds*".<sup>8</sup>
- | **NO ONE IS IMPOSTOR HERE. WE ALL BELONG.**



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<sup>8</sup>Langford, J., & Clance, P. R. (1993). The impostor phenomenon: Recent research findings regarding dynamics, personality and family patterns and their implications for treatment. *Psychotherapy: theory, research, practice, training*, 30(3), 495.