

Probability and Computing – Important Random Variables and How to Sample Them

Stefan Walzer | WS 2025/2026



1. What is Probability?
2. Bernoulli Distribution
3. Uniform Distribution
4. Rejection Sampling
5. Inverse Transform Sampling
6. Geometric Distribution
7. Sampling Without Replacement
8. Reservoir Sampling

What is a Probability?

Physical Accounts

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See https://en.wikipedia.org/wiki/Probability_interpretations.

In this lecture, we use a naive notion.

Definition: $\text{Ber}(p)$ for $p \in [0, 1]$

$B \sim \text{Ber}(p)$ is a random variable with

$$\Pr[B = 1] = p \text{ and } \Pr[B = 0] = 1 - p.$$

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Standard Assumption: Access to Coin Flips

Algorithms have access to a sequence $B_1, B_2, \dots \sim \text{Ber}(1/2)$ in independent uniformly random bits.

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Exercise: $\text{Ber}(1/3)$ from $\text{Ber}(1/2)$

Design an algorithm that outputs B such that $B \sim \text{Ber}(1/3)$.

Uniform Distribution

Definition: $\mathcal{U}(D)$ on finite D

If $|D| < \infty$, then $X \sim \mathcal{U}(D)$ is a random variable with

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Definition: $\mathcal{U}(D)$ on infinite D

If D is infinite but has finite measure^a then $X \sim \mathcal{U}(D)$ is a random variable with uniform density function on D .

Important example:

$$X \sim \mathcal{U}([0, 1]) \Leftrightarrow \forall x \in [0, 1] : \Pr[X < x] = x.$$

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Exercise: $\mathcal{U}(\{1, \dots, n\})$ from $\mathcal{U}([0, 1])$

Design an algorithm that outputs X such that $X \sim \mathcal{U}(\{1, \dots, n\})$.

Task

Sample $P \sim \mathcal{U}(D)$ for $D = \{(x, y) \in \mathbb{R}^2 \mid x^2 + y^2 \leq 1\}$.

Uniform Distribution on a Disc

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Flawed Attempt

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sample  $\Phi \sim \mathcal{U}([0, 2\pi])$   
sample  $R \sim \mathcal{U}([0, 1])$   
return  $(R \cdot \cos \Phi, R \cdot \sin \Phi)$ 
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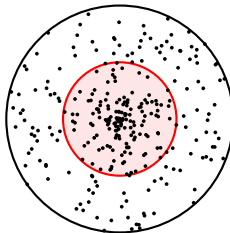
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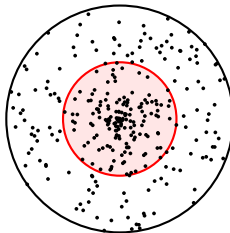
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Issue

Disc of half the radius is hit 50% of the time but makes up only 1/4 of the area!

Uniform Distribution on a Disc with Rejection Sampling

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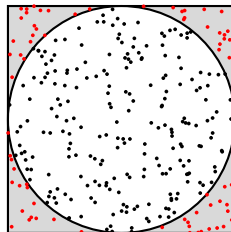
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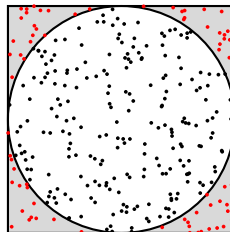
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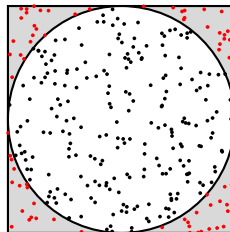
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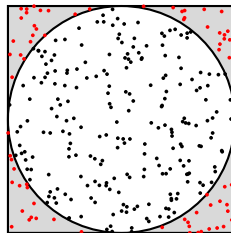
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Spoiler alert: We'll get worst-case constant time with inverse transform sampling later.

Exercise

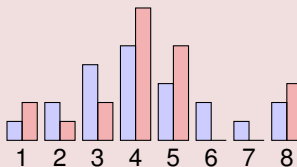
Let $\mathcal{D}_1$ and $\mathcal{D}_2$ be distributions on a finite^a set D . Assume

- 1 We can sample in constant time from $\mathcal{D}_1$.
- 2 There exists $C > 0$ such that for any $x \in D$ we have

$$\Pr_{x \sim \mathcal{D}_2} [X = x] \leq C \cdot \Pr_{x \sim \mathcal{D}_1} [X = x].$$

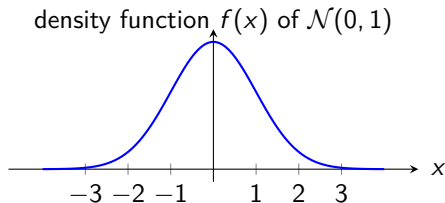
Design an algorithm that generates a sample from $\mathcal{D}_2$ in expected time $\mathcal{O}(C)$.

^aThis can be generalised.



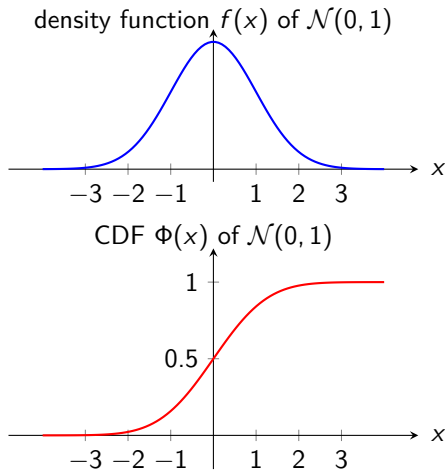
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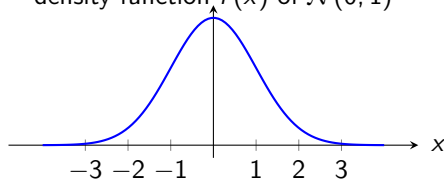
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- Let $X \sim \mathcal{D}$ and $F_X(x) = \Pr[X \leq x]$.
 $\hookrightarrow F_X$ is the *cumulative distribution function* of X
 $\hookrightarrow$ the CDF of the normal distribution is called Φ



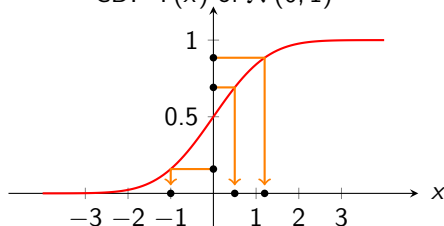
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- Let $F_X^{-1}(u) := \inf\{x \in \mathbb{R} \mid F_X(x) \geq u\}$.
 $\hookrightarrow$ ordinary inverse for strictly monotone F_X

density function $f(x)$ of $\mathcal{N}(0, 1)$



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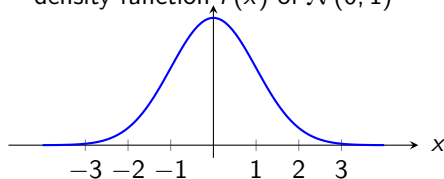
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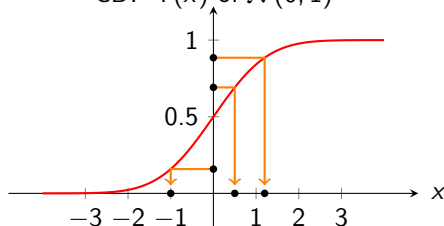
Theorem (Inverse Transform Sampling)

If $U \sim \mathcal{U}([0, 1])$ then $F_X^{-1}(U) \stackrel{d}{=} X$, i.e. $F_X^{-1}(U) \sim \mathcal{D}$.
("d" means: "has the same distribution as")

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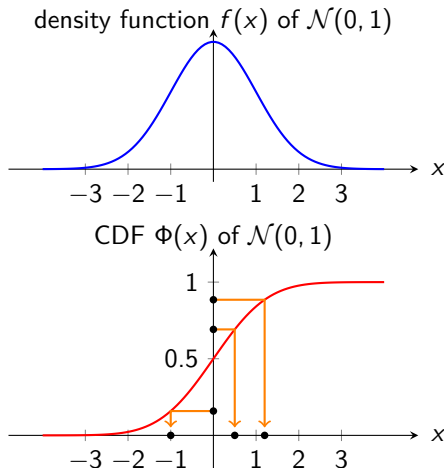
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Reason: $\Pr[F_X^{-1}(U) \leq x] = \Pr[U \leq F_X(x)] = F_X(x)$.



Uniform Distribution on a Disc with Inverse Transform Sampling

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Preparation

If $(x, y) \sim \mathcal{U}(D)$ then $R = \sqrt{x^2 + y^2}$ satisfies

$$F_R(r) = \Pr[R \leq r] = r^2\pi/\pi = r^2 \text{ hence } F_R^{-1}(u) = \sqrt{u}.$$

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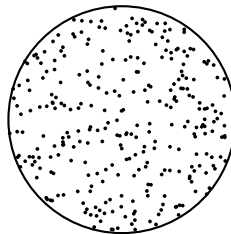
Solution with Inverse Transform Sampling

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sample $U \sim \mathcal{U}([0, 1])$

$R \leftarrow \sqrt{U}$

return $(R \cdot \cos \Phi, R \cdot \sin \Phi)$



Definition: $G \sim \text{Geom}_1(p)$ and $G' \sim \text{Geom}_0(p)$

Let $p \in (0, 1]$ and $B_1, B_2, \dots \sim \text{Ber}(p)$.

Then we define the geometric random variables

$$G := \min\{i \in \mathbb{N} \mid B_i = 1\}$$

$\hookrightarrow$ number of $\text{Ber}(p)$ trials until (and including) the first success

$$G' := G - 1$$

$\hookrightarrow$ number of $\text{Ber}(p)$ failures before the first success

We write $G \sim \text{Geom}_1(p)$ and $G' \sim \text{Geom}_0(p)$.^a

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Sampling $G \sim \text{Geom}_1(p)$ in time $\mathcal{O}(G)$

```
i ← 0
repeat
  | i ← i + 1
  | sample X ~ Ber(p)
until X = 1
return i
```

Quite bad: $\mathbb{E}[G] = 1/p$ might be large.

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Exercise

Use inverse transform sampling to sample $G \sim \text{Geom}_1(p)$ in time $\mathcal{O}(1)$.

Exercise

Design an algorithm that, given $k, n \in \mathbb{N}$ with $0 \leq k \leq n$ outputs a set $S \subseteq [n]$ of size $|S| = k$ uniformly at random.

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Algorithm `init( $k$ ):`

```
    allocate reservoir[1.. $k$ ]  
     $n \leftarrow 0$ 
```

Algorithm `observeItem( $x$ ):`

```
     $n \leftarrow n + 1$   
    if  $n \leq k$  then  
        reservoir[ $n$ ]  $\leftarrow x$   
    else  
        sample  $I \sim \mathcal{U}(\{1, \dots, n\})$   
        if  $I \leq k$  then  
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```

Theorem

Assume we call `init( $k$ )` and then `observeItem( $x$ )` for $x \in \{x_1, \dots, x_n\}$ with $n \geq k$. Afterwards reservoir contains every subset of $\{x_1, \dots, x_n\}$ of size k with equal probability.

Proof by induction (not here).

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Example ($k = 3$)

stream: $\downarrow$ § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir:

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Example ($k = 3$)



Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
    allocate reservoir[1.. $k$ ]  
     $n \leftarrow 0$ 
```

Algorithm `observeItem( $x$ ):`

```
     $n \leftarrow n + 1$   
    if  $n \leq k$  then  
        reservoir[ $n$ ]  $\leftarrow x$   
    else  
        sample  $I \sim \mathcal{U}(\{1, \dots, n\})$   
        if  $I \leq k$  then  
            reservoir[ $I$ ]  $\leftarrow x$ 
```

Theorem

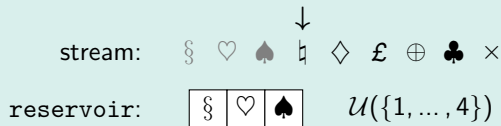
Assume we call `init( $k$ )` and then `observeItem( $x$ )` for $x \in \{x_1, \dots, x_n\}$ with $n \geq k$. Afterwards reservoir contains every subset of $\{x_1, \dots, x_n\}$ of size k with equal probability.

Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: [§ | ♥ | ♠] $\mathcal{U}(\{1, \dots, 4\})$



Reservoir Sampling

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: [§ | ♥ | ♠] $\mathcal{U}(\{1, \dots, 4\}) \rightsquigarrow I = 2$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
    allocate reservoir[1.. $k$ ]  
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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: [§ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 4\}) \rightsquigarrow I = 2 \checkmark$

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ↓ ♦ £ ⊕ ♣ ×

reservoir: [§ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 5\})$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ↓ ♦ £ ⊕ ♣ ×

reservoir: [§ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 5\}) \rightsquigarrow I = 5$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ↓
 £ ⊕ ♣ ×

reservoir: [§ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 5\}) \rightsquigarrow I = 5 \text{ ✗}$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: [§ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 6\})$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
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Theorem

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: [§ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 6\}) \rightsquigarrow I = 1$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: [£ | ♣ | ♠] $\mathcal{U}(\{1, \dots, 6\}) \rightsquigarrow I = 1 \checkmark$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: £ ♣ ♠ $\mathcal{U}(\{1, \dots, 7\})$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
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Theorem

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: £ ♣ ♠ $\mathcal{U}(\{1, \dots, 7\}) \rightsquigarrow I = 3$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

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Theorem

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: £ ♣ ⊕ $\mathcal{U}(\{1, \dots, 7\}) \rightsquigarrow I = 3 \checkmark$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
reservoir: £ ♣ ⊕ $\mathcal{U}(\{1, \dots, 8\})$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
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Algorithm `observeItem( $x$ ):`

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     $n \leftarrow n + 1$   
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```

Theorem

Assume we call `init( $k$ )` and then `observeItem( $x$ )` for $x \in \{x_1, \dots, x_n\}$ with $n \geq k$. Afterwards reservoir contains every subset of $\{x_1, \dots, x_n\}$ of size k with equal probability.

Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: £ ♣ ⊕ $\mathcal{U}(\{1, \dots, 8\}) \rightsquigarrow I = 3$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

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Theorem

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
 ↓
reservoir: [£] [♣] [♣] $\mathcal{U}(\{1, \dots, 8\}) \rightsquigarrow I = 3 \checkmark$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: £ ♣ ♣ $\mathcal{U}(\{1, \dots, 9\})$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
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Algorithm `observeItem( $x$ ):`

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        if  $I \leq k$  then  
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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: £ ♣ ♣ $\mathcal{U}(\{1, \dots, 9\}) \rightsquigarrow I = 5$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
    allocate reservoir[1.. $k$ ]  
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```

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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×
↓
reservoir: [£] [♣] [♣] $\mathcal{U}(\{1, \dots, 9\}) \rightsquigarrow I = 5 \text{ } \times$

Reservoir Sampling

Task: Maintain a fair sample of k items while reading a (possibly infinite) stream.

Algorithm `init( $k$ ):`

```
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Proof by induction (not here).

Example ($k = 3$)

stream: § ♥ ♠ ♣ ♦ £ ⊕ ♣ ×

reservoir: £ ♣ ♣

General Techniques

- rejection sampling
- inverse transform sampling

Distributions

- Bernoulli distribution
- uniform distribution
- geometric distribution

Other Stuff

- sampling from a set without replacement
- reservoir sampling

Appendix: Possible Exam Questions I

- How can one sample $B \sim \text{Ber}(p)$? What about $X \sim \mathcal{U}(\{1, \dots, n\})$? Under which assumptions?
- How does rejection sampling work in general? Under which conditions does rejection sampling lead to an efficient algorithm?
- How does inverse transform sampling work in general? Under which conditions does inverse transform sampling lead to an efficient algorithm?
- How can one sample a random point from a disk? Name two techniques and state their advantages and disadvantages.
- Given a set of size n . How can I determine a random subset of size $k \leq n$ and how long does that take?
- Explain reservoir sampling. Isn't that just a slower algorithm for "sampling without replacement"?