

CS3230 Tutorial 5

Deng Tianle (T15)

19 September 2025

Q1

Recall Freivald's algorithm: given $n \times n$ matrices A, B, C , we want to check whether $AB = C$. Choose a vector v with components $\in \{0, 1\}$ randomly and check whether $ABv = Cv$. We proved in lecture that if $AB \neq C$, then $ABv \neq Cv$ (therefore, we successfully detected $AB \neq C$) with probability $\geq 1/2$.

Q1: show that the bound is sharp, i.e. find A, B, C such that the above probability is exactly $1/2$.

Q1

Recall Freivald's algorithm: given $n \times n$ matrices A, B, C , we want to check whether $AB = C$. Choose a vector v with components $\in \{0, 1\}$ randomly and check whether $ABv = Cv$. We proved in lecture that if $AB \neq C$, then $ABv \neq Cv$ (therefore, we successfully detected $AB \neq C$) with probability $\geq 1/2$.

Q1: show that the bound is sharp, i.e. find A, B, C such that the above probability is exactly $1/2$.

Let $A = C = (1)$, $B = (0)$. We have $AB \neq C$. We have $v = (v_1)$ where $v_1 = 0$ or 1 with equal probability. Hence the above probability is $1/2$. It is easy to generalise the construction to $n \times n$ matrices.

Q2, 3

Alice holds an n -bit binary string $S_A \in \{0, 1\}^n$ and Bob holds an n -bit binary string $S_B \in \{0, 1\}^n$. They want to decide whether the two strings are identical i.e. $S_A = S_B$.

Q3: Obviously, to conclude deterministically that the $S_A = S_B$, all n bits must be communicated.

In Q2, We consider a randomised algorithm that only communicates $O(\log n)$ bits. We show Q2 first before explaining the design of the algorithm.

Q2

We show that the probability of concluding wrongly is $\leq 1/n$.

Observe that we are wrong iff $S_A \neq S_B$ but $S_A \equiv S_B \pmod{p}$, i.e. $p \mid |S_A - S_B|$. Note that $0 \leq S_A, S_B < 2^n$, so $|S_A - S_B| < 2^n$.

The number of choices of p making us wrong is exactly the number of distinct prime factors of $|S_A - S_B|$. Since $p \geq 2$ for all prime p , there are at most $n - 1$ prime factors.

Since we are choosing among n^2 different primes, probability of being wrong is $\leq \frac{n-1}{n^2} \leq \frac{1}{n}$.

Some explanations of the context:

- ▶ The reason we chose n^2 primes is seen in the previous slide.
- ▶ If we did not choose only primes but allow other numbers, we do not get an effective bound on the number of choices making us wrong.
- ▶ What is the size of the n^2 th prime? According to the prime number theorem, the size of the n -th prime number is $\Theta(n \log n)$. Therefore, in our case, $p \in \Theta(n^2 \log n)$ and hence we are communicating $\Theta(\log(n^2 \log n)) = \Theta(\log n)$ many bits (this is in the tutorial document).

Q4

Let X be the number of edges crossing V_1 and V_2 . Let X_e be the indicator random variable $\mathbf{1}_{e \text{ crosses } V_1 \text{ and } V_2}$. Then

$$X = \sum_{e \in E} X_e.$$

Note that $\mathbb{E}(X_e) = \Pr(e \text{ crosses } V_1 \text{ and } V_2) = 1/2$. Hence by linearity of expectation,

$$\mathbb{E}(X) = \sum_{e \in E} \mathbb{E}(X_e) = \sum_{e \in E} 1/2 = |E|/2.$$

Probabilistic method



Let X be some number we are interested in. In this case, X is the size of a cut (a cut is a partition of the vertices of a graph into $V = V_1 \sqcup V_2$; size of the cut is the number of edges crossing V_1 and V_2).

If we turn X into a random variable (with any distribution), then obviously there exists a configuration for which $X \geq \mathbb{E}(X)$.

This is a powerful method in combinatorics pioneered by Paul Erdős called the probabilistic method. A magic of combinatorics is to solve deep problems using very simple ideas.

Q5

In Q4, we turned X into a random variable by flipping a coin for each vertex, and obtained $\mathbb{E}(X) = |E|/2$ for the resulting distribution. This shows that any graph can admit a cut of size at least $|E|/2$.

Q5: Is there a way to tweak our distribution to get a higher $\mathbb{E}(X)$?

Let's first see how far the lower bound $|E|/2$ is from being attained. Subsequently, denote $n := |V|$ and $m := |E|$. For K_n , the complete graph with n vertices, $m = n(n-1)/2$. If n is even, we divide V into half and obtain a cut with size $(n/2)^2$ which is slightly larger than $m/2$. If n is odd, then we get a cut with size $\frac{n^2-1}{2}$.

Q5

Intuition: on average, it seems plausible that we will get a larger size of cut if V_1 and V_2 are approximately the same size. This suggests the following random procedure:

Let n be even. Choose V_1 uniformly at random from the collection of $n/2$ -vertex subsets of V and setting $V_2 = V - V_1$. Then we claim that

$$\mathbb{E}(X_e) = \Pr(e \text{ crosses } V_1 \text{ and } V_2) = \frac{n/2}{n-1}.$$

Indeed, fix a vertex of e (WLOG let $e \in V_1$) and consider the other end of e , which is equally likely to be any of $n-1$ other vertices. Among them, $n/2$ vertices will be in V_2 .

This gives

$$\mathbb{E}(X) = \sum_{e \in E} \mathbb{E}(X_e) = m \cdot \frac{n/2}{n-1} = \frac{m}{2} \cdot \frac{n}{n-1}.$$

It is clear that this lower bound is attained by our example with K_n .

Q5

The case n is odd is similar, but V_1, V_2 will not have the same size. Let $|V_1| = \frac{n+1}{2}$. Then we condition on whether our fixed vertex is in V_1 or V_2 :

$$\mathbb{E}(X_e) = \frac{\frac{n-1}{2}}{n} \cdot \frac{\frac{n+1}{2}}{n-1} + \frac{\frac{n+1}{2}}{n} \cdot \frac{\frac{n-1}{2}}{n-1} = \frac{\frac{n+1}{2}}{n}.$$

Hence

$$\mathbb{E}(X) = m \cdot \frac{\frac{n+1}{2}}{n} = \frac{m}{2} \cdot \frac{n+1}{n}.$$

Again this lower bound is attained by our example with K_n .