

CSOR W4231: Analysis of Algorithms (sec.001) - Problem Set #1

Jiawen Huang (jh4179). Collaborators: A. Turing. - jh4179@columbia.edu

February 23, 2020

Problem 1

We assume probability of $X_1 = [\text{R contains at least 1 element of T}]$ as P_1

$$P_1 = 1 - \left(\frac{n-1}{n}\right)^n$$

The probability of $X_2 = [\text{R contains no element of S}]$ as P_2 is

$$P_2 = \left(\frac{n-1}{n}\right)^n$$

Since X_1 and X_2 is independent events, the probability that the sample is good is

$$P = P_1 * P_2 = \left(1 - \left(\frac{n-1}{n}\right)^n\right) * \left(\frac{n-1}{n}\right)^n$$

where

$$\frac{\partial \left(\frac{n-1}{n}\right)^n}{\partial n} = \frac{\left(1 - \frac{1}{n}\right)^{n-1}}{n} > 0 \quad (\text{when } n > 1)$$

from which we know that the $\left(\frac{n-1}{n}\right)^n$ has min value when $n=2$, which is $\frac{1}{4}$

According to the hint

$$\left(1 - \left(1 - \frac{1}{n}\right)^n\right) \geq 1 - e^{-1}$$

so

$$P = \left(1 - \left(\frac{n-1}{n}\right)^n\right) * \left(\frac{n-1}{n}\right)^n \geq (1 - e^{-1}) * \frac{1}{4}$$

Then we have the statement that the probability our sample is good is larger than some positive constant, such as any number less than $(1 - e^{-1}) * \frac{1}{4}$, which is about 0.158.

Problem 2

(a)

Pseudocode:

replace(a)

$item = a[1]$

for $k = 2$ **to** $\text{Length}(a)$ **do**

$$item = \begin{cases} a[i] & \text{with probability } \frac{1}{k} \\ item & \text{with probability } 1 - \frac{1}{k} \end{cases}$$

end for

Correctness:

Base case: $k = 2$, the probabilities of storing $a[1]$ and $a[2]$ are both $1/2$ then the statement is true.

Induction hypothesis: assume that the statement is true for $k \geq 2$.

Inductive step: show it true for case $k+1$

Since each of $a[1], a[2], \dots, a[k]$ will be stored with a probability of $1/k$, when $a[k+1]$ appears, there is a probability of $1 - \frac{1}{k+1}$ that the stored item will fall in the previous range $(a[1], a[2], \dots, a[k])$, which means each of $a[1], a[2], \dots, a[k]$ will be stored with a probability of

$$\frac{1}{k} * (1 - \frac{1}{k+1}) = \frac{1}{k+1}$$

There is also another probability of $\frac{1}{k+1}$ that the stored item will be replaced with $a[k+1]$. To conclude, the item has the property that it is uniformly distributed over all the items we have already seen, so the statement is also true in case $k+1$.

Conclusion: it follows that the statement is true for $k \geq 2$.

Running Time:

The algorithm has only a for loop, so the running complexity is $O(\text{Length}(a))$, although we do not know the length in the process of the algorithm.

Space:

The space complexity is $O(1)$.

(b)

It follows a distribution that when k -th items have been seen

$$p(a[i]) = \begin{cases} \frac{1}{2^{k-i+1}} & i \neq 1 \\ \frac{1}{2^{k-1}} & i = 1 \end{cases}$$

Correctness:

Base case: $k = 2$, the probabilities of storing $a[1]$ and $a[2]$ are both $1/2$ then the statement is true.

Induction hypothesis: assume that the statement is true for $k \geq 2$.

Inductive step: show it true for case $k+1$

When k -th item appears, item $a[i] (i \neq 0)$ will be stored with a probability of

$$\frac{1}{2^{k-i+1}}$$

and the probability for item $a[1]$ is $\frac{1}{2^{k-1}}$.

When $a[k+1]$ appears, there is a probability of $\frac{1}{2}$ that the stored item will fall in the previous range $(a[1], a[2], \dots, a[k])$, which means item $a[i] (i \neq 0)$ will be stored with a probability of

$$\frac{1}{2} * \frac{1}{2^{k-i+1}} = \frac{1}{2^{k-i+2}}$$

and the probability for item $a[1]$ is $\frac{1}{2} * \frac{1}{2^{k-1}} = \frac{1}{2^k}$.

There is also another probability of $\frac{1}{2}$ that the stored item will be replace with $a[k+1]$. To conclude, the item has the property that it follows a distribution that when k -th items have been seen

$$p(a[i]) = \begin{cases} \frac{1}{2^{k-i+1}} & i \neq 1 \\ \frac{1}{2^{k-1}} & i = 1 \end{cases}$$

so the statement is also true in case $k+1$.

Conclusion: it follows that the statement is true for $k \geq 2$.

Running Time:

The algorithm is very similar to the one in (a), so the running complexity is $O(\text{Length}(a))$.

Space:

The space complexity is $O(1)$.

Pseudocode:

replace(a)

$item = a[1]$

for $k = 2$ to $\text{Length}(a)$ **do**

$$item = \begin{cases} a[i] & \text{with probability } \frac{1}{2} \\ item & \text{with probability } \frac{1}{2} \end{cases}$$

end for

Problem 3

(a)

If n is odd, we set $k = \lfloor n/2 \rfloor + 1$ and use k -th order statistic (S, k) to find the median. If n is even, we set $k = n/2$ and $k = n/2 + 1$ separately and use k -th order statistic (S, k) to find the two items, then calculate the mean of the two items, which is the median of S .

(b)

Upper bound the expected time of a subproblem of type j :

The expected running time of a subproblem of type j excluding the time on recursive calls is $O(\text{Length}(S))$, here $n * (\frac{3}{4})^j \leq S \leq n * (\frac{3}{4})^{j+1}$.

Upper bound the expected time until a good item a_i is selected:

If we want to select an item a_i that can help us throw out at least $\frac{1}{4}$ of the input, we can judge it by looking at the length of $|S^-|$ to assure the size of the part we can throw up, which takes $O(\text{Length}(S))$ time. Also we have a probability of $\frac{1}{2}$ to pick an item a_i that we want, so we select a good a_i by spending $O(\text{Length}(S))$ time in total.

Upper bound the expected time of the entire algorithm:

For the entire algorithm, the depth of j is $\log_{\frac{3}{4}} \frac{1}{n}$, so we have

$$O(\frac{3}{4}n) + O(\frac{3}{4}n) + O((\frac{3}{4})^2n) + O((\frac{3}{4})^2n) + \dots + O((\frac{3}{4})^{\log_{\frac{3}{4}} \frac{1}{n}}n) + O((\frac{3}{4})^{\log_{\frac{3}{4}} \frac{1}{n}}n) = O(n)$$

Also we can derive the answer according to master theorem,

$$T(n) = T(\frac{3}{4}n) + O(n)$$

The expected running time is $O(n)$.

Problem 4

(a)

Suppose we have k balls, for each ball the probability that it will be discarded is

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

so the expected number of balls that should be discarded in this round is

$$E(D_k) = k * p = k * (1 - \frac{1}{n})^{k-1}$$

Now we have $k = \epsilon n$, so the expected balls that we have for next round is

$$\begin{aligned} E &= k - E(D_k) = \epsilon n (1 - (1 - \frac{1}{n})^{\epsilon n - 1}) \\ &\leq \epsilon n (1 - e^{-\frac{1}{n} * (\epsilon n - 1)}) \\ &< \epsilon n (1 - e^{-\epsilon}) \\ &\leq \epsilon n (1 - (1 - \epsilon)) \\ &= \epsilon^2 n = k^2 / n \end{aligned}$$

We expect to have at most $\epsilon^2 n$ balls.

(b)

From part (a), we know that if we have k balls in some round, the expected number of balls left will be k^2/n , so suppose we have a_i balls after i -th round we can induct the equation

$$a_k = a_{k-1}^2 / n = a_{k-2}^4 / n^3 = \dots$$

Also from part (a), we have $a_k < \epsilon n (1 - e^{-\epsilon})$. Inducted by this equation, we can get that after the first round we have at most $n(1 - e^{-1})$ balls and after the second round we have at most $n(1 - e^{-1})^2 < 1/2$ balls, which means $a_2 < 1/2$. Back to the previous equation, we can now finish it

$$\begin{aligned} a_k &= a_2^{2^{k-2}} / n^{1+2+\dots+2^{k-3}} \\ &< (n/2)^{2^{k-2}} / n^{2^{k-2}-1} \\ &= \frac{1}{2^{2^{k-2}-1} n} \end{aligned}$$

If we want the experiment ends at round k , we need $a_k < 1$, which means

$$\begin{aligned} \frac{1}{2^{2^{k-2}-1} n} &< 1 \\ k &> 2 + \log \log n \end{aligned}$$

So as long as $k > 2 + \log \log n$, the experiment must end no later than k -th round. Equivalently, we would discard all the balls within $O(\log \log n)$ rounds.

Problem 5

(a)

If the other $n - 1$ people are not trying to access the computer and person i is trying to access, then the person i could succeed. The probability is $p * (1 - p)^{n-1}$, which we will use P_1 to denote.

(b)

We can calculate the first order derivative and makes it equal to 0.

$$\frac{\partial P_1}{\partial p} = (1 - p)^{n-1} - p * (n - 1) * (1 - p)^{n-2} = 0$$

$$p = \frac{1}{n}$$

so we need to set $p = \frac{1}{n}$ and probability P_1 will be $\frac{1}{n} * (1 - \frac{1}{n})^{n-1}$.

(c)

The probability that person i fails in one step is $1 - \frac{1}{n} * (1 - \frac{1}{n})^{n-1}$. If the person i did not succeed to access in any of the first $t = en$ steps, the probability will be $(1 - \frac{1}{n} * (1 - \frac{1}{n})^{n-1})^{en}$, which we will use P_2 to denote.

$$\begin{aligned} P_2 &= (1 - \frac{1}{n} * (1 - \frac{1}{n})^{n-1})^{en} \\ &\leq (1 - \frac{1}{n} * \frac{n}{n-1} * e^{-1} (1 - \frac{1}{n}))^{en} \\ &= (1 - \frac{1}{en})^{en} \\ &\leq e^{-1} \end{aligned}$$

so the upper bound is e^{-1} .

(d)

From part (c), we have $(1 - \frac{1}{en})^t$ is the approximation of P_2 , and if $t = en$, P_2 should be upper bounded by e^{-1} .

Now we make $t = ken \log n$, then we have

$$P_2 \leq e^{-k \ln n} \leq \frac{1}{n^k}$$

so t should be more than $ken \ln n$.

(e)

We know $1 - P_2$ is the probability that one person will succeed to access the computer in the first t steps, so if all people want to succeed, the the probability is $(1 - P_2)^n$. We need the probability greater than $1 - \frac{1}{n}$ then we have

$$(1 - P_2)^n \geq 1 - \frac{1}{n}$$

We make $t = -en \ln(1 - e^{-\frac{1}{n^2}})$, so we have

$$P_2 \leq e^{\ln(1 - e^{-\frac{1}{n^2}})} = 1 - e^{-\frac{1}{n^2}}$$

$$1 - p_2 \geq e^{-\frac{1}{n^2}}$$

since $e^{-1} \geq (1 - \frac{1}{n})^n$, $e^{-\frac{1}{n}} \geq 1 - \frac{1}{n}$

$$(1 - P_2)^n \geq e^{-\frac{1}{n}} \geq 1 - \frac{1}{n}$$

so t should be more than $-en \ln(1 - e^{-\frac{1}{n^2}})$, which is roughly $\ln \frac{3}{2} en \approx 1.102n$ when n is large enough.