- Let's now take a detour to some practical problems of probability.

Uniform Sampling from [O.-M-1]

-Given an integer m (& unbiased coin), design an algorithm to bick random $X \in [0...m-1]$.

Idea: Toss the coin k:= [lem] many times?

The binary string night give X > m-1?

Algo: 0) $k:=[\log_2 m7]$.

1) Toss the coin k-times to get $X:=\sum X_i \cdot 2^i$ $(X_i = 0 \text{ or } 1 \text{ in } i\text{-th } toss.)$ 2) If $X \ge m$, then GoTo (1).

Plse output X.

D $\forall t \in [0...m-1]$: $P(Output is t) = P(X=t \mid X \in [0...m-1])$ $= \frac{P(X=t \land X \in [0...m-1])}{P(X \in [0...m-1])} = \frac{1}{2^{k}} - \frac{1}{m}$ $= \frac{1}{P(X \in [0...m-1])} = \frac{1}{m} = \frac{1}{m}$ $= \frac{1}{p} = \frac{1}{m} =$

- But, the 'GoTo' may execute coly many times! - $E[\# \text{ times (1) is executed}] = : M. Let S=1-\frac{m}{2k} \le \frac{1}{2}$ => $M = \frac{m}{2k} \cdot \frac{1}{2} + (1-\frac{m}{2k}) \cdot \frac{m}{2k} \cdot \frac{2}{2} + (1-\frac{m}{2k}) \cdot \frac{m}{2k} \cdot \frac{3}{2} + \cdots$ =) $\frac{2k}{m}$, $\mu = 1 + 8 \cdot 2 + 8^2 \cdot 3 + - - - \cdot$ =) $\frac{2k}{m} \cdot 8/m = 8 \cdot 1 + 8^2 \cdot 2 + - - \cdot$ =) $\frac{2k}{m} \cdot (1 - 8) = 1 + 8 + 8^2 + - = \frac{1}{1 - 8}$ (Geometric sum) The also. is expected to stop in $2k = O(l_g m)$ tosses!

Sampling k numbers from [om.1]
- Given K.m.; you want to bick a random subset
- Given k, m; you want to pick a random subset S \(\subset (0m-1) \) of size $ s = k$.
Idea: Keep ficking an element, till you get a new
Algo: 0) SE \$;
1) for ie CK) }
2) X = uniformly bicked in [0m-1];
3) If XES, then GOTO (2);
else S= SU{X};
4) output S,

- Let's analyze the iteration's i=1,2:

D Let $t_1 \neq t_2 \in [0...m-1]$. $P(S=\{t_1,t_2\})$ $= P(t_1 \in S) \cdot P(X=t_2 \mid t_1 \in S) + P(t_2 \in S) \cdot P(X=t_1 \mid t_2 \in S)$ $=\frac{1}{m}\cdot\frac{1}{m-1}$ $+\frac{1}{m}\cdot\frac{1}{m-1}$ = 2/m(n-1) = 1/(m). [Uniform distr.] Similarly: Deriver of the algorithm of the steps in the algorithm is M.

DE [# steps in the algorithm is M] = M/(M-M).

Biased Coin-tops

- Given integers α , m st. $0 \le \alpha \le m-1$. Simulate a coin-tops with $P(H) = p := \alpha/m$. - Simulate this using an unhased coin?

Lo looks difficult!

Idea: Sample X & [0...m-1] & output H if

X & [0...x-1].

Mgo: 1) X ← rnd. number in [0...m-1] × use unbjased
2) If X<<, then Output H. coin. D#rnd. lits used = O(lgm). DP(output=H) = P(X<x) = #[o...x-1] = x

Uniform Sampling a permutation of [n]
- Given n, you want to bick a permutation,
Day as a string S. 2, 132 of [3].

Idea - keep picking an element XE[n] that has not been picked before; grow string S by X. Algo: 0) 5 <- empty-string;
1) For ie (n) { rie (n) {

2) X < rnd number in [n];

3) \$ X is in S, then Goto (2);

else \$ \in \in \text{X} \text{ (Append}

** X in the end** 4) Output S;

- Analyse the first two for iterations:

D Let $t_1 \neq t_2 \in [n]$. $P(S=t_1t_2) = P(S=t_1) \cdot P(X=t_2|S=t_1)$ => By induction on i: $\frac{1}{n}$ uniform distr. D $P(S=t_1-t_n) = \frac{1}{n(n-1)(n-2)-1} = \frac{1}{n!}$. DE[#steps] = $\sum_{i=1}^{n} \frac{n}{n-i+1} = n \cdot (\frac{1}{n} + \frac{1}{n-i+1} + - + \frac{1}{n}) \approx n \cdot \log n$ almost linear-tine!