

Algorithms with Coins

Basic Tools

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We don't try to derive the concentration bounds

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Not always enough!



Some of the Basics

- Random variable and events
- Linearity of expectation
- The union bound
- Monte Carlo and Las Vegas algorithms
- Markov, Chebyshev, Chernoff

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Learning objectives:

You are able to

- name the elements that constitute a probability space
- describe the statements of linearity of expectation and the union bound
- name 3 concentration bounds

Random Variables and Events

Probability space
 (Ω, F, P)

1. Sample space
2. Events, usually 2^Ω
3. Probabilities of events

The sum of the probabilities
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- $\Omega = \{HH, TH, TT, HT\}$



- $P(HH) = \frac{1}{4}$
- $\sum_{x \in \Omega} P(x) = 1$
- $E = \{TH, HT\} \subseteq \Omega$
- $P(E) = \frac{1}{2}$

Random Variables and Events

Random variable R

Depends on
random outcomes



R :

Get 10 euros if both
coins show heads.
0 otherwise.

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For two random variables X and Y

$$E[X + Y] = E[X] + E[Y]$$

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Payoff 1 if one coin shows heads. Payoff 2 if both. 0 if neither or only one coin shows heads.

Expected payoff?

Linearity of Expectation



Linearity of Expectation:

For two random variables X and Y

$$E[X + Y] = E[X] + E[Y]$$

Payoff 1 if one coin shows heads. Payoff 2 if both. 0 if neither or only one coin shows heads.

Expected payoff?

$$\begin{aligned} E[X_1 + X_2] \\ = \frac{1}{2} \cdot 1 + \frac{1}{4} \cdot 2 = 1 \end{aligned}$$

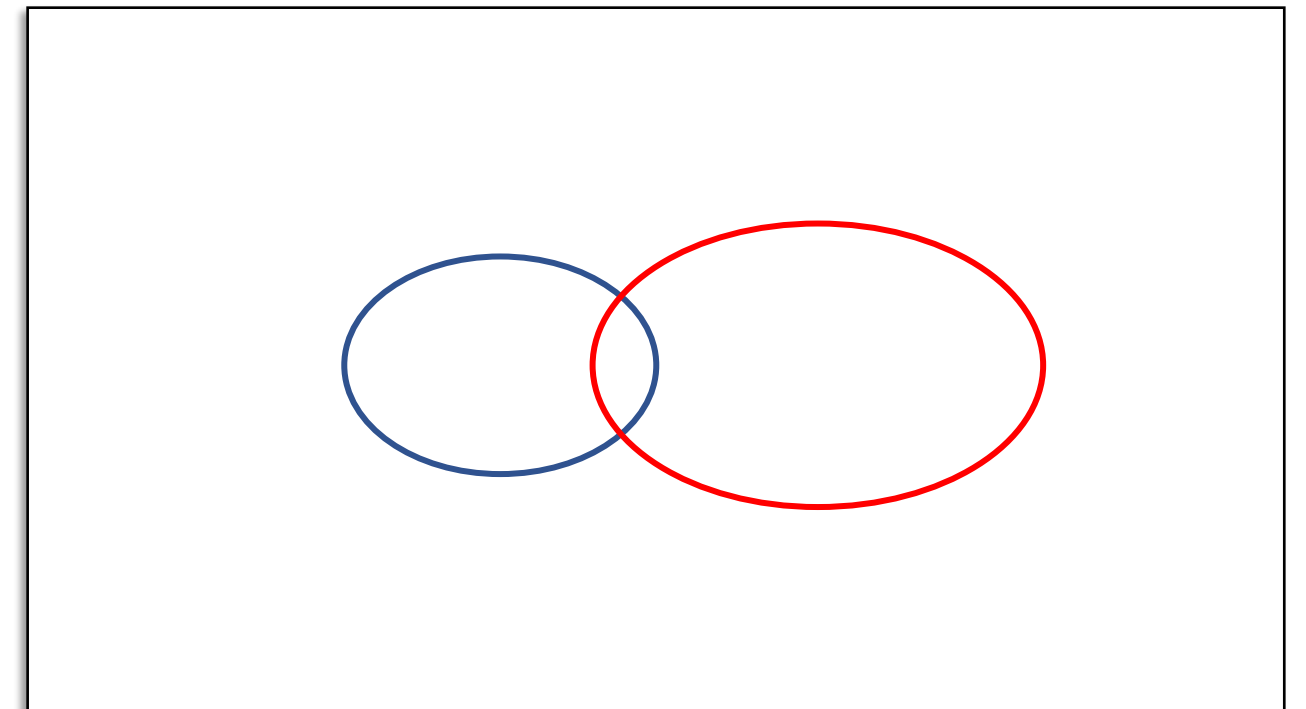
The Union Bound

The Union Bound:

Consider two events E_1 and E_2 .

$$P(E_1 \cup E_2) \leq P(E_1) + P(E_2)$$

Ω has area 1



Intersection means dependency.
The sum of areas is at maximum
if they are independent.

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An event holds with probability $1 - n^{-c}$ for a constant c that the algorithm designer can choose.

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Usage in graphs:

Suppose that you have an algorithm that computes, say, a spanning tree. A node u is *bad* if it is not in the tree and the probability of that is n^{-c} .

Using union bound, we get that no node is bad w.h.p. $(n^{-d}, d = c - 1)$ even if badness is not independent.

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Types of Randomized Algorithms

Monte Carlo:

Correct output with some probability p .
Otherwise, may output carbage.

Las Vegas:

Always correct output.
Runtime guarantees in expectation

p often a constant.

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Some Standard Bounds

Markov Inequality:

$$P(X \geq \alpha) \leq \frac{\mu}{\alpha}$$

μ is the expectation



Chebyshev:

$$P(|X - \mu| \geq k\sigma) \leq \frac{1}{k^2}$$

Chernoff:

$$P(\hat{X} \geq (1 + \delta) \cdot \mu) \leq e^{\left(-\frac{\mu\delta^2}{3}\right)}$$

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Don't worry, many good cheat sheets online

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Wrap-up

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Probability space:

$$(\Omega, F, P)$$

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