## Warm-up

**Problem 1.** Check your understanding: how many independent random bits are necessary (and sufficient) to generate a uniformly random integers in  $\{1, \ldots, n\}$ ? To generate a uniformly random subset  $S \subseteq \{1, \ldots, n\}$ ?

**Problem 2.** Let X, Y be independent Bernoulli random variables with parameter 1/2 (that is, independent, uniformly random bits), and set  $Z = X \oplus Y$ . Show that Z is a uniformly random bit, and that X, Y, Z are pairwise independent but not independent.

**Problem 3.** We have seen in class the definition of a family of pairwise independent hash functions, also called a *strongly universal hash family* from  $\mathcal{X}$  to  $\mathcal{Y}$ :  $\mathcal{H}$  is such a family if, for every distinct  $x, x' \in \mathcal{X}$  and every  $y, y' \in \mathcal{Y}$ , we have

$$\Pr_{h \sim \mathcal{H}} \left[ h(x) = y, h(x') = y' \right] = \frac{1}{|\mathcal{Y}|^2}$$

where the probability is over the uniformly random choice of  $h \in \mathcal{H}$ . We now introduce a related (but weaker) concept:  $\mathcal{H}$  is a *universal hash family* from  $\mathcal{X}$  to  $\mathcal{Y}$  if, for every distinct  $x, x' \in \mathcal{X}$ ,

$$\Pr_{h \sim \mathcal{H}} [h(x) = h(x')] \le \frac{1}{|\mathcal{Y}|}$$

Show that every strongly universal hash family is a universal hash family. (*Note: the converse is not true, see for instance Problem 8.*)

## Problem solving

**Problem 4.** Give a randomised algorithm which, on input a graph G = (V, E) with |V| = n and |E| = m, runs in time O(m(n+m)) and outputs a cut (A, B) such that  $c(A, B) \ge \frac{m}{2}$  with probability at least 0.99.

**Problem 5.** We will prove Fact 22.2 from the lecture notes:

There exists an explicit family of pairwise independent hash functions  $\mathcal{H} \subseteq \{h: [n] \to \{0,1\}\}$  with  $|\mathcal{H}| = 2^{\lceil \log(n+1) \rceil}$ .

To do so, suppose for simplicity that n+1 is a power of 2, i.e.,  $n=2^k-1$  for some integer k. We will identify an integer  $1 \le x \le n$  with its binary representation  $x \in \{0,1\}^k$  (note that this representation is *not* the all-zero vector, as  $x \ne 0$ ). Define  $\mathcal{H} = \{h_S\}_{S \subseteq \{0,1\}^k}$ , where, for a given set  $S \subseteq \{0,1\}^k$ ,

$$h_S(x) = \bigoplus_{i \in S} x_i, \qquad x \in \{0,1\}^k$$

that is,  $h_S(x)$  is the sum, modulo 2, of the bits of x that are indexed by S.

- a) What is the size  $|\mathcal{H}|$  of  $\mathcal{H}$ ?
- b) How many random bits does it take to draw a hash function h from  $\mathcal{H}$ ? Argue such a has function can be drawn, stored, and evaluated (on any input x) efficiently.
- c) Show that  $\mathcal{H}$  is a family of pairwise independent hash functions.

**Problem 6.** In an (undirected) graph G = (V, E), a *triangle* is a triple of vertices u, v, w such that the 3 edges (u, v), (v, w), (u, w) exist in E. In a *directed* graph  $G = (V, \vec{E})$ , an oriented triangle is a cycle of length 3: namely, a triple of vertices u, v, w such that the 3 directed edges  $(u \to v), (v \to w), (w \to u)$  exist in  $\vec{E}$ .

Given as input an undirected graph G, we want to give an orientation to each edge  $e \in E$  (that is, convert G into a *directed* graph) while maximising the number of oriented triangles in the resulting directed graph.

- a) Give a randomised algorithm whose output has an *expected* number of oriented triangles at least 1/4 the maximum possible number OPT(G).
- b) Convert your algorithm into a *deterministic* (efficient) algorithm achieving the same approximation guarantee.

**Problem 7.** Given a 2-colouring  $c: E \to \{\text{red, blue}\}\$ of a graph G = (V, E), a *monochromatic triangle* is a triple of vertices  $(u, v, w) \in V^3$  such that the edges (u, v), (v, w), (u, w) exist (are in E) and c(u, v) = c(v, w) = c(u, w) (they have the same colour). Show that, for every n, there exists is a 2-colouring of the complete graph  $K_n$  with  $at \ most \ \frac{n^3}{24}$  monochromatic triangles. Give an efficient (polynomial-time) deterministic algorithm which, on input n, finds such a 2-colouring.

## Advanced

**Problem 8.** Fix a prime number  $p \ge 2$  and an integer  $n \ge 1$ . For a given  $a = (a_1, \ldots, a_n) \in \mathbb{Z}_p^n$ , define the function  $h_a \colon \mathbb{Z}_p^n \to \mathbb{Z}_p$  by

$$h_a(x) = \sum_{i=1}^n a_i x_i \mod p, \qquad x \in \mathbb{Z}_p^n$$

and let  $\mathcal{H} = \{h_a\}_{a \in \mathbb{Z}_p^n}$ .

- a) How many bits does it take to fully specify a function  $h \in \mathcal{H}$ ? And an arbitrary function  $f: \mathbb{Z}_p^n \to \mathbb{Z}_p$ ?
- b) Show that  $\mathcal{H}$  is a universal hash family (see Problem 3); that is, for every  $x, x' \in \mathbb{Z}_p^n$ ,

$$\Pr_{h \sim \mathcal{H}} \left[ h(x) = h(x') \right] = \frac{1}{p}$$

c) Is it a strongly universal hash family?