

COMP 5711: Advanced Algorithm
2019 Fall Semester
Assignment 3

- MR 8.22 (30 pts) In this problem we consider a simpler family of hash functions $H = \{h_a : a \in [p], a \neq 0\}$, where $h_a(x) = (ax \bmod p) \bmod n$. Here p is still a prime between u and $2u$. Show that the collision probability of H is at most $2/n$, i.e., for any $x, y \in [u], x \neq y$, $\Pr_{h \in H}[h(x) = h(y)] \leq 2/n$. This means that H is also a universal family of hash functions, up to a factor of 2.
- KT 13.14 (25 pts) Suppose we have a set of k *basic processes* and want to assign each process to run on one of two machines, M_1 and M_2 . There are n *jobs*, and each job requires exactly $2n$ of these basic processes to be running (each on its assigned machine). We say that an assignment is *nearly balanced* if for each job, no more than $\frac{4}{3}n$ of the basic processes associated with that job have been assigned to the same machine. Design a randomized polynomial-time algorithm that finds a nearly balanced assignment. You may assume that n is sufficiently large. (Indeed, if n is less than any constant, you can solve the problem with brute force.)
- KT 13.15 (40 pts) (Note that this problem is slight different from the one in the textbook.) Suppose you have an array S of n real numbers, and you'd like to approximate the median by sampling (with replacement). You may assume that all numbers in the array are distinct. We will say that a number x is an ε -*approximate median* of S if at least $(\frac{1}{2} - \varepsilon)n$ numbers in S are less than x , and at least $(\frac{1}{2} - \varepsilon)n$ numbers in S are greater than x . After obtaining a sample, you will simply return the the median of the sampled numbers. How large should the sample be if we want the output to be indeed an ε -approximate median with probability at least $1 - \delta$? Express your asymptotic bound on the sample size, but do not treat ε and δ as constants (i.e., they are asymptotically small). What if we use a pairwise independent hash function to sample the locations of the array?
- RIC (25 pts) Consider the following sorting algorithm that is based on the *randomized incremental construction* framework. We first randomly permute all the n elements to be sorted, and then insert them into a sorted list (which is initially empty) one by one. Of course, if we build a binary search tree on this list, then we can insert each element in $O(\log n)$ time, and the total running time is $O(n \log n)$. But this is not a randomized algorithm and we do not actually need the random permutation at all. Here we consider a different way to perform each insertion. For each element x yet to be inserted, we maintain a pointer to the element y in the list such that x should be inserted after y . Then for each element y , we maintain a list of pointers pointing to all such x 's. Give the details on how to maintain these pointers after an element has been inserted into the list, and analyze the expected running time of this algorithm.