



# Random tricks

<sup>5</sup>  
~~24~~ June 2025

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## 9 Random tricks

9.1 Hashing

9.2 Perfect Hashing

9.3 Primality Testing

9.4 Schöning's Satisfiability

9.5 Karger's Cuts

# Uses of Randomness

- ▶ Since it is likely that  $BPP = P$ , we focus on the more fine-grained benefits of randomization:
  - ▶ simpler algorithms (with same performance)
  - ▶ improving performance (but not jumping from exponential to polytime)
  - ▶ improved robustness
- ▶ Here: Collection of examples illustrating different techniques
  - ▶ fingerprinting / hashing
  - ▶ exploiting abundance of witnesses
  - ▶ random sampling

## 9.1 Hashing

# Fingerprinting / Hashing

- ▶ Often have elements from huge universe  $U = [0..u)$  of possible values, but only deal with few actual items  $x_1, \dots, x_n$  at one time.

Think:  $n \ll u$

$\in U$

- ▶ Fingerprinting can help to be more efficient in this case

- ▶ fingerprints from  $[0..m)$

- ▶  $m \ll u$

- ▶ *Hash Function*  $h : U \rightarrow [0..m)$

$h$  will have collisions

$(x, y \in U \text{ , } h(x) = h(y))$

# Fingerprinting / Hashing

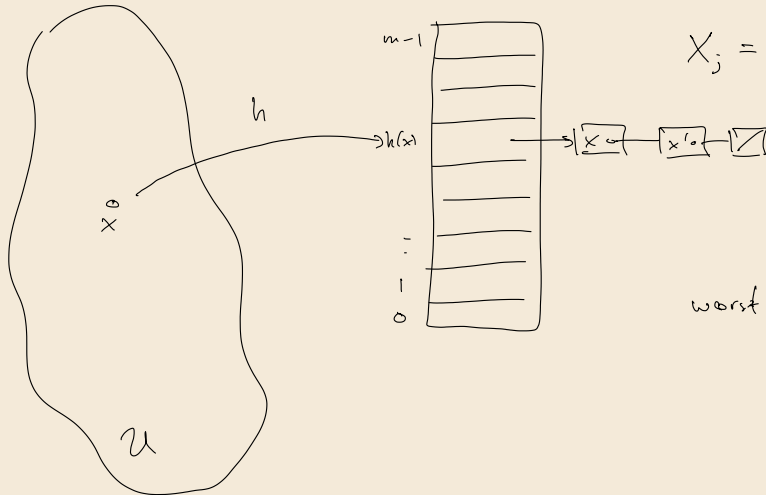
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  - ▶ fingerprints from  $[0..m)$
  - ▶  $m \ll u$
  - ▶ *Hash Function*  $h : U \rightarrow [0..m)$
- ▶ Classic Example: hash tables and Bloom filters

# Hash Tables

indirect chaining



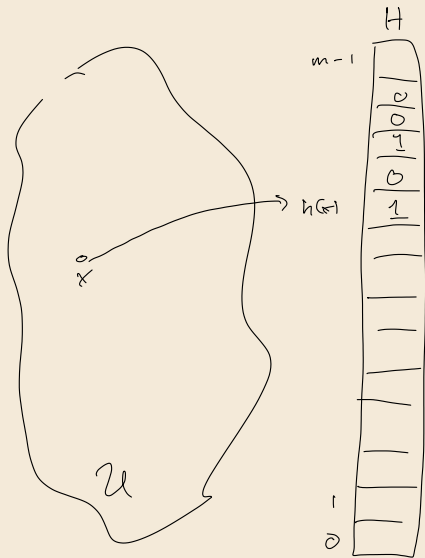
Performance :

How big are buckets?

$$X_j = \# \text{ keys } x \text{ with } h(x) = j \\ \text{in our HT}$$

worst case  $X_i = n$

# Bloom Filters



insert( $x$ ) :  $H[h(x)] := 1$

query( $x$ ) :  $H[h(x)]$

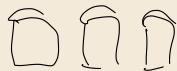
└ output 1 (Yes) can be  
a false positive!

output 0 (No) correct

(reduce false positive rate using  
independent  $h_1, h_2, h_3, h_4, \dots$ )

application : segmented database

"cheap first checks"





# Uniform – Universal – Perfect

Randomness is essential for hashing to make any sense! Three very different

1. *uniform hashing assumption*: (optimistic, often roughly right in practice!)  
How good is hashing if input is “as nicely random” as possible?

Uniform hashing assumption:

All  $m^n$  possible hash seq.  $h(x_1), h(x_2), h(x_3), \dots, h(x_n)$  are  
equally likely.

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2. Since fixed  $h$  is prone to “algorithmic complexity attacks” (worst case inputs)  
     $\rightsquigarrow$  *universal hashing*: pick  $h$  at random from class  $H$  of suitable functions

 universal class of hash functions

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$\nwarrow$   
universal class of hash functions
3. For given keys, can construct collision-free hash function  
 $\rightsquigarrow$  *perfect hashing*