

## Agenda

# **RANDOMIZED ALGORITHMS – INTRODUCTION**

- **MODEL**
- **LAS VEGAS AND MONTE CARLO**

# Randomized Algorithms

- A randomized algorithm is an algorithm that
  - is allowed access to a source of independent unbiased random bits, and
  - is allowed to use these random bits to influence its computation.
- The performance of a randomized algorithm can be proved by relying solely on the random choices
  - i.e. without any assumptions about inputs
- Contrast this with probabilistic analysis where
  - one assumes a distribution on the inputs

# Randomized Algorithms

- Cost of randomization:
  - **Cost model:**
    - Sampling of a random element from a set  $S$  is done by
      - choosing  $O(\log|S|)$  random bits and then
      - using these bits to index an element in  $S$
  - **Thus cost of choosing a random number in a set of  $N$  numbers is  $O(\log N)$** 
    - assuming a single random bit can be obtained in unit time from an unbiased source or random bits (e.g. a single coin flip)

# Randomized Algorithms

- Advantages over deterministic algorithms:
  - They provide better expected performance
    - Worst case performance may not be better!
  - Their performance is not dependent on the input
  - They are often easier to design and implement
    - assuming library support for random number generation