

Randomized Algorithms

Fahad Panolan



Indian Institute of Technology Hyderabad, India

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Slides from Prof. Chandra Chekuri (modified as needed)

Summary of Previous lectures

Streaming Model

Classical Algorithms: Random Access Model (RAM)

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Classical Algorithms: Random Access Model (RAM)

Streaming Model

- The input consists of m objects/items/tokens e_1, e_2, \dots, e_m that are seen one by one by the algorithm.
- The algorithm has “limited” memory say for B tokens where $B < m$ (often $B \ll m$) and hence cannot store all the input
- Want to compute interesting functions over input

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Classical Algorithms: Random Access Model (RAM)

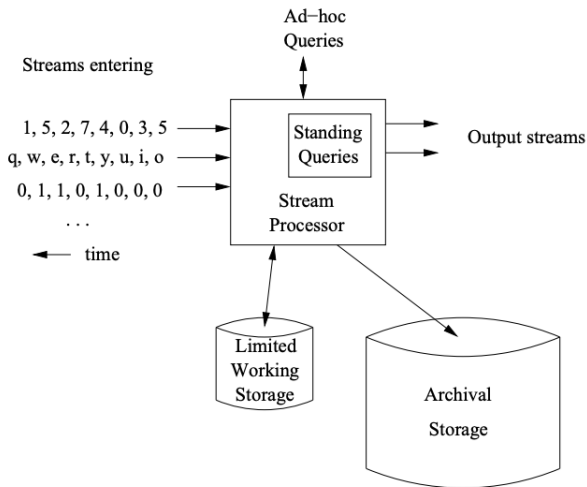
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Some examples:

- Each token is a number from $[n]$
- High-speed network switch: tokens are packets with source, destination IP addresses and message contents.
- Each token is an edge in graph (graph streams)

Streaming model



[“Mining of Massive Data Sets” by Leskovec, Rajaraman, Ullman]

Discrete Probability Theory

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 - Ω is a countable set, and
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- A and B are independent if $\Pr[A \cap B] = \Pr[A] \cdot \Pr[B]$.
- Random variables $X: \Omega \mapsto \mathbb{R}$.
- Independent random variables, and expectation and variance of a random variables.
- Probabilistic inequalities: Markov, Chebyshev, and Chernoff bounds

Discrete Probability Theory

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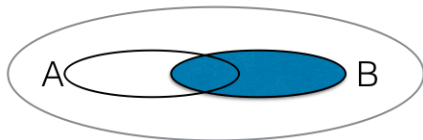
- Law of total probability : Let $E_1, \dots, E_r \subseteq \Omega$ are mutually disjoint events and $\Omega = \bigcup_i E_i$. Then for any event A ,

$$\Pr[A] = \sum_i \Pr[A \cap E_i].$$

Conditional Probability

The conditional probability that event A occurs given that event B happened is

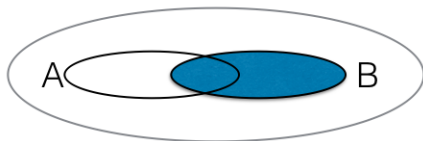
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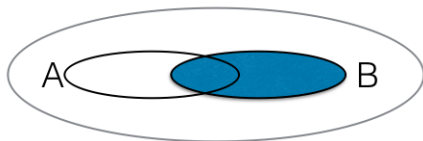


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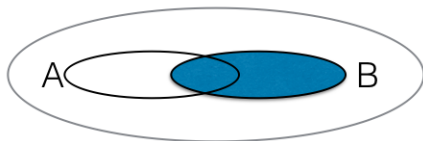


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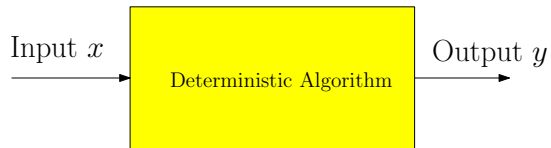
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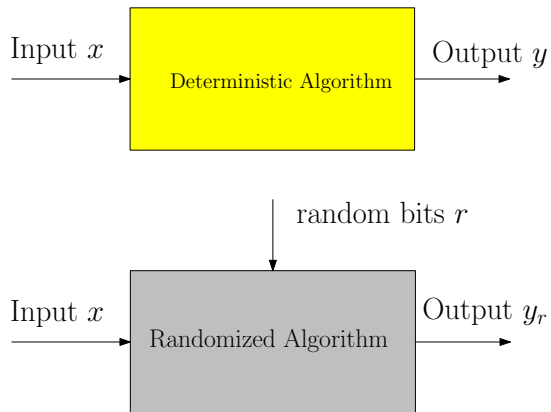
$$\Pr[A] = \sum_i \Pr[A \cap E_i] = \Pr[A|E_i] \cdot \Pr[E_i]$$

Randomized Algorithms

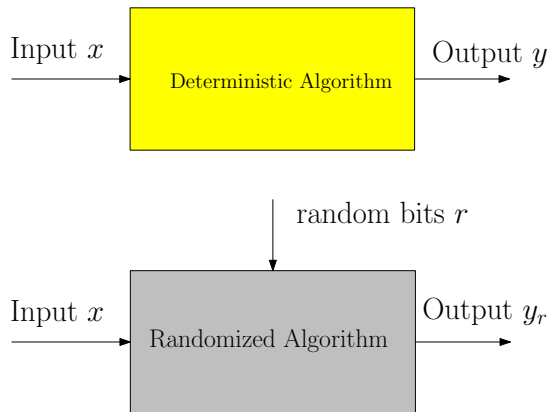
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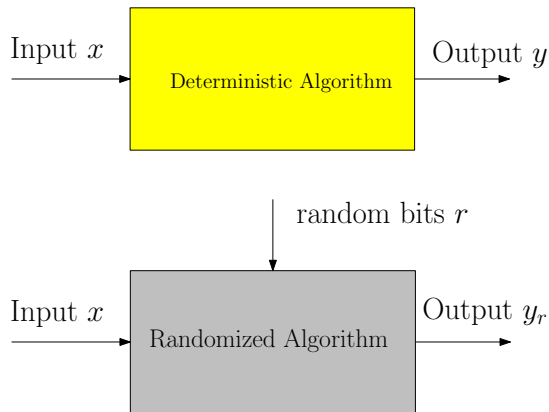


Randomized Algorithms



The behaviour of the algorithm is “not always good”.

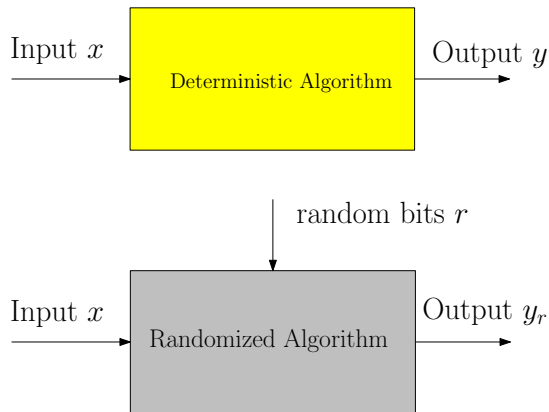
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The behaviour of the algorithm is “not always good”.

- **Output** may not be correct always (**Monte Carlo**)
- **Running time** may not be fast always (**Las Vegas**)

Randomized Quick Sort

Quick Sort

- Pick a pivot element from array
- Split array into 3 subarrays: those smaller than pivot, those larger than pivot, and equal to pivot.
- Recursively sort the subarrays, and concatenate them.

Randomized Quick Sort

- Pick a pivot element uniformly at random from the array
- Split array into 3 subarrays: those smaller than pivot, those larger than pivot, and equal to the pivot.
- Recursively sort the subarrays, and concatenate them.

Randomized Quick Sort

Recall: Quick Sort can take $\Omega(n^2)$ time to sort array of size n .

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Note: On every input randomized **Quick Sort** takes $O(n \log n)$ time in expectation. On every input it may take $\Omega(n^2)$ time with some small probability.

Analysis

Let $Q(A)$ be number of comparisons done on input array A :

- For $1 \leq i < j < n$ let R_{ij} be the event that rank i element is compared with rank j element.
- X_{ij} is the indicator random variable for R_{ij} . That is, $X_{ij} = 1$ if rank i is compared with rank j element, otherwise 0.

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$$Q(A) = \sum_{1 \leq i < j \leq n} X_{ij}$$

and hence by linearity of expectation,

$$E[Q(A)] = \sum_{1 \leq i < j \leq n} E[X_{ij}] = \sum_{1 \leq i < j \leq n} \Pr[R_{ij}].$$

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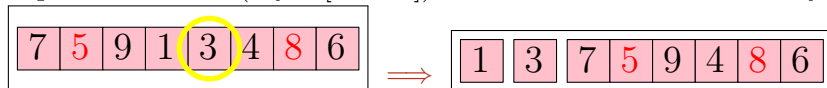
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- If pivot too small (say 3 [rank 2]). Partition and call recursively:



Decision if to compare 5 to 8 is moved to subproblem.

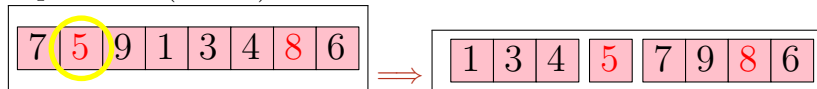
- If pivot too large (say 9 [rank 8]):



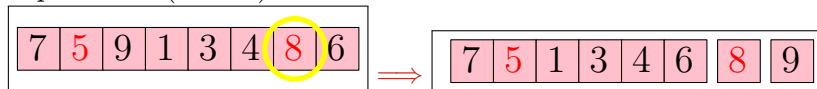
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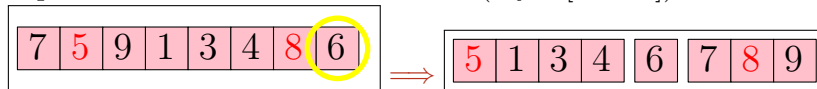
- If pivot is 5 (rank 4).



- If pivot is 8 (rank 7).



- If pivot is in between the two numbers (say 6 [rank 5]):



5 and 8 will never be compared to each other.

Analysis

Question: What is $\Pr[R_{i,j}]$?

Conclusion

$R_{i,j}$ happens if and only if :

i th or j th ranked element is the first pivot out of the elements ranked i to j .

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Proof.

Let $a_1, \dots, a_i, \dots, a_j, \dots, a_n$ be elements of A in sorted order. Let $S = \{a_i, a_{i+1}, \dots, a_j\}$

Observation: If pivot is chosen outside S then all of S either in left array or right array.

Observation: a_i and a_j separated when a pivot is chosen from S for the first time. Once separated no comparison.

Observation: a_i is compared with a_j if and only if either a_i or a_j is chosen as a pivot from S at separation. □

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Observation: a_i is compared with a_j if and only if either a_i or a_j is chosen as a pivot from S at separation.

Observation: Given that pivot is chosen from S the probability that it is a_i or a_j is exactly $\frac{2}{|S|} = \frac{2}{(j-i+1)}$ since the pivot is chosen uniformly at random from the array. □

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Analysis

$H_n = \sum_{i=1}^n \frac{1}{i}$ is the n 'th harmonic number

① $H_n = \Theta(1)$.

② $H_n = \Theta(\log \log n)$.

③ $H_n = \Theta(\sqrt{\log n})$.

④ $H_n = \Theta(\log n)$.

⑤ $H_n = \Theta(\log^2 n)$.

Analyzing Las Vegas Algorithms

Deterministic algorithm Q for a problem Π :

- Let $Q(x)$ be the time for Q to run on input x of length $|x|$.
- **Worst-case analysis:** run time on worst input for a given size n .

$$T_{wc}(n) = \max_{x:|x|=n} Q(x).$$

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- $\mathbf{E}[R(x)]$ is the expected running time for R on x
- Worst-case analysis: expected time on worst input of size n

$$T_{rand-wc}(n) = \max_{x:|x|=n} \mathbf{E}[R(x)].$$

Verifying Matrix Multiplication

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Theorem

If $AB = C$ then the algorithm will always say YES. If $AB \neq C$ then the algorithm will say YES with probability at most $1/2$. Can repeat the algorithm 100 times independently to reduce the probability of a false positive to $1/2^{100}$.

Analyzing Monte Carlo Algorithms

Randomized algorithm M for a problem Π :

- Let $M(x)$ be the time for M to run on input x of length $|x|$. For Monte Carlo, assumption is that run time is **deterministic**.
- Running time $T(n) = \max_{x:|x|=n} M(x)$.

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- Running time $T(n) = \max_{x:|x|=n} M(x)$.
- Output depends on the random bits.
- Let $\Pr[x]$ be the probability that M is correct on x .
- Worst-case analysis: success probability on worst input

$$P_{rand-wc}(n) = \min_{x:|x|=n} \Pr[x].$$

Thank You.