

2/2/2010

Randomization

- can be used to improve algorithms

Example: Testing for prime numbers
using coin flips

Sorting

Quick Sort

- ① choose first element and treat it as the ~~median~~ ^{pivot},
- ② make two groups
 - one greater than the pivot
 - one less than the pivot
- ③ recurse with each new group

Perfect split:

$$T(32) = 2T(16) + 32$$

Less Perfect split:

$$T(32) = T(6) + T(24) + 32$$

$$T(32) = 1 + T(31) + 32$$

↓

$$1 + T(31) + 31$$

$$\Omega(n^2)$$

How can we better choose the pivot?

Randomness

coin $\in \{H, T\}$
 $\{0, 1\}$

Probability [coin = "H"] = $\frac{1}{2}$ = Pr [coin = "T"]
("Perfect Coin")

K-dice $\{0, 1, \dots, k-1\}$

Pr [K-dice = i] = $\frac{1}{k}$ (uniform dice)

- all outcomes have equal probability

n-elements 2-dice 3-dice ... n-dice

selection Problem

INPUT: $A[1], A[2], \dots, A[n]$ - array of #s

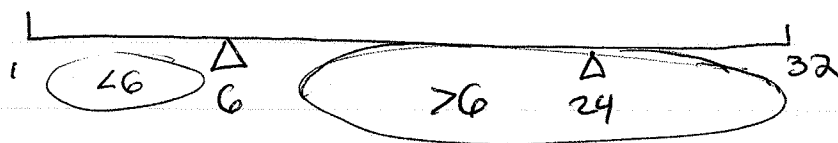
k

- integer

OUTPUT: kth smallest element of $A[i]$...

How quickly can we solve this problem
using randomness?

Suppose array has 1 - 32 elements
looking for 24th

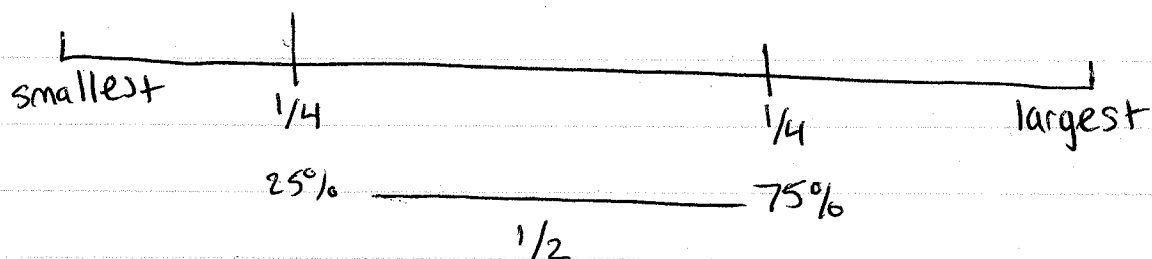


- randomly choose 6 ,
- use as pivot and sort into 2 groups,
 <6 and >6
- since 24 is >6 , throw away <6 group
- recurse, using >6 group
 $T(32) = T(26) + 32$

randomness useful in selecting pivot

$$E(T_{RS}(n)) = O(n)$$

$$E(\text{Iteration}(n)) = O(\log(n))$$



if x is random from

$$[1, n] \text{ uniformly:}$$
$$\Pr\left[\frac{n}{4} \leq x \leq \frac{3n}{4}\right] = \frac{1}{2}$$

$$E(T_{\text{TRS}}(n)) = \frac{1}{2} E(T_{\text{TRS}}(\frac{3}{4}n)) +$$

RS = Random Selection

$$\frac{1}{2} E(T_{\text{TRS}}(n)) + n$$

$$E(T_{\text{TRS}}(n)) \leq E(T_{\text{TRS}}(\frac{3}{4}n)) + 2n$$

↓

$$E(T_{\text{TRS}}(\frac{3}{4}n)) + 2 \cdot \frac{3}{4}n + 2n$$

↓

$$= 1 \dots + 2n \left(\frac{3}{4}\right)^3 + 2n \left(\frac{3}{4}\right)^2 + 2n \left(\frac{3}{4}\right) + 2n$$

$$= \Theta(n)$$

$$E(T_{\text{QSORT}}(n)) = \Theta(n \log n)$$

Birthday Paradox -

suppose: a year has n days

m people with random birthdays

\Pr [two of them has the same birthday] (collision)

if $m=1$

$$\Pr[m, n] = 0$$

if $m=2$

$$\Pr[2, n] = \frac{1}{n}$$

if $m=3$

$$\Pr[3, n] = \frac{2}{n^2}$$

3-way collisions

$$\frac{n}{n^3}$$

+

2-way collisions

$$\frac{3n(n-1)}{n^3}$$

= number of 3-way collisions

$$m=100$$

$$\binom{m}{2} = \frac{m(m-1)}{2} \text{ pairs}$$

$$\Pr[m, n] \geq \frac{\frac{m(m-1)}{2} \cdot n \cdot n^{m-2}}{n^m}$$

$$= \frac{m(m-1)}{2n}$$