Randomized Algorithms

Introduction

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Self Introduction

- **Ph.D.**: CSIE, National Chung Cheng University, 2011.
 - DAAD-NSC Sandwich Program (2007–2008).
 - Dissertation supervisors: Maw-Shang Chang & Peter Rossmanith (RWTH Aachen)
- **Postdoc** in Genomics Research Center, Academia Sinica (2011–2014).
- **Postdoc** in Institute of Information Science, Academia Sinica (2014–2018).
- Quantitative Analyst (intern) of Point72/Cubist Systematic Strategies (2018–2019).
- Quantitative Analyst of Seth Technologies Inc. (2020–2021/01).

Textbooks and Materials

- Textbooks:
 - *Randomized Algorithms*. Motwani, R. and Raghavan, P., 1995. Cambridge University Press.
 - Probability and Computing: Randomization and Probabilistic Techniques in Algorithms and Data Analysis. Second Edition. M. Mitzenmacher and E. Upfal, Cambridge University Press, 2017.
- Other materials:
 - Prepared slides.





Prerequisites

- Basic undergraduate courses in
 - Algorithms
 - Data structures
 - Probability theory
 - Discrete mathematics
 - Linear Algebra
- Motivation.
- Curiosity.

Topics

- Introduction & the Min-Cut Problem
- Examples of Probability Paradoxes
- Probability Prerequisites
- Coupon Collector's Problem
- The Secretary Problem
- Randomized Quicksort
- Moments and Deviations
- Chernoff Bounds and Hoeffding Bounds
- Balls and Bins
- Continuous Distributions and the Poisson Process
- Markov Chains and Random Walks
- Monte Chains Monte Carlo (MCMC)

Grading Policy

- Attendance (10%)
- Assignments (x 6, 30%)
- Midterm Presentation (30%)
- Final Presentation (30%)

Traditional deterministic algorithms



Randomized algorithms



figure freely downloaded from https://pixabay.com/illustrations/coin-flipping-coin-hand-flip-flick-5822271/ Randomized Algorithms, CSIE, TKU, Taiwan



- Randomized algorithms are
 - often much *simpler* than the best known deterministic ones.
 - often much *more efficient* (faster or using less space) than the best known deterministic ones.

• Sometimes ideas from the randomized algorithms lead to good deterministic algorithms.



- It's different from the *average-case* analysis of deterministic algorithms.
 - e.g., expected running time of a deterministic algorithm on input sampled from a distribution.

- In most scenarios, it's NOT a heuristic algorithm.
 - The accuracy is guaranteed, or
 - The running time is guaranteed.

An illustrating example:

- **Problem:** find a grade-'*A*' student in a class of *n* students where half of them get 'A'.
- What is the time complexity for the best deterministic algorithm?
 - I mean, in the "worst case".

A randomized algorithm (from Wikipedia)

```
findingA_LV(array L, n)
```

begin

repeat

Randomly select one element out of *n* elements. until 'A' is found

end

Assignment: Prove that the expected number of iterations is $\lim_{n \to \infty} \sum_{i=1}^{n} \frac{i}{2^i} \le 2$.



A randomized algorithm (from Wikipedia)

```
findingA_MC(array L, n, k)
begin
  i \leftarrow 0
  repeat
     Randomly select one element out of n elements.
     i \leftarrow i + 1
  until i = k or 'A' is found
end
```

```
After k iterations, \Pr[\text{find } A] = 1 - (1/2)^k.
```

Birthday problem (paradox)

- There are *n* randomly chosen people in a room.
- How *large* should *n* be such that there is at least one pair of them having the same birthday (mm/dd)?
- By the pigeonhole principle, n = 367? or 366?

Let us consider this problem in the other way around.
 How *large* should *n* be such that there is at least one pair of them having the same birthday (mm/dd) with probability ≥ 0.5?

Birthday problem (paradox)

- *n* people: $x_1, x_2, ..., x_n$
- Event *i*: some pair of $x_1, x_2, ..., x_i$ have the same birthday.
- $\Pr[\text{Event2}] = 1 \frac{364}{365}$
- $\Pr[\text{Event3}] = 1 \frac{364}{365} \cdot \frac{363}{365}$
- ... • $\Pr[\text{Event23}] = 1 - \frac{364}{365} \cdot \frac{363}{365} \cdot \dots \frac{343}{365} \approx 0.507297.$
- 23 is much less than 366 or 367.

Birthday problem (paradox)

• Assignment: Compute *n* such that there is at least one pair of them having the same birthday with probability ≥ 0.9 .

Min-Cut



|V| = n, |E| = m

- A graph G = (V, E) and its two "cuts".
 - **Cut**: a partition of the vertices in *V* into two non-empty, disjoint sets *S* and *T* such that
 - $S \cup T = V$
 - The **cutset** of a cut:
 - $\{uv \in E \mid u \in S, v \in T\}.$
- The size of the cut:
 - the cardinality of its cutset.

Edge contraction

By Thore Husfeldt - Python, networkx, neato and TikZ, CC BY-SA 3.0, https://commons.wikimedia.org/w/index.php?curid=21117500

e = (u, v)

 $G \rightarrow G/e$

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Karger's edge-contraction algorithm (1993)

Procedure contract (G = (V, E)):

while |V| > 2:

choose $e \in E$ uniformly at random

 $G \leftarrow G/e$

```
return the only cut in G
```

Time complexity: O(m) or $O(n^2)$.



By Thore Husfeldt - Created in python using the networkx library for graph manipulation, neato for layout, and TikZ for drawing., CC BY-SA 3.0, https://commons.wikimedia.org/w/index.php?curid=21103489

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- *C*: a specific cut of *G*.
- *k*: the size of the cut *C*.
- The minimum degree of G must be $\geq k$. (WHY?)
 - − So, $|E| \ge nk/2$.
- The probability that the algorithm picks an edge from *C* to contract is

$$\frac{k}{|E|} \le \frac{k}{nk/2} = \frac{2}{n}.$$

Analysis (contd.)

- Let p_n be the probability that the algorithm on an *n*-vertex graph avoids *C*.
- Then, $p_n \ge \left(1 \frac{2}{n}\right) \cdot p_{n-1}$
- The recurrence can be expanded as

$$p_n \ge \prod_{i=0}^{n-3} \left(1 - \frac{2}{n-i} \right) = \frac{n-2}{n} \cdot \frac{n-3}{n-1} \cdots \frac{2}{4} \cdot \frac{1}{3} = \frac{1}{\binom{n}{2}}.$$

Analysis (contd.)

- The probability of "success" is $\binom{n}{2}^{-1}$
 - A bit too low, isn't it?
- How about repeating it for $T = \binom{n}{2} \ln n$ times, and then choose the minimum of them?
- The probability of NOT finding a min-cut is

s
$$\left[1 - \binom{n}{2}^{-1}\right]^T \le \frac{1}{e^{\ln n}} = \frac{1}{n}.$$

• Total running time: O(Tm) or $O(Tn^2)$.

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A bonus project (5%)

• Implement Karger's edge-contraction algorithm.

Assignment 1 (5%)

A randomized algorithm (from Wikipedia) (3%)

findingA_LV(array *L*, *n*)

begin

repeat

Randomly select one element out of *n* elements.

until 'A' is found

end

Assignment: Prove that the expected number of iterations is $\lim_{n \to \infty} \sum_{i=1}^{n} \frac{i}{2^i} \le 2$.



Birthday problem (paradox) (2%)

Assignment: Compute *n* such that there is at least one pair of them having the same ٠ birthday with probability ≥ 0.9 .