

# COT 6936: Topics in Algorithms

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[http://www.cs.fiu.edu/~giri/teach/COT6936\\_S12.html](http://www.cs.fiu.edu/~giri/teach/COT6936_S12.html)

<https://moodle.cis.fiu.edu/v2.1/course/view.php?id=174>

COT 6936: Topics in Algorithms

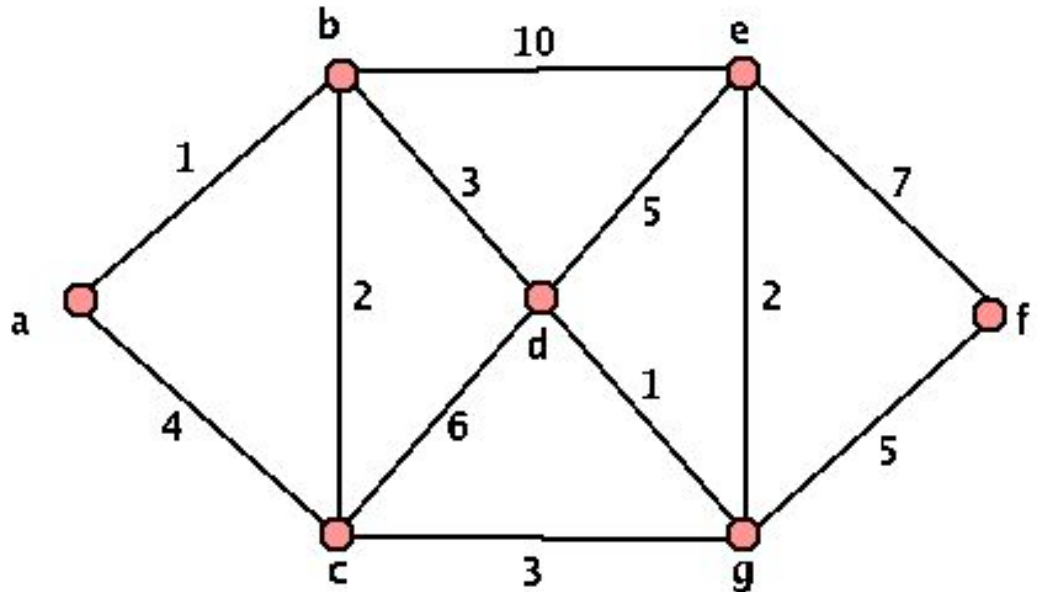
# Randomized Algorithms

# Cut-Sets & Min-Cuts

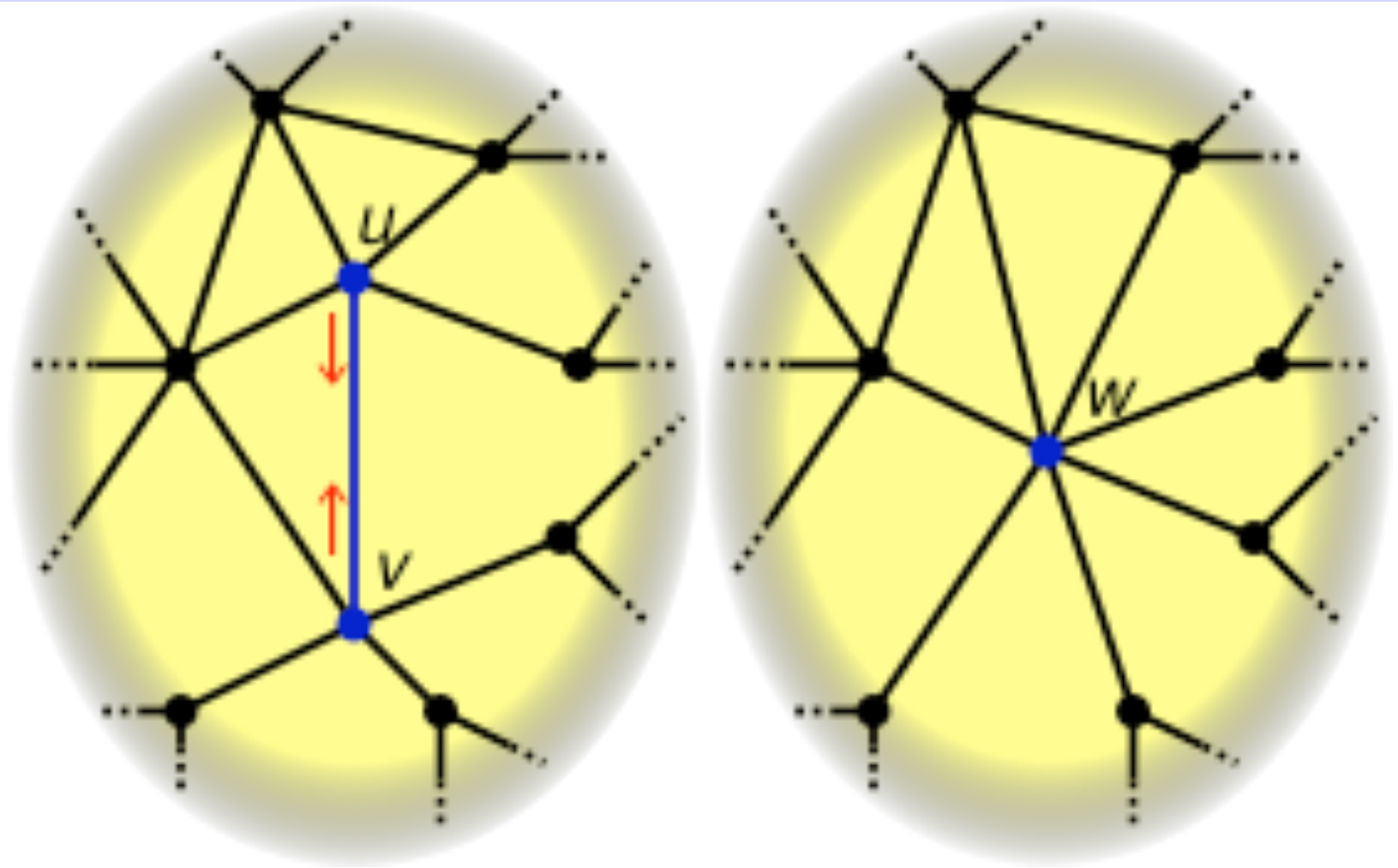
- Example 1:  $(\{a,b,c,d\}, \{e,f,g\})$ 
  - Weight = 19
- Example 2:  $(\{a,b,g\}, \{c,d,e,f\})$ 
  - Weight = 30
- Example 3:  $(\{a\}, \{b,c,d,e,f,g\})$ 
  - Weight = 5

How is this different from Min-Cuts we considered in the context of Networks Flows?

- Undirected graphs
- No source or sink vertex
- “Robustness” parameter
- Global Min-Cut can be computed in poly time



# Edge Contraction [Karger, 1992]

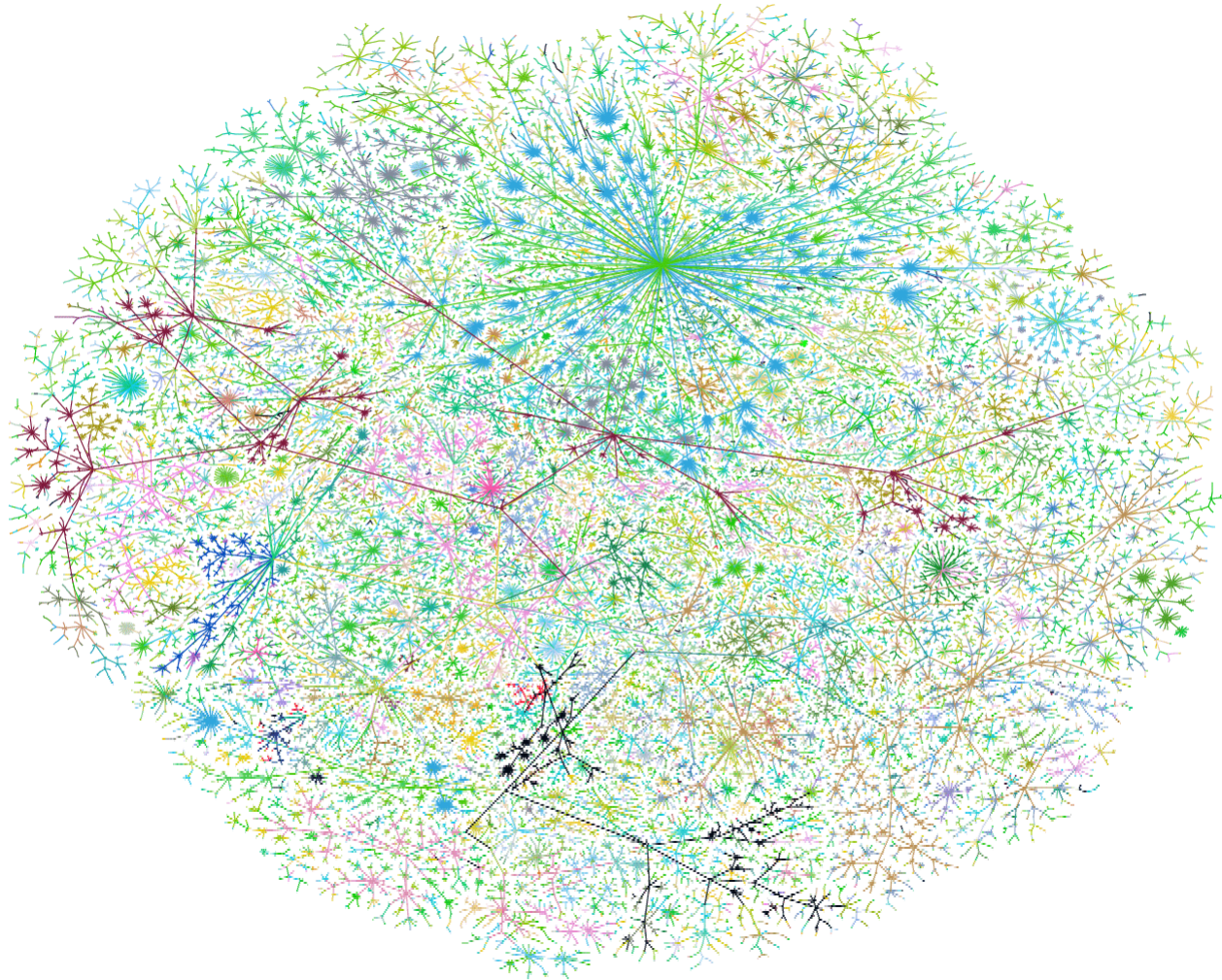


[http://en.wikipedia.org/wiki/Edge\\_contraction](http://en.wikipedia.org/wiki/Edge_contraction)

# Edge Contractions and Min-Cuts

- **Lemma:** If you are not contracting an edge from the cut-set, edge contractions do not affect the size of min-cuts.
- **Observation:** Most edges are not part of the min-cut.
- **Idea:** Use randomization [**Karger, 1992**]

# Min-Cuts in the Internet Graph



June 1999 Internet graph, Bill Cheswick  
<http://research.lumeta.com/ches/map/gallery/index.html>

# Randomized Algorithms: Min-Cut

- **Algorithm:**

- Pick a random edge and contract it until only 2 vertices are remaining.
- Report edges connecting the 2 remaining vertices as the min cut

- **Analysis**

- Assume that the Min-cut is of size  $k$
- Prob {edge is not in Min-cut}  $\geq 1 - 2/n$  (why?)
- Prob {Min-cut is output}  $\geq 2/n(n - 1)$  (why?)

# Analysis: Min-Cut Algorithm (Cont'd)

- Observation:
  - If Min-Cut is of size  $k$ , then minimum degree of every vertex is  $k$ . (Why?)
- Number of edges in graph  $\geq kn/2$
- Probability that an edge from Min-Cut is picked in iteration 1 is  $\leq 2/n$
- Probability that no edge from Min-Cut is picked in iteration 1 is  $\geq 1 - 2/n$
- Iteration  $i$ ?



# Analysis: Min-Cut Algorithm (Cont'd)

- $E_i$  = Event that no edge from Min-Cut is picked in iteration  $i$
- $F_i$  = Event that no edge from Min-Cut is picked in iteration 1 through  $i$

$$\Pr(E_i | F_{i-1}) \geq 1 - \frac{k}{k(n-i+1)/2} = 1 - \frac{2}{n-i+1}.$$

- Need  $F_{n-2}$ !

# Analysis: Min-Cut Algorithm (Cont'd)

$$\begin{aligned} Pr(F_{n-2}) &= Pr(E_{n-2} \cap F_{n-3}) = Pr(E_{n-2}|F_{n-3})Pr(F_{n-3}) \\ &= Pr(E_{n-2}|F_{n-3}) \cdot Pr(E_{n-3}|F_{n-4}) \dots Pr(E_2|F_1)Pr(F_1) \\ &\geq \prod_{i=1}^{n-2} \left(1 - \frac{2}{n-i+1}\right) = \prod_{i=1}^{n-2} \frac{n-i-1}{n-i+1} \\ &= \left(\frac{n-2}{n}\right) \left(\frac{n-3}{n-1}\right) \dots \frac{4}{6} \frac{3}{5} \frac{2}{4} \frac{1}{3} \\ &= \frac{2}{n(n-1)}. \end{aligned}$$

# Analysis: Min-Cut Algorithm (Cont'd)

- Probability of contracting only edges not from Min-Cut, i.e., ending up with exactly the Min-Cut  $\geq 2/n(n-1)$ 
  - Rather low!
- Repeat the algorithm many times.
  - How many times?
  - Goal: repeat until prob of error is very small

$$\left(1 - \frac{2}{n(n-1)}\right)^{n(n-1) \ln n} \leq e^{-2 \ln n} = \frac{1}{n^2}$$

# Monte Carlo vs Las Vegas

- **Monte Carlo algorithms:**
  - Bounded run time in worst case
  - sometimes incorrect, but with bounded probability
    - One-sided versus two-sided errors
- **Las Vegas algorithms:**
  - always correct,
  - variable run times, but bounded expected time

# Balls and Bins

- Balls and Bins Model
  - Throw  $m$  balls into  $n$  bins
  - Location of each ball chosen independently and uniformly at random

# Balls and Bins

- Interesting questions to ask
  - How many balls in a bin on the average?  $m/n$
  - How many bins are empty?  $e^{m/n}$
  - How many balls in the fullest bin?  $\Theta(\ln n / \ln \ln n)$
  - If  $m=n$ , how many bins are expected to have  $> 1$  ball in it?
- Applications
  - Chain Hashing
  - Bucket Sort
  - Hash Table for passwords (*reject if entry occupied*)
  - Bloom Filters
  - Birthday Paradox

# Birthday Paradox

Probability that  $m$  balls are put in distinct bins is

$$\left(1 - \frac{1}{n}\right)\left(1 - \frac{2}{n}\right) \dots \left(1 - \frac{m-1}{n}\right) = \prod_{j=1}^{m-1} \left(1 - \frac{j}{n}\right).$$

# Birthday Paradox

- To achieve probability  $\geq \frac{1}{2}$ , we need:
  - $m^2/2n \geq \ln 2$
  - $m \geq \sqrt{2n \ln 2}$
- In a room with at least 23 people, the probability that at least two people have the same birthday is more than  $\frac{1}{2}$ .



# Average Size of a Chain in Hash Table

- Let  $N$  = # of possible hash values
- Let  $k$  = # items stored in the hash table
- Probability that exactly  $i$  out of  $k$  items hash to the same value is

$$p_i = \binom{k}{i} (N - 1)^{k-i} N^{-k}.$$

# Average Search Time

$$\begin{aligned} A &= \sum_i (i+1)p_i = \sum_i \binom{k}{i} (i+1)(N-1)^{k-i} N^{-k} \\ &= \sum_i \binom{k}{i} i(N-1)^{k-i} N^{-k} + \sum_i \binom{k}{i} (N-1)^{k-i} N^{-k} \\ &= \sum_i k \binom{k-1}{i-1} (N-1)^{k-i} N^{-k} + 1 \\ &= kN^{-k} \sum_i \binom{k-1}{i} (N-1)^{k-i-1} + 1 \\ &= kN^{-k} N^{k-1} + 1 = 1 + k/N \end{aligned}$$

Unsuccessful  
Search:

Successful Search:

$$A' = \sum_{i,j} j q_{ij} = 1 + \frac{k-1}{2N}$$

# Maximum Load

- Prob that a bin has at least  $j$  balls is

$$\binom{n}{j} \left(\frac{1}{n}\right)^j \leq \frac{1}{j!} \leq \left(\frac{e}{j}\right)^j$$

# Maximum Load: most balls in any bin

- Prob that one of  $n$  bins has at least  $j = (3 \ln n / \ln \ln n)$  balls is

$$\begin{aligned} n \left( \frac{e}{j} \right)^j &\leq n \left( \frac{e \ln \ln n}{3 \ln n} \right)^{3 \ln n / \ln \ln n} \\ &\leq n \left( \frac{\ln \ln n}{3 \ln n} \right)^{3 \ln n / \ln \ln n} \\ &= e^{\ln n} \left( e^{\ln \ln \ln n - \ln \ln n} \right)^{3 \ln n / \ln \ln n} \\ &= e^{-2 \ln n + 3(\ln n)(\ln \ln \ln n) / \ln \ln n} \\ &\leq \frac{1}{n} \end{aligned}$$

# Power of Two Choices

- Hashing with **two** hash functions
  - Dramatically reduces the expected **size of the largest bin** while doubling the average search cost.
- Dynamic Resource Allocation
  - Multiple identical resources to choose from
    - Find load of each one and pick least loaded
    - Pick random resource
    - Sample 2 random resources and pick less loaded one

# Contention Resolution

- $N$  processes  $P_1, \dots, P_N$  each competing for access to a single resource (shared database, shared communication channel, ...)
- Time is divided into **rounds**
- If more than one process attempts to access resource, then all processes are **locked out**
- **No communication** between processes
- Need **fair** algorithm for large  $N$
- Use **randomization** to break symmetry

# Breaking Symmetry

- If small  $N$ , then assign round  $t \bmod N$  to process  $t$ . Not scalable!
- If large  $N$ , then each process attempts to access the resource in round  $t$  with prob  $p$ .
- Results:
  - To maximize prob of success, set  $p = 1/n$
  - Prob of failure after  $en$  rounds is  $\leq$  constant
  - Whp all  $N$  processes can access the resource in  $t = 2en \ln n$  rounds

# Breaking symmetry

- Many users want to share a resource
  - Want to pick a permutation quickly
  - Hash to  $2^b$  bits and sort them
  - If  $b = 3\log_2 n$  then two users will have distinct hash values with probability  $1 - 1/n$



# Randomized Algorithm for MAX 3-SAT

- Assume each clause has 3 distinct literals
- Randomly assign 0/1 to all variables
  - Each clause is satisfied with prob  $7/8$
  - Expected number of clauses =  $7m/8$
  - There exists a truth assignment that satisfies  $7m/8$  clauses

# Bloom Filters

- Used to test set membership by using bit arrays to indicate which positions have been hashed to.



- Use  $k$  hash functions instead of 1.
- How large should  $k$  be for given error bound?

# Applications

- Hashing with 2-way chaining
  - 2 hash function applied to each data item
  - Item inserted in shorter of two chains
- Dynamic Resource Allocation
  - Choosing a server among servers in a network
  - Choosing a disk to store an entity
  - Choosing a printer to serve a print job

# Power of **Two** Choices

- Each ball comes with  $d = 2$  possible bins, each chosen independently at random
- Ball is placed in the **least full** bin among the  $d$  choices
  - ties broken arbitrarily
- **MAGICALLY**, with high prob:
  - $\text{MAX LOAD} = \ln \ln n / \ln 2 + O(1)$
  - **Down** from  $\Theta(\ln n / \ln \ln n)$  (when  $d = 1$ )
  - In general, when  $d \geq 2$ ,
    - $\text{MAX LOAD} = \ln \ln n / \ln d + \Theta(1)$