

COT 6936: Topics in Algorithms

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Presentation Outline

COT 6936:
Topics in
Algorithms

Giri
Narasimhan

Randomized
Algorithms

QuickSort

Min-Cuts

Monte Carlo
vs Las Vegas

Balls and Bins

Birthday
Paradox

Chain Hashing

Randomized
MAX-3SAT

Contention
Resolution

Two Choices

- 1 Randomized Algorithms
- 2 QuickSort
- 3 Min-Cuts
- 4 Monte Carlo vs Las Vegas
- 5 Balls and Bins
- 6 Birthday Paradox
- 7 Chain Hashing
- 8 Randomized MAX-3SAT
- 9 Contention Resolution
- 10 Two Choices

What is a Randomized Algorithm?

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- It is an algorithm that has **random** steps,

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- It is an algorithm that has **random** steps, i.e., actions that depend on the result of a coin toss

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Two Choices

- It is an algorithm that has **random** steps, i.e., actions that depend on the result of a coin toss or a *random number generator*

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- It is an algorithm that has **random** steps, i.e., actions that depend on the result of a coin toss or a *random number generator*
- Applications
 - Protocol in **Ethernet Cards** to decide when it should (re)try access to shared medium

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 - Primality testing and cryptography

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 - Monte Carlo simulations
 - ...

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- Applications
 - Protocol in **Ethernet Cards** to decide when it should (re)try access to shared medium
 - Primality testing and cryptography
 - Monte Carlo simulations
 - ...
- **Advantages:** Often easier to implement and more efficient

Example: Monte Carlo Simulations

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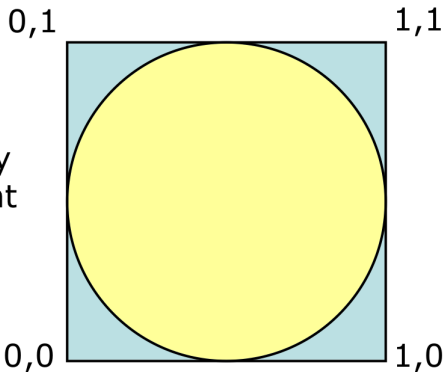
Determining π

Square = 1
Circle = $\pi/4$

The probability
a random point
in square is in
circle:

$$= \pi/4$$

$$\pi = 4 * \text{points in circle} / \text{points}$$



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QuickSort vs Randomized QuickSort

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■ QuickSort

- Pick a **fixed pivot**
- **Partition** input based on pivot into two sets
- **Recursively** sort the two partitions

QuickSort vs Randomized QuickSort

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 - Pick a **random pivot**

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QuickSort: Probabilistic Analysis

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Worst-case = $O(n^2)$

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Worst-case = $O(n^2)$

To analyze average case, we need to know **input distribution**

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Worst-case = $O(n^2)$

To analyze average case, we need to know **input distribution**

- Expected **rank** of pivot = $n/2$.

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Worst-case = $O(n^2)$

To analyze average case, we need to know **input distribution**

- Expected **rank** of pivot = $n/2$. (Why?)

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- Expected **rank** of pivot = $n/2$. (Why?)
- Expected size of sublists after partition = $n/2$

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- Thus recurrence relation is

$$T(n) = 2T(n/2) + O(n)$$

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- Average Time Complexity =

$$T(n) = O(n \log n)$$

Randomized QuickSort: Randomized Analysis

- Let y_1, y_2, \dots, y_n be the input set in sorted order.

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- Let y_1, y_2, \dots, y_n be the input set in sorted order.
- For $i < j$, let X_{ij} be a random variable that takes on value 1 if y_i is compared to y_j and 0 otherwise.

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Total number of comparisons,
$$X = \sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij}$$

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- By linearity of expectation, we have

$$E[X] = E \left[\sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij} \right] = \sum_{i=1}^{n-1} \sum_{j=i+1}^n E[X_{ij}]$$

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$$\begin{aligned} E[X] &= \sum_{i=1}^{n-1} \sum_{j=i+1}^n \frac{2}{j-i+1} \\ &= \sum_{i=1}^{n-1} \sum_{k=2}^{n-i+1} \frac{2}{k} = \sum_{k=2}^n \sum_{i=1}^{n+1-k} \frac{2}{k} \end{aligned}$$

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Cut-Sets and Min-Cuts

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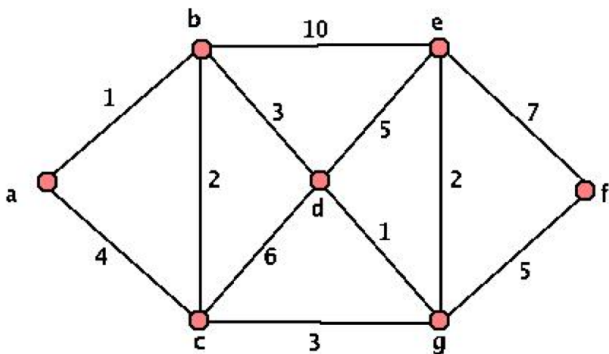
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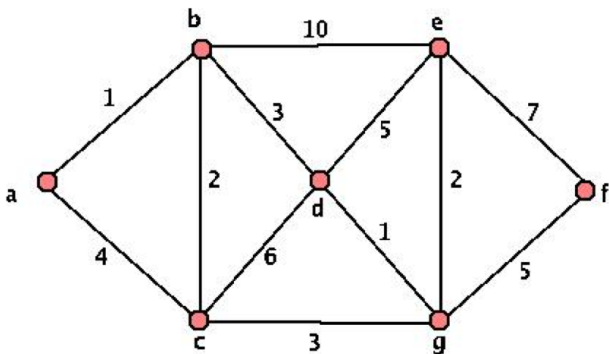
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- Cut-set 1: $(\{a, b, c, d\}, \{e, f, g\})$ Weight = 19

Cut-Sets and Min-Cuts

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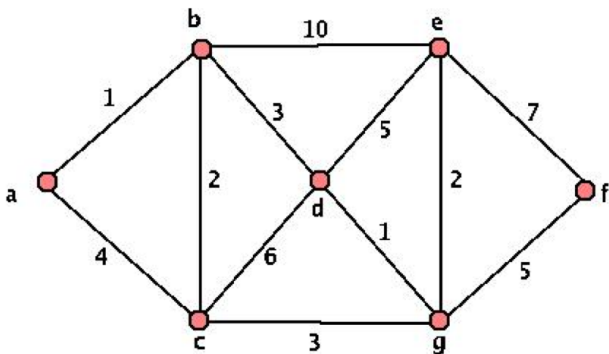
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- Cut-set 1: $(\{a, b, c, d\}, \{e, f, g\})$ Weight = 19
- Cut-set 2: $(\{a, b, g\}, \{c, d, e, f\})$ Weight = 30

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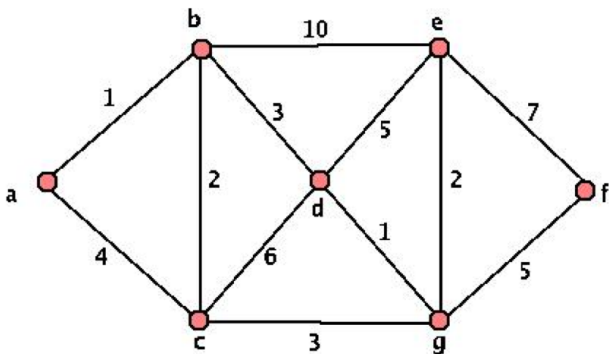
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- Cut-set 2: ($\{a, b, g\}, \{c, d, e, f\}$) Weight = 30
- Cut-set 3: ($\{a\}, \{b, c, d, e, f, g\}$) Weight = 5

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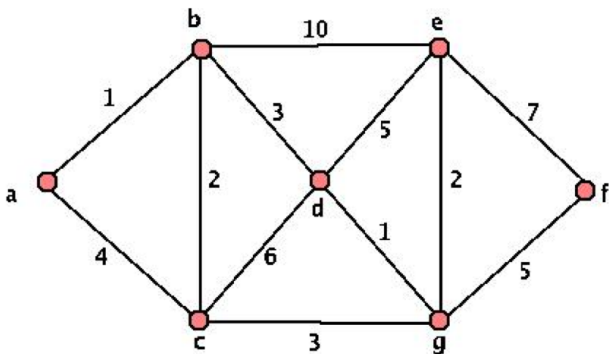
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- Cut-set 1: $(\{a, b, c, d\}, \{e, f, g\})$ Weight = 19
- Cut-set 2: $(\{a, b, g\}, \{c, d, e, f\})$ Weight = 30
- Cut-set 3: $(\{a\}, \{b, c, d, e, f, g\})$ Weight = 5

Edge Contraction

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Monte Carlo
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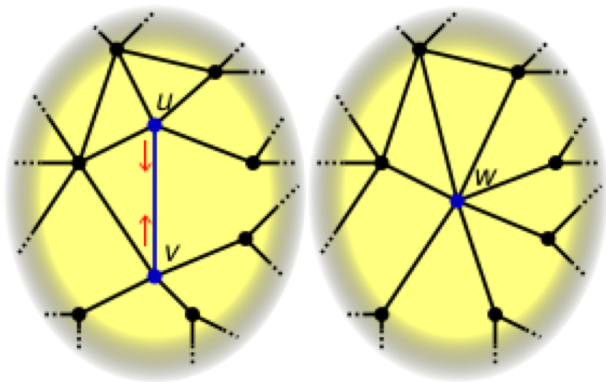
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http://en.wikipedia.org/wiki/Edge_contraction

Edge Contractions and Min-Cuts

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Two Choices

- **Lemma:** If you are not contracting an edge from the cut-set, edge contractions do not affect the size of min-cuts.

Edge Contractions and Min-Cuts

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Two Choices

- **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.

Edge Contractions and Min-Cuts

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Two Choices

- **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

Edge Contractions and Min-Cuts

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Two Choices

- **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

Min-Cuts in the Internet Graph

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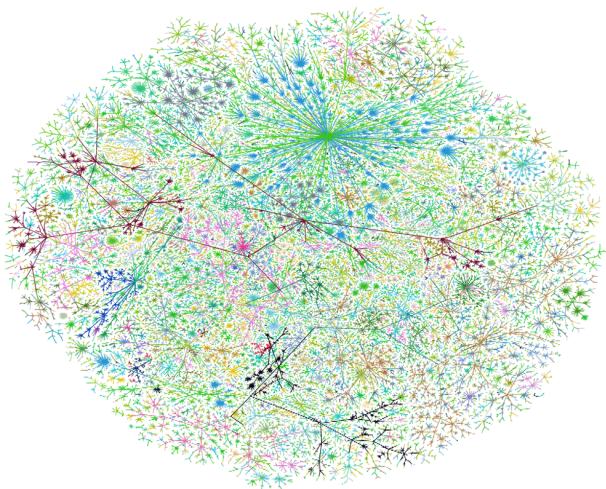
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Two Choices



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

Randomized Algorithms: Unweighted Min-Cut

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■ Algorithm

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Two Choices

- **Algorithm**
 - Pick a random edge and contract it until only 2 vertices are remaining

Randomized Algorithms: Unweighted Min-Cut

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Two Choices

■ 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

Randomized Algorithms: Unweighted Min-Cut

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Two Choices

- **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
- **Steps of the Analysis**

Randomized Algorithms: Unweighted Min-Cut

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Two Choices

- **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
- **Steps of the Analysis**
 - Assume that Unweighted Min-cut has k edges

Randomized Algorithms: Unweighted Min-Cut

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Two Choices

- **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
- **Steps of the Analysis**
 - Assume that Unweighted Min-cut has k edges
 - Prob {edge is not in Min-cut} $\geq 1 - 2/n$

Randomized Algorithms: Unweighted Min-Cut

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Two Choices

- **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
- **Steps of the Analysis**
 - Assume that Unweighted Min-cut has k edges
 - $\text{Prob} \{\text{edge is not in Min-cut}\} \geq 1 - 2/n$
 - $\text{Prob} \{\text{Min-cut is output}\} \geq 2/n(n-1)$

Analysis: Unweighted Min-Cut Algorithm (Contd)

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■ Observation:

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Two Choices

- **Observation:**
 - If Min-Cut has k edges, then minimum degree of every vertex is k . (Why?)

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

- **Observation:**
 - If Min-Cut has k edges, then minimum degree of every vertex is k . (Why?)
- At start, number of edges in graph $\geq kn/2$

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

- **Observation:**
 - If Min-Cut has k edges, then minimum degree of every vertex is k . (Why?)
- At start, number of edges in graph $\geq kn/2$
- Probability that an edge from Min-Cut is picked in iteration 1 is $\leq k/(kn/2) \leq 2/n$

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

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

Analysis: Unweighted Min-Cut Algorithm (Contd)

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■ Iteration i ?

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Two Choices

- Iteration i ?
- $E_i =$ Event that no edge from Min-Cut is picked in iteration i

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Two Choices

- Iteration i ?
- 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

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

- Iteration i ?
- 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

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

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

- Iteration i ?
- E_i = Event that no edge from Min-Cut is picked in iteration i
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$$Pr(E_i|F_{i-1}) \geq 1 - \frac{k}{k(n-i+1)/2} = 1 - \frac{2}{n-i+1}$$

- We need F_{n-2} .

Analysis: Unweighted Min-Cut Algorithm (Contd)

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

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Two Choices

- Probability of contracting only edges not from Min-Cut, i.e., ending up with exactly the Min-Cut

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

- 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! Also, dependent on n .

Analysis: Unweighted Min-Cut Algorithm (Contd)

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Two Choices

- 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! Also, dependent on n .
- To boost success probability, repeat algorithm.

Analysis: Unweighted Min-Cut Algorithm (Contd)

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- 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! Also, dependent on n .
- To boost success probability, repeat algorithm.
 - How many times?

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 - How many times?
 - Goal: repeat until prob of error is very small

Analysis: Unweighted Min-Cut Algorithm (Contd)

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- To boost success probability, repeat algorithm.
 - How many times?
 - Goal: repeat until prob of error is very small
 - Use the following fact: $(1 - 1/h)^h \leq e^{-1}$.

Analysis: Unweighted Min-Cut Algorithm (Contd)

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- 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! Also, dependent on n .
- To boost success probability, repeat algorithm.
 - How many times?
 - Goal: repeat until prob of error is very small
 - Use the following fact: $(1 - 1/h)^h \leq e^{-1}$. Thus,

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

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- 1 Randomized Algorithms
- 2 QuickSort
- 3 Min-Cuts
- 4 Monte Carlo vs Las Vegas**
- 5 Balls and Bins
- 6 Birthday Paradox
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Monte Carlo vs Las Vegas

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Contention
Resolution

Two Choices

- **Monte Carlo algorithms:** Always **fast**. Often **correct**, but with bounded probability

Monte Carlo vs Las Vegas

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Two Choices

- **Monte Carlo algorithms:** Always **fast**. Often **correct**, but with bounded probability
 - One-sided vs Two-sided errors

Monte Carlo vs Las Vegas

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Two Choices

- **Monte Carlo algorithms:** Always **fast**. Often **correct**, but with bounded probability
 - One-sided vs Two-sided errors
- **Las Vegas algorithms:** Always **correct**, Often **fast**

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Two Choices

- Throw m balls into n bins

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Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?

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Resolution

Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- **Questions to ask?**
 - How many balls in a bin on the average? 2

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Contention
Resolution

Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table

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Resolution

Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table
 - How many bins are empty?

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Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table
 - How many bins are empty? $e^{m/n}$

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Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table
 - How many bins are empty? $e^{m/n}$
 - How many balls in the fullest bin?

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Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table
 - How many bins are empty? $e^{m/n}$
 - How many balls in the fullest bin? $\Theta(\ln n / \ln \ln n)$

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- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table
 - How many bins are empty? $e^{m/n}$
 - How many balls in the fullest bin? $\Theta(\ln n / \ln \ln n)$ Hashing worst-case time
 - If $m = n$, how many bins are expected to have > 1 balls?

Balls and Bins Model

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Resolution

Two Choices

- Throw m balls into n bins
- Location of each ball chosen independently and uniformly at random
- Questions to ask?
 - How many balls in a bin on the average? 2 Average size of a chain in a hash table
 - How many bins are empty? $e^{m/n}$
 - How many balls in the fullest bin? $\Theta(\ln n / \ln \ln n)$ Hashing worst-case time
 - If $m = n$, how many bins are expected to have > 1 balls? Birthday Paradox

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Two Choices

- Chain Hashing
- Bucket Sort

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Two Choices

- Chain Hashing
- Bucket Sort
- Hash Tables for passwords

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Two Choices

- Chain Hashing
- Bucket Sort
- Hash Tables for passwords
 - If entry is not free then password rejected

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Two Choices

- Chain Hashing
- Bucket Sort
- Hash Tables for passwords
 - If entry is not free then password rejected
- Bloom Filters (generalize hash tables)

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Two Choices

- Chain Hashing
- Bucket Sort
- Hash Tables for passwords
 - If entry is not free then password rejected
- Bloom Filters (generalize hash tables)
 - See later slides

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Two Choices

- Probability that m balls are put into distinct bins is:

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

- To achieve probability at least $1/2$, we need:

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- To achieve probability at least $1/2$, we need:
 - $m^2/2n \geq \ln 2$

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- To achieve probability at least $1/2$, we need:

- $m^2/2n \geq \ln 2$
- $m \geq \sqrt{2n \ln 2}$

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- To achieve probability at least $1/2$, 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 $1/2$.

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Average Search Time for Hashing

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Two Choices

- We want *Average Length of Chain in Hash Table*
- Let N be number of possible hash values
- Let k be number of items in hash table

Average Search Time for Hashing

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Two Choices

- We want *Average Length of Chain in Hash Table*
- Let N be number of possible hash values
- Let k be number of items in hash table
- Prob that exactly i out of k items hash to same value:

Average Search Time for Hashing

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Two Choices

- We want *Average Length of Chain in Hash Table*
- Let N be number of possible hash values
- Let k be number of items in hash table
- Prob that exactly i out of k items hash to same value:

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

Average Search Time for Hashing

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

- Time for unsuccessful search =

Average Search Time for Hashing

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

- Time for unsuccessful search = length of chain + 1

Average Search Time for Hashing

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- Let k be number of items in hash table
- Prob that exactly i out of k items hash to same value:

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

- Time for unsuccessful search = length of chain + 1
- Average time for unsuccessful search:

$$A = \sum_i (i+1)p_i$$

Average (Unsuccessful) Search Time

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

Average (Successful) Search Time

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

Maximum Load

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Two Choices

- Prob that a bin has at least j items is

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

- Prob that a bin has $\geq j = 3 \ln n / \ln \ln n$ items is:

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

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Randomized Algorithm for MAX-3SAT

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Contention
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Two Choices

- Randomly assign 0/1 to all variables

Randomized Algorithm for MAX-3SAT

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Contention
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Two Choices

- Randomly assign 0/1 to all variables
- Each clause is satisfied with prob $7/8$

Randomized Algorithm for MAX-3SAT

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Two Choices

- Randomly assign 0/1 to all variables
- Each clause is satisfied with prob $7/8$
- Expected number of clauses satisfied $= 7/8$

Randomized Algorithm for MAX-3SAT

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Two Choices

- Randomly assign 0/1 to all variables
- Each clause is satisfied with prob $7/8$
- Expected number of clauses satisfied $= 7/8$

Lemma: There exists a truth assignment that satisfies at least $7/8$ -th of the clauses.

How to find such a truth assignment? **Derandomization**

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Two Choices

- N processes P_1, \dots, P_N each competing for access to a single resource (shared database, shared communication channel, etc.)

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Two Choices

- N processes P_1, \dots, P_N each competing for access to a single resource (shared database, shared communication channel, etc.)
- Time is divided into rounds

Contention Resolution

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Resolution

Two Choices

- N processes P_1, \dots, P_N each competing for access to a single resource (shared database, shared communication channel, etc.)
- Time is divided into rounds
- If more than one process attempts to access resource, then all processes are locked out

Contention Resolution

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Two Choices

- N processes P_1, \dots, P_N each competing for access to a single resource (shared database, shared communication channel, etc.)
- Time is divided into rounds
- If more than one process attempts to access resource, then all processes are locked out
- No communication between processes

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Two Choices

- N processes P_1, \dots, P_N each competing for access to a single resource (shared database, shared communication channel, etc.)
- 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

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Two Choices

- N processes P_1, \dots, P_N each competing for access to a single resource (shared database, shared communication channel, etc.)
- 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

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Two Choices

- If N is small, then assign round $t \bmod N$ to process t .

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Two Choices

- If N is small, then assign round $t \bmod N$ to process t .
Not Scalable!

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Contention
Resolution

Two Choices

- If N is small, then assign round $t \bmod N$ to process t .
Not Scalable!
- If N is large, then each process attempts to access the resource in round t with probability p .
 - To maximize probability of success, set $p =$

Breaking Symmetry

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Resolution

Two Choices

- If N is small, then assign round $t \bmod N$ to process t .
Not Scalable!
- If N is large, then each process attempts to access the resource in round t with probability p .
 - To maximize probability of success, set $p = 1/n$.

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Two Choices

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Not Scalable!
- If N is large, then each process attempts to access the resource in round t with probability p .
 - To maximize probability of success, set $p = 1/n$. Not surprising!
 - Prob of failure after $e \cdot n$ rounds is bounded by a constant.

Breaking Symmetry

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Two Choices

- If N is small, then assign round $t \bmod N$ to process t .
Not Scalable!
- If N is large, then each process attempts to access the resource in round t with probability p .
 - To maximize probability of success, set $p = 1/n$. Not surprising!
 - Prob of failure after $e \cdot n$ rounds is bounded by a constant. Fair!
 - W.h.p. all N processes can access the resource in $t = 2e \cdot n \ln n$ rounds.

Breaking Symmetry

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 - W.h.p. all N processes can access the resource in $t = 2e \cdot n \ln n$ rounds. Scalable!

Bloom Filters

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Two Choices

- **Bloom Filters:** Used to test set membership by using bit arrays to indicate which positions have been hashed to. For every element k hash function are used instead of 1.

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Two Choices

- **Bloom Filters:** Used to test set membership by using bit arrays to indicate which positions have been hashed to. For every element k hash function are used instead of 1.
How to pick k ?

Bloom Filters

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- **Bloom Filters:** Used to test set membership by using bit arrays to indicate which positions have been hashed to. For every element k hash function are used instead of 1.
How to pick k ?

Presentation Outline

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Narasimhan

Randomized
Algorithms

QuickSort

Min-Cuts

Monte Carlo
vs Las Vegas

Balls and Bins

Birthday
Paradox

Chain Hashing

Randomized
MAX-3SAT

Contention
Resolution

Two Choices

- 1 Randomized Algorithms
- 2 QuickSort
- 3 Min-Cuts
- 4 Monte Carlo vs Las Vegas
- 5 Balls and Bins
- 6 Birthday Paradox
- 7 Chain Hashing
- 8 Randomized MAX-3SAT
- 9 Contention Resolution
- 10 Two Choices

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Two Choices

- Hashing with **two** hash functions
 - Among two hash values, pick value with smaller “chain”

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Two Choices

- Hashing with **two** hash functions
 - Among two hash values, pick value with smaller “chain”
 - Dramatically reduces the expected **size of the largest bin**

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Two Choices

- Hashing with **two** hash functions
 - Among two hash values, pick value with smaller “chain”
 - Dramatically reduces the expected **size of the largest bin** while doubling the average search cost.

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- **Dynamic Resource Allocation**: When multiple identical resources to choose from:

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- Hashing with **two** hash functions
 - Among two hash values, pick value with smaller “chain”
 - Dramatically reduces the expected **size of the largest bin** while doubling the average search cost.
- **Dynamic Resource Allocation**: When multiple identical resources to choose from:
 - **Deterministic Choice**: Find load of each one and pick least loaded

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- Hashing with **two** hash functions
 - Among two hash values, pick value with smaller “chain”
 - Dramatically reduces the expected **size of the largest bin** while doubling the average search cost.
- **Dynamic Resource Allocation**: When multiple identical resources to choose from:
 - **Deterministic Choice**: Find load of each one and pick least loaded
 - **One Random Choice**: Pick random resource

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- Hashing with **two** hash functions
 - Among two hash values, pick value with smaller “chain”
 - Dramatically reduces the expected **size of the largest bin** while doubling the average search cost.
- **Dynamic Resource Allocation**: When multiple identical resources to choose from:
 - **Deterministic Choice**: Find load of each one and pick least loaded
 - **One Random Choice**: Pick random resource
 - **Two Random Choices**: Sample 2 random resources and pick less loaded one

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Two Choices

- Each ball comes with $d = 2$ labels, and can be placed in one of d possible bins.

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Two Choices

- Each ball comes with $d = 2$ labels, and can be placed in one of d possible bins. Assume labels are chosen independently at random.
- Ball is placed in the least full bin among the d choices.

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Two Choices

- Each ball comes with $d = 2$ labels, and can be placed in one of d possible bins. **Assume labels are chosen independently at random.**
- Ball is placed in the least full bin among the d choices. **Ties broken arbitrarily.**
- (Amazingly) we have W.h.p.:

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- (Amazingly) we have W.h.p.:
 - $\text{MAX LOAD} = \ln \ln n / \ln 2 + O(1)$

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- Ball is placed in the least full bin among the d choices. Ties broken arbitrarily.
- (Amazingly) we have W.h.p.:
 - $\text{MAX LOAD} = \ln \ln n / \ln 2 + O(1)$
 - Down from $\Theta(\ln n / \ln \ln n)$ for $d = 1$

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- (Amazingly) we have W.h.p.:
 - $\text{MAX LOAD} = \ln \ln n / \ln 2 + O(1)$
 - Down from $\Theta(\ln n / \ln \ln n)$ for $d = 1$
 - In general, when $d \geq 2$,

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- Ball is placed in the least full bin among the d choices. Ties broken arbitrarily.
- (Amazingly) we have W.h.p.:
 - $\text{MAX LOAD} = \ln \ln n / \ln 2 + O(1)$
 - Down from $\Theta(\ln n / \ln \ln n)$ for $d = 1$
 - In general, when $d \geq 2$, $\text{MAX LOAD} = \ln \ln n / \ln d + \Theta(1)$