

COMPSCI 630

Randomized Algorithm

Spring 2016

Rong Ge

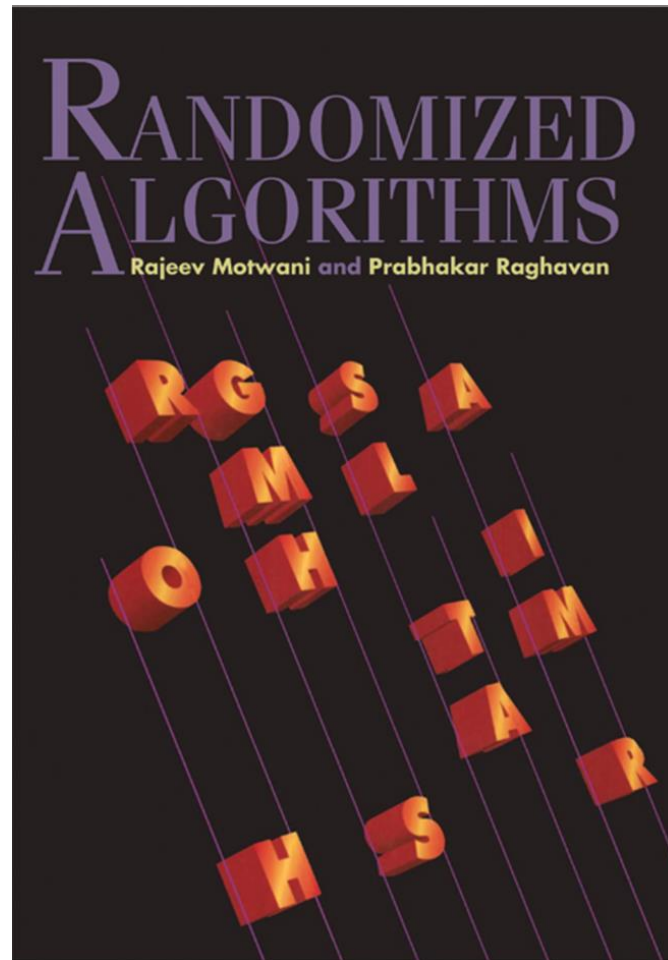
Basic Info

- Web Page:
<http://www.cs.duke.edu/courses/spring16/compsci630/>
- Contact Me:
LSRC D226
Email: rongge@cs.duke.edu
- Office Hour:
Wednesdays after class at 3:00 – 5:00 pm.

Basic Info

- Homework:
3 or 4 problem sets, due 2 weeks after posted.
Discussions are allowed, but *must acknowledge*.
- Piazza: Use Piazza for clarifications
<http://piazza.com/duke/spring2016/cps630>
- Final Exam:
There will be a take-home final for this course.
- Homework/Final will mostly involve proofs for correctness/running time of algorithms.

Textbook

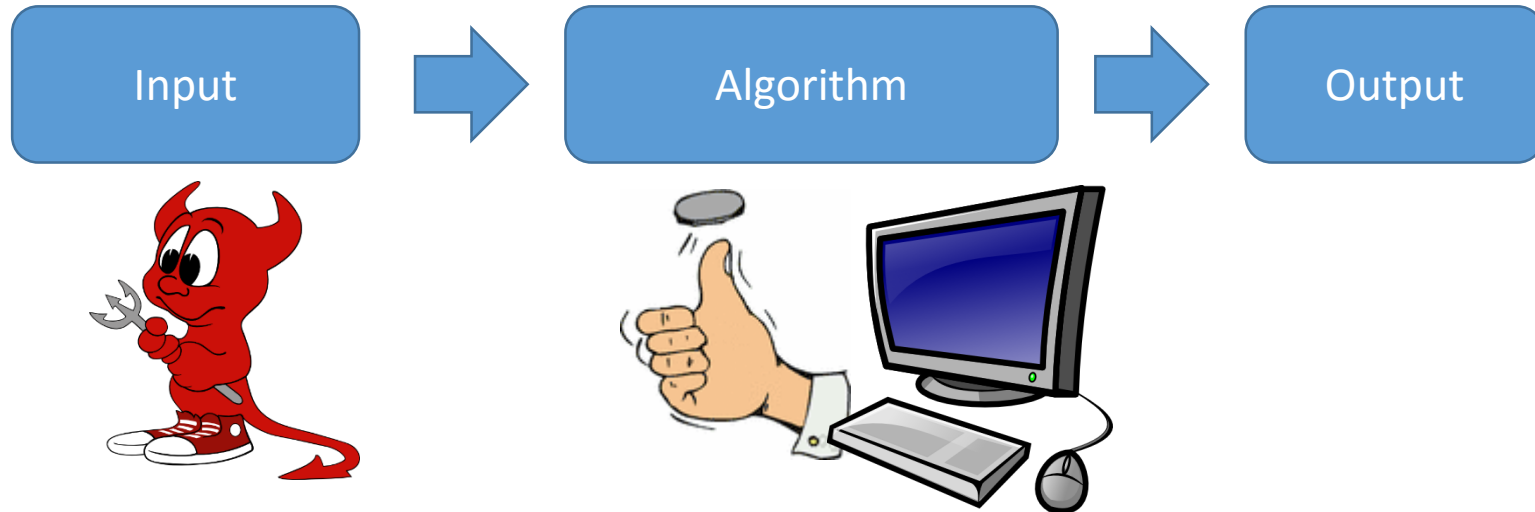


Lecture 1: Overview

Outline

- What are randomized algorithms?
- Why do we need randomness?
- How do we analyze randomized algorithms?

Randomized Algorithm



- Input is still deterministic (worst-case analysis).
- Output is “correct” with probability at least $2/3$ for **every** input.

Example 1

- Randomized quicksort

1	6	3	2	9	8	7	5	4	10
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- Randomly pick a pivot, partition into two parts.

1	6	3	2	5	4		9	8	7	10
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- Read intro in first Chapter for analysis

Example 2

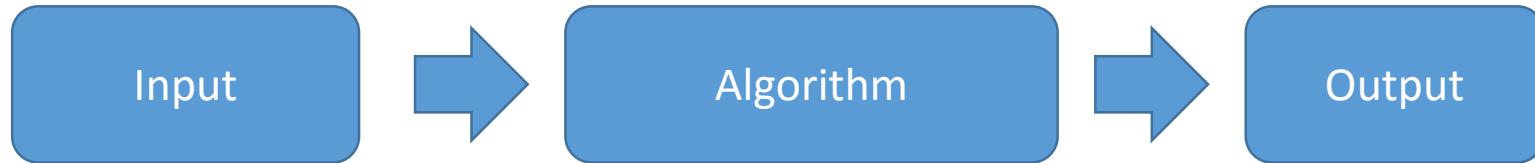
- Find a number that's within top 50% in an array.

1	6	3	2	9	8	7	5	4	10
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- Randomly pick two numbers, output the larger one
- Probability of Failure = $\frac{1}{2} \times \frac{1}{2} = \frac{1}{4} !$

Average Case Analysis



- Input is randomly generated (by nature).
- Output is “correct” for most inputs.

Average vs. Randomized Algorithm

- Average case is usually easier
(If there is a randomized algorithm, there is also a good algorithm for any input distribution.)
- They are sometimes related (Min-Max Principal).
- Many tools apply to both settings.



Las Vegas Algorithm

- Always terminates with correct output.
- Running time is random, usually want to analyze the **expected** running time.
- Example: randomized quicksort

1	6	3	2	9	8	7	5	4	10
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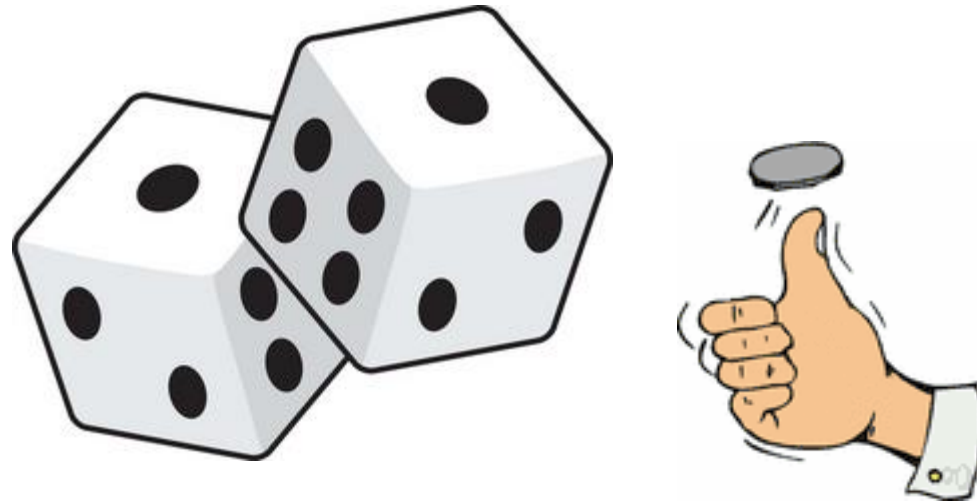
1	6	3	2	5	4
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9	8	7	10
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Monte Carlo Algorithm



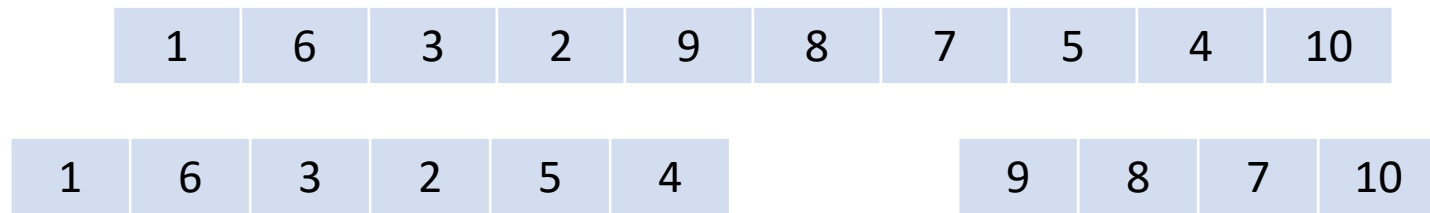
- May produce incorrect outputs.
- Sometimes finish in fixed amount of time, sometimes can also have a random running time.
- Example: Finding a top 50% number in an array.
- Think: Can we transform between Las Vegas and Monte Carlo algorithms?



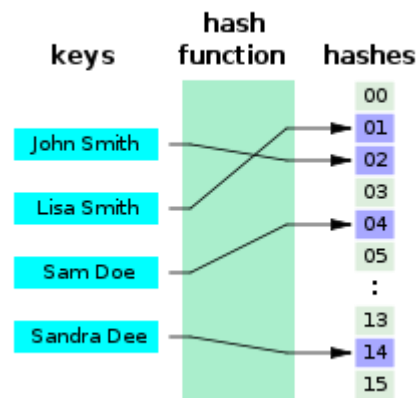
Why is randomness useful?

Randomness can...

- Avoid Worst-Case Scenarios.
- Randomized Quicksort

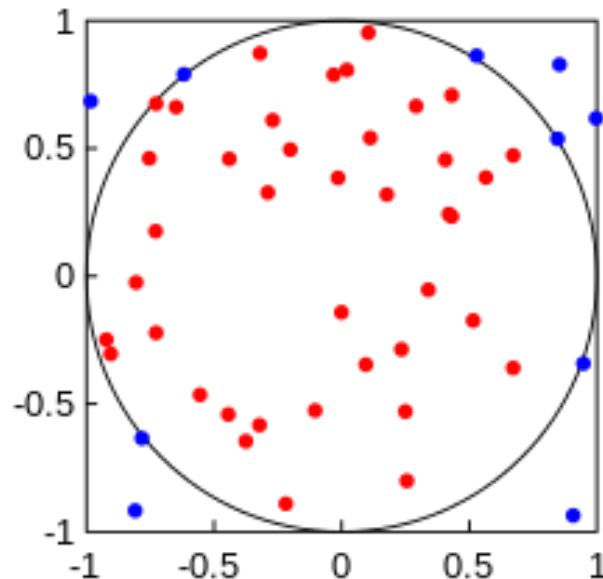


- Hashing



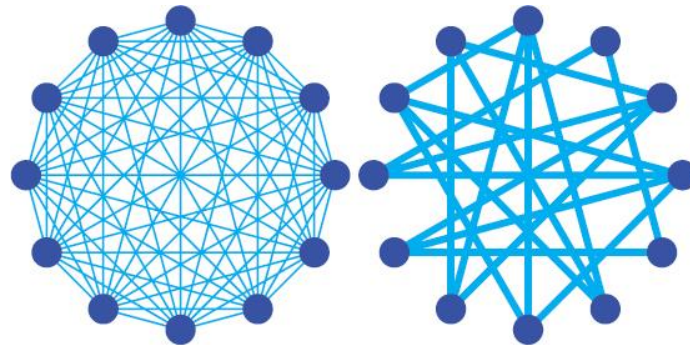
Randomness can...

- Give a rough estimate very quickly.
- Monte-Carlo algorithm for computing volume.



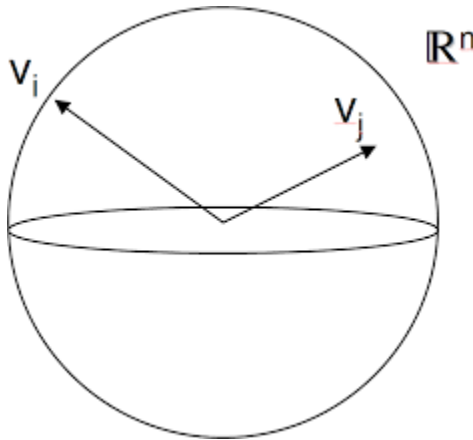
Randomness can...

- Compress data while preserving crucial information.
- Dimension reduction
- Graph sparsification



Randomness can...

- Round Linear Program/Semidefinite Programs.





Tools to Analyze Randomized Algorithms

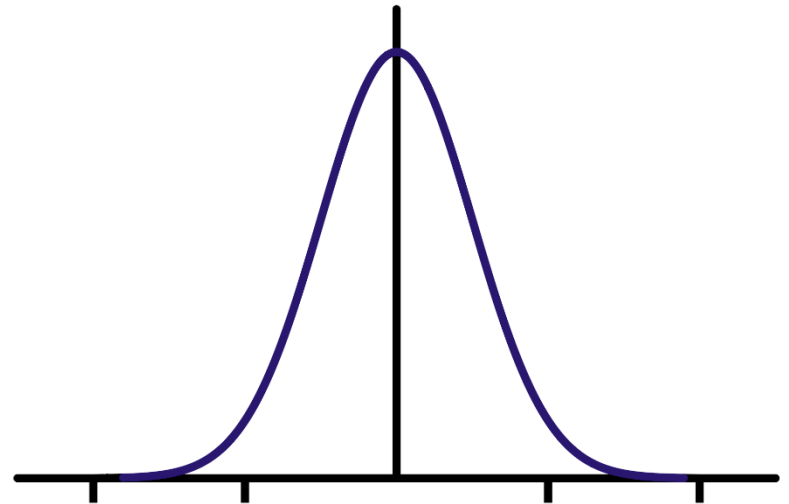
Tools

- Basic properties of random variables.
 - Linearity of expectation
 - Independence
 - Union bound
 - Markov/Chebyshev inequalities.
- Chapters 1, 3 in book.



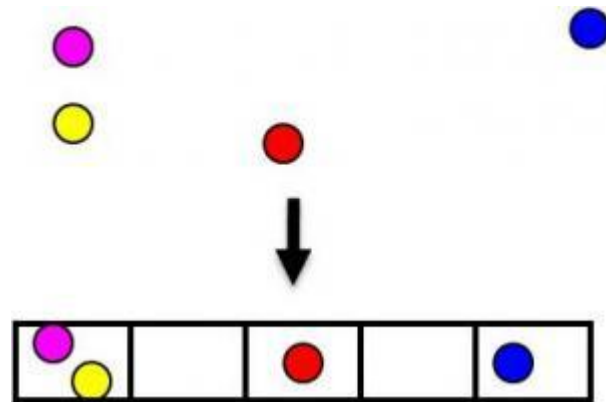
Tools

- Concentration Bounds, Martingales
- $f(X) \approx \mathbb{E}[f(X)]$
- Chapter 4 in book.



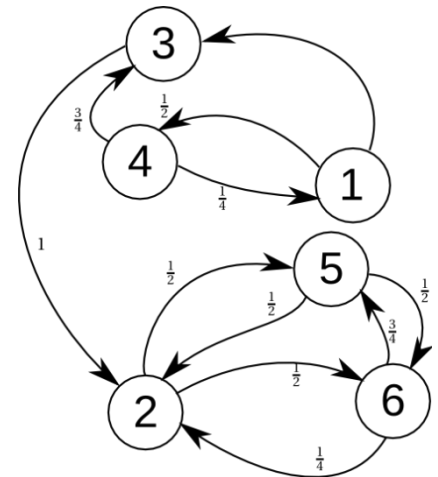
Tools

- Dimension Reduction
- Useful for fast algorithms with approximate solutions.
- We will see examples in many different settings.



Tools

- Markov Chains
- Powerful tool for sampling/counting.
- Chapters 6, 11 in book



Tools

- Complexity, derandomization.
- Is there a problem that has a polynomial time randomized algorithm but no deterministic polynomial time algorithm?

What's not covered in detail

- Game theory
- Randomization is inherent in the solution space!
- CPS 590.4 Computational Microeconomics: Game Theory, Social Choice, and Mechanism Design
- Read Chapter 2 for a short intro.

What's not covered in detail

- Online Algorithms
- Randomization is crucial in algorithms/analysis.
- CPS590 Optimization and Decision-making under Uncertainty
- Read Chapter 13 for a short intro.

What's not covered in detail

- Geometry Algorithms
- Many elegant applications of randomness.
- CPS634 Geometric Algorithms
- Read Chapter 10 for a few examples.