

HW 6 (due Monday, at noon, March 16, 2015)

vers OLD CS 473: Fundamental Algorithms, Spring 2015

Version: 1.03

You also have to do the quiz online (on moodle).

Collaboration Policy: For this homework, Problems 1–3 can be worked in groups of up to three students.

1. (40 PTS.) Not so quick select.

- (A) (20 PTS.) You are given (implicitly) a set of n numbers S . Given two numbers $\alpha < \beta$, you have a procedure **algCount** (α, β) which, in $O(n^{1/2} \log n)$ time, returns the number of elements in the set $S\langle\alpha, \beta\rangle = \{x \in S \mid \alpha < x < \beta\}$. You can assume that you have two numbers $\pm\infty$ that are smaller and larger than any number in the set S . Similarly, **algSample**(α, β) returns (in the same time bound as above), a number selected uniformly at random from the set $S\langle\alpha, \beta\rangle$. Present an algorithm, such that given k , it computes the k th smallest number of S . What is the expected running time of your algorithm (faster, is better, naturally). (Hint: Try to think how to implement **Quickselect** in this case.)

Note, that you can not access the set S (or its elements) directly – your only access to S is via **algCount** and **algSample**.

- (B) (20 PTS.) You are given a three dimensional array $A[i, j, k]$, where i, j, k can range from 1 to n . Furthermore, assume that for any i, j, k we have that
- (i) $A[i, j, k] < A[i + 1, j, k]$,
 - (ii) $A[i, j, k] < A[i, j + 1, k]$, and
 - (iii) $A[i, j, k] < A[i, j, k + 1]$.

Given a number t between 1 and n^3 , describe an algorithm that outputs the t th smallest number in A . What is the expected running time of your algorithm? (For credit, the running time of the algorithm needs to be significantly faster than $O(n^3)$).

Hint: Use the algorithm of (A) (you would have to modify the running time analysis, naturally).

2. (30 PTS.) Conditional probabilities and expectations.

Assume there are two random variable X and Y , and you know the value of Y (say it is y). The *conditional probability* of X given Y , written as $\Pr[X \mid Y]$, is the probability of X getting the value x , given that you know that $Y = y$. Formally, it is

$$\Pr[X = x \mid Y = y] = \frac{\Pr[X = x \cap Y = y]}{\Pr[Y = y]}.$$

The *conditional expectation* of X given Y , written as $\mathbf{E}[X \mid Y = y]$ is the expected value of X if you know that $Y = y$. Formally, it is the function

$$f(y) = \mathbf{E}[X \mid Y = y] = \sum_{x \in \Omega} x \Pr[X = x \mid Y = y].$$

- (A) (2 PTS.) Prove that if X and Y are independent then $\Pr[X = x \mid Y = y] = \Pr[X = x]$.
- (B) (2 PTS.) Let X_i be the number of elements in **QuickSelect** in the i th recursive call, when starting with $X_0 = n$ elements. Prove that $\mathbf{E}[X_i \mid X_{i-1}] \leq (7/8)X_{i-1}$.
- (C) (2 PTS.) Prove that for any discrete random variables X and Y it holds $\mathbf{E}[\mathbf{E}[X|Y]] = \mathbf{E}[X]$.
- (D) (10 PTS.) Prove that, in expectation, the i th recursive call made by **QuickSelect** has at most $(7/8)^i n$ elements in the sub-array it is being called on.
- (E) (4 PTS.) Let X be a random variable that can take on only non-negative values. Assume that $\mathbf{E}[X] = \mu$, where $\mu > 0$ is a real number (for example, μ might be 0.01). Prove that $\Pr[X \geq 1] \leq \mu$.

- (F) (10 PTS.) Using (D) and (E) prove that with probability $\geq 1 - 1/n^{10}$ the depth of the recursion of **QuickSelect** when executed on an array with n elements is bounded by $M = c \lg n$, where c is some sufficiently large constant (figure out the value of c for which your claim holds!).
(Hint: Consider the random variable which is the size of the subproblem that **QuickSelect** handles if it reaches the problem in depth M , and 0 if **QuickSelect** does not reach depth M in the recursion.)

3. (30 PTS.) Random elections.

Consider an undirected graph $G = (V, E)$ with positive weights on the edges, with n vertices and m edges. Think about G as modeling a communication network. A start-up called *NileChoice*, wants to deploy servers on all the nodes in the network (initially, it has no servers). Whenever a server is installed in a node, it becomes the server for all the nodes in the network that do not have a closer server than the new one. In particular, whenever a server is brought online, all the clients that it serves, should receive a message to update their server information to the new server.

- (A) (10 PTS.) Consider a random permutation π of the vertices, and consider a specific vertex v in the network. Prove, that in expectation, if servers are installed according to the ordering of π , then v in expectation would get $O(\log n)$ update messages (hint, what is the probability that in the i th iteration v would get a message?).
- (B) (5 PTS.) Prove that in expectation, using a random permutation, would require (overall) sending $O(n \log n)$ messages.
- (C) (15 PTS.) Given the permutation π , describe an algorithm that computes all the messages that need to be sent if we create servers according to the ordering of π . What is the expected running time of your algorithm? (For full credit, the running time should be near linear.)