

{ Csc 80030 | Lecture 2 }

PROBABILISTIC ANALYSIS &
RANDOMIZED ALGORITHMS

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PART 0

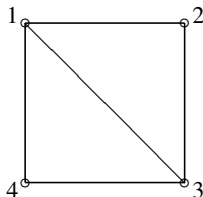
- ▶ LAST WEEK: $\binom{n}{2} \in \Omega(\sqrt{n}), \omega(n \log n)$.
- ▶ HOMEWORK: HW 1 is out, due next week; hiring problem $\rightarrow$ HW2.
- ▶ TODAY: randomized min-cut; basic probability & coupon-collecting

PART 1 | randomized min-cut

Minimum cut

Definitions

1. Cut: set of edges whose removal render the graph disconnected
2. Minimum cut: cut of the smallest size (size = # edges in the cut)



- cut: $\{(1,2), (1,3), (1,4)\} \langle \{1\}, \{2,3,4\} \rangle$
- min-cut: $\{(1,4), (3,4)\} \langle \{1,2,3\}, \{4\} \rangle$
or $\{(1,2), (2,3)\} \langle \{1,3,4\}, \{2\} \rangle$

Easy Fact

The minimum cut has size at most the minimum degree of any node.

Minimum cut

Definitions

1. Cut: set of edges whose removal render the graph disconnected
2. Minimum cut: cut of the smallest size (size = # edges in the cut)

MINIMUM CUT Problem

On input an undirected graph with n vertices, output a minimum cut.

APPLICATIONS

- ▶ network reliability (nodes = machines, edges = connections)
- ▶ clustering webpages (nodes = webpages, edges = hyperlinks)

Minimum cut

Definitions

1. Cut: set of edges whose removal render the graph disconnected
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MINIMUM CUT Problem

On input an undirected graph with n vertices, output a minimum cut.

ALGORITHMS

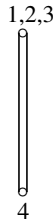
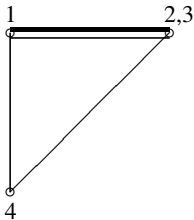
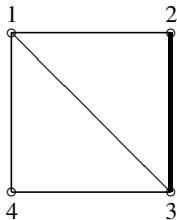
- ▶ “naive”: compute s - t minimum cut n times (via Ford-Fulkerson).
- ▶ next: randomized algorithm based on edge contractions

Edge contraction

Operation EDGE CONTRACTION

Input: edge (u, v) in undirected graph

1. Merge vertices u and v .
2. Remove any self-loops and keep multi-edges.



Randomized min-cut (Karger, 1993)

RANDOMINCUT Algorithm

Input: undirected graph G .

1. Repeat $n - 2$ times: contract a random edge
2. Output the edges connecting the remaining two vertices.

- Each edge contraction reduces # vertices by 1.

FACT 1

Let C be a min-cut. If we never contract an edge in C , then C remains a cut.

- PROOF: only contract edges, so $\langle \text{edges, vertices} \rangle$ on left side of C stay on left side, and the same for right side.

FACT 1

Let C be a min-cut. If we never contract an edge in C , then C remains a cut.

- ▶ INTUITION: $\exists$ lots of edges, so we're unlikely to contract an edge in C
- ▶ GOAL: bound $\Pr[E_i]$ where E_i is “ C survives the first i iterations”.

Base case: $\Pr[E_1]$

1. degree of every vertex $\geq k$
2. # edges $\geq nk/2$
3. $\Pr[E_1] = 1 - \frac{k}{\# \text{ edges}} \geq 1 - \frac{k}{nk/2} = \frac{n-2}{n}$

FACT 2

Min-cut size never decreases.

- ▶ CLAIM: Any cut C in the new graph is also a cut in the original graph.
- ▶ PROOF: Induction. Any “contracted edge” must lie on same side of C .

FACT 2

Min-cut size never decreases.

Iterative step: $\Pr[E_{i+1} \mid E_i]$

1. By Fact 2, min-cut size $\geq k$, so degree $\geq k$
2. # vertices = $n - i$
3. # edges $\geq (n - i)k/2$
4. $\Pr[E_{i+1} \mid E_i] = 1 - \frac{k}{\# \text{ edges}} \geq 1 - \frac{k}{(n-i)k/2} = \frac{n-i-2}{n-i}$

$$\begin{aligned} & \Pr[\text{RANDOMINCUT outputs } C] \\ &= \Pr[E_{n-2}] = \Pr[E_{n-2} \mid E_{n-1}] \cdots \Pr[E_2 \mid E_1] \cdot \Pr[E_1] \\ &\geq \left(\frac{n-2}{n}\right)\left(\frac{n-3}{n-1}\right)\left(\frac{n-4}{n-2}\right)\left(\frac{n-5}{n-3}\right) \cdots \left(\frac{4}{6}\right)\left(\frac{3}{5}\right)\left(\frac{2}{4}\right)\left(\frac{1}{3}\right) \\ &= \frac{2}{n(n-1)} \end{aligned}$$

Question

How can we increase the probability of returning a min-cut?

- ▶ Repeat $\frac{n(n-1)}{2} \ln n$ times and output the smallest cut.
- ▶ $\Pr[\text{fails to output } C] \leq \left(1 - \frac{2}{n(n-1)}\right)^{\frac{n(n-1)}{2} \ln n} \leq \frac{1}{n}$

PART 2 | two distributions & coupon-collecting

Expectation

Definition (expectation)

The expectation $E[X]$ of a discrete random variable X is given by

$$\sum_i i \Pr[X = i].$$

Fact (linearity of expectations)

Given any finite collection of r.v. $X_1, \dots, X_n$, we have

$$E\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n E[X_i]$$

- EXAMPLE: toss two 6-sided dice and take the sum of the two values.

Variance

Definition (variance)

The variance $\text{Var}[X]$ of a random variable X is given by

$$\mathbb{E}[(X - \mathbb{E}[X])^2] = \mathbb{E}[X^2] - (\mathbb{E}[X])^2.$$

Fact

Given any finite collection of *independent* r.v. $X_1, \dots, X_n$, we have

$$\text{Var}\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n \text{Var}[X_i]$$

Bernoulli and Binomial random variables

- Consider an experiment with success probability p , and call Y the r.v.:

$$Y = \begin{cases} 1 & \text{if the experiment succeeds} \\ 0 & \text{otherwise} \end{cases}$$

Then, Y is called a *Bernoulli* or *indicator* r.v.

- $E[Y] = p \cdot 1 + (1 - p) \cdot 0 = p$.
- $\text{Var}[Y] = E[Y^2] - (E[Y])^2 = p(1 - p)$.

Bernoulli and Binomial random variables

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- *Binomial* r.v. $X \sim B(n, p)$ – denotes # successes in n independent trials.

$$\Pr[X = j] = \binom{n}{j} p^j (1 - p)^{n-j}$$

- Can write X as sum of indicator r.v. $Y_1 + Y_2 + \cdots + Y_n$
- $E[X] = np$ and $\text{Var}[X] = np(1 - p)$.

Geometric random variable

- ▶ Perform a sequence of independent trials until the first success.
- ▶ *Geometric* r.v. X with parameter p denotes # trials until first success.

$$\Pr[X = n] = (1 - p)^{n-1}p$$

- ▶ $E[X] = \sum_{n=1}^{\infty} n(1 - p)^{n-1}p = 1/p^2 \cdot p = 1/p$
- ▶ Fact: $\frac{1}{(1-x)^2} = 1 + 2x + 3x^2 + 4x^3 + \dots$.
- ▶ p.g.f. $G_X(t) = E[t^X] = \frac{pt}{1-(1-p)t}$

Coupon collector's problem

Coupon Collector's Problem

- ▶ Each box of cereals contains one of n different coupons.
- ▶ Coupon in every box is chosen independently and uniformly at random.

How many boxes must we buy to obtain at least one coupon of every type?

- ▶ Let X_i be the # boxes to go from exactly $i - 1$ different coupons to i .
 1. X_i is a geometric r.v. with parameter $p_i = 1 - \frac{i-1}{n}$.
 2. Total # of boxes $X = X_1 + X_2 + \dots + X_n$.
- ▶ $E[X] = \sum_{i=1}^n E[X_i] = \sum_{i=1}^n \frac{n}{n-i+1} = n \cdot \sum_{i=1}^n \frac{1}{i} = n(\ln n + \Theta(1))$