

# GEMS OF TCS

## RANDOMNESS

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## Deterministic Algorithms

## Randomized Algorithms

# MAXIMUM CUT

- Undirected graph  $G$ , vertices  $V$ , edges  $E$

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- Cut  $\delta(S) = \{(u, v) \in E: u \in S, v \in \bar{S}\}$
- Max-CUT:  $\max_{S \subseteq V} \delta(S)$

# RANDOMIZED APPROXIMATION

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- Lecture 3: With probability  $1 - \frac{1}{10^{10}n}$ , we cut at least  $|E|/2.04$  edges

# BPP

## Definition

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**BPP**—problems that can be solved in polynomial time using randomness with probability  $\geq 2/3$

# CLOUD SYNC

- Synchronize local files to the cloud

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- Synchronize local files to the cloud
- Has file been changed? File length:  $n$  bits

# RANDOMIZED ALGORITHM

local file

1	0	0	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---

1	0	0	1	1	1	1	1	0	0
---	---	---	---	---	---	---	---	---	---

cloud file

# RANDOMIZED ALGORITHM

local file

1	0	0	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---

$$a \in \{0, \dots, 2^n - 1\}$$

1	0	0	1	1	1	1	1	0	0
---	---	---	---	---	---	---	---	---	---

cloud file

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local file

1	0	0	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---

$$a \in \{0, \dots, 2^n - 1\}$$

$$b \in \{0, \dots, 2^n - 1\}$$

1	0	0	1	1	1	1	1	0	0
---	---	---	---	---	---	---	---	---	---

cloud file

# RANDOMIZED ALGORITHM

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1	0	0	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---

$$a \in \{0, \dots, 2^n - 1\}$$

Pick random

prime  $p \in$   
 $\{2, 3, \dots, 100n^2 \log n\}$

$$b \in \{0, \dots, 2^n - 1\}$$

1	0	0	1	1	1	1	1	0	0
---	---	---	---	---	---	---	---	---	---

cloud file

# RANDOMIZED ALGORITHM

local file

1	0	0	1	1	0	1	1	0	0
---	---	---	---	---	---	---	---	---	---

$$a \in \{0, \dots, 2^n - 1\}$$

$$a \bmod p$$



Pick random

prime  $p \in \{2, 3, \dots, 100n^2 \log n\}$

$$b \in \{0, \dots, 2^n - 1\}$$

1	0	0	1	1	1	1	1	0	0
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# RANDOMIZED ALGORITHM

local file

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$$a \in \{0, \dots, 2^n - 1\}$$

Pick random

prime  $p \in$   
 $\{2, 3, \dots, 100n^2 \log n\}$

EQ iff

$$a = b \pmod p$$

$$a \pmod p$$



$$b \in \{0, \dots, 2^n - 1\}$$

1	0	0	1	1	1	1	1	0	0
---	---	---	---	---	---	---	---	---	---

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# ANALYSIS

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- If  $a = b$ , then for every  $p$ ,  $a = b \pmod{p}$ . We always output *EQ*!

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- If  $a = b$ , then for every  $p$ ,  $a = b \pmod{p}$ . We always output *EQ*!
- Lecture 3: If  $a \neq b$ , then with probability  $\approx 1 - \frac{1}{100n}$  we output *NO*!

# RP

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**BPP**—problems that can be solved in polynomial time **using randomness** with probability  $\geq 2/3$

## Definition

**RP**—problems that can be solved in polynomial time **using randomness** s.t.

- If correct answer is 1, then algorithm outputs 1 w. p.  $\geq 2/3$ ;
- If correct answer is 0, then algorithm outputs 0 always.

# ERROR REDUCTION FOR RP

# ERROR REDUCTION FOR BPP

# CHERNOFF BOUND

# LAS VEGAS ALGORITHMS

$$\text{BPP} \subseteq \text{P}/_{\text{POLY}}$$