

Data Structures and Algorithm Analysis (CSC317)



Randomized algorithms

Hiring problem

- We always want the best hire for a job!
- Using employment agency to send one candidate at a time
- Each day, we interview one candidate
- We must decide immediately if to hire candidate and if so, fire previous!

Hiring problem

- Always want the best hire...
- Cost to interview (low)
- Cost to fire/hire... (expensive)

Hire-Assistant(n)

1. *best* = 0 //least qualified candidate
2. **for** *i* = 1 **to** *n*
3. interview candidate *i*
4. **if** candidate *i* better than *best*
5. *best* = *i*
6. hire candidate *i*

Hiring problem

- Always want the best hire... fire if better candidate comes along...
 - Cost to interview (low) C_i
 - Cost to fire/hire... (expensive) C_h
- $$C_h > C_i$$

n Total number candidates

m Total number hired

$O(?)$

Hiring problem

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Different type of cost – not run time, but cost of hiring

Hire-Assistant(n)

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2. **for** $i = 1$ **to** n
3. interview candidate i
4. **if** candidate i better than $best$
5. $best = i$
6. hire candidate i

Different type of cost, but flavor of max problems,
which candidate is best/winning

Hiring problem

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- Cost to interview (low) C_i
- Cost to fire/hire... (expensive) C_h

$$C_h > C_i$$

n Total number candidates

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$$O(c_i n + c_h m)$$

Different type of cost – not run time, but cost of hiring

Hiring problem

- Always want the best hire... fire if better candidate comes along...
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$$C_h > C_i$$

n Total number candidates

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When is this most expensive?

Hiring problem

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- Cost to fire/hire... (expensive) C_h

n Total number candidates

m Total number hired

When is this most expensive?

When candidates interview in reverse order, worst first...

Hiring problem

1. $best = 0$ //least qualified candidate
2. **for** $i = worst_candidate$ **to** $best_candidate...$

$$O(c_i n + c_h n)$$

When is this most expensive?

When candidates interview in reverse order, worst first...

Hiring problem

1. $best = 0$ //least qualified candidate
2. **for** $i = \text{worst_candidate to best_candidate} \dots$

$$O(c_i n + c_h n) = O(c_h n)$$

$c_h > c_i$

When is this most expensive?

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$$O(c_i n + c_h)$$

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1. $best = 0$ //least qualified candidate
2. **for** $i = best_candidate$ **to** $worst_candidate$...

$$O(c_i n + c_h)$$

When is this least expensive?

When candidates interview in order, best first...

But we don't know who is good or bad a priori...

Hiring problem

- Cost to interview (low C_i)
- Cost to fire/hire... (**expensive** C_h)

n Total number candidates

m Total number hired

$$O(c_i n + c_h m)$$

↑
Constant no matter order of candidates

↑ **Depends on order of candidates!**

Hiring problem and randomized algorithms

$$O(c_i n + c_h m)$$



Constant no matter order of candidates



Depends on order of candidates!

**Randomized order can do us well
on average (we will show!)**

Hiring problem and randomized algorithms

$$O(c_i n + c_h m)$$



Depends on order of candidates!

- Can't assume in advance that candidates are in random order – there might be bias
- But we can add randomization to our algorithm – by asking the agency to send names in advance, and randomizing

Hiring problem - randomized

- We always want the best hire for a job!
- Employment agency sends list of n candidates in advance
- Each day, we choose **randomly** a candidate from the list to interview
- We do not rely on the agency to send us randomly, but rather take control in algorithm

Randomized hiring problem(n)

1. randomly permute the list of candidates
2. Hire-Assistant(n)

Including random number generator

What do we mean by randomly permute?

Including random number generator

Random(a,b)

Function that returns an integer between a and b, inclusive, where each integer has equal probability

Most programs: pseudorandom-number generator

Including random number generator

Random(a,b)

Function that returns an integer between a and b, inclusive, where each integer has equal probability

Random(0,1)?

Including random number generator

Random(a,b)

Function that returns an integer between a and b, inclusive, where each integer has equal probability

Random(0,1)?

0 with prob .5

1 with prob .5

Including random number generator

Random(a,b)

Function that returns an integer between a and b,
Inclusive, where each integer has equal probability

Random(3,7)?

3 with prob $1/5$

4 with prob $1/5$

5 with prob $1/5$

...

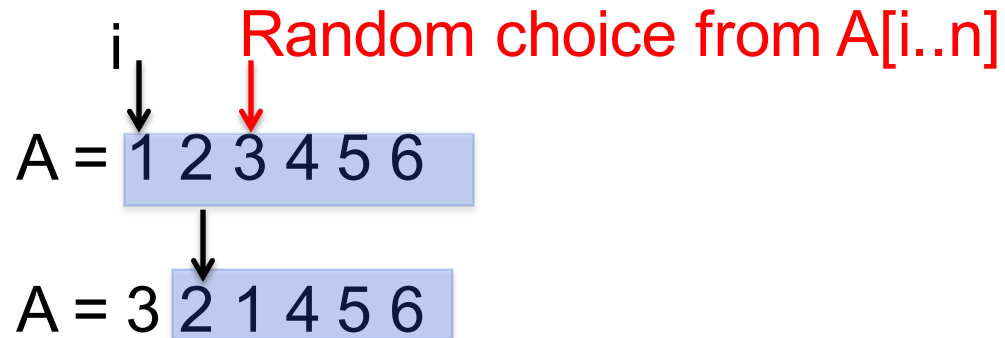
Like rolling a $(7-3+1)$ dice

How do we randomly permute?

Random permutation

Randomize-in-place(A,n)

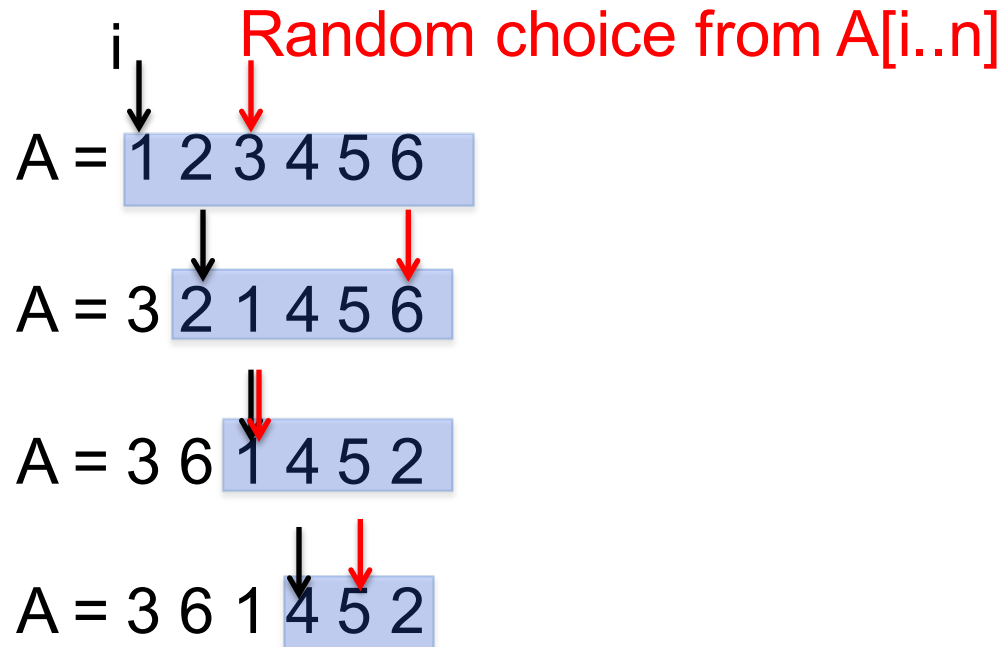
1. For $i = 1$ to n
2. swap $A[i]$ with $A[\text{Random}(i,n)]$



Random permutation

Randomize-in-place(A,n)

1. For $i = 1$ to n
2. swap $A[i]$ with $A[\text{Random}(i,n)]$



....

Probability review

- **Sample space** S : space of all possible outcomes (e.g., that can happen in a coin toss)
- Probability of each **outcome**: $p(i) \geq 0$

$$\sum_{i \in S} p(i) = 1$$

- Example: coin toss $S = \{H, T\}$

$$p(H) = p(T) = \frac{1}{2}$$

Probability review

- **Event**: a **subset of all possible outcomes** that can happen; subset of sample space S

$$E \subseteq S$$

Probability of event:

$$\sum_{i \in E} p(i)$$

- Example: coin toss that gave Heads $E = \{H\}$

Probability review

- **Event**: a subset of all possible outcomes that can happen; subset of sample space

Example: rolling two dice

- List all possible outcomes
- List the event or subset of outcomes for which the sum of the dice is 7
- Probability of event that sum of dice 7

Probability review

- **Event**: a subset of all possible outcomes that can happen; subset of sample space

Example: rolling two dice

- List all possible outcomes
 $S = \{(1, 1), (1, 2), (1, 3), \dots, (2, 1), (2, 2), (2, 3), \dots, (6, 6)\}$
- List the event or subset of outcomes for which the sum of the dice is 7
 $E = \{(1, 6), (6, 1), (2, 5), (5, 2), (3, 4), (4, 3)\}$
- Probability of event that sum of dice 7: $6/36$

Probability review

- **Random variable**: attaches value to an outcome/s

Example: value of one dice

Example: sum of two dice

Probability review

- **Random variable**: attaches value to an outcome/s

CAPITAL X : typically capital letter to denote random variable

small x : typically lower case for particular value/s that random variable takes

$p(X = x)$ Probability that random variable X takes on value x

Probability review

- **Random variable**: attaches value to an outcome/s

Example: r.v. X represents sum of two dice

$p(X = x)$ Probability that sum of two dice takes on value x

$$p(X = 7) = \frac{6}{36}$$

Probability review

- Expectation or Expected Value of Random variable:
= Average

Probability review

- Expectation or Expected Value of Random variable:
= Average

$$E[X] = \sum_x p(X = x)x$$

Sum over each possible value, weighted by probability of that value

Probability review

- Expectation or Expected Value of Random variable:

$$E[X] = \sum_x p(X = x)x$$

Example: X represents sum of two dice

$$E[X] = ?$$

Probability review

- Expectation or Expected Value of Random variable:

$$E[X] = \sum_x p(X = x)x$$

Example: X represents sum of two dice

$$E[X] = ?$$

Probability review

- **Expectation or Expected Value of Random variable:**

Example: X represents sum of two dice

Sum 2: $\{(1,1)\}$; 3: $\{(1,2);(2,1)\}$; 4: $\{(1,3),(3,1),(2,2)\}$;
5: $\{(1,4),(4,1),(2,3),(3,2)\}$; 6: $\{(1,5),(5,1),(4,2),(2,4),$
 $(3,3)\}$; 7: $\{(1,6);(6,1);(5,2);(2,5);(3,4);(4,3)\}$;
8: $\{(2,6);(6,2),\{5,3\},\{3,5\},\{4,4\}\}$; 9: $\{(3,6),\{6,3\},\{5,4\},\{4,5\}\}$;
10: $\{(6,4);(4,6);(5,5)\}$; 11: $\{(6,5);(5,6)\}$; 12: $\{(6,6)\}$

$$E[X] = 2 \frac{1}{36} + 3 \frac{2}{36} + 4 \frac{3}{36} + 5 \frac{4}{36} + 6 \frac{5}{36} \\ + 7 \frac{6}{36} + 8 \frac{5}{36} + 9 \frac{4}{36} + 10 \frac{3}{36} + 11 \frac{2}{36} + 12 \frac{1}{36} = \frac{252}{36} = 7$$

Probability review

- Expectation or Expected Value of Random variable:

Example: X represents sum of two dice

$$\begin{aligned} E[X] &= 2 \frac{1}{36} + 3 \frac{2}{36} + 4 \frac{3}{36} + 5 \frac{4}{36} + 6 \frac{5}{36} \\ &+ 7 \frac{6}{36} + 8 \frac{5}{36} + 9 \frac{4}{36} + 10 \frac{3}{36} + 11 \frac{2}{36} + 12 \frac{1}{36} = \frac{252}{36} = 7 \end{aligned}$$

Easier way?

Probability review

- **Linearity of Expectation**

X_1, \dots, X_n random variables then:

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

Does not require independence of random variables

Probability review

- **Linearity of Expectation**

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

Example: X_1, X_2 represent the value of each dice

$$E[X_1] = E[X_2] = 1\frac{1}{6} + 2\frac{1}{6} + 3\frac{1}{6} + 4\frac{1}{6} + 5\frac{1}{6} + 6\frac{1}{6} = \frac{21}{6}$$

$$E[X_1 + X_2] = E[X_1] + E[X_2] = \frac{42}{6} = 7$$

Probability review

- Indicator Random Variable (indicating if occurs...)

$$X_A = I\{A\} = \begin{cases} 1 & \text{if } A \text{ occurs} \\ 0 & \text{if } A \text{ does not occur} \end{cases}$$

Lemma: For event A

$$E[X_A] = \Pr\{A\}$$

Pr = probability

$$E[X_A] = 1\Pr(A) + 0(1 - \Pr(A)) = \Pr(A)$$

Probability review

- Indicator Random Variable

$$X_H = I\{A\} = \begin{array}{l} 1 \text{ if } A \text{ occurs} \\ 0 \text{ if } A \text{ does not occur} \end{array}$$

Example: Expected number Heads when flipping fair coin

$$X_H = I\{H\}$$

$$E[X_H] = 0 \frac{1}{2} + 1 \frac{1}{2} = \frac{1}{2}$$

$$= \Pr(H)$$

Probability review

- Indicator Random Variable & Linearity of Expectation

$$X_i = I\{A\} = \begin{cases} 1 & \text{if } A \text{ occurs} \\ 0 & \text{if } A \text{ does not occur} \end{cases}$$

$$X = \sum_{i=1}^n X_i$$

Then by linearity of expectation:

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

Probability review

- Indicator Random Variable & Linearity of Expectation

Example: Expected number Heads when flipping
3 fair coins

$$X_H = I\{H\} = \begin{cases} 1 & \text{if Heads occurs} \\ 0 & \text{if Heads does not occur} \end{cases}$$

$$E[3X_H] = 3E[X_H] = 3 \frac{1}{2} = 1.5$$