

**Ground Rules**

See homework 1.

**Ungraded problems**

- The bias of a coin is the probability of obtaining heads in a single toss of the coin. In algorithm design, we are often interested in coins of bias  $1/2$ , but natural sources of randomness (such as radioactive decay) can be quite skewed.
  - Given a coin  $C$  of bias  $p$ , give an algorithm for generating a coin toss with bias  $1/2$ , using as few tosses of  $C$  in expectation as possible. Can you design an algorithm that **does not** require knowledge of  $p$ ?
  - Sometimes we have available a coin of bias  $1/2$ , but require a coin of bias  $p$  for some value  $p < 1/2$ . Give an algorithm for generating a coin toss of bias  $p$  using a coin  $C$  with bias  $1/2$  using as few tosses of  $C$  in expectation as possible.
- Given a fair coin, that is a coin of bias  $1/2$ , how would you generate a random number between 1 and  $n$ , all numbers being equally likely? How many coin tosses do you need?
- Problem 13.9 in the textbook (Pg. 788-789). Note that it is possible to get a success probability better than  $1/4$  but you only need to prove a  $1/4$  for this homework.

**Graded problems**

- (5 points)** Problem 13.8 in the textbook (Pg. 788).

**Update:** You are only required to construct an algorithm that always runs in polynomial time and returns a solution with the *expected* number of edges being at least  $\frac{mk(k-1)}{n(n-1)}$ . Producing a solution that always obtains at least  $\frac{mk(k-1)}{n(n-1)}$  edges will earn an extra credit.

- (5 points)** A Bloom filter is like a hash table, but without linked lists to take care of collisions. Here is how it works. We allocate a binary array  $A$  of size  $m$ ; Each position in the array is initially 0. We also pick  $k$  hash functions  $h_1, \dots, h_k$ , each mapping the universe  $U$  to indices in  $\{1, \dots, m\}$ . To insert an element  $i \in U$  in the Bloom filter, we compute the  $k$  indices,  $h_1(i), h_2(i), \dots, h_k(i)$ , and write a “1” in the array  $A$  at each of those indices. To determine whether an element  $i$  is in the Bloom filter or not, we compute the  $k$  indices,  $h_1(i), h_2(i), \dots, h_k(i)$ , and return a “Yes” answer if each of the corresponding positions in  $A$  is 1, and otherwise return a “No” answer.

For the purpose of this question you may assume that each hash function  $h_j$  maps each element independently to a uniformly random position in the array. We will also not worry about deletions.

Suppose that we insert a set  $S$  of  $n$  elements into the Bloom filter. Determine an expression for the probability that a lookup for a new element  $i \notin S$  returns an incorrect answer. That is, the lookup algorithm says “Yes” even though we did not previously insert the element into the array<sup>1</sup>.

Compute this probability for  $m = 50$ ,  $k = 2$ , and  $n = 10$ . Fixing  $n = 10$ , find values for  $m$  and  $k$  for which this probability is at most 2%. Strive for small values.

<sup>1</sup>This kind of error is called a *false positive*. Note that Bloom filters do not return false negatives.

6. **(3+2 points.)** Randomness can be very useful when we want to verify the correctness of a program. In this question we will see a basic example of how randomness helps in generating good test cases. Suppose we are given  $n \times n$  matrices  $A$ ,  $B$ , and  $C$ , and wish to check whether  $AB = C$ . One way to do this is to just multiply  $A$  and  $B$  out and compare the result to  $C$ . This would take  $O(n^3)$  time<sup>2</sup>. We will now develop an  $O(n^2)$  time test that has high accuracy.

- (a) Let  $r$  be an  $n \times 1$  random vector, where each entry is independently 0 with probability  $1/2$  and 1 with probability  $1/2$ . Prove that for two  $n \times n$  matrices  $X$  and  $Y$  with  $X \neq Y$ , the probability that  $Xr = Yr$  is at most  $1/2$ . Note that  $X$  and  $Y$  are fixed matrices, not random matrices.

*Hint: Consider the non-zero matrix  $(X - Y)$  and prove that  $\Pr[(X - Y)r = 0]$  is less than  $1/2$ .*

- (b) How much time does it take to determine the product  $Cr$  where  $C$  is an  $n \times n$  matrix and  $r$  is an  $n \times 1$  vector? What about the product  $ABr$ ?

Use your observation and part (a) to design an  $O(n^2)$  time randomized algorithm for checking whether  $AB = C$ , that returns the correct answer with probability at least  $1/2$ . More precisely, if  $AB = C$  is correct, your algorithm should output “correct” with probability 1, and if it is not, then your algorithm should output “incorrect” with probability at least  $1/2$ .

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<sup>2</sup>Or  $O(n^{2.81})$  time using fast matrix multiplication (Strassen’s algorithm).