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Randomized Algorithms and Probabilistic Analysis Summer 2016

# Problem Set 4

### Problem 1

Let  $(\Omega, \mathbf{Pr})$  be a discrete probability space and let  $X, Y : \Omega \to \mathbb{R}$  be discrete random variables. Assume that  $\mathbf{Var}(X)$  and  $\mathbf{Var}(Y)$  exist, let  $a, b \in \mathbb{R}$  be two real values. Prove that:

- 1.  $\operatorname{Var}(aX + b)$  exists and  $\operatorname{Var}(aX + b) = a^2 \cdot \operatorname{Var}(X)$ .
- 2. If X and Y are independent, then Var(X + Y) exists and

 $\mathbf{Var}(X+Y) = \mathbf{Var}(X) + \mathbf{Var}(Y).$ 

#### Problem 2

Can the Markov inequality be improved? Show that for any a > 1, it is possible to define a random variable  $X_a$  that is non-negative,  $\mathbf{E}(X_a)$  exists and

 $\mathbf{Pr}(X_a \ge a \cdot \mathbf{E}(X_a)) = 1/a$ 

holds. What bound does Chebychev's inequality give for  $X_a$ ?

## Problem 3 (\*)

We assume that we get an array  $A = [x_1, \ldots, x_n]$  with *n* distinct numbers. Quick*Select* finds the *k*th smallest element in *A*, i. e. the element that would be at position *k* when *A* is sorted increasingly. QuickSelect can in particular compute the median.

It proceeds in a similar fashion as QuickSort by choosing a pivot element x, partitioning the array into the smaller elements, x itself and the larger elements and then recursing. We assume that Partition(A,i,j,m) stores A[m] in x, then swaps elements in A in time  $c \cdot (j - i + 1)$  for some constant c such that  $A[i, \ldots, j]$  first contains all elements that are smaller than x, then x and then all elements that are larger than x. It returns the new position of x. Consider the following non-recursive realization of randomized QuickSelect:

 $\texttt{RQuickSelect}(A = [x_1, \dots, x_n], k \in \{1, \dots, n\})$ 

- 1. set i = 1 and j = n
- 2. while  $i \neq j$  do
- 3. Choose *m* uniformly at random from  $\{i, \ldots, j\}$  (thus, A[m] is pivot)
- 4. set m' = Partition(A, i, j, m) (m' is the pivot's position in the sorted array)
- 5. if (m' = k) then set i = m' and j = m'
- 6. **if** (m' < k) **then set** i = m' + 1
- 7. **if** (m' > k) then set j = m' 1

#### 8. return A[i]

To analyze the expected running time of RQuickselect(A,k), we partition the execution into *phases*: A phase consists of iterations of the loop, where the number of elements j-i+1is some value n'. The first phase starts with the first iteration of the loop where n' = n. A phase ends when j - i + 1 was decreased to at most (3/4)n', or when j - i + 1 = 1. Let  $X_{\ell}$ be the number of iterations of the loop in phase  $\ell$ . Analyze  $\mathbf{E}(X_{\ell})$  and use your result to bound the expected running time of RQuickSelect. For simplicity, assume that  $(3/4)^{\ell}n$  is an integer for  $\ell \in \{1, \ldots, \log_{(4/3)} n\}$ .