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Randomized Algorithms and Probabilistic Analysis Summer 2016

Problem Set 4

Problem 1

Let (Ω, \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_{ℓ} be the number of iterations of the loop in phase ℓ . 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 $\ell \in \{1, \ldots, \log_{(4/3)} n\}$.