# Analysis of Algorithms <br> Probabilistic Analysis 

# Andres Mendez-Vazquez 

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## Outline

(1) The Hiring Problem

- Introduction
(2) The Hiring Algorithm
- An Initial Algorithm
- What do we want?
(3) Indicator Random Variable
- The Indicator Function
(4) The Randomized Hiring
- Introduction
- The Basic Algorithm
(5) Methods to Enforce Randomization
- Permute By Sorting
- Permute in Place


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It is clear that hiring a person is a random process.

## An Example

Many possible process involving a "Expected" count in the number of steps of them.

## The Hiring Problem

## Suppose the following

- You are using an employment agency to hire a new office assistant.


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## Observation!

- You must have somebody working all the time!
- You will always hire the best candidate that you interview!


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Given $n$ candidates and we hire $m$ of them,

$$
\begin{equation*}
O\left(n c_{i}+m c_{h}\right) \tag{1}
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## We have that

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- Why? Because every time we hire somebody, we fire somebody.


## We want to avoid the worst case

## How? <br> Because many times we do not get the worst case

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#### Abstract

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Actually Many times we get the "Average" input


## We want to avoid the worst case

## How?

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## Actually <br> Many times we get the "Average" input

## This makes

The probability analysis a useful tool to analyze average complexities for many algorithms

## Probabilistic Analysis

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## Essentials of Probability Analysis

- You assume a distribution over permutation of elements.


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## Essentials of Probability Analysis

- You assume a distribution over permutation of elements.
- The expectation is over this distribution.
- This technique requires that we can make a reasonable characterization of the input distribution.


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## Lemma 5.1

Given a sample space $S$ and an event $A$ in the sample space $S$, let $X_{A}=I\{A\}$. Then $E\left[X_{A}\right]=\operatorname{Pr}\{A\}$.

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## Given $X$

Assume a X , the random variable of the number of times we hire a person.

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We could analyze the hiring problem by using the indicator function:

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X_{i}=I\{\text { candidate } \mathrm{i} \text { is hired }\}= \begin{cases}1 & \text { if candidate } \mathrm{i} \text { is hired }  \tag{3}\\ 0 & \text { if candidate } \mathrm{i} \text { is not hired }\end{cases}
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## Representing Complex Indicator Variables

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X=X_{1}+X_{2}+\ldots+X_{n}
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## Why?

If we hire a new $i$, this candidate is better than the previous 1 to $i-1$.

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Finally, we can calculate

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& \leq 1+\int_{1}^{n} \frac{1}{i} d i \\
& =1+\ln n
\end{aligned}
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We have then

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Thus
Final hiring cost is $O\left(c_{h} \ln n\right)$.

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## What makes an algorithm randomized?

- An algorithm is randomized if its behavior is determined in part by values produced by a random-number generator.
- A random-number generator is implemented by a pseudorandom-number generator, which is a deterministic method returning numbers that "look" random and can pass certain statistical tests.


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## The Random Hiring Algorithm

## Randomized-Hire-Assistant( $n$ )

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## Lemma 5.3

The expected hiring cost of the procedure Randomized-Hiring-Assistant is

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## Permute By Sorting

## Process

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## Permute-By-Sorting $(A)$

(1) $n=$ lenght $[A]$
(2) for $i=1$ to $n$
(3) do $P[i]=R A N D O M\left(1, n^{3}\right)$

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(5) return $A$

## Proving Correctness of Permute-By-Sorting

## Lemma 5.4

Procedure Permute-By-Sorting produces a uniform random permutation of the input, assuming that all priorities are distinct.

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## Algorithm

## Randomize-In-Place( $A$ )

(1) $n=\operatorname{lenght}[A]$
(2) for $i=1$ to $n$
(3) do swap $A[i] \longleftrightarrow A[R A N D O M(i, n)]$

## Algorithm

## Randomize-In-Place( $A$ )

(1) $n=$ lenght $[A]$
(2) for $i=1$ to $n$

- do swap $A[i] \longleftrightarrow A[\operatorname{RANDOM}(i, n)]$


## Lemma 5.5

Procedure Randomize-In-Place computes a uniform random permutation.

## Exercises

- 5.1-1
- 5.1-2
- 5.2-1
- 5.2-3
- 5.2-5
- 5.3-1
- 5.3-3
- 5.3-4

