

# CSE6512 Lecture 10 Notes

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## 1. Searching in $O(1)$ time (M. Ajtai, J. Komlós & E. Szemerédi, 1985).

We continue our discussion on devising a data structure for a static input set such that searching for any element can be done in  $O(1)$  time. Two levels of hashing will be employed to store the input set.

Input:  $S = \{k_1, k_2, \dots, k_s\} \subseteq M$ .

Let  $M = \{0, 1, \dots, m-1\}$  and  $N = \{0, 1, \dots, n-1\}$ .

W.L.O.G., Let  $p = (m+1)$  be a prime number.  $\mathbb{Z}_p = \{0, 1, \dots, p-1\}$ .

For any  $1 \leq k \leq m$ , let  $h_k(x) = kx \bmod p \bmod n$ .

Let  $V \subseteq M$  be any set where  $|V| = v$ .

Let  $B_i(k, n, V)$  be the set of elements of  $V$  that are hashed into  $i$  by  $h_k$ , for  $i \in N$ .

$B_i(k, n, V) = \{x \in V : h_k(x) = i, i = 0, 1, \dots, n-1\}$ .

Let  $|B_i(k, n, V)| = b_i(k, n, V)$ .

**Lemma.**  $\sum_{k=1}^m \sum_{i=0}^{n-1} \binom{b_i(k, n, V)}{2} < \frac{mv^2}{n}$  for all  $V \subseteq M$  and  $n > v$ .

**Corollary.**  $\exists k, s, t. \sum_{i=0}^{n-1} \binom{b_i(k, n, V)}{2} < \frac{v^2}{n}$ .

### How do we store $S$ ?

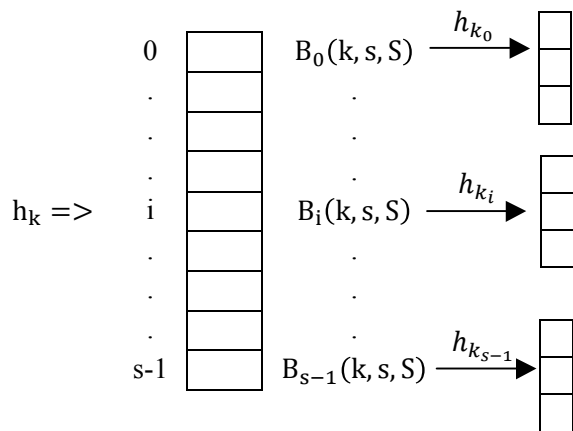
There will be two levels of hashing. In the first level

use:  $n = s, V = S$

Let  $h_k$  be a hash function that satisfies the following equation (1). The existence of such a

function is ensured by the above Corollary. Assume that  $\binom{a}{b} = 0$  when  $a < b$ .

$$\sum_{i=0}^{s-1} \binom{b_i(k, s, S)}{2} < \frac{s^2}{s} = s \quad (1)$$



In the second level do the following:

- For the bucket  $i$  ( $0 \leq i \leq s - 1$ )  
Use a hash function  $h_{k_i}$  with “n” =  $b_i(k, s, S)^2$ . In this case the hashing will be perfect (for an appropriate choice of  $h_{k_i}$ ).

Space for the hash functions =  $(s + 1)$ .

Space for the first level =  $s$ .

Space for the second level =  $\sum_{i=0}^{s-1} b_i(k, s, S)^2$ .

From equation (1)

$$\rightarrow \sum_{i=0}^{s-1} [(b_i(k, s, S))]^2 < 2s + \sum_{i=0}^{s-1} (b_i(k, s, S)) = 3s.$$

$\rightarrow$  Total memory used =  $O(s)$ .

**Note.**

Searching time =  $O(1)$ .

We only have to do two hash function evaluations.

**How do we find good k values?**

We have to find  $(s+1)$  hash functions such that for each function the above Corollary holds. If the set that is hashed is  $V$  with  $|V| = v$ , then we can try each value of  $k$  and this trivial algorithm takes  $O(mn)$  time. This can be done in  $O(mv \log v)$  time as well.

**Fact.**

For at least  $\frac{1}{2}$  of the  $k$ -values  $\sum_{i=0}^{n-1} \binom{b_i(k,n,v)}{2} < \frac{2v^2}{n}$ .

- If we pick a random  $k$ , then  $\text{Prob.} \left[ \sum_{i=0}^{n-1} \binom{b_i(k,n,v)}{2} < \frac{2v^2}{n} \right] \geq \frac{1}{2}$ .
- As a result, the time needed to find a good  $k$  is  $\tilde{O}(n \log v)$ .

Therefore, the time needed to find all the  $(s+1)$  hash functions is

$$\tilde{O}([s + \sum_{i=0}^{s-1} b_i(k, s, S)^2] \log s) = \tilde{O}(s \log s).$$

**The probabilistic method:**

is used to show the existence of objects that possess a given set of properties.

**We use two basic facts:**

1. If  $X$  is a random variable with a mean  $\mu$  then  
 $X$  takes on a value that is  $\geq \mu$  and  $X$  takes on a value that is  $\leq \mu$ .
2. Let  $U$  be a set of objects and let  $P$  be a property.  
If  $\text{Prob.} [a \text{ random object of } U \text{ has property } P] > 0$  then  
it implies that  $U$  has at least one object with property  $P$ .

**Example 1.**

Let  $G(V, E)$  be an undirected graph. Then

$$\exists \text{ a partition of } V \text{ into } V_1 \text{ and } V_2, \text{ s.t. the number of edges from } V_1 \text{ to } V_2 \text{ is } \geq \frac{|E|}{2}.$$

**Proof.**

For every node  $u \in V$

Put it in  $V_1$  with probability  $= \frac{1}{2}$ ;

Put it in  $V_2$  with probability  $= \frac{1}{2}$ ;

For any edge  $e \in E$

Probability that it goes from  $V_1$  to  $V_2 = \frac{1}{2}$ .

$\Rightarrow$  The expected number of edges from  $V_1$  to  $V_2$  is  $\geq \frac{|E|}{2}$ .

Using (1),  $\exists$  a partition for which the number of edges from  $V_1$  to  $V_2$  is  $\geq \frac{|E|}{2}$ .  $\square$

**Example 2.**

Input:  $F = C_1 \wedge C_2 \wedge C_3 \wedge \dots \wedge C_m$ , which is a CNF Boolean formula on  $n$  variables.

**Fact:** There exists an assignment that satisfies  $\geq \frac{m}{2}$  clauses.

**Proof.**

Let  $C_i$  be any clause with  $k$  literals. Give a random assignment to the variables.

Prob. [ $C_i$  is not satisfied] =  $2^{-k}$ .

$\Rightarrow$  Prob. [ $C_i$  is satisfied] =  $1 - 2^{-k} \geq \frac{1}{2}$ .

$\Rightarrow$  Expected number of satisfied clauses =  $\frac{m}{2}$ .

Using (1),  $\exists$  an assignment that satisfies  $\geq \frac{m}{2}$  clauses.  $\square$

**Example 3.**

Let  $C_n$  be a complete graph on  $n$  nodes.

Let  $k$  and  $t$  be integers.

$R(k, t)$  is the minimum value of  $n$  s.t. if the edges of  $C_n$  are colored with red and blue, then for each such coloring  $\exists$  either a red clique of size  $k$  or a blue clique of size  $t$ .  $R(k, t)$  is known as the Ramsey number.

**Fact.**

If  $\binom{n}{k} 2^{1-\binom{k}{2}} < 1$  then  $R(k, k) > n$ .

**Proof.**

Color the edges randomly.

Let  $X$  be a subset of nodes with  $|X| = k$ .

Prob. [ $X$  is unicolored] =  $2^{1-\binom{k}{2}}$ .

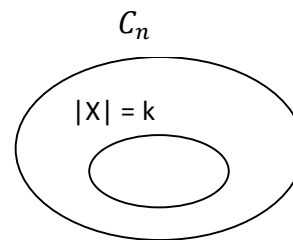
$\Rightarrow$  Prob. [ $\exists$  a subset  $X$  of size  $k$  that is unicolored]  $\leq \binom{n}{k} 2^{1-\binom{k}{2}}$ .

If  $\binom{n}{k} 2^{1-\binom{k}{2}} < 1$  then

Prob. [No subset  $X$  of size  $k$  is unicolored]  $> 0$ .

$\Rightarrow \exists$  A coloring under which no subset  $X$  of size  $k$  is unicolored.

$\Rightarrow R(k, k) > n$ .  $\square$



What is the maximum value of  $n$  for which  $\binom{n}{k} 2^{1-\binom{k}{2}} < 1$ ?

$$\binom{a}{b} \approx (ae/b)^b$$

$$\left(\frac{ne}{k}\right)^k 2^{1-\binom{k}{2}} < 1$$

$$n^k = \frac{2^{k\frac{(k-1)}{2}}}{2} \left(\frac{k}{e}\right)^k$$

$$n^k \approx \left[2^{\frac{(k-1)}{2}} \frac{k}{e}\right]^k$$

$$n = 2^{\frac{(k-1)}{2}} \frac{k}{e} \text{ is a lower bound on } R(k, k). \quad \square$$