CSE 6512 Randomization in Computing  
Fall 2011, Homework 1, Due on November 1, 2011

1. Let $T$ be an ordered set and let $S_1$ be a random sample of $T$ of size $n^{2m/3}$. Sort $S_1$ and from the sorted list pick elements that are in positions $n^2, 2n^2, \ldots , (2^{m/3} - 1)n^2$. Let this list be $S_2$. Keys in $S_2$ partition $T$ in the obvious way. Let $q$ be the maximum size of any of these parts. Show that
\[ Pr[q > (1 + n^{-1/3})|T|/2^{m/3}] < 2^{-c_1 n} \]
for some constant $c_1 > 0$ and that
\[ Pr[q < (1 - n^{-1/3})|T|/2^{m/3}] < 2^{-c_2 n} \]
for some constant $c_2 > 0$. Assume that $n^{4m/3} = o(|T|)$ and that $n^{2m/3} = o(|T|^{2/3})$.

2. [Problem 7.2 from MR95.] Two rooted trees $T_1$ and $T_2$ are said to be isomorphic if there exists a one-to-one mapping $f$ from the vertices of $T_1$ to those of $T_2$ satisfying the following condition: for each internal vertex $v$ of $T_1$ with the children $v_1, \ldots , v_k$, the vertex $f(v)$ has as children exactly the vertices $f(v_1), f(v_2), \ldots , f(v_k)$. Observe that no ordering is assumed on the children of any internal vertex. Devise an efficient randomized algorithm for testing the isomorphism of rooted trees and analyze the performance.

3. [Problem 7.10 from MR95]. Given a randomized algorithm for testing the existence of a perfect matching in a graph $G$, describe how you would actually construct such a matching. What is the run time of your algorithm if you use the testing algorithm described in class?

4. [Problem 7.13 from MR95]. Consider the two-dimensional version of the pattern matching problem. The text is an $n \times n$ Boolean matrix $X$ and the pattern is an $m \times m$ Boolean matrix $Y$. A pattern match occurs if $Y$ appears as a (contiguous) sub-matrix of $X$. To apply the randomized algorithm described in class, we can convert $Y$ into an $m^2$-bit vector using the row-major format. The possible occurrences of $Y$ in $X$ are the $m^2$-bit vectors $X(j)$ obtained by taking all $(n-m+1)^2$ sub-matrices of $X$ in a row-major form. It is clear that the algorithm discussed in class can be used in this case. Analyze the error probability and run time in this case.

5. [Problem 8.17 from MR95]. In defining a random leveling for a skip list, we sampled the elements from $L_i$ with probability $1/2$ to determine the next level $L_{i+1}$. Consider instead the skip list obtained by performing the sampling with probability $p$ (at each level), where $0 < p < 1$. (a) Determine the expectation of the number of levels $r$, and prove a high probability bound on $r$; (b) Determine as precisely as you can the expected cost of each operation in this skip list; and (c) Discuss the relationship between the choice of $p$ and the performance of the skip list in practice.

6. [Exercise 8.13 from MR95]. Assume for simplicity that $n = s$. Show that for $m = 2^{O(s)}$, there exist perfect hash families of size polynomial in $n$. (Hint: Use the probabilistic method.)

7. [Problem 8.22 from MR95]. In this problem we consider a weakening of the notion of 2-universal families of hash functions. Let $g(x) = x \mod n$. For each $a \in Z_p$, define the function $f_a(x) = ax \mod p$, and $h_a(x) = g(f_a(x))$, and let $H = \{h_a(a \in Z_p, a \neq 0)\}$. Show that $H$ is nearly-2-universal in that, for all $x \neq y$, $\delta(x,y,H) \leq \frac{2m}{n}$.

8. [Problem 6.1 from MR95]. Consider a random walk on the infinite line. At each step, the position of the particle is one of the integer points. At the next time step, it moves to one of the two neighboring points equiprobably. Show that the distance of the particle from the origin after $n$ steps is $O(\sqrt{n \log n})$.

9. [Problem 6.11 from MR95]. Let $G$ be a regular graph with every vertex having degree $d$. Show that $C_G$ is $O(n^2 \log n)$. 