# Randomized Computation

- Deterministic and (Las Vegas & Monte Carlo) Randomized Algorithms
- Probability Review
- Probabilistic Analysis of deterministic QUICK-SORT Algorithm
- RANDOMIZED-SELECT and RANDOMIZED-QUICK-SORT
- Max-Cut
- Min-Cut
- MAX-3-SAT and Derandomization
- Closest Pair
- Randomized Complexity Classes

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### Closest Pair of Points Problem

Given n points in a plane, find a pair of points with minimum Euclidean distance between them

For 
$$p_i = (x_i, y_i)$$
 and  $p_j = (x_j, y_j)$   
 $d(p_i, p_j) = \sqrt{(x_i - x_j)^2 + (y_i - y_j)^2}$ 

#### can be computed in O(1)

**Applications:** Computer graphics, computer vision, geographic information systems, molecular modeling, air traffic control

#### Brute force Algorithm:

FINDMIN among all  $\binom{n}{2}$  pairwise distances

 $\triangleright O(n^2)$  comparisons

## Closest Pair of Points Problem

**Input:**  $P = \{p_1, p_2, ..., p_n\}$ : a set of *n* distinct points in  $\mathbb{R}^2$ **Output:** A pair of distinct points in *P* that minimizes the d(p, q)

### 1-dimensional space:

**1** Sort points  $\triangleright O(n \log n)$ **2** Find closest adjacent points  $\triangleright O(n)$ 

#### 2-dimensional space:

Divide and Conquer Algorithm

 $\triangleright O(n \log n)$ 

## Randomized Algorithm for Closest Pair

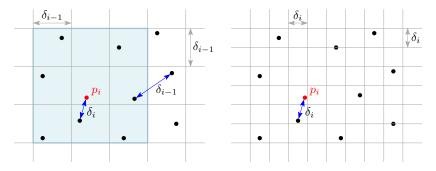
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#### Assumptions

- All points are in the unit square  $0 \le x_i, y_i \le 1$   $\triangleright$  WLOG
- Distance between each pair of points is distinct

# A Randomized Incremental Algorithm

- Let  $P = \{p_1, p_2, \cdots, p_n\}$  be a fixed random order
- $S_i = \{p_1, p_2, \cdots, p_i\}$ : the first *i* points in *P*
- $\delta_i$ : the distance of the closest pair in  $S_i$
- $\triangleright$  need  $\delta_n$
- Idea is to begin with S<sub>2</sub> lay out a grid G with cell size  $\delta_2 \times \delta_2$
- For i = 3 to *n* insert point  $p_i$  in *G* incrementally
- In each step, update G cell size if  $\delta_i < \delta_{i-1}$



# A Randomized Incremental Algorithm: Implementation

# • Given $\delta_{i-1}$ , how can we compute $\delta_i$ ?

•  $\delta_i = \min d(p_i, p_j) \forall j$  in the neighborhood of  $p_i$  if  $d(p_i, p_j) < \delta_{i-1}$ 

 $\triangleright$  Why? Distance between  $p_i$  and points outside adjacent cells of  $p_i$  is at least  $\delta_{i-1}$  by construction

- What operations do we need for the grid structure?
  - BUILD-GRID $(S, \delta)$ : build grid G with cell size  $\delta$  & insert all points in S
  - INSERT-POINT(*p<sub>i</sub>*): insert *p<sub>i</sub>*
  - LOCATE-CELL(p<sub>i</sub>): return cell containing p<sub>i</sub>
  - GET-POINTS(*c*): return points in cell *c*

• Use hashing to implement grid so operations take  $\mathcal{O}(1)$  time

- Key universe is IDs of all cells in the grid
- Actual key space is the IDs of cells containing points
- Point co-ordinates are the data for each key
- Cell containing  $p_i$  is located at in grid  $(\lfloor x_i/\delta_{i-1} \rfloor, \lfloor y_i/\delta_{i-1} \rfloor)$

# A Randomized Incremental Algorithm: Runtime

# Algorithm Randomized Closest Pair: returns distance

```
function CLOSEST-PAIR(P)
\{p_1, p_2, \cdots, p_n\} \leftarrow \text{RANDOM-PERMUTATION}(P)
S_2 \leftarrow \{p_1, p_2\}
G \leftarrow \text{BUILD-GRID}(S, \delta_2)
for i = 3 \rightarrow n do
    S_i \leftarrow S_{i-1} \cup p_i
                                                                                                                       \triangleright \mathcal{O}(1)
    Compute \delta_i
                                                                                                                        \triangleright \mathcal{O}(1)
                                                                                                                        \triangleright \mathcal{O}(i)
    if \delta_i < \delta_{i-1} then G.BUILD-GRID(S, \delta_i)
    else
        G.INSERT-POINT(p_i)
                                                                                                                        \triangleright \mathcal{O}(1)
return \delta_n
```

#### A Randomized Incremental Algorithm: Runtime

Given  $S_i$ ,  $\delta_i < \delta_{i-1}$  when  $p_i \in C$  for any permutation of  $S_i$ 

$$Pr[\delta_i < \delta_{i-1}|S_i] = \frac{2(i-1)!}{i!} = \frac{2}{i!}$$

• The  $\binom{n}{i}$  choices of  $S_i$  are equally likely  $\implies \sum_{j \in \binom{n}{i}} \Pr[S_{i_j}] = 1$ 

$$\Pr[\delta_i < \delta_{i-1}] = \sum_{j \in \binom{n}{i}} \Pr[\delta_i < \delta_{i-1} | S_{i_j}] \cdot \Pr[S_{i_j}] = \frac{2}{i} \sum_{j \in \binom{n}{i}} \Pr[S_{i_j}] = \frac{2}{i}$$

- Let X<sub>i</sub> be the runtime of iteration i
- $E[X_i] = \mathcal{O}(1) + \mathcal{O}(i) \cdot Pr[\delta_i < \delta_{i-1}] = \mathcal{O}(1) + \mathcal{O}(i) \cdot 2/i = \mathcal{O}(1)$

$$E[X] = \sum_{i=1}^{n} E[X_i] = \mathcal{O}(n)$$