

## Randomness in Computer Science

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## Randomized Algorithms at a High Level

How can randomness be used in computation?

Given some algorithm that solves a problem:

- 1.
- 2.

A randomized algorithm is an algorithm that

## Deterministic vs Randomized

### Deterministic

```
def A(x):
    y = 1
    if(y == 0):
        while(x > 0):
            x = x - 1
    return x+y
```

### Randomized

```
def A(x):
    y = Bernoulli(0.5)
    if(y == 0):
        while(x > 0):
            x = x - 1
    return x+y
```

For any fixed input  $x$  (e.g.  $x = 3$ ):

A **deterministic algorithm**  $A$  computes  $f : \Sigma^* \rightarrow \Sigma^*$  in time  $T(n)$  if

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What is the corresponding definition for randomized algorithm?

		$\forall x \in \Sigma^*$	
		Correctness	Run-time
<b>Deterministic</b>			
	Type 0		
<b>Randomized</b>	Type 1		
	Type 2		
	Type 3		

## Battleship Example

Input: An array  $B$  with  $n/4$  1's and  $3n/4$  0's.

Output: An index that contains a 1.

```
for i = 1 to n:  
  if B[i] = 1:  
    return i
```

```
repeat 500 times:  
  i = RandInt(n)  
  if B[i] = 1:  
    return i  
return "Failed"
```

```
repeat:  
  i = RandInt(n)  
  if B[i] = 1:  
    return i
```

for all inputs

	Correctness	Run-time
Deterministic		
Monte Carlo		
Las Vegas		

## Formal Definitions

### Deterministic Algorithm

Let  $f : \Sigma^* \rightarrow \Sigma^*$  be a computational problem. We say that a deterministic algorithm  $A$  computes  $f$  in time  $T(n)$  if:

Picture:

### Monte Carlo Algorithm

Let  $f : \Sigma^* \rightarrow \Sigma^*$  be a computational problem. We say that a randomized algorithm  $A$  is a  $T(n)$ -time Monte Carlo algorithm for  $f$  with  $\epsilon$  error probability if:

Picture:

### Las Vegas Algorithm

Let  $f : \Sigma^* \rightarrow \Sigma^*$  be a computational problem. We say that a randomized algorithm  $A$  is a  $T(n)$ -time Las Vegas algorithm for  $f$  if:

Picture:

## Other Examples

### Integer Factoring

#### isPrime

```
def isPrime(N):  
    if (N < 2): return False  
    maxFactor = round(N**0.5)  
    for factor in range(2, maxFactor+1):  
        if (N % factor == 0): return False  
    return True
```

#### Generating a (random) $n$ -bit prime