

Exercise S9.1 – Boosting the success probability of Monte Carlo Algorithms

Alice, Bob and Claire have learned that Monte Carlo algorithms can often be improved by running them multiple times. They are each given a blackbox \square Monte Carlo algorithm \mathcal{A} , \mathcal{B} and \mathcal{C} with a certain bound on the error. The task is to construct new algorithms $\mathcal{A}_{\text{improved}}$, $\mathcal{B}_{\text{improved}}$, and $\mathcal{C}_{\text{improved}}$ resp. (using \mathcal{A} , \mathcal{B} , and \mathcal{C} resp. as subroutine) with a success probability of at least 99%. Try to keep the number of calls to the subroutines small.

- (a) Given a graph (V, E) , Alice tries to find a vertex set $\emptyset \neq S \subsetneq V$ that minimizes $|\delta(S)|$. She is given a Monte Carlo Algorithm \mathcal{A} that, given a graph, returns some vertex set $\emptyset \neq S \subsetneq V$. With probability at least $p_{\mathcal{A}} \geq 1/\binom{n}{2}$ this set minimizes $|\delta(S)|$. Use this algorithm \mathcal{A} , to construct another algorithm $\mathcal{A}_{\text{improved}}$ for the same problem, that has a success probability of at least 99%. *Hint: $1 + x \leq e^x$ for $x \in \mathbb{R}$.*

$$\epsilon = 1/\binom{n}{2} = 2/n(n-1)$$

One-sided MC rep. (on \mathcal{S}), Satz 2.76 (minimisation problem):
 For $N = \epsilon^{-1} \ln \delta^{-1}$, N -fold repetition boost success prob to $\geq 1 - \delta$

$$\delta = 0.01 \quad 0.99 = 1 - 0.01$$

$$N = \sqrt{(2/n(n-1))^{-1} \ln(0.01^{-1})} = \frac{n(n-1)}{2} \ln 100$$

$\mathcal{A}_{\text{improved}}$: Call \mathcal{A} N -times and return smallest (best) result

Satz 2.76. Sei $\epsilon > 0$ und \mathcal{A} ein randomisierter Algorithmus für ein Maximierungsproblem, wobei gelte:

$$\Pr[\mathcal{A}(I) \geq f(I)] \geq \epsilon.$$

$$\leq f(I) = \arg \min_{S \subseteq V} |\delta(S)|$$

Dann gilt für alle $\delta > 0$: bezeichnet man mit \mathcal{A}_{δ} den Algorithmus, der $N = \epsilon^{-1} \ln \delta^{-1}$ unabhängige Aufrufe von \mathcal{A} macht und die *beste* der erhaltenen Antworten ausgibt, so gilt für den Algorithmus \mathcal{A}_{δ} , dass

$$\Pr[\mathcal{A}_{\delta}(I) \geq f(I)] \geq 1 - \delta.$$

(Für Minimierungsprobleme gilt eine analoge Aussage wenn wir „ $\geq f(I)$ “ durch „ $\leq f(I)$ “ ersetzen.)

- (b) Bob wants to check if a number is prime. He already knows a Monte Carlo algorithm \mathcal{B} which takes as input a natural number N . If N is prime, the algorithm always returns 'prime'. If N is not prime, the algorithm returns 'not a prime' with probability $p_B \geq 1/2$. Use Bob's algorithm \mathcal{B} , to construct another algorithm $\mathcal{A}_{improved}$ for the same problem, that has a success probability of at least 99%. = $1 - \delta$

$$\epsilon = 1/2, \quad \delta = 0.01$$

One-sided MC rep. (on CS), Satz 2.74:

For $N = \epsilon^{-1} \ln \delta^{-1}$, N -fold repetition boosts success prob to $\geq 1 - \delta$

$$N = \lceil (1/2)^{-1} \ln(0.01)^{-1} \rceil = \lceil 2 \ln 100 \rceil$$

\mathcal{B} -improved: Repeat \mathcal{B} N -times and return "not prime" as soon as "not prime" was returned once, otherwise return "prime"

- (c) Claire chose the most difficult problem. She wants to determine if a given graph has an Hamiltonian cycle. She thought of an algorithm \mathcal{C} that, given a graph, outputs 'YES' or 'NO'. If a graph G has (does not have) a Hamiltonian cycle, the algorithm $\mathcal{C}(G)$ returns 'YES' ('No') with probability $p_C \geq 3/4$. Help Claire to find an algorithm $\mathcal{C}_{improved}$ that is correct with probability at least 99%.

$$\epsilon = 1/4, \quad p_C \geq 3/4 = 1/2 + \epsilon, \quad \delta = 0.01$$

"Regular" MC Repetition on CS, Satz 2.75.:

For $N = 4\epsilon^{-2} \ln \delta^{-1}$ N -fold rep. boosts success prob. from $\geq 1/2 + \epsilon$ to $\geq 1 - \delta$

$$N = \lceil 4 (1/4)^{-2} \ln(0.01)^{-1} \rceil = \lceil 4 \cdot 16 \cdot \ln 100 \rceil = \lceil 64 \ln 100 \rceil$$

\mathcal{C} -improved: Call \mathcal{C} N -Times and return the value (Y/N) that was returned by \mathcal{C} more often