

# Section 5-23

- Review of important distributions
- Another randomized algorithm

# Discrete Random Variables

# Bernoulli Distribution

**Definition:** value 1 with probability  $p$ , 0 otherwise (prob.  $q = 1-p$ )

**Example:** coin toss ( $p = 1/2$  for fair coin)

**Parameters:**  $p$

**Properties:**

$$E[X] = p$$

$$\text{Var}[X] = p(1-p) = pq$$

# Binomial Distribution

**Definition:** sum of  $n$  independent Bernoulli trials, each with parameter  $p$

**Example:** number of heads in 10 independent coin tosses

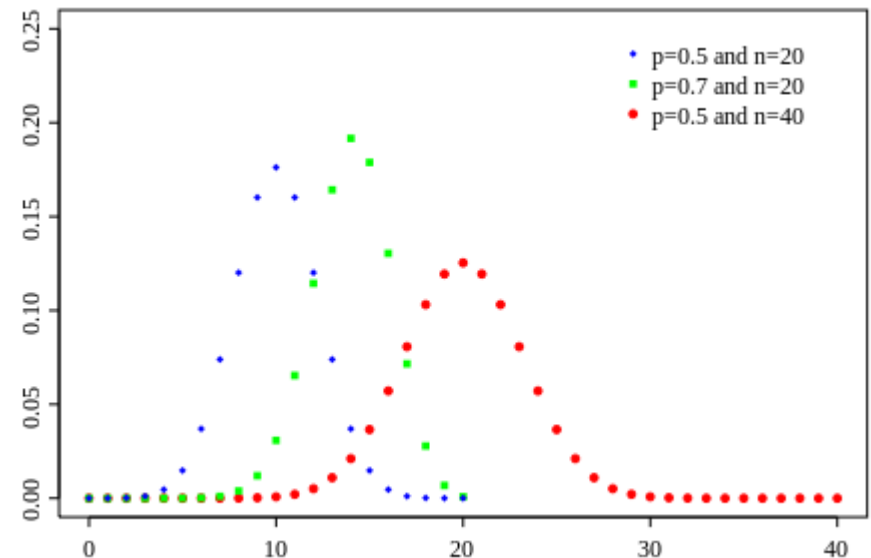
**Parameters:**  $n, p$

**Properties:**

$$E[X] = np$$

$$\text{Var}(X) = np(1-p)$$

$$\text{pmf: } \Pr(X = k) = \binom{n}{k} p^k (1 - p)^{n-k}$$



# Poisson Distribution

**Definition:** number of events that occur in a unit of time, if those events occur independently at an average rate  $\lambda$  per unit time

**Example:** # of cars at traffic light in 1 minute, # of deaths in 1 year by horse kick in Prussian cavalry

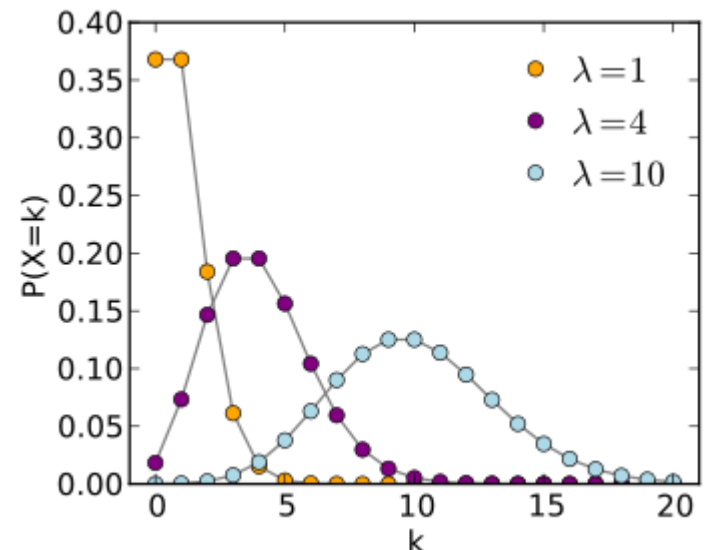
**Parameters:**  $\lambda$

**Properties:**

$$E[X] = \lambda$$

$$\text{Var}[X] = \lambda$$

$$\text{pmf: } Pr(X = k) = \frac{\lambda^k}{k!} e^{-\lambda}$$



# Geometric Distribution

**Definition:** number of independent Bernoulli trials with parameter  $p$  until and including first success (so  $X$  can take values 1, 2, 3, ...)

**Example:** # of coins flipped until first head

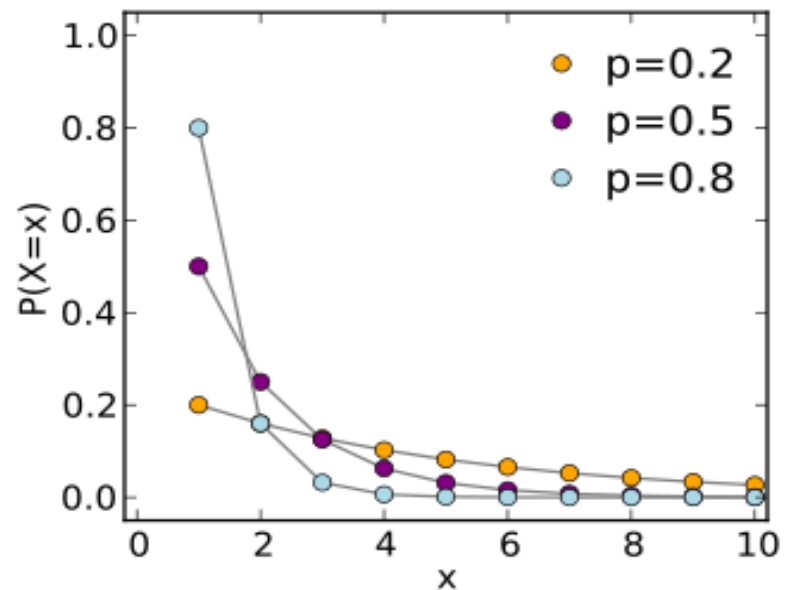
**Parameters:**  $p$

**Properties:**

$$E[X] = \frac{1}{p}$$

$$\text{Var}[X] = \frac{1-p}{p^2}$$

pmf:  $\Pr(X = k) = (1-p)^{k-1}p$



# Hypergeometric Distribution

**Definition:** number of successes in  $n$  draws (without replacement) from  $N$  items that contain  $K$  successes in total

**Example:** An urn has 10 red balls and 10 blue balls. What is the probability of drawing 2 red balls in 4 draws?

**Parameters:**  $n, N, K$

**Properties:**

$$E[X] = n \frac{K}{N}$$

$$\text{Var}[X] = n \frac{K}{N} \frac{N - K}{N} \frac{N - n}{N - 1}$$

$$\text{pmf: } Pr(X = k) = \frac{\binom{K}{k} \binom{N - K}{n - k}}{\binom{N}{n}}$$

Think about the pmf; we've been doing it for weeks now: ways-to-choose-successes times ways-to-choose-failures over ways-to-choose- $n$

Also, consider that the binomial dist. is the with-replacement analog of this

# Continuous Random Variables



# Uniform Distribution

**Definition:** A random variable that takes any real value in an interval with equal likelihood

**Example:** Choose a real number (with infinite precision) between 0 and 10

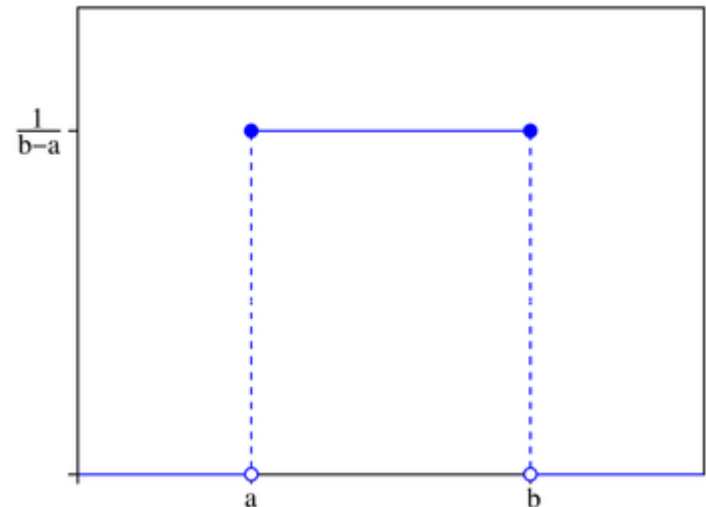
**Parameters:**  $a$ ,  $b$  (lower and upper bound of interval)

**Properties:**

$$E[X] = \frac{a + b}{2}$$

$$\text{Var}[X] = \frac{(b - a)^2}{12}$$

pdf:  $f(x) = \frac{1}{b-a}$  if  $x \in [a, b]$ , 0 otherwise



# Exponential Distribution

**Definition:** Time until next events in Poisson process

**Example:** How long until the next soldier is killed by horse kick?

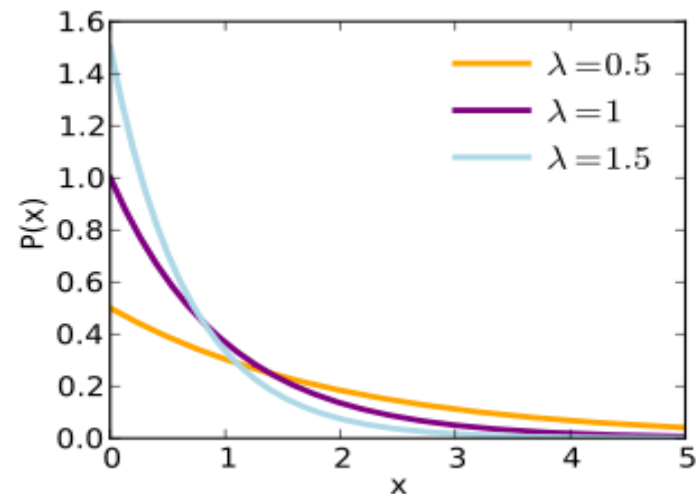
**Parameters:**  $\lambda$ , the rate at which Poisson events occur

**Properties:**

$$E[X] = \frac{1}{\lambda}$$

$$\text{Var}[X] = \frac{1}{\lambda^2}$$

pdf:  $f(x) = \lambda e^{-\lambda x}$  for  $x \geq 0$ ,      0 for  $x < 0$



# Normal Distribution

**Definition:** Your classic bell curve

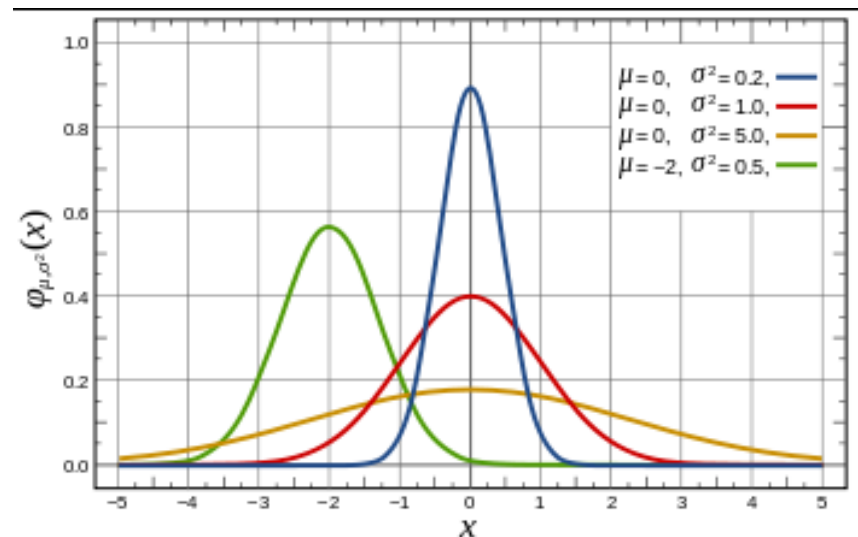
**Example:** Quantum harmonic oscillator ground state (exact)  
Human heights, binomial random variables (approx)

**Properties:**  $\mu$ ,  $\sigma^2$  (yes, mean and variance are given)

$$E[X] = \mu$$

$$\text{Var}[X] = \sigma^2$$

$$\text{pdf: } f(x) = \frac{1}{\sqrt{(2\pi\sigma^2)}} e^{-\frac{(x-\mu)^2}{2\sigma^2}}$$



# Another Randomized Algorithm

# Matrix Multiplication

Multiplying  $n \times n$  matrices ( $n = 2$  in this example)

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix} * \begin{bmatrix} w & x \\ y & z \end{bmatrix} = \begin{bmatrix} aw + by & ax + bz \\ cw + dy & cx + dz \end{bmatrix}$$

**Complexity of straightforward algorithm:  $O(n^3)$  time**

(There are 8 multiplications here; in general,  $n$  multiplications for each of  $n^2$  entries)

Coppersmith–Winograd algorithm (with help by others) can perform this operation in time  $O(n^{2.38})$

(2.3755 in 1990, 2.3727 by 2011. Progress!)

# Frievalds' Algorithm

- Determine whether  $n \times n$  matrices  $A$ ,  $B$  and  $C$  satisfy the condition  $AB = C$
- Method:
  - Choose  $x \in \{0,1\}^n$  randomly and uniformly (vector of length  $n$ )
  - If  $ABx \neq Cx$ , then  $AB \neq C$
  - Else,  $AB = C$  *probably*

# Results of Frievalds' Algorithm

- Runs in time  $O(n^2)$ 
  - $ABx = A(Bx)$ , so we have 3 instances of an  $n \times n$  matrix times an  $n$ -vector
  - these are  $O(n^2)$  time operations
- Via some math magic,
$$P(\text{the algorithm reports } AB = C \mid AB \neq C) \leq 1/2$$
- By iterating  $k$  random choices of  $x$ , can decrease probability of error to  $1/2^k$ .
- Interesting comparison
  - Quicksort is always correct, runs slowly with small probability
  - Frievalds' alg. is always fast, incorrect with small probability