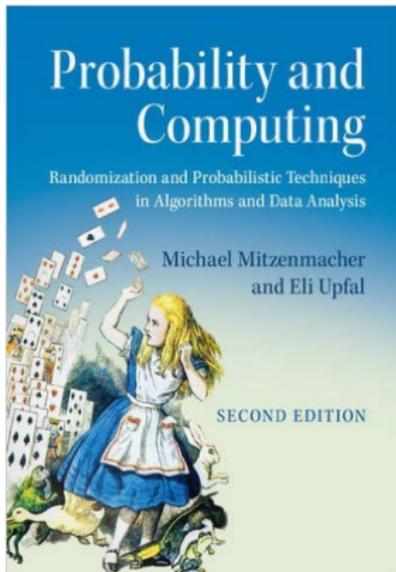


# CS155/254: Probabilistic Methods in Computer Science

## Chapter 15: Pairwise Independent and Hashing



# Pairwise Independence

## Definition

- ① A set of events  $E_1, E_2, \dots, E_n$  is  $k$ -wise independent if for any subset  $I \subseteq [1, n]$  with  $|I| \leq k$ ,

$$\Pr\left(\bigcap_{i \in I} E_i\right) = \prod_{i \in I} \Pr(E_i).$$

- ② A set of random variables  $X_1, X_2, \dots, X_n$  is  $k$ -wise independent if for any subset  $I \subseteq [1, n]$  with  $|I| \leq k$ , and any values  $x_i, i \in I$ ,

$$\Pr\left(\bigcap_{i \in I} X_i = x_i\right) = \prod_{i \in I} \Pr(X_i = x_i).$$

If true for  $k = n$  the random variables are *mutually independent*.

# Pairwise Independent

## Definition

The random variables  $X_1, X_2, \dots, X_n$  are said to be *pairwise independent* if they are 2-wise independent. That is, for any pair  $i, j$  and any values  $a, b$ ,

$$\Pr((X_i = a) \cap (X_j = b)) = \Pr(X_i = a) \cdot \Pr(X_j = b).$$

Application: We can construct  $m = 2^b - 1$  uniform pairwise independent 0-1 random variable from  $b$  independent, uniform random bits,  $X_1, \dots, X_b$ .

$m = 2^b - 1$  uniform pairwise independent 0-1 random variable in a sample space with  $2^b$  simple events.

# Construction of Pairwise Independent Bits

We are given  $b$  independent, uniform random bits,  $X_1, \dots, X_b$ .

Let  $S_1, \dots, S_{2^b-1}$  be an arbitrary order of all the non-empty subsets of  $\{1, 2, \dots, b\}$ .

Let  $\oplus$  be the exclusive-or operation. Define  $m = 2^b - 1$  random variables

$$Y_j = \bigoplus_{i \in S_j} X_i = \sum_{i \in S_j} X_i \bmod 2$$

- $\Pr(Y_i = 1) = \Pr(Y_i = 0) = 1/2$ . Let  $z \in S_i$ . Fix the bits in  $S_i - \{z\}$ . The value of  $Y_i$  is determined by the value of  $z$ .
- Pairwise independence: For any  $c, d \in \{0, 1\}$

$$\Pr((Y_k = c) \cap (Y_\ell = d)) = \Pr(Y_\ell = d \mid Y_k = c) \cdot \Pr(Y_k = c) = 1/4.$$

Since the value of  $Y_\ell$  is determined by  $z \in S_\ell \setminus S_k$

Thus,  $Y_1, \dots, Y_{2^b-1}$  are pairwise independent, uniform  $\{0, 1\}$  random variables.

# The Expectation Argument: Large Cut-Set in a Graph.

## Theorem

Given any graph  $G = (V, E)$  with  $n$  vertices and  $m$  edges, there is a partition of  $V$  into two disjoint sets  $A$  and  $B$  such that at least  $m/2$  edges connect a vertex in  $A$  to a vertex in  $B$ .

Let  $Y_1, \dots, Y_n$  pairwise independent uniform  $\{0, 1\}$  random variables, generated from  $\log_2 n + 1$  independent random bits.

Place such that vertex  $i$  is in set  $A$  if  $Y_i = 0$  else vertex  $i$  is placed in set  $B$ .

Let  $Z_e = 1$  if edge  $e$  crosses the cut, and  $Z_e = 0$  otherwise.

Let  $e = \{i, j\}$ , then  $\Pr(Z_e = 1) = \Pr(Y_i \neq Y_j) = \frac{1}{2}$ ,

$\mathbf{E}[Z] = \mathbf{E}[\sum_{i=1}^m Z_i] = \sum_{i=1}^m \mathbf{E}[Z_i]$ , the sample space has an assignment with a cut  $\geq m/2$ .

The sample space has only  $2^n$  simple event, algorithm can try all simple events to find a good assignment.

# Independent Set in a Graph

An *independent set* in a graph  $G$  is a set of vertices with no edges between them.

## Theorem

Let  $G = (V, E)$  be a graph on  $n$  vertices with  $dn/2$  edges. Then  $G$  has an independent set with at least  $n/2d$  vertices.

## Algorithm:

- 1 Delete each vertex of  $G$  (together with its incident edges) independently with probability  $1 - 1/d$ .
- 2 For each remaining edge, remove it and one of its adjacent vertices.

$X$  = number of vertices that survive the first step of the algorithm.

$$E[X] = \frac{n}{d}.$$

$Y$  = number of edges that survive the first step.

An edge survives if and only if its two adjacent vertices survive.

$$E[Y] = \frac{nd}{2} \left(\frac{1}{d}\right)^2 = \frac{n}{2d}.$$

The second step of the algorithm removes all the remaining edges, and at most  $Y$  vertices.

Size of output independent set:

$$E[X - Y] = \frac{n}{d} - \frac{n}{2d} = \frac{n}{2d}.$$

**The  $n$  events of deleting nodes need only to be pairwise independent events.**

# Deterministic Algorithm for Independent Set

## Theorem

Let  $G = (V, E)$  be a graph on  $n$  vertices with  $dn/2$  edges. We can compute in  $O(n^{\log_2 d})$  steps an independent set in  $G$  with at least  $n/2d$  vertices.

The existence proof required  $n$  pairwise 0-1 independent events with probabilities  $1/d, 1 - 1/d$ .

If  $n + 1$  and  $d + 1$  are powers of two, we can use  $\log_2 d$  independent sets of  $n$  pairwise independent bits, The  $\log_2(n + 1)$  random bits used for generating each of the  $\log_2 d$  sets are independent.

For  $i = 1, \dots, \log_2 n$  and  $j = 1, \dots, n$ , let  $Y_j^i$  be the random bit of vertex  $j$  in system  $i$ .

Delete vertex  $j$  if all its  $\log_2 d$  bits are 1. Probability that a node is deleted is  $1/d$ .

For each  $i$  and  $j \neq k$ ,  $Pr(Y_j^i = 1 \cap Y_k^i = 1) = 1/4$ . Since the  $\log_2 d$  sets are independent, the probability that vertices  $j$  and  $k$  are deleted is  $1/d^2$ .

The sample space was generated with a total of  $\log_2 d \log_2(n + 1)$  bits. It has  $(n + 1)^{\log_2 d}$  events. We can check all of them to find an independent set with the required size.

# Deviation Bound

You cannot use Chernoff bound but you can use Chebyshev bound.

## Theorem

Let  $X = \sum_{i=1}^n X_i$ , where the  $X_i$  are pairwise independent random variables.  
Then

$$\mathbf{Var}[X] = \sum_{i=1}^n \mathbf{Var}[X_i].$$

**Proof:**  $\mathbf{Var}[\sum_{i=1}^n X_i] = \sum_{i=1}^n \mathbf{Var}[X_i] + 2 \sum_{i < j} \mathbf{Cov}(X_i, X_j)$ .

For Pairwise independent  $X_1, X_2, \dots, X_n$ ,

$$\mathbf{Cov}(X_i, X_j) = \mathbf{E}[(X_i - \mathbf{E}[X_i])(X_j - \mathbf{E}[X_j])] = \mathbf{E}[X_i X_j] - \mathbf{E}[X_i] \mathbf{E}[X_j] = 0.$$

## Corollary

Let  $X = \sum_{i=1}^n X_i$ , where the  $X_i$  are pairwise independent random variables.  
Then

$$\Pr(|X - \mathbf{E}[X]| \geq a) \leq \frac{\mathbf{Var}[X]}{a^2} = \frac{\sum_{i=1}^n \mathbf{Var}[X_i]}{a^2}.$$

# Perfect Hashing

We want to store  $n$  records using minimum space and minimum retrieval (search) time.

We can store the  $n$  records in a sorted order. Space =  $O(n)$ , retrieval time =  $O(\log n)$

We can hash the  $n$  keys to a table of size  $O(n)$ , with  $O(1)$  expected retrieval time, and  $O(\log n)$  expected maximum retrieval time. (We need a table of size  $\Omega(n^{1+\epsilon})$  for expected maximum  $1/\epsilon$ .)

**Goal:** Store a **static dictionary** of  $n$  items in a table of  $O(n)$  space such that any search takes  $O(1)$  time.

Static dictionary - any insert or delete operation requires rearranging the entire table.

# Universal hash functions

## Definition

Let  $U$  be a universe with  $|U| \geq n$  and  $V = \{0, 1, \dots, n-1\}$ . A family of hash functions  $\mathcal{H}$  from  $U$  to  $V$  is said to be  $k$ -universal if, for any elements  $x_1, x_2, \dots, x_k$ , when a hash function  $h$  is chosen uniformly at random from  $\mathcal{H}$ ,

$$\Pr(h(x_1) = h(x_2) = \dots = h(x_k)) \leq \frac{1}{n^{k-1}}.$$

If  $\Pr(h(x_1) = h(x_2) = \dots = h(x_k)) = \frac{1}{n^{k-1}}$ , then for any  $x_1, x_2, \dots, x_k$  the random variables  $h(x_1), \dots, h(x_k)$  are  $k$ -pairwise independent.

## Example of 2-Universal Hash Functions

Universe  $U = \{0, 1, 2, \dots, m - 1\}$

Table keys  $V = \{0, 1, 2, \dots, n - 1\}$ , with  $m \geq n$ .

A family of hash functions obtained by choosing a prime  $p \geq m$ ,

$$h_{a,b}(x) = ((ax + b) \bmod p) \bmod n,$$

and taking the family

$$\mathcal{H} = \{h_{a,b} \mid 1 \leq a \leq p - 1, 0 \leq b \leq p\}.$$

### Lemma

$\mathcal{H}$  is 2-universal.

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**Proof:** We first observe that for  $x_1, x_2 \in \{0, \dots, p-1\}$ ,  $x_1 \neq x_2$ ,

$$ax_1 + b \neq ax_2 + b \pmod{p}.$$

Thus, if  $h_{a,b}(x_1) = h_{a,b}(x_2)$  there is a pair  $(s, r)$  such that,

- 1  $(ax_1 + b) \pmod{p} = r$
- 2  $(ax_2 + b) \pmod{p} = s$
- 3  $s \neq r, s = (r \pmod{n})$

For each  $r$  there are  $\leq \lceil \frac{p}{n} \rceil - 1$  values  $s \neq r$  such that  $s = (r \pmod{n})$ , and for each pair  $(r, s)$  there is only one pair  $(a, b)$  that satisfies the relation.

Over all the  $p(p-1)$  choice of  $(a, b)$ ,  $r$  gets  $p$  different values.

Thus, the probability of a collision is  $\leq \frac{p(\lceil \frac{p}{n} \rceil - 1)}{p(p-1)} \leq \frac{1}{n}$ .

## Lemma

If  $h \in \mathcal{H}$  is chosen uniformly at random from a 2-universal family of hash functions mapping the universe  $U$  to  $[0, n - 1]$ , then for any set  $S \subset U$  of size  $m$ , with probability  $\geq 1/2$  the number of collisions is bounded by  $m^2/n$ .

### proof:

Let  $s_1, s_2, \dots, s_m$  be the  $m$  items of  $S$ . Let  $X_{ij}$  be 1 if the  $h(s_i) = h(s_j)$  and 0 otherwise. Let  $X = \sum_{1 \leq i < j \leq m} X_{ij}$ .

$$\mathbf{E}[X] = \mathbf{E} \left[ \sum_{1 \leq i < j \leq m} X_{ij} \right] = \sum_{1 \leq i < j \leq m} \mathbf{E}[X_{ij}] \leq \binom{m}{2} \frac{1}{n} < \frac{m^2}{2n},$$

Markov's inequality yields

$$\Pr(X \geq m^2/n) \leq \Pr(X \geq 2\mathbf{E}[X]) \leq \frac{1}{2}.$$

## Definition

A hash function is perfect for a set  $S$  if it maps  $S$  with no collisions.

## Lemma

*If  $h \in \mathcal{H}$  is chosen uniformly at random from a 2-universal family of hash functions mapping the universe  $U$  to  $[0, n - 1]$ , then for any set  $S \subset U$  of size  $m$ , such that  $m^2 \leq n$  with probability  $\geq 1/2$  the hash function is perfect*

$$\Pr(X \geq 1) \leq \Pr(X \geq m^2/n) \leq \Pr(X \geq 2\mathbf{E}[X]) \leq \frac{1}{2}.$$

## Theorem

*The two-level approach gives a perfect hashing scheme for  $m$  items using  $O(m)$  bins.*

Level I: use a hash table with  $n = m$ . Let  $X$  be the number of collisions,

$$\Pr(X \geq m^2/n) \leq \Pr(X \geq 2\mathbf{E}[X]) \leq \frac{1}{2}.$$

When  $n = m$ , there exists a choice of hash function from the 2-universal family that gives at most  $m$  collisions.

Level II: Let  $c_i$  be the number of items in the  $i$ -th bin. There are  $\binom{c_i}{2}$  collisions between items in the  $i$ -th bin, thus

$$\sum_{i=1}^m \binom{c_i}{2} \leq m.$$

For each bin with  $c_i > 1$  items, we find a second hash function that gives no collisions using space  $c_i^2$ . The total number of bins used is bounded above by

$$m + \sum_{i=1}^m c_i^2 \leq m + 2 \sum_{i=1}^m \binom{c_i}{2} + \sum_{i=1}^m c_i \leq m + 2m + m = 4m.$$

Hence the total number of bins used is only  $O(m)$ .

# Perfect Hashing

## Theorem

*There is a storage method that can store  $m$  keys in a table of size  $O(m)$  with  $O(1)$  search time.*