

# Exercise Sheet 3 – Important Random Variables and How to Sample Them

## Probability and Computing

### Exercise 1 – $\text{Ber}(1/3)$ from $\text{Ber}(1/2)$

Design an algorithm that, given a sequence  $B_1, B_2, \dots \sim \text{Ber}(1/2)$  of random bits, computes a sample  $B \sim \text{Ber}(1/3)$  in expected time  $O(1)$ .

### Exercise 2 – $\text{Ber}(p)$ and $\mathcal{U}(\{1, \dots, n\})$ from $\mathcal{U}([0, 1])$

We now assume a machine model that can handle real numbers and allows us to sample  $U \sim \mathcal{U}([0, 1])$ . Show that we can also sample  $B \sim \text{Ber}(p)$  for  $p \in [0, 1]$  and  $X \sim \mathcal{U}(\{1, \dots, n\})$  for  $n \in \mathbb{N}$ .

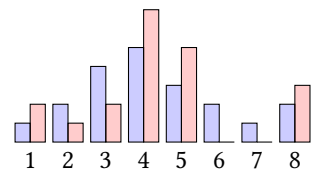
**Hint:** For the rest of this sheet and the course, we take this result as given.

### Exercise 3 – Rejection Sampling in General

Let  $\mathcal{D}_1$  and  $\mathcal{D}_2$  be distributions over a finite set  $D$ . Assume:

1. We can sample  $X \sim \mathcal{D}_1$  in time  $O(1)$ .
2. For any  $x \in D$ ,  $p_1(x) := \Pr_{X \sim \mathcal{D}_2}[X = x]$  as well as  $p_2(x) := \Pr_{X \sim \mathcal{D}_1}[X = x]$  can be computed in  $O(1)$ .
3. There exists  $C > 0$  such that for all  $x \in D$ ,

$$p_2(x) \leq C \cdot p_1(x).$$



Possible histogram for  $\mathcal{D}_1$  (blue, left) and  $\mathcal{D}_2$  (red, right). It always holds that “red  $\leq 2 \cdot$  blue”, so condition (3) holds with  $C = 2$ .

Design an algorithm that samples  $Y \sim \mathcal{D}_2$  in expected time  $O(C)$ .

### Exercise 4 – $G \sim \text{Geom}_1(p)$ with Inverse Transform Sampling

Design an algorithm that, for a given  $p \in (0, 1]$ , samples a random variable  $G \sim \text{Geom}_1(p)$  in time  $O(1)$ .

## Exercise 5 – Sampling without Replacement

We consider algorithms that, for  $k, n \in \mathbb{N}$  with  $0 \leq k \leq n/2$ , compute a set  $S \subseteq [n]$  of size  $k$ , chosen uniformly at random among all subsets of  $[n]$  of size  $k$ .

- (a) Why can we assume  $k \leq n/2$  without loss of generality?
- (b) Describe an algorithm that has an expected runtime of  $O(k \log k)$ .  
**Hint:** Rejection sampling and search tree.
- (c) **Bonus:** Design an algorithm that has a worst-case runtime of  $O(k \log k)$ .
- (d) **Bonus:** Research how to achieve a worst-case runtime of  $O(k)$ :

<https://stackoverflow.com/a/67850443>