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## **Exercise Sheet 5 for Advanced Algorithms, Summer 2025**

Hand In: Until 2025-06-18 18:00, on ILIAS.

Problem 1

- a) Prove that it is impossible to perfectly simulate a roll of a fair 6-sided die using random bits in finite worst-case time, i.e., with  $t = time_A < \infty$ .
- b) How do programming libraries deal with this issue? Provide at least one example with a reference to the documentation or language specification.

## Problem 2

Let  $P \stackrel{\mathcal{D}}{=} \mathcal{U}(0,1)$  be a random variable uniformly distributed in (0,1) and let X be a random variable with a Bernoulli  $\mathcal{B}(p)$  distribution *conditional* on P = p. We also write this as  $X \stackrel{\mathcal{D}}{=} \mathcal{B}(P)$ . Compute  $\mathbb{E}[X]$ .

## Problem 3

Prove that the set  $C = \{000, 111\}^{\omega}$ , i.e., the set of infinite bit sequences on with dieRoll does not terminate is in the  $\sigma$ -algebra  $\mathcal{F}$  generated by the cylinder sets  $\pi_x = \{xy : y \in v\}$  $\{0,1\}^{\omega}\} \subseteq \{0,1\}^{\omega}$  for  $x \in \{0,1\}^{\star}$ . Show, by computing along the construction for C, that  $\Pr[C] = 0$  in the probability measure induced by  $\Pr[\pi_w] = 2^{-|w|}$ .

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15 + 5 points

20 points

10 points

## Problem 4

10 + 30 points

- a) Prove that every algorithm that randomly shuffles a given list of n items so that afterwards all possible orderings are equally likely must use  $\Theta(n \log n)$  random bits.
- b) Design a (randomized) algorithm A that generates a random permutation of the numbers  $1, \ldots, n$ . Each permutation is to have the same probability.

Argue that your algorithm has the desired property and determine  $\mathbb{E}$ -Time<sub>A</sub>(n) as well as the *expected* number of random bits to generate a permutation of length n.

Can you find a method with optimal number of random bits (asymptotically and in expectation)?