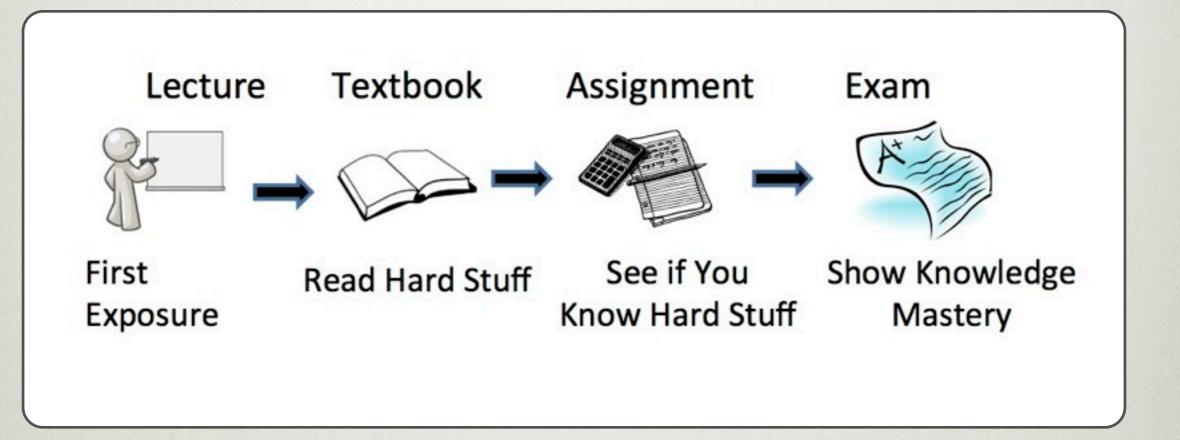
# THE PROBABILISTIC METHOD



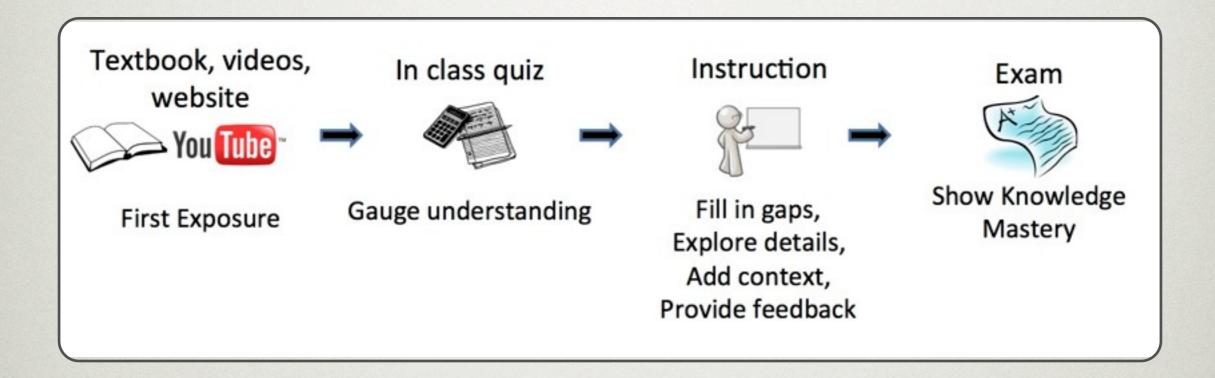
Joshua Brody CS49/Math59 Fall 2015

## TRADITIONAL LECTURES



- Little opportunity for feedback
- Not effective way to learn

## CLICKER LECTURES



 Research: to learn, you must effectively work with a problem and construct your own understanding.

# CLICKER QUESTION

# Why are you taking CS49/Math059?

- (A) like probability/randomness, want to know more.
- (B) Math major, course sounded interesting
- (C) CS major, course sounded interesting
- (D) fills requirement
- (E) other

## SYLLABUS HIGHLIGHTS

- Open home page
- Pre-reqs: CS35, Math029 or permission from instructor
  - no Math029? You must pass entrance exam
- Attendance Mandatory
- Textbook(s) required
  - Alon/Spencer: the book for the Probabilistic Method
  - Shoup: free online, we'll use for probability theory
- Office hours, open door policy
- Piazza -- all content questions go here

## LABS

- Lab Assignments ~every 2 weeks
  - Mostly problem sets, likely one programming
- Final Project
- Partners encouraged but not required
- 2 late days per semester

# WHAT IS THE PROBABILISTIC METHOD?

Goal: show some combinatorial object has some nice property.

### Approach:

- (1) Pick a random object
- (2) Show that object has nice property w/prob > 0
- (3) Conclude *there exists* an object with nice property

### EXAMPLE PROBLEM

### Arithmetic Sequence:

```
list of numbers (a_1, a_2, ..., a_m) where a_i = a_{i-1} + k for some k examples: (1, 5, 9, 13), (201, 402, 603, 804, 1005)
```

Problem: show how to color numbers {1, 2, 3, 4, ..., 2015} using 4 colors so that no arithmetic sequence is *monochromatic* 

Solution: color each number 1, 2, ..., 2015 randomly.

# CLICKER QUESTION

What is the probability that one sequence **a**<sub>1</sub>, **a**<sub>2</sub>, ..., **a**<sub>11</sub> is monochromatic?

- (A) 4-11
- (B) 2-11
- (C) 2-20
- (D) depends on the sequence

# WHAT IS THE PROBABILISTIC METHOD?

Goal: show some combinatorial object has some nice property.

#### Approach:

- (1) Pick a random object
- (2) Show that object has nice property w/prob > 0
- (3) Conclude *there exists* an object with nice property

What do we learn from Probabilistic Method?

- a nice solution must exist
- good understanding of why nice solution exists?

#### What don't we learn?

how to find nice object

# THE PROBABILISTIC METHOD

- Invented by Paul Erdős [1913-1996]
- 1500+ papers
- 500+ collaborators
- only interested in mathematics
- itinerant 2nd half of life
- Erdős number: publication distance from Erdős



### COURSE OVERVIEW

- 1. Why take CS49/Math059?
- 2. What is this course about?
- 3. Course Goals
- 4. Resources
- 5. Where we're going

# THE PROBABILISTIC METHOD

