

# Problem Set 1

Due May 8th, 2021

Solve at least three of the following four problems.

**Problem 1.** Suppose we are receiving updates to integer variables  $X_1, \dots, X_n$  in a turnstile stream, where each  $X_i$  is initially set to 0, and for any  $S \subseteq [n]$ ,  $\sum_{i \in S} X_i$  always remains in  $[N]$ . Our goal is to estimate  $Z = \sum_i Z_i$  at the end of the stream where  $Z_i = f(X_i)$ .  $f$  is a mapping from  $[N]$  to  $[m]$ , with two properties: i)  $f(0) = 0$ , and ii) for any  $a, b$ , we have  $|f(a) - f(b)| \leq f(a+b) \leq f(a) + f(b)$ . Give a streaming algorithm that uses  $\text{poly}(m, \log n, \log N)$  space for estimating  $Z$  at the end of the stream upto a constant factor and with high probability, i.e.,  $(1 - 1/n)$ .

**Problem 2.**

- i) Alice has a set of numbers  $x_1, \dots, x_n$  where each  $x_i$  is in  $[-1, 1]$ . She wants to send a message to Bob. Bob has a query  $q \in [-1, 1]$ , and he wants to compute  $X = \sum_{i: x_i \leq q} (q - x_i)$ . Give a sketching algorithm that Alice can use and send a message of size  $\tilde{O}(\sqrt{1/\epsilon})^1$  to Bob so that he can approximate  $X$  upto an additive factor of  $n\epsilon$  for any query.
- ii) Show that Alice cannot send a message of size better than  $\tilde{\Omega}(\sqrt{1/\epsilon})$ .
- iii) Turn the above algorithm into a streaming algorithm: Assume that a set of numbers  $x_1, \dots, x_n$  are coming in a stream where each number  $x_i$  is in  $[-1, 1]$ . At the end of the stream a query  $q \in [-1, 1]$  also comes. The goal is to compute  $X = \sum_{i: x_i \leq q} (q - x_i)$ . Give and analyze a streaming algorithm that uses space  $\tilde{O}(\sqrt{1/\epsilon})$ , and can approximate  $X$  upto an additive factor of  $n\epsilon$  for any query.

**Problem 3.** Assume that the edges of an  $n$  vertex graph are coming in a stream. Prove that any streaming algorithm for finding a perfect matching in a single pass requires  $\tilde{\Omega}(n^2)$  space.

**Problem 4.** Give an algorithm for computing a  $t$ -robust  $c$ -coreset for diversity maximization under the Min-Dist notion of diversity. That is, we want an algorithm that given a point set  $P_i$ , computes a subset  $S_i \subseteq P_i$  such that for any set of outliers  $O$  of size at most  $|O| \leq t$ , we have that

$$\text{Div}_k(\bigcup_i S_i \setminus O) \geq (1/c) \cdot \text{Div}_k(\bigcup_i P_i \setminus O).$$

Here, for a set of points  $X$ , we define  $\text{Div}_k(X) = \max_{Y \subseteq X, |Y|=k} \min_{a, b \in Y} \text{dist}(a, b)$ , where  $\text{dist}$  is any metric distance. Finally, we want the size of the core-set to be at most  $|S_i| \leq O(t \cdot k)$ .

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<sup>1</sup>here  $\tilde{O}$  is used to hide polylog factors in  $1/\epsilon$  and  $n$