

«Calcul formel avancé et application». Very brief lecture notes.

## 14.09.2023. Lecture 1.

**1. The game guess a number :** one player chooses an integer number between 1 and  $n$ , another player should find this number by asking questions with answers *yes* or *no*. There is a simple strategy that allows to find the chosen number in  $\lceil \log n \rceil$  questions (bisection). Moreover, there is a non-adaptive strategy with the same number of questions (the second player asks bits of the binary expansion of the chosen number ; all questions are formulated in advance, before the first response).

These strategies are optimal : no strategy helps to reveal the chosen number in less than  $\lceil \log n \rceil$  questions (in the worst case). Indeed, every guessing strategy can be represented as a binary tree (with questions in the internal nodes and the guessed numbers in a leaf). Since such a tree must have at least  $n$  leaves (one leaf for each possible answer), the depth of the tree must be at least  $\lceil \log n \rceil$ .

**Exercise 1.1** (difficult). How many questions do we need to guess an integer number between 1 and 100 (asking questions with answers *yes* or *no*) if one of the answers may be false.

**2. Sorting algorithms.** We are given  $n$  objects (“stones”) and balance scales ; in one operation we can compare weights of two stones. To sort  $n$  stones by their weights, we have to do in the worst case  $\log(n!)$  pairwise comparisons (no algorithm can guarantee the right answer with less than  $\log(n!)$  weighings).

**Exercise 1.2** (Sorting algorithms). Find the number of comparisons needed in the worst case

- (a) to sort an array of size 4 ;
- (b) to sort an array of size 5.

**3. Shannon’s entropy.** For a random variable  $\alpha$  with  $n$  possible values  $a_1, \dots, a_n$  such that for  $i = 1 \dots n$   $\text{Prob}[\alpha = a_i] = p_i$ , we define its Shannon’s entropy as

$$H(\alpha) := \sum_{i=1}^n p_i \log \frac{1}{p_i}$$

(with the usual convention  $0 \cdot \log \frac{1}{0} = 0$ ).Reminder :

**Proposition 1.** For every random variable  $\alpha$  distributed on a set of  $n$  values

$$0 \leq H(\alpha) \leq \log n.$$

Moreover,  $H(\alpha) = 0$  if and only if the distribution is concentrated at one point (one probability  $p_i$  is equal to 1, and the other  $p_j$  for  $j \neq i$  are equal to 0), and  $H(\alpha) = \log n$  if and only if the distribution is uniform ( $p_1 = \dots = p_n = \frac{1}{n}$ ).

**4. The game guess a number revisited :** one player chooses an integer number between 1 and  $n$  with known probabilities  $p_1, \dots, p_n$ , another player should find this number by asking questions with answers *yes* or *no*. We need to estimate the *average* number of questions needed to identify the number.

In the class we discussed a bisection strategy that requires *on average*  $\approx \sum_{i=1}^n p_i \log \frac{1}{p_i}$  questions (but a more precise statement and a formal proof is postponed). In the class we proved only the lower bound :

**Proposition 2.** Every strategy of guessing a number with yes-or-no questions requires *at least*  $\sum_{i=1}^n p_i \log \frac{1}{p_i}$  on average.

*Idea of the proof :* concavity of the logarithm and Jensen’s inequality (more details in the class).