Informations about the course

- Topics
- Evaluation
- Office Hours
- Lists of Exercises
- Grades
- Slides [4 slides per page]
- Important dates
- Knuth talking about Randomized Algorithms (made available by Hsueh-I Lu)
- Theoretical Computer Science Cheat Sheet by Steve Seiden
- Bibliography

Links about randomized algorithms

- Wikipedia

Topics

- Basic concepts in probability.
- Moments and Deviations.
- Tail Inequalities.
- Ball, Bins and Random Graphs.
- The Probabilistic Method.
- Markov Chains and Random Walks.
- Applications in graphs, data structures, optimization, game theory, etc.

Classes
Monday and Wednesday, from 14:00 to 16:00, room 351, building IC3.5.

Office Hours

Monday: 13-14hs, room 30, building IC1.

Evaluation

- The final grade is calculated from grades $T, A$ and $L$.
- The grade $T$ is the average score of seven small tests (one for each given chapter).
- The grade $A$ is obtained from two parts. One part, corresponding to 80% of the grade $A$, is obtained from the oral presentation and short text detailing the contents of the presentation, about a paper using the techniques considered in the course. The second part, corresponding to 20% of the grade $A$, is obtained from the average grade of very simple one question tests for each presentation.
- The grade $L$ is the average score of seven lists of exercises. To obtain the score of a list of exercises, the professor will correct the same exercise of the list (randomly selected) for all students.
- The final grade $N$ is equal to $(2T + A + L)/4$.

List of Exercises

- For each chapter, the corresponding list of exercises will be released until the last class of the chapter.

Important dates

- Tests: will occur in the next class after the deadline of the corresponding list of exercises.
- Lists of exercises: at least one week after the list is published.
- Presentations: Will occur in the last two weeks of the course.

Bibliography

- Papers on the subject.