Data structures: Random skip lists have been introduced. We have shown that the dictionary operations can be performed in an expected \( O(\log n) \) time each, where \( n \) is the maximum number of elements in the data structure. We discussed hashing next. Let \( M = \{0, 1, \ldots, m - 1\} \) and \( N = \{0, 1, \ldots, n - 1\} \). A family \( H \) of hash functions from \( M \) into \( N \) is said to be 2-universal if for any two elements \( x \) and \( y \) from \( M \) with \( x \neq y \), and for a randomly chosen \( h \) from \( H \), \( \text{Prob.}[h(x) = h(y)] \leq \frac{1}{m} \). We showed how to construct a family of 2-universal hash functions. Using this family, we discussed the data structure of AKS that can be used to search in \( O(1) \) time in a static table.

Random walks on graphs: A random walk on a graph refers to starting from a node, moving to a random neighbor of that node, from there moving to a random neighbor, and so on. \( C_u(G) \) refers to the expected length of a walk that starts at \( u \) and visits each node of \( G \) at least once. The cover time \( C(G) = \max_u C_u(G) \). Any connected, undirected, and non-bipartite graph \( G \) induces a Markov chain \( M_G \) whose states are the vertices of \( G \). For any two vertices \( u, v \in V \), \( P_{uv} = 1/d_u \) if \( (u, v) \in E \); \( P_{uv} = 0 \) if \( (u, v) \notin E \), \( d_u \) being the degree of \( u \). Using this fact and known results on Markov chains, we showed that \( C(G) \leq 2|E|(|V| - 1) \).

The probabilistic method: Two ideas are prevalent: 1) Any random variable takes on a value that is at least as much as the mean; Also, it takes on a value that is at most the mean. 2) If the probability that a randomly chosen object from a universe satisfies a property \( P \) is positive, then there must be at least one object in the universe that satisfies \( P \).

Using the above ideas we proved the following: 1) If \( G(V, E) \) is any undirected graph, then there exists a partition of \( V \) into \( A \) and \( B \) such that the number of cross edges from \( A \) to \( B \) is \( \geq |E|/2 \); 2) For any set of \( m \) clauses there exists a truth assignment that satisfies at least \( m/2 \) clauses; 3) Let \( C_n \) be a complete graph on \( n \) vertices. Let \( R(k, t) \) be the minimum value of \( n \) such that if the edges of \( C_n \) are colored with red and blue, then for each such coloring there exists either a red clique of size \( k \) or a blue clique of size \( t \). If \( \binom{n}{k}2^{1-k/2} < 1 \), then \( R(k, k) > n \); 4) There exists an \( (n, 18, 1/3, 2) \) OR-concentrator, for all \( n \) larger than some constant; 5) A tournament on \( n \) nodes is a complete graph \( G(V, E) \). Each node is a player. < \( i, j \) \( \in \) \( E \) if player \( i \) has defeated player \( j \). We say that the tournament has property \( P_k \) if for every subset of \( k \) players there exists another player who has defeated all the \( k \) players. For every \( k \) there is a finite tournament with property \( P_k \); 6) Let \( F = C_1 \land C_2 \land \cdots \land C_m \) be a CNF Boolean formula where each clause has exactly \( k \) literals, \( k \) being some constant. Also, assume that each of the \( n \) variables occurs in at most \( 2k/10 \) clauses. Then, we used Lovász local lemma to show that the probability that a random assignment satisfies \( F \) is greater than zero.

PARALLEL ALGORITHMS. In a PRAM (Parallel Random Access Machine), processors communicate by writing into and reading from memory cells that are accessible to all. Depending on how read and write conflicts are resolved, there are variants of the PRAM. In an Exclusive Read Exclusive Write (EREW) PRAM, no concurrent reads or concurrent writes are permitted. In a Concurrent Read Exclusive Write (CREW) PRAM, concurrent reads are permitted but concurrent writes are prohibited. In a Concurrent Read Concurrent Write (CRCW) PRAM both concurrent reads and concurrent writes are allowed. Concurrent writes can be resolved in many ways. In a Common CRCW PRAM, concurrent writes are allowed only if the conflicting processors have the same message to write (into the same cell at the same time). In an Arbitrary CRCW PRAM, an arbitrary processor gets to write in cases of conflicts. In a Priority CRCW PRAM, write conflicts are resolved on the basis of priorities (assigned to the processors at the beginning).

We presented a Common CRCW PRAM algorithm for finding the Boolean AND of \( n \) given bits in \( O(1) \) time. We used \( n \) processors. As a corollary we gave an algorithm for finding the minimum (or maximum) of \( n \) given numbers in \( O(1) \) time using \( n^2 \) Common CRCW PRAM processors. The following result was also proven: The maximum of \( n \) arbitrary numbers can be found in \( \tilde{O}(1) \) time using \( n \) CRCW PRAM processors.
We also discussed a CREW PRAM algorithm for the prefix computation problem. This algorithm uses \( n \) processors and runs in \( O(\log n) \) time on any input of \( n \) elements. (For the prefix computation problem the input is a sequence of elements from some domain \( \Sigma: \ k_1, k_2, \ldots, k_n \) and the output is another sequence: \( k_1, k_1 \oplus k_2, \ldots, k_1 \oplus k_2 \oplus k_3 \oplus \cdots \oplus k_n \), where \( \oplus \) is any binary associative and unit-time computable operation on \( \Sigma \).)

We also proved the following theorems: 1) Prefix computation on \( n \) elements can be done using \( \frac{n}{\log n} \) CREW PRAM processors in \( O(\log n) \) time; 2) If a parallel algorithm runs in time \( T \) on a \( P \)-processor PRAM, it can be simulated on a \( P' \)-processor PRAM in time \( O(PT/P') \) as long as \( P' \leq P \); 3) The selection problem on \( n \) elements can be solved in \( O(\log n) \) time using \( \frac{n}{\log n} \) CREW PRAM processors; 4) We can sort \( n \) given arbitrary elements in \( \tilde{O}(\log n) \) time given \( n \) arbitrary CRCW PRAM processors; 5) We can sort \( n \) integers in the range \([1, (\log n)^c]\) in \( O(\log n) \) time using \( \frac{n}{\log n} \) CREW PRAM processors, \( c \) being any constant; 6) We can sort \( n \) integers in the range \([1, n(\log n)^c]\) in \( \tilde{O}(\log n) \) time using \( \frac{n}{\log n} \) arbitrary CRCW PRAM processors, \( c \) being any constant; and 7) We can sort \( n \) arbitrary elements in \( \tilde{O}\left(\frac{\log n}{\log \log n}\right) \) time using \( n(\log n)^\epsilon \) arbitrary CRCW PRAM processors, \( \epsilon \) being any constant > 0.

**Chernoff Bounds.** These bounds can be used to closely approximate the tail ends of a binomial distribution.

A Bernoulli trial has two outcomes namely success and failure, the probability of success being \( p \). A binomial distribution with parameters \( n \) and \( p \), denoted as \( B(n, p) \), is the number of successes in \( n \) independent Bernoulli trials.

Let \( X \) be a binomial random variable whose distribution is \( B(n, p) \). If \( m \) is any integer > \( np \), then the following are true:

\[
Prob.[X > m] \leq \left(\frac{np}{m}\right)^m e^{m-np}; \quad (1)
\]

\[
Prob.[X > (1 + \delta)np] \leq e^{-\delta^2 np/3}; \quad \text{and} \quad (2)
\]

\[
Prob.[X < (1 - \delta)np] \leq e^{-\delta^2 np/2} \quad (3)
\]

for any \( 0 < \delta < 1 \).