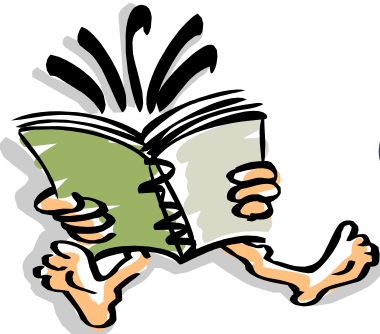


# Analysis of Algorithms

---

## Randomizing Quicksort



(Appendix C.2 , Appendix C.3)  
(Chapter 5, Chapter 7)

# Randomizing Quicksort

---

- Randomly permute the elements of the input array before sorting
- OR ... modify the PARTITION procedure
  - At each step of the algorithm we exchange element  $A[p]$  with an element chosen at random from  $A[p...r]$
  - The pivot element  $x = A[p]$  is equally likely to be any one of the  $r - p + 1$  elements of the subarray

# Randomized Algorithms

---

- No input can elicit worst case behavior
  - Worst case occurs only if we get “unlucky” numbers from the random number generator
- Worst case becomes less likely
  - Randomization can NOT eliminate the worst-case but it can make it less likely!

# Randomized PARTITION

---

*Alg.:* RANDOMIZED-PARTITION( $A, p, r$ )

$i \leftarrow \text{RANDOM}(p, r)$

exchange  $A[p] \leftrightarrow A[i]$

**return** PARTITION( $A, p, r$ )

# Randomized Quicksort

---

*Alg.* : RANDOMIZED-QUICKSORT( $A, p, r$ )

if  $p < r$

then  $q \leftarrow \text{RANDOMIZED-PARTITION}(A, p, r)$

    RANDOMIZED-QUICKSORT( $A, p, q$ )

    RANDOMIZED-QUICKSORT( $A, q + 1, r$ )

# Formal Worst-Case Analysis of Quicksort

---

- $T(n)$  = worst-case running time

$$T(n) = \max_{1 \leq q \leq n-1} (T(q) + T(n-q)) + \Theta(n)$$

- Use substitution method to show that the running time of Quicksort is  $O(n^2)$
- Guess  $T(n) = O(n^2)$ 
  - Induction goal:  $T(n) \leq cn^2$
  - Induction hypothesis:  $T(k) \leq ck^2$  for any  $k < n$

# Worst-Case Analysis of Quicksort

---

- Proof of induction goal:

$$\begin{aligned} T(n) &\leq \max_{1 \leq q \leq n-1} (cq^2 + c(n-q)^2) + \Theta(n) = \\ &= c \cdot \max_{1 \leq q \leq n-1} (q^2 + (n-q)^2) + \Theta(n) \end{aligned}$$

- The expression  $q^2 + (n-q)^2$  achieves a maximum over the range  $1 \leq q \leq n-1$  at one of the endpoints

$$\max_{1 \leq q \leq n-1} (q^2 + (n-q)^2) = 1^2 + (n-1)^2 = n^2 - 2(n-1)$$

$$\begin{aligned} T(n) &\leq cn^2 - 2c(n-1) + \Theta(n) \\ &\leq cn^2 \end{aligned}$$

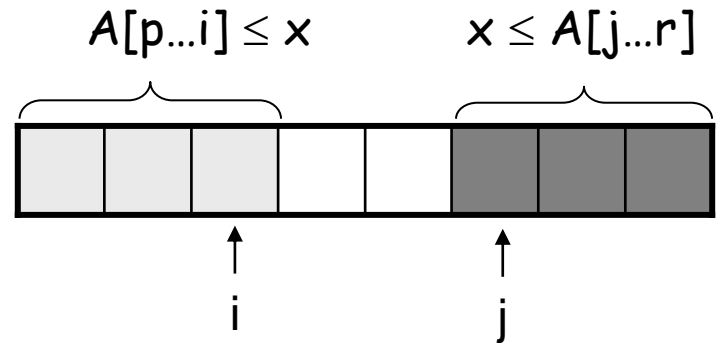
# Revisit Partitioning

- Hoare's partition

- Select a pivot element  $x$  around which to partition
- Grows two regions

$$A[p \dots i] \leq x$$

$$x \leq A[j \dots r]$$

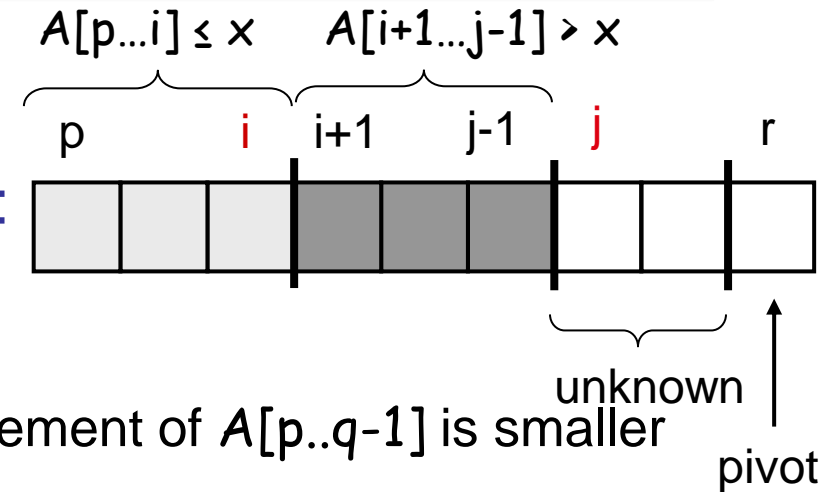




# Another Way to PARTITION

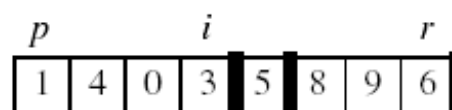
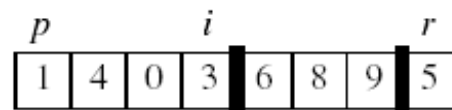
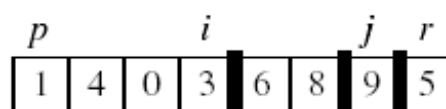
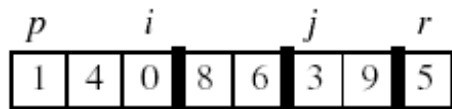
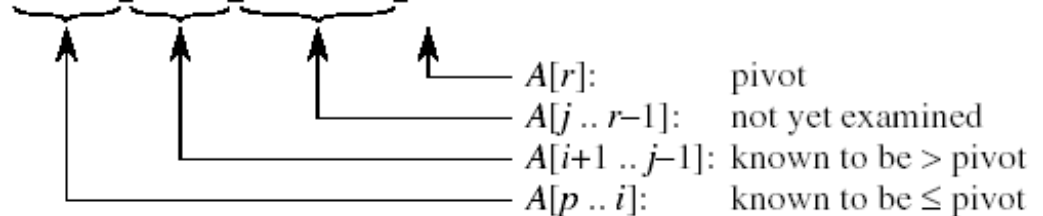
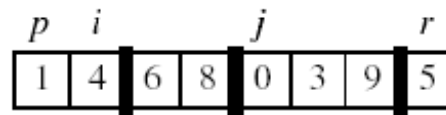
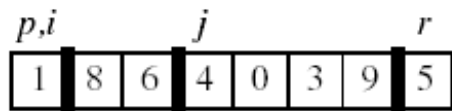
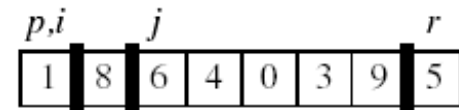
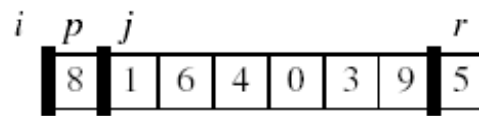
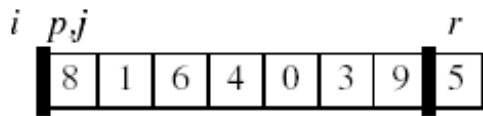
## (Lomuto's partition – page 146)

- Given an array  $A$ , partition the array into the following subarrays:



- A pivot element  $x = A[q]$
  - Subarray  $A[p..q-1]$  such that each element of  $A[p..q-1]$  is smaller than or equal to  $x$  (the pivot)
  - Subarray  $A[q+1..r]$ , such that each element of  $A[p..q+1]$  is strictly greater than  $x$  (the pivot)
- The pivot element is not included in any of the two subarrays

# Example



at the end,  
swap pivot

# Another Way to PARTITION (cont'd)

Alg.: PARTITION( $A, p, r$ )

$x \leftarrow A[r]$

$i \leftarrow p - 1$

**for**  $j \leftarrow p$  **to**  $r - 1$

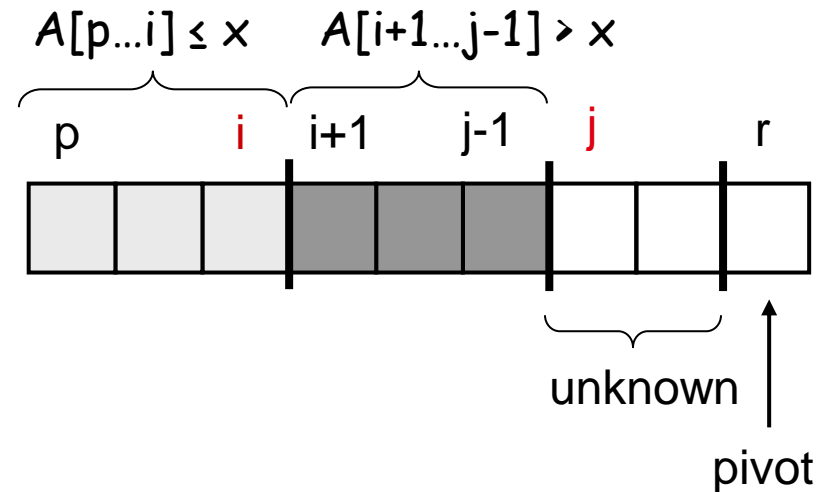
**do if**  $A[j] \leq x$

**then**  $i \leftarrow i + 1$

            exchange  $A[i] \leftrightarrow A[j]$

exchange  $A[i + 1] \leftrightarrow A[r]$

**return**  $i + 1$



Chooses the last element of the array as a pivot

Grows a subarray  $[p..i]$  of elements  $\leq x$

Grows a subarray  $[i+1..j-1]$  of elements  $> x$

Running Time:  $\Theta(n)$ , where  $n=r-p+1$

# Randomized Quicksort (using Lomuto's partition)

---

*Alg.* : RANDOMIZED-QUICKSORT( $A, p, r$ )

if  $p < r$

then  $q \leftarrow \text{RANDOMIZED-PARTITION}(A, p, r)$

RANDOMIZED-QUICKSORT( $A, p, q - 1$ )

RANDOMIZED-QUICKSORT( $A, q + 1, r$ )

The pivot is no longer included in any of the subarrays!!

# Analysis of Randomized Quicksort

---

*Alg.* : RANDOMIZED-QUICKSORT( $A, p, r$ )

if  $p < r$

The running time of Quicksort is  
dominated by PARTITION !!

then  $q \leftarrow$  RANDOMIZED-PARTITION( $A, p, r$ )

RANDOMIZED-QUICKSORT( $A, p, q - 1$ )

RANDOMIZED-QUICKSORT( $A, q + 1, r$ )

PARTITION is called  
at most  $n$  times

(at each call a pivot is selected and never  
again included in future calls)

# PARTITION

Alg.: PARTITION( $A, p, r$ )

$x \leftarrow A[r]$

$i \leftarrow p - 1$

}  $O(1)$  - constant

**for**  $j \leftarrow p$  **to**  $r - 1$

**do if**  $A[j] \leq x$

**then**  $i \leftarrow i + 1$

            exchange  $A[i] \leftrightarrow A[j]$

} # of comparisons:  $X_k$   
between the pivot and  
the other elements

exchange  $A[i + 1] \leftrightarrow A[r]$

**return**  $i + 1$

}  $O(1)$  - constant

Amount of work at call  $k$ :  $c + X_k$

# Average-Case Analysis of Quicksort

---

- Let  $X$  = total number of comparisons performed in all calls to PARTITION:  $X = \sum_k X_k$
- The total work done over the **entire** execution of Quicksort is
$$O(nc+X)=O(n+X)$$
- Need to estimate  $E(X)$

# Review of Probabilities

---

- **Definitions**

- random experiment: an experiment whose result is not certain in advance (e.g., throwing a die)
- outcome: the result of a random experiment
- sample space: the set of all possible outcomes (e.g.,  $\{1,2,3,4,5,6\}$ )
- event: a subset of the sample space (e.g., obtain an odd number in the experiment of throwing a die =  $\{1,3,5\}$ )



# Review of Probabilities

---

- **Probability of an event** (discrete case)
  - The likelihood that an event will occur if the underlying random experiment is performed

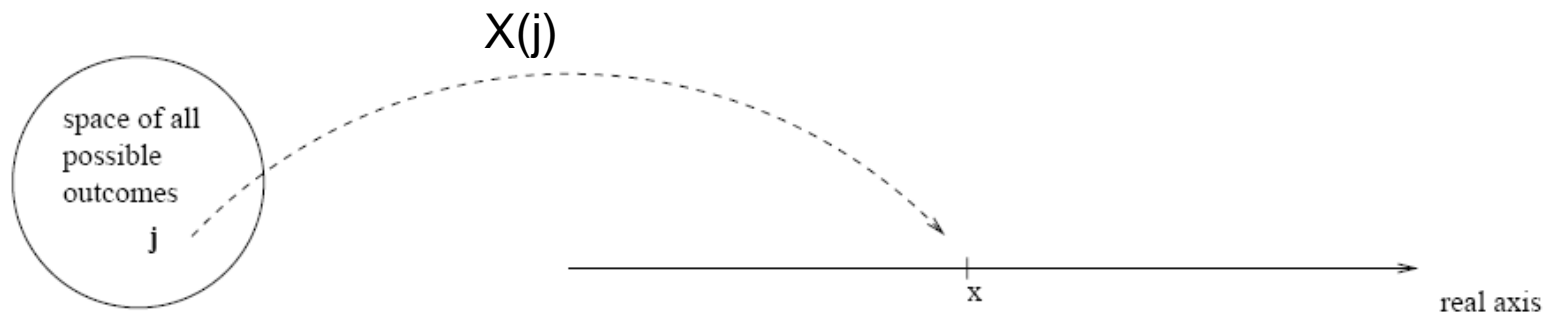
$$P(\text{event}) = \frac{\text{number of favorable outcomes}}{\text{total number of possible outcomes}}$$

Example:  $P(\text{obtain an odd number}) = 3/6 = 1/2$

# Random Variables

*Def.: (Discrete) random variable  $X$ : a function from a sample space  $S$  to the real numbers.*

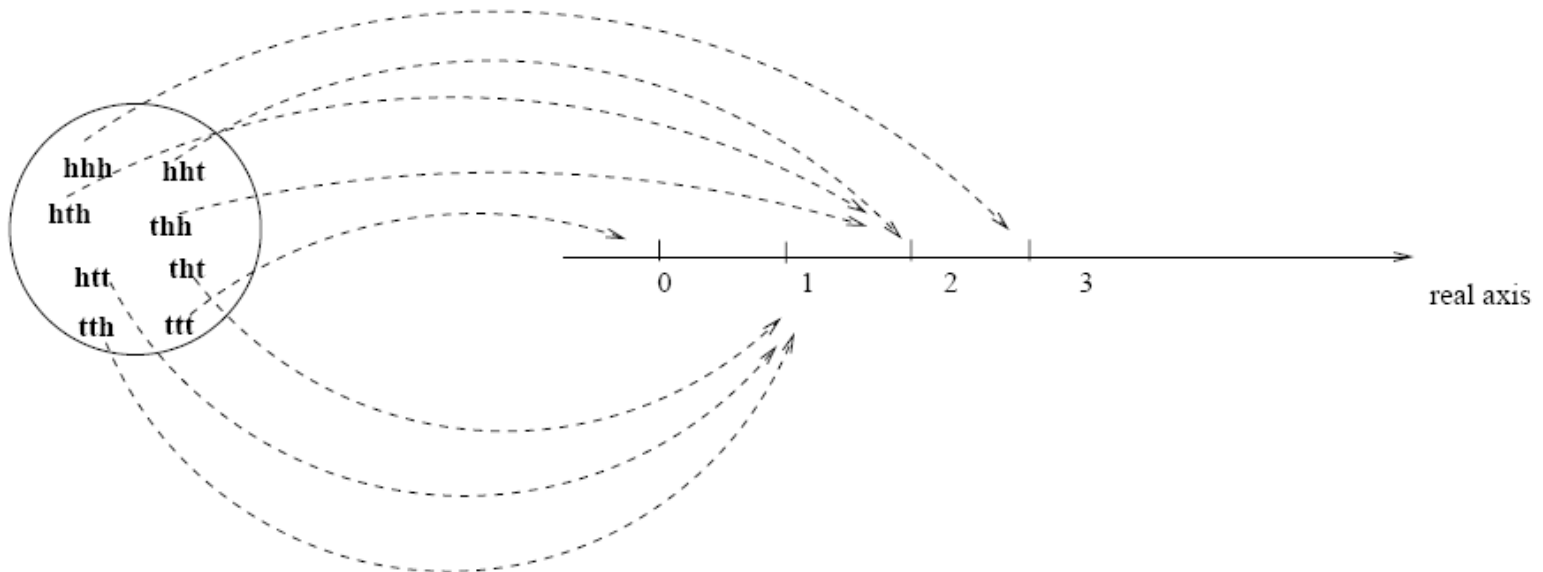
- It associates a real number with each possible outcome of an experiment.



# Random Variables

E.g.: Toss a coin three times

define  $X$  = “numbers of heads”



# Computing Probabilities Using Random Variables

---

- Example: consider the experiment of throwing a pair of dice

Define the r.v.  $X$ ="sum of dice"

$X = x$  corresponds to the event  $A_x = \{s \in S / X(s) = x\}$

(e.g.,  $X = 5$  corresponds to  $A_5 = \{(1,4),(4,1),(2,3),(3,2)\}$ )

$$P(X = x) = P(A_x) = \sum_{s: X(s)=x} P(s)$$

$$(P(X = 5) = P((1, 4)) + P((4, 1)) + P((2, 3)) + P((3, 2)) = 4/36 = 1/9)$$

# Expectation

---

- Expected value (expectation, mean) of a discrete random variable  $X$  is:

$$E[X] = \sum_x x \Pr\{X = x\}$$

- “Average” over all possible values of random variable  $X$

# Examples

---

**Example:**  $X$  = face of one fair dice

$$E[X] = 1 \cdot 1/6 + 2 \cdot 1/6 + 3 \cdot 1/6 + 4 \cdot 1/6 + 5 \cdot 1/6 + 6 \cdot 1/6 = 3.5$$

**Example:**  $X$  = "sum of dice"

Events												
Sum	1	2	3	4	5	6	7	8	9	10	11	12
Probability	0/36	1/36	2/36	3/36	4/36	5/35	6/36	5/36	4/360	3/36	2/36	1/36

$$E(X) = 1P(X = 1) + 2P(X = 2) + \dots + 12P(X = 12) = (0 + 2 + \dots + 12)/36 = 7$$

# Indicator Random Variables

---

- Given a sample space  $S$  and an event  $A$ , we define the *indicator random variable*  $I\{A\}$  associated with  $A$ :

$$- I\{A\} = \begin{cases} 1 & \text{if } A \text{ occurs} \\ 0 & \text{if } A \text{ does not occur} \end{cases}$$

- The expected value of an indicator random variable  $X_A = I\{A\}$  is:

$$E[X_A] = \Pr\{A\}$$

- Proof:

$$E[X_A] = E[I\{A\}] = 1 * \Pr\{A\} + 0 * \Pr\{\bar{A}\} = \Pr\{A\}$$

# Average-Case Analysis of Quicksort

---

- Let  $X$  = total number of comparisons performed in all calls to PARTITION:  $X = \sum_k X_k$
- The total work done over the **entire** execution of Quicksort is  
$$O(n+X)$$
- Need to estimate  $E(X)$



# Notation

---

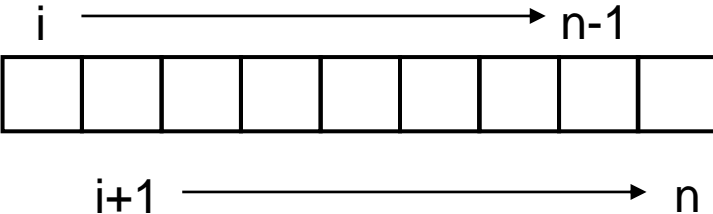
$z_2$	$z_9$	$z_8$	$z_3$	$z_5$	$z_4$	$z_1$	$z_6$	$z_{10}$	$z_7$
2	9	8	3	5	4	1	6	10	7

- Rename the elements of  $A$  as  $z_1, z_2, \dots, z_n$ , with  $z_i$  being the  $i$ -th smallest element
- Define the set  $Z_{ij} = \{z_i, z_{i+1}, \dots, z_j\}$  the set of elements between  $z_i$  and  $z_j$ , inclusive

# Total Number of Comparisons in PARTITION

---

- Define  $X_{ij} = I \{z_i \text{ is compared to } z_j\}$
- Total number of comparisons  $X$  performed by the algorithm:

$$X = \sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij}$$


The diagram illustrates an array of size  $n$ , represented by a horizontal row of 9 empty boxes. Above the first box is the index  $i$ , and above the last box is the index  $n-1$ . A horizontal arrow points from  $i$  to  $n-1$ . Below the first box is the index  $i+1$ , and below the last box is the index  $n$ . A horizontal arrow points from  $i+1$  to  $n$ .

# Expected Number of Total Comparisons in PARTITION

---

- Compute the **expected value of  $X$** :

$$E[X] = E\left[\sum_{i=1}^{n-1} \sum_{j=i+1}^n X_{ij}\right] = \sum_{i=1}^{n-1} \sum_{j=i+1}^n E[X_{ij}] =$$

by linearity  
of expectation

indicator  
random variable

$$= \sum_{i=1}^{n-1} \sum_{j=i+1}^n \Pr\{z_i \text{ is compared to } z_j\}$$

the expectation of  $X_{ij}$  is equal  
to the probability of the event  
“ $z_i$  is compared to  $z_j$ ”

# Comparisons in PARTITION :

## Observation 1

---

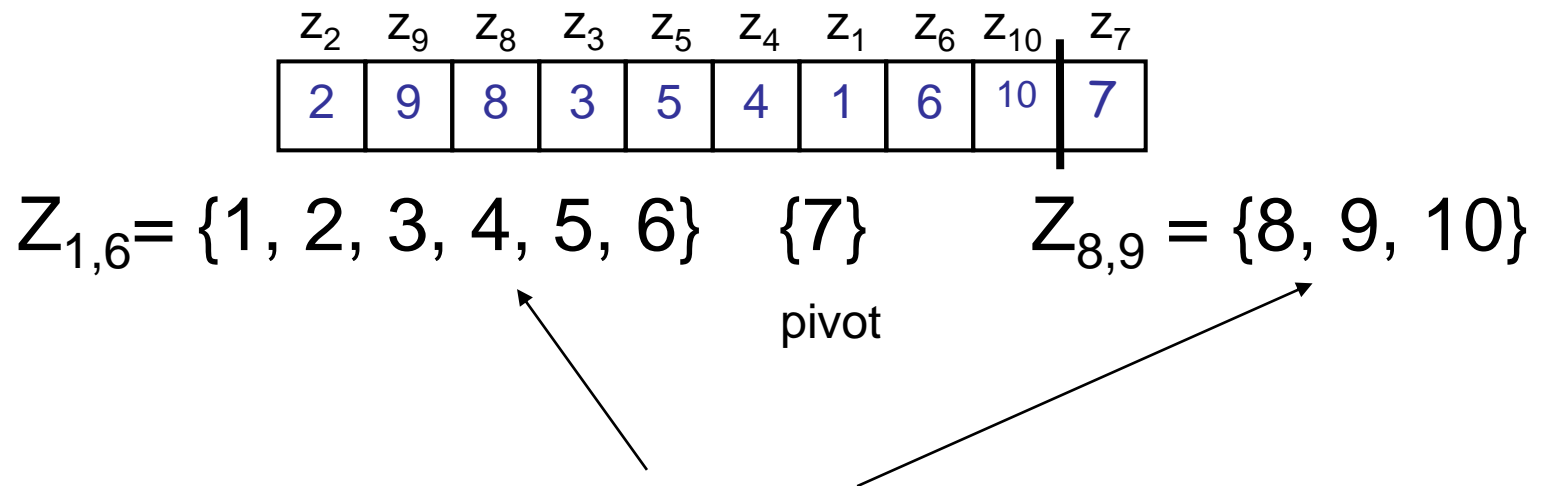
- Each pair of elements is compared **at most once** during the entire execution of the algorithm
  - Elements are compared only to the pivot point!
  - Pivot point is excluded from future calls to PARTITION

# Comparisons in PARTITION:

## Observation 2

---

- Only the pivot is compared with elements in both partitions!



Elements between different partitions  
are never compared!

# Comparisons in PARTITION

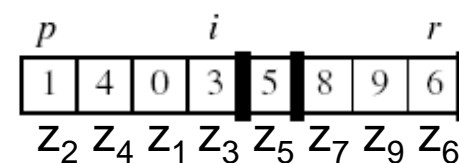
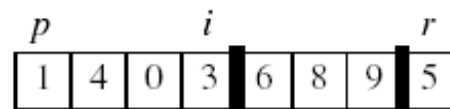
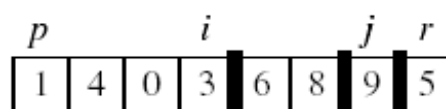
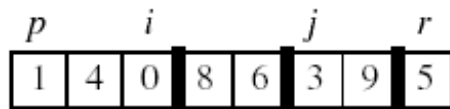
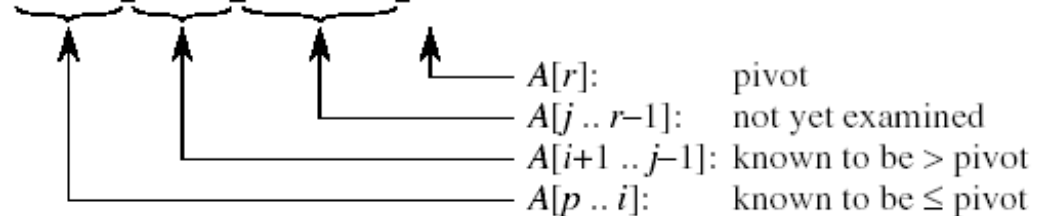
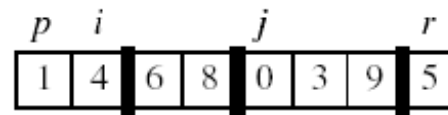
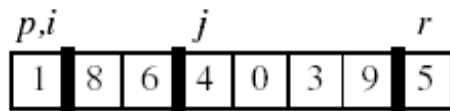
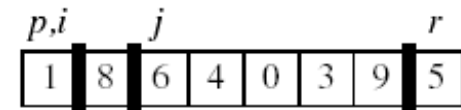
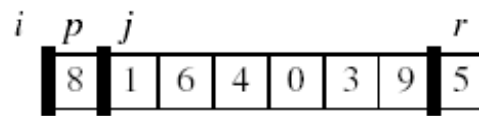
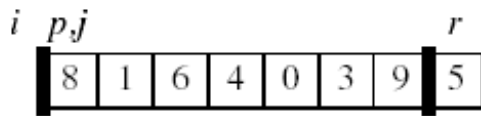
$z_2$	$z_9$	$z_8$	$z_3$	$z_5$	$z_4$	$z_1$	$z_6$	$z_{10}$	$z_7$
2	9	8	3	5	4	1	6	10	7

$$Z_{1,6} = \{1, 2, 3, 4, 5, 6\} \quad \{7\} \quad Z_{8,9} = \{8, 9, 10\}$$

$\Pr\{z_i \text{ is compared to } z_j\}?$

- Case 1: pivot chosen such as:  $z_i < x < z_j$ 
  - $z_i$  and  $z_j$  will never be compared
- Case 2:  $z_i$  or  $z_j$  is the pivot
  - $z_i$  and  $z_j$  will be compared
  - only if one of them is chosen as pivot before any other element in range  $z_i$  to  $z_j$

# See why ☺



$z_2$  will never be compared with  $z_6$  since  $z_5$  (which belongs to  $[z_2, z_6]$ ) was chosen as a pivot first !

# Probability of comparing $z_i$ with $z_j$

---

$$\Pr\{z_i \text{ is compared to } z_j\} =$$

$$\Pr\{z_i \text{ is the first pivot chosen from } Z_{ij}\} +$$

$$\Pr\{z_j \text{ is the first pivot chosen from } Z_{ij}\}$$

$$= 1/(j - i + 1) + 1/(j - i + 1) = 2/(j - i + 1)$$

- There are  $j - i + 1$  elements between  $z_i$  and  $z_j$ 
  - Pivot is chosen randomly and independently
  - The probability that any particular element is the first one chosen is  $1/(j - i + 1)$



# Number of Comparisons in PARTITION

---

Expected number of comparisons in PARTITION:

$$E[X] = \sum_{i=1}^{n-1} \sum_{j=i+1}^n \Pr\{z_i \text{ is compared to } z_j\}$$

$$E[X] = \sum_{i=1}^{n-1} \sum_{j=i+1}^n \frac{2}{j-i+1} = \sum_{i=1}^{n-1} \sum_{k=1}^{n-i} \frac{2}{k+1} < \sum_{i=1}^{n-1} \sum_{k=1}^n \frac{2}{k} = \sum_{i=1}^{n-1} O(\lg n)$$

(set  $k=j-i$ ) (harmonic series)

$$= O(n \lg n)$$

$\Rightarrow$  Expected running time of Quicksort using  
RANDOMIZED-PARTITION is  $O(n \lg n)$

# Alternative Average-Case Analysis of Quicksort

---

- See Problem 7-2, page 16
- Focus on the expected running time of each individual recursive call to Quicksort, rather than on the number of comparisons performed.
- Use Hoare partition in our analysis.

# Alternative Average-Case Analysis of Quicksort

---

- *Idea*: consider all possible splits and find their probability (assume all inputs are distinct)

- Given  $L[p..r]$  and  $x=L[random(p,r)]$  (pivot point), define

$rank(x)$ =number of elements  $\leq x$   
(if  $L = [2, 1, 5, 4, 12]$  and  $x = 5$ , then  $rank(5) = 4$ )

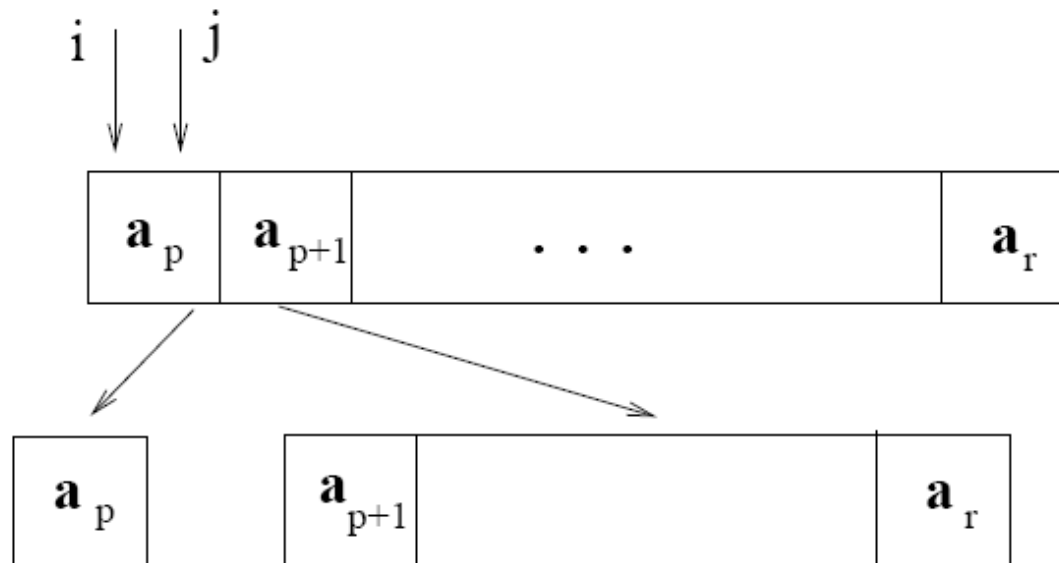
-  $P(rank(x) = i) = 1/n, i = 1, 2, \dots, n$  ( $n = r - p + 1$ )

(i.e., any element has the same probability to be chosen as pivot)

# Alternative Average-Case Analysis of Quicksort

---

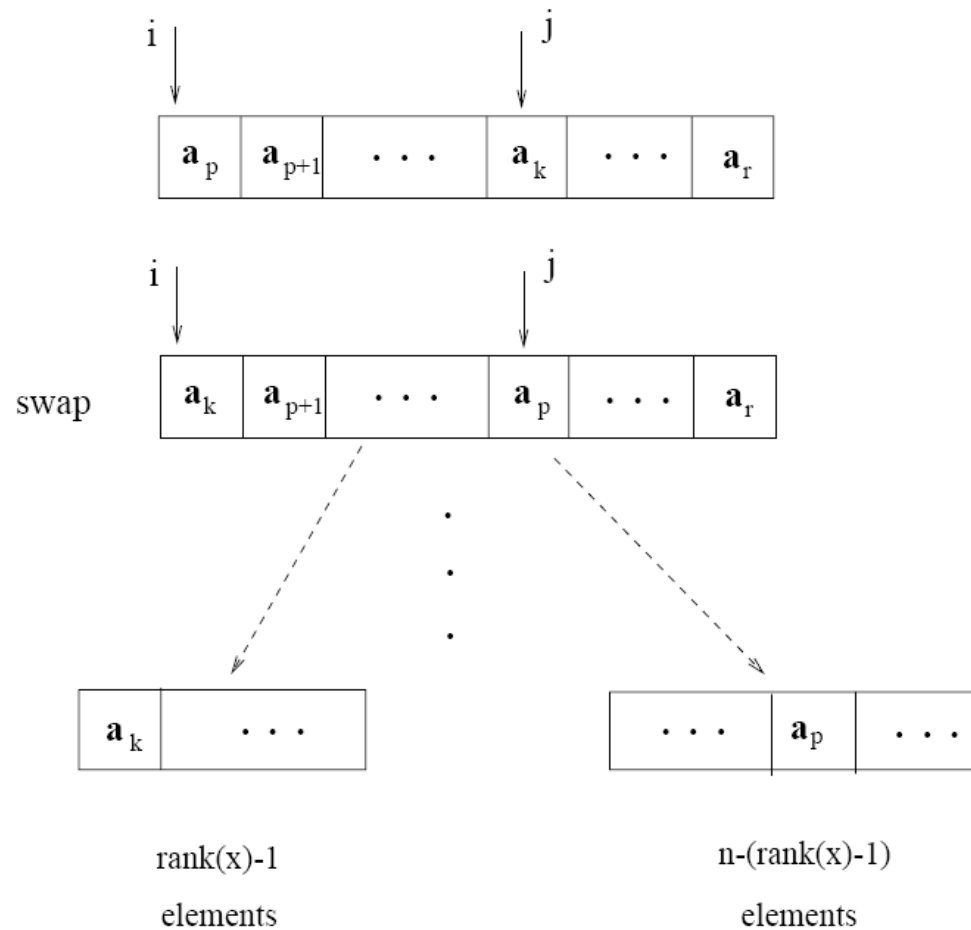
Case 1: If  $\text{rank}(x) = 1$ ,  $x = a_p$



This is a  $1: n - 1$  split,  $P(\text{rank}(x) = 1) = 1/n$

# Alternative Average-Case Analysis of Quicksort

Case2: If  $\text{rank}(x) \geq 2$ ,  $x = a_p$



# Alternative Average-Case Analysis of Quicksort

---

rank(x)	split	probability
<b>2</b>	<b>1 : n-1</b>	<b><math>P(\text{rank}(x)=2) = 1/n</math></b>
<b>3</b>	<b>2 : n-2</b>	<b><math>P(\text{rank}(x)=3) = 1/n</math></b>
<b>⋮</b>	<b>⋮</b>	<b>⋮</b>
<b>⋮</b>	<b>⋮</b>	<b>⋮</b>
<b>⋮</b>	<b>⋮</b>	<b>⋮</b>

- So, what are the possible splits and their probability ?

$$P(1: n - 1) = 2/n, P(i: n - i) = 1/n \ (i = 2, 3, \dots)$$

# Alternative Average-Case Analysis of Quicksort

---

- What is the average time ? ( $E(Q(n))$ )

$$Q(n) = Q(q) + Q(n - q) + \Theta(n) \text{ or}$$

$$E(Q(n)) = E(Q(q) + Q(n - q)) + E(\Theta(n)) \text{ or}$$

$$E(Q(n)) = E(Q(q) + Q(n - q)) + \Theta(n)$$

- 1:n-1 splits have  $2/n$  probability
- all other splits have  $1/n$  probability

# Alternative Average-Case Analysis of Quicksort

---

$$E(Q(n)) = 2/n(Q(1) + Q(n-1)) + 1/n \sum_{q=2}^{n-1} (Q(q) + Q(n-q)) + \Theta(n) =$$
$$1/n(Q(1) + Q(n-1)) + 1/n \sum_{q=1}^{n-1} (Q(q) + Q(n-q)) + \Theta(n)$$

- From worst-case analysis:

$$1/n(Q(1) + Q(n-1)) = 1/n(\Theta(1) + O(n^2)) = O(n)$$

(can be absorbed in the  $\Theta(n)$ )



# Alternative Average-Case Analysis of Quicksort

---

$$E(Q(n)) = 1/n \sum_{q=1}^{n-1} (Q(q) + Q(n-q)) + \Theta(n) =$$

$$1/n[(Q(1) + Q(n-1)) + (Q(2) + Q(n-2)) + \dots + (Q(n-1) + Q(1))] + \Theta(n) =$$

$$1/n[2Q(1) + 2Q(2) + \dots + 2Q(n-1)] + \Theta(n) = 2/n \sum_{k=1}^{n-1} Q(k) + \Theta(n) :$$

recurrence for average case:  $Q(n) = 2/n \sum_{k=1}^{n-1} Q(k) + \Theta(n)$

use substitution to show:  $E(Q(n)) \leq c_1 n \lg n + c_2$ ;

# Problem

---

- Consider the problem of determining whether an arbitrary sequence  $\{x_1, x_2, \dots, x_n\}$  of  $n$  numbers contains repeated occurrences of some number. Show that this can be done in  $\Theta(n \lg n)$  time.
  - Sort the numbers
    - $\Theta(n \lg n)$
  - Scan the sorted sequence from left to right, checking whether two successive elements are the same
    - $\Theta(n)$
  - Total
    - $\Theta(n \lg n) + \Theta(n) = \Theta(n \lg n)$

## Ex 2.3-6 (page 37)

- Can we use Binary Search to improve InsertionSort (i.e., find the correct location to insert  $A[j]$ ?)

*Alg.:* INSERTION-SORT( $A$ )

**for**  $j \leftarrow 2$  **to**  $n$

**do**  $\text{key} \leftarrow A[j]$

        Insert  $A[j]$  into the sorted sequence  $A[1 \dots j-1]$

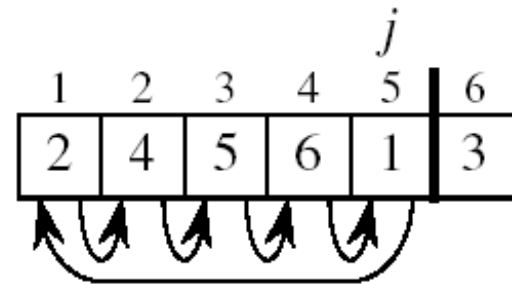
$i \leftarrow j - 1$

**while**  $i > 0$  and  $A[i] > \text{key}$

**do**  $A[i + 1] \leftarrow A[i]$

$i \leftarrow i - 1$

$A[i + 1] \leftarrow \text{key}$



## Ex 2.3-6 (page 37)

---

- Can we use binary search to improve InsertionSort (i.e., find the correct location to insert  $A[j]$ )?
  - This idea can reduce the number of comparisons from  $O(n)$  to  $O(\lg n)$
  - Number of shifts stays the same, i.e.,  $O(n)$
  - Overall, time stays the same ...
  - Worthwhile idea when comparisons are expensive (e.g., compare strings)

# Problem

---

- Analyze the complexity of the following function:

**F(i)**

**if i=0**

**then return 1**

**return (2\*F(i-1))**

Recurrence:  $T(n)=T(n-1)+c$

Use iteration to solve it ....  $T(n)=\Theta(n)$

# Problem

---

- What is the running time of Quicksort when all the elements are the same?
  - Using Hoare partition  $\rightarrow$  best case
    - Split in half every time
    - $T(n)=2T(n/2)+n \rightarrow T(n)=\Theta(n \lg n)$
  - Using Lomuto's partition  $\rightarrow$  worst case
    - 1:n-1 splits every time
    - $T(n)=\Theta(n^2)$

