Design and Analysis of Algorithms Part II: Sorting and Searching

Lecture 4: Quicksort and Selection Problem



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Outline

- Introduction to Part II
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort

Randomized Selection Problem

- Problem Definition
- First solution: Selection by sorting
- A divide-and-conquer algorithm
- Analysis of the divide-and-conquer algorithm

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Introduction to Part II

- In Part II, we will illustrate sorting and searching problems using several examples:
 - Quicksort (快速排序)
 - Selection Problem (选择问题)
 - Heapsort and Priority Queues (堆排序与优先队列)
 - Lower Bound for Sorting (基于比较排序的下界)
 - Sorting in Linear Time (线性时间排序)

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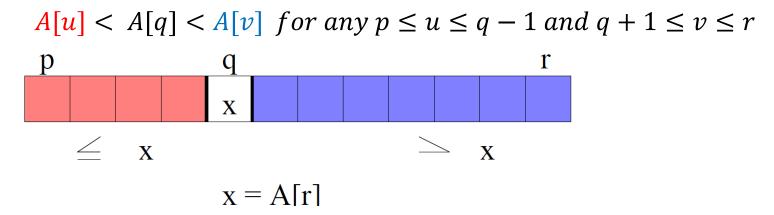
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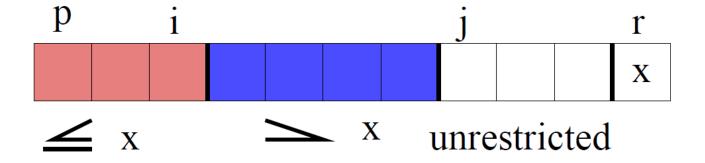
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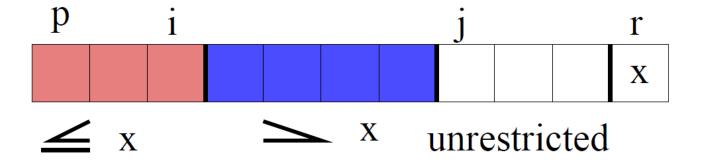
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- The idea of Partition(A, p, r)
 - Use A[r] as the pivot, and grow partition from left to right

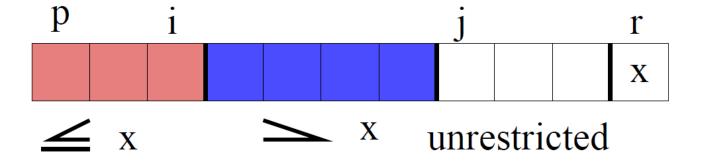


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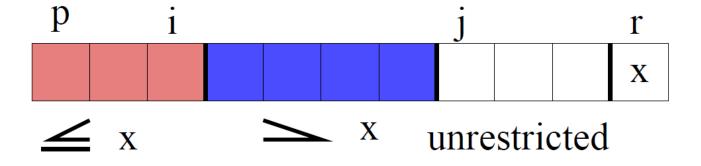
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 At the same time increase i when necessary

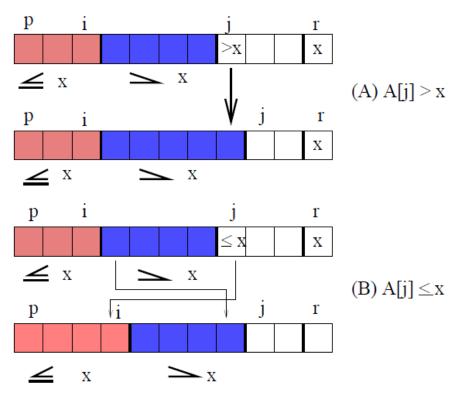
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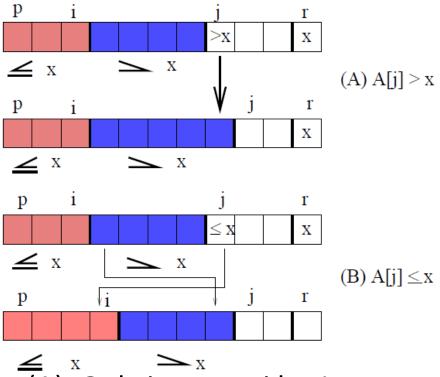
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- Stops when j = r

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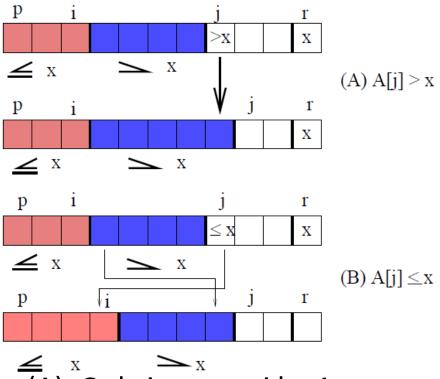


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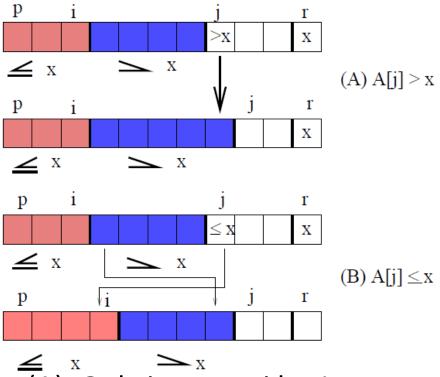
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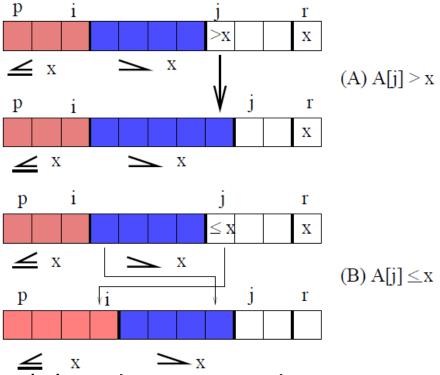
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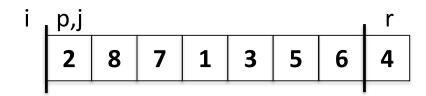


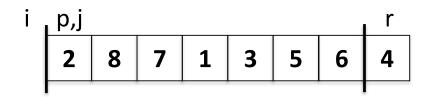
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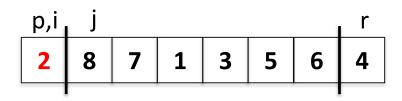
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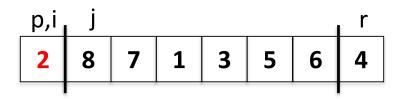
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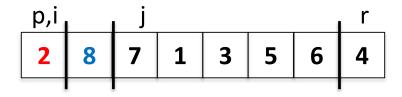




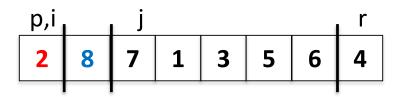
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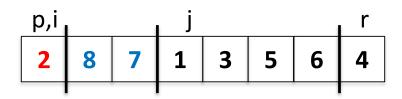


The Operation of Partition(A, p, r)

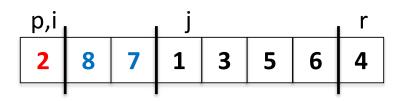


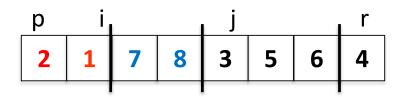
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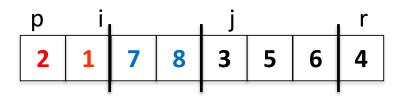


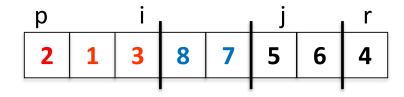
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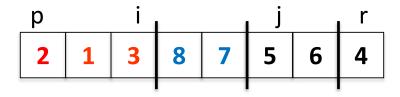


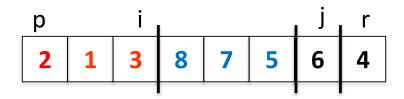
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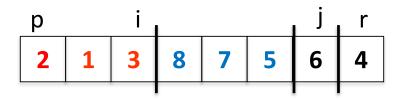
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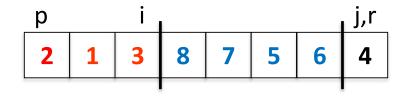


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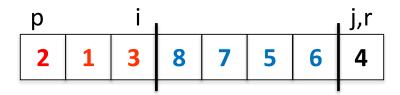


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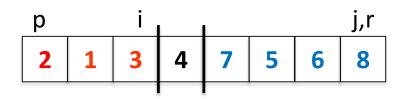


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$$A[i+1] \leftrightarrow A[r]$$

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- Running time is O(r p)
 - linear in the length of the array A[p..r]

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Input: An array A waiting to be sorted, the range of index p,r

Output: Sorted array A

if p < r then

\begin{array}{c} q \leftarrow \operatorname{Partition}(A, p, r); \\ \operatorname{Quicksort}(A, ); \\ \operatorname{Quicksort}(A, ); \\ \operatorname{end} \\ \operatorname{return} A; \end{array}
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Quicksort(A,p,r)

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- However, if we always get unlucky with very unbalanced partitions, then $T(n) \leq T(n-1) + O(n)$, hence $T(n) = O(n^2)$.

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- In the algorithm Partition(A, p, r), A[r] is always used as the pivot x to partition the array A[p..r].
- In the algorithm Randomized-Partition(A, p, r), we randomly choose an j, $p \le j \le r$, and use A[j] as pivot.
- Idea is that if we choose randomly, then the chance that we get unlucky every time is extremely low.



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Input: An array A waiting to be sorted, the range of index p,r

Output: Sorted array A

if p < r then

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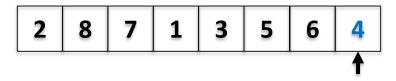
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Quicksort - Example

2 8 7 1 3 5 6 4

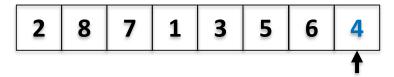
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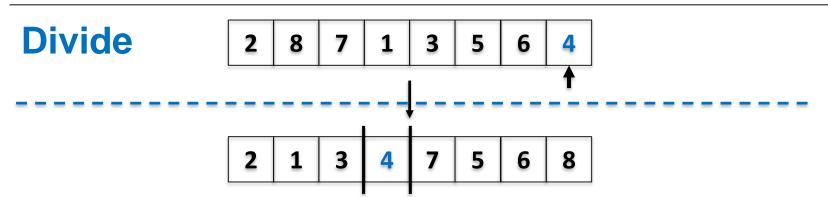
Divide

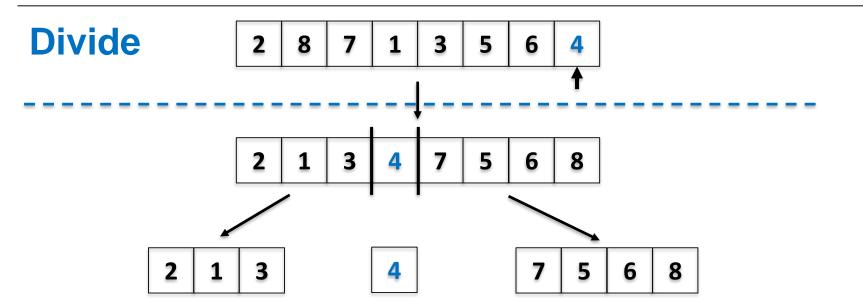


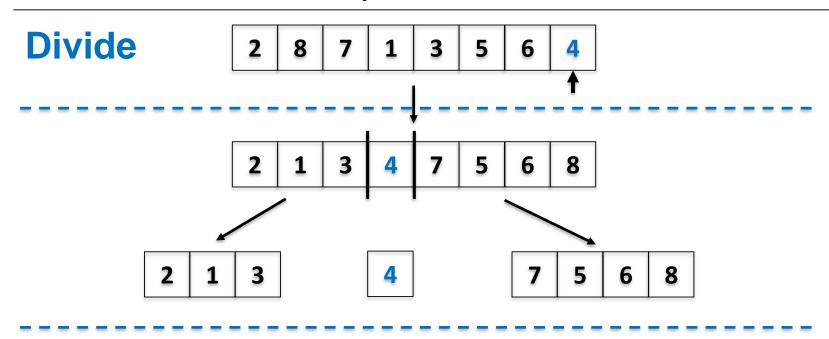
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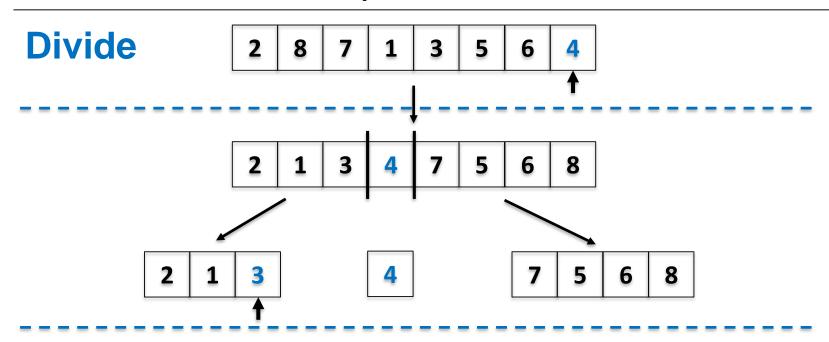
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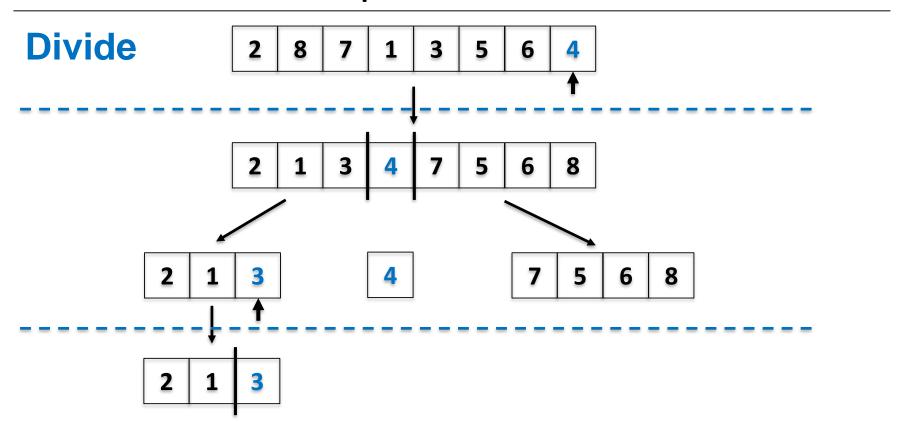


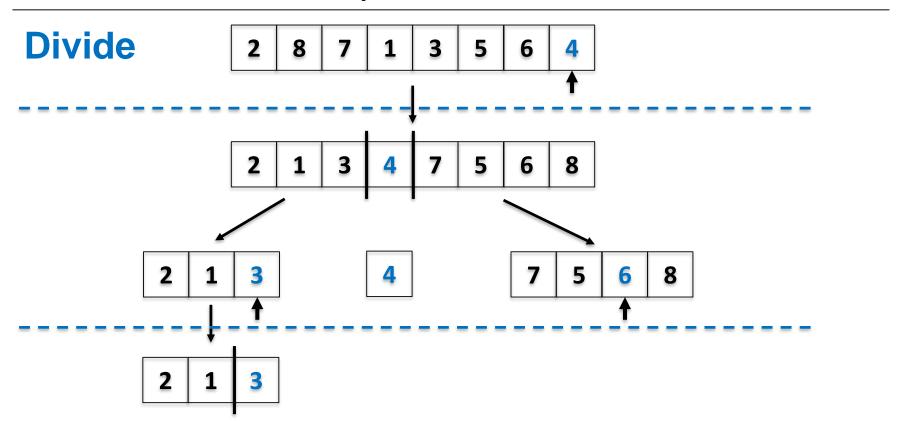


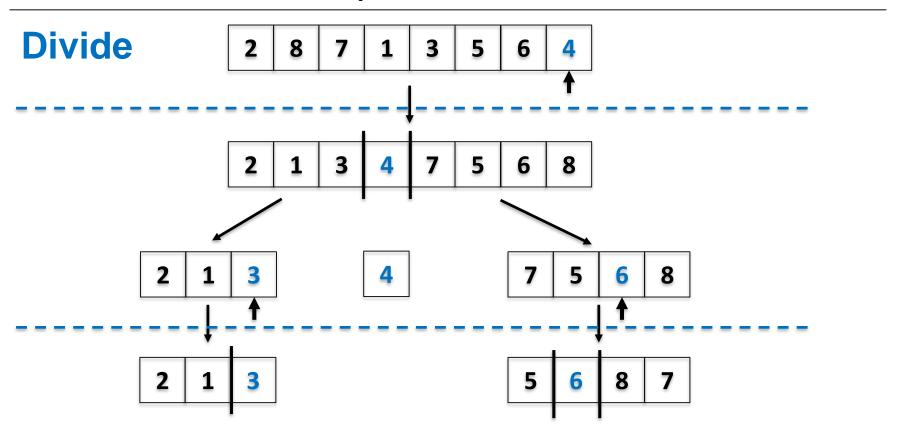


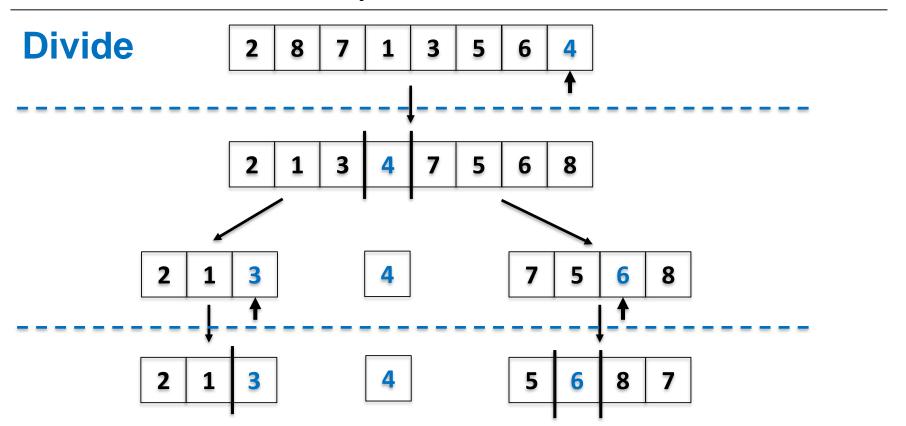


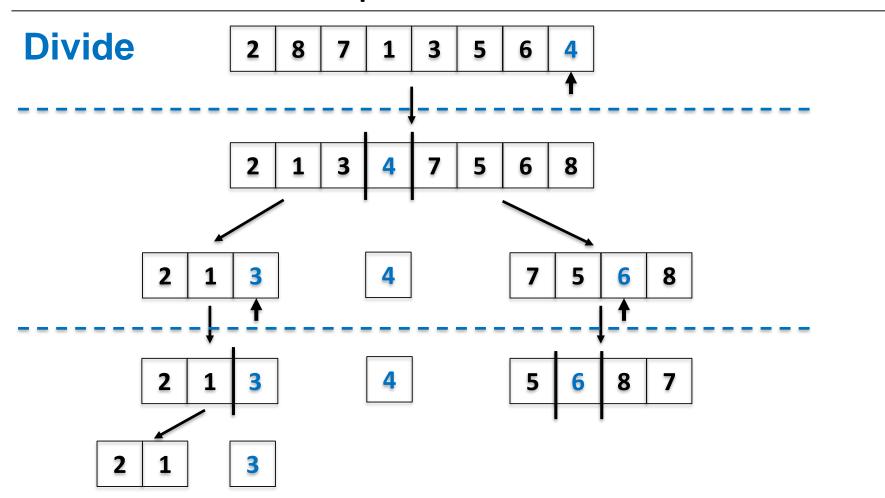


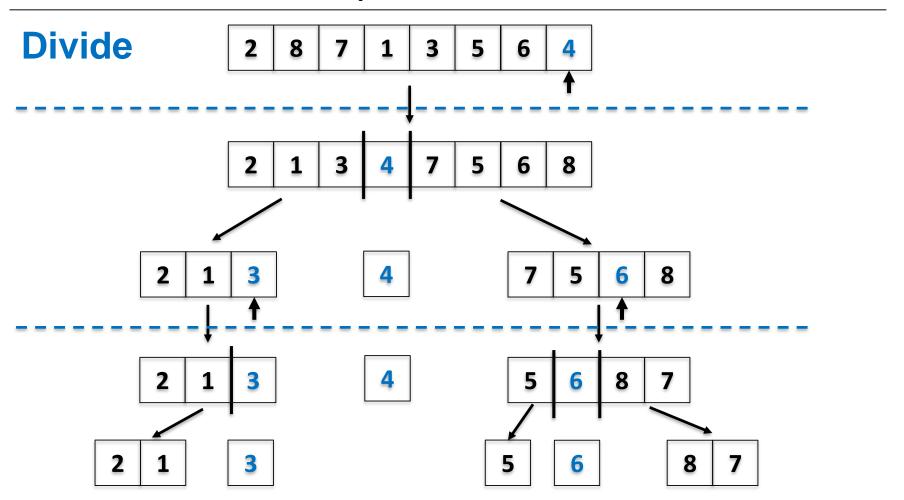


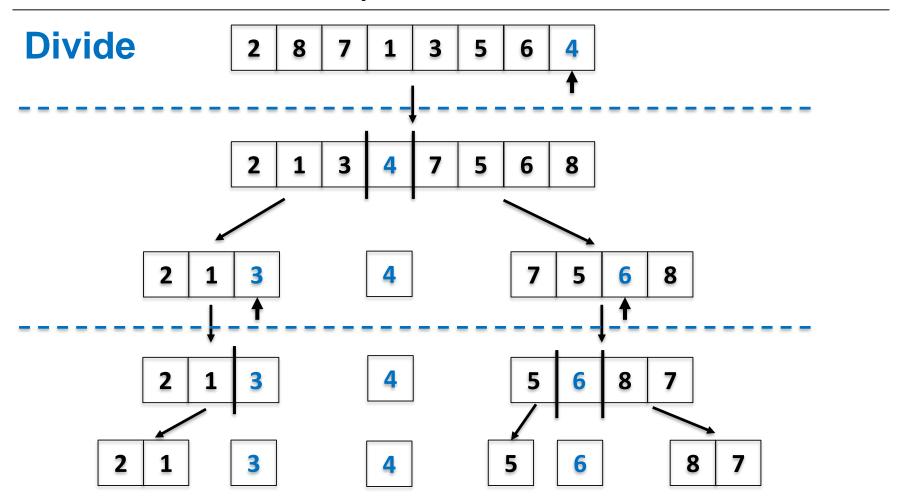


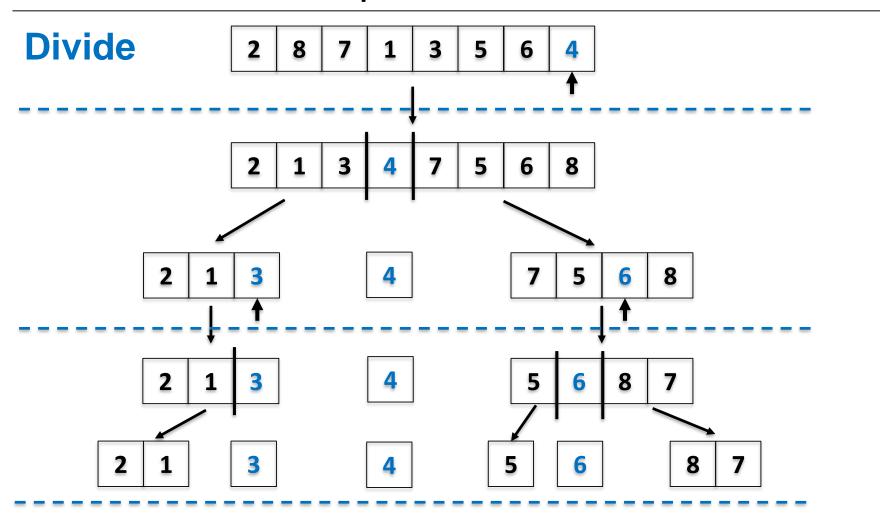


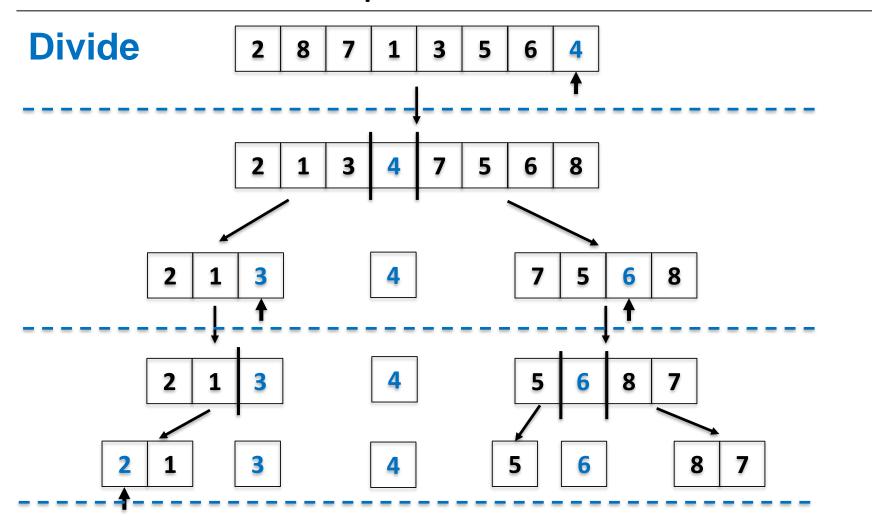


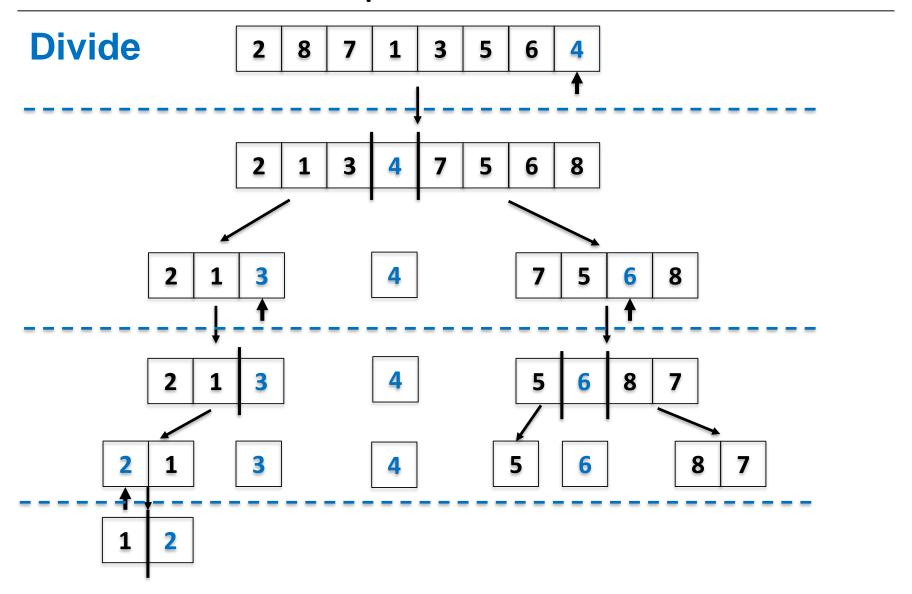


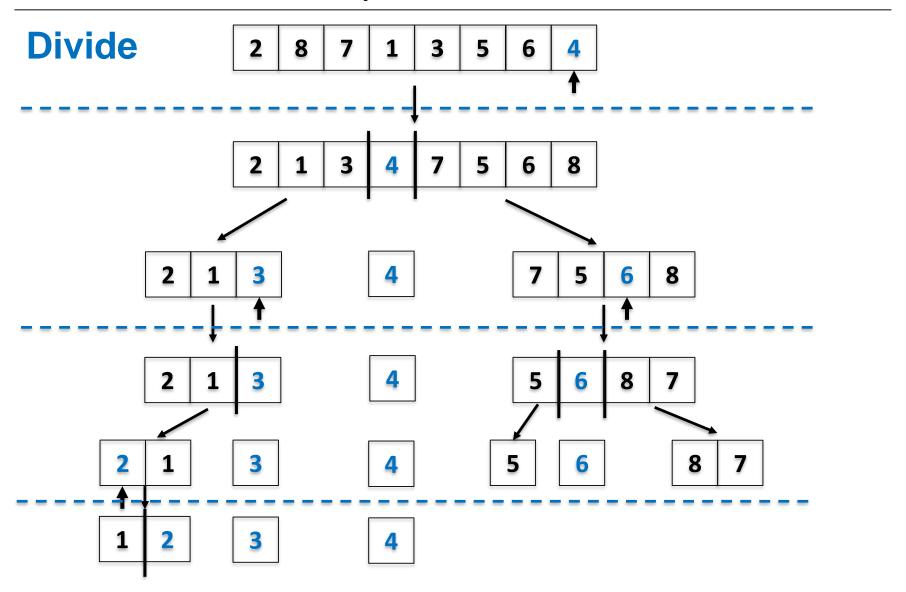


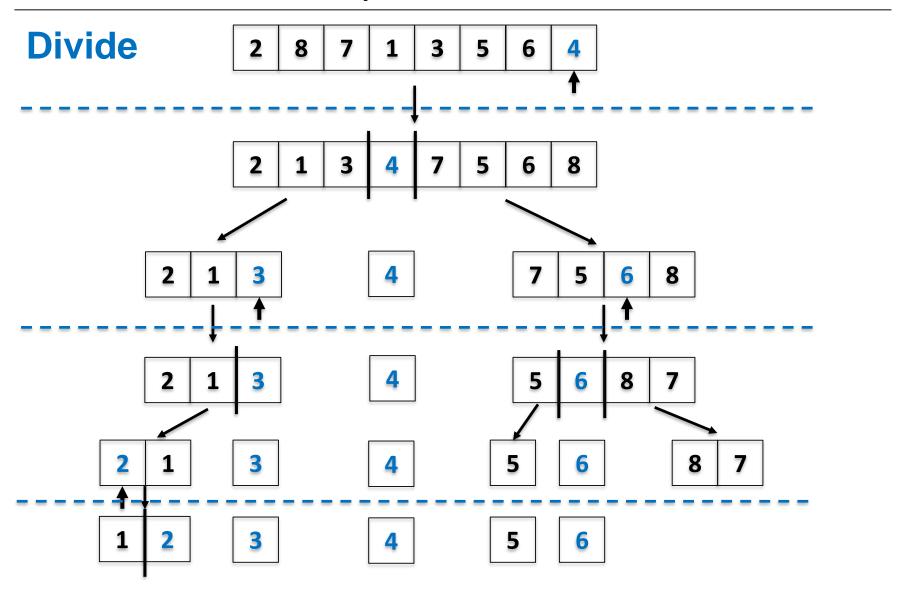


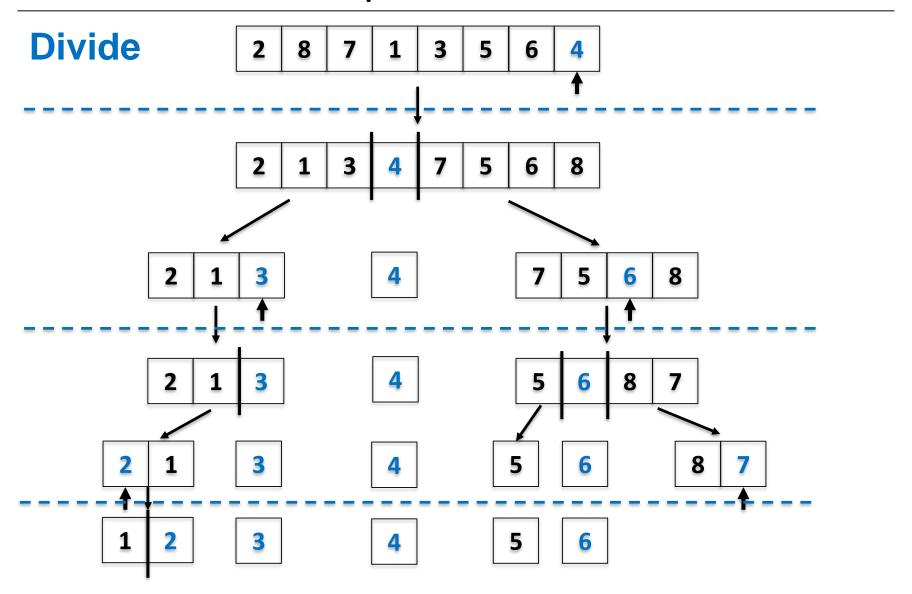


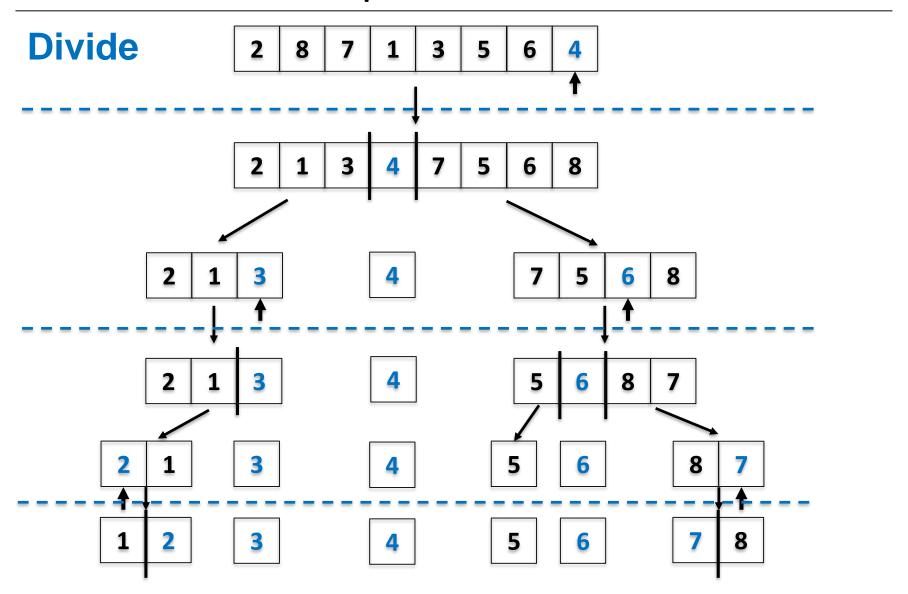


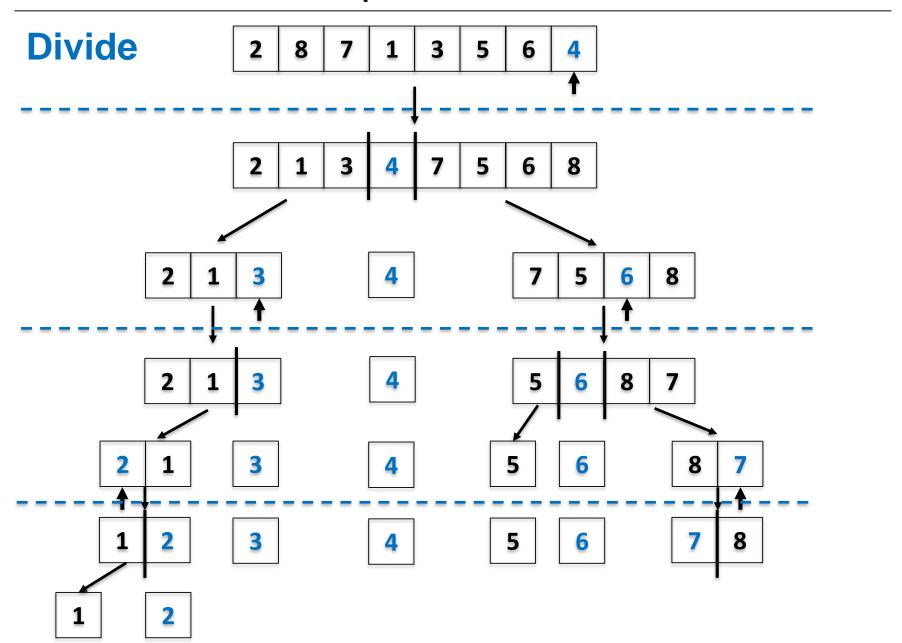


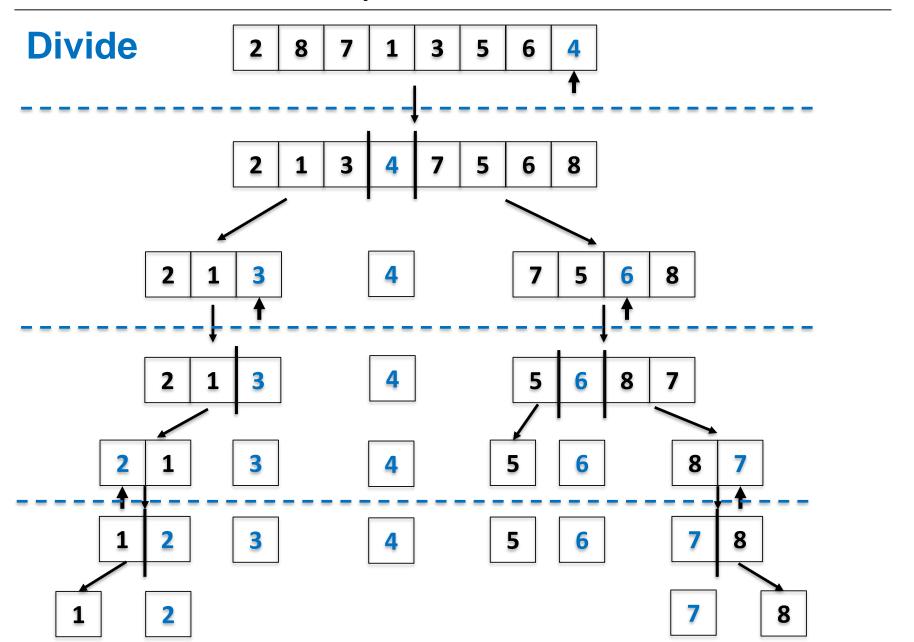


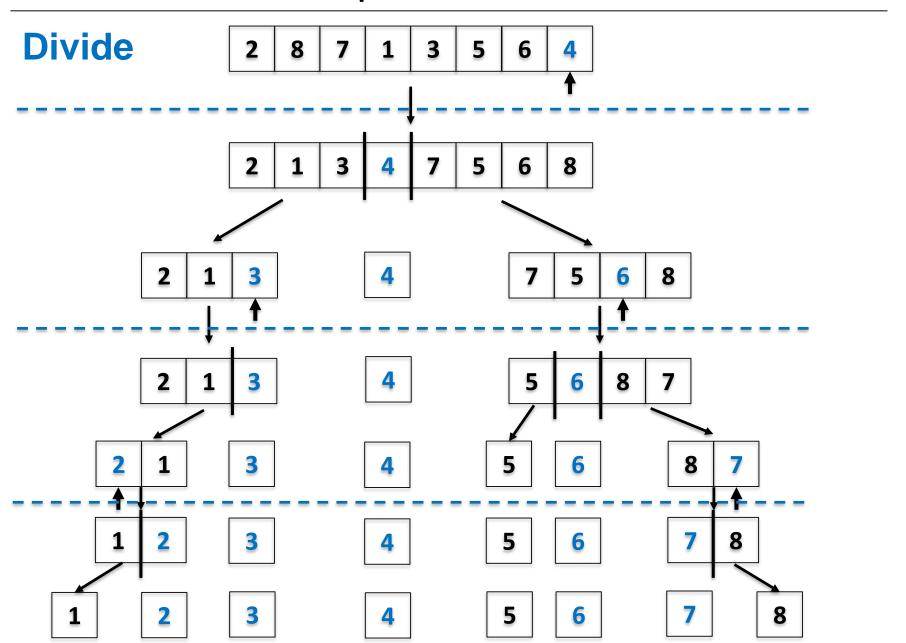




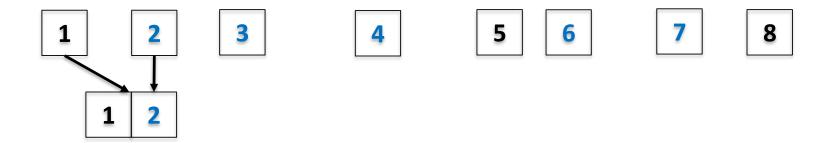


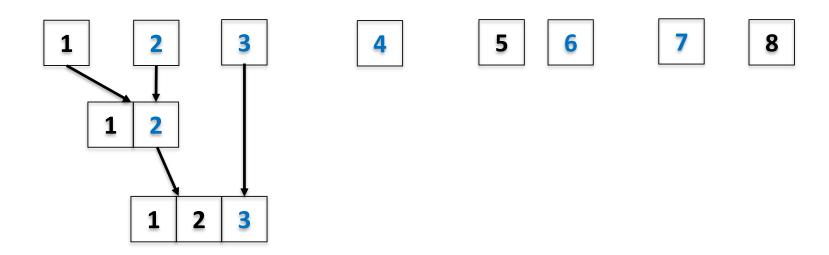


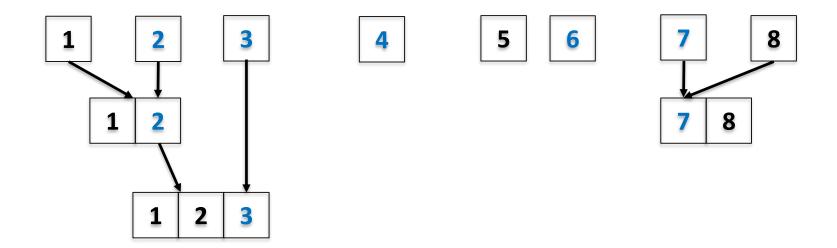


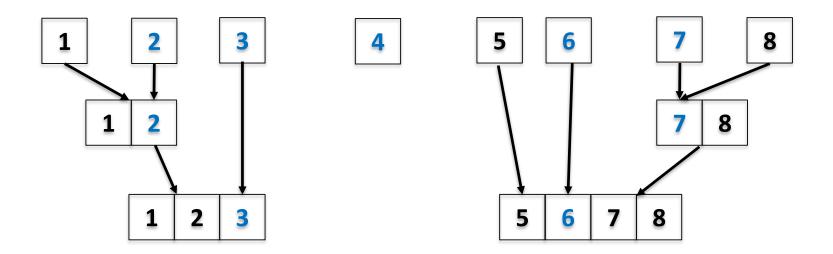


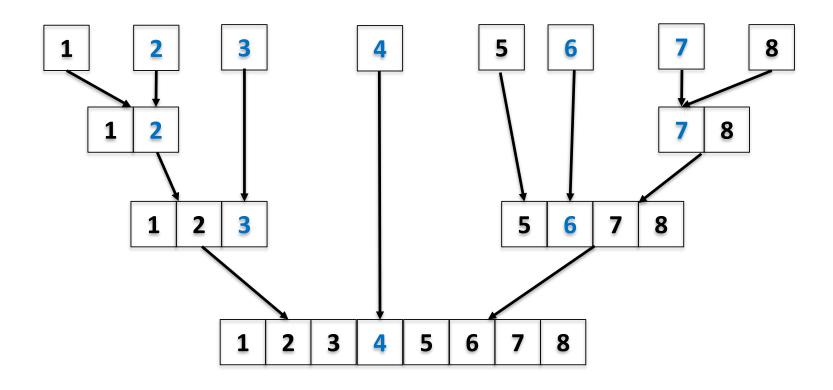
Conquer

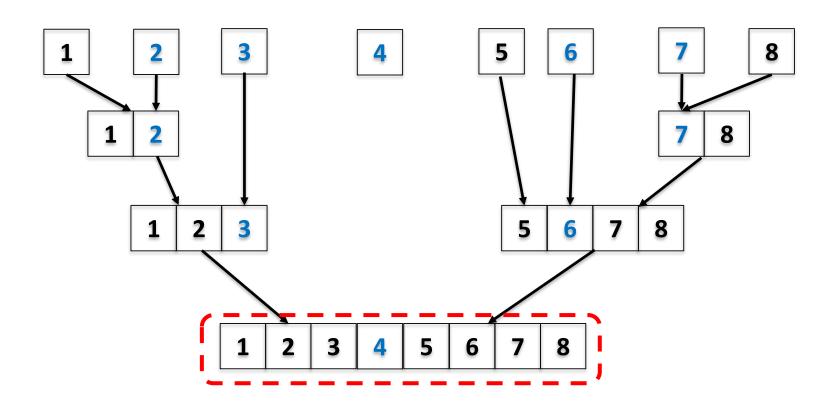












Outline

- Introduction to Part II
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort
- Randomized Selection Problem
 - Problem Definition
 - First solution: Selection by sorting
 - A divide-and-conquer algorithm
 - Analysis of the divide-and-conquer algorithm

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 - Worst case performance results only if the random number generator always produces the worst choice.

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 - Old fashioned: Write our a recurrence on T(n), where T(n) is the expected running time of the algorithm on an input of size n, and solve it.
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- New: Indicator variables.
 - Simple and elegant, but needs practice to master.

• Two facts about key comparisons:

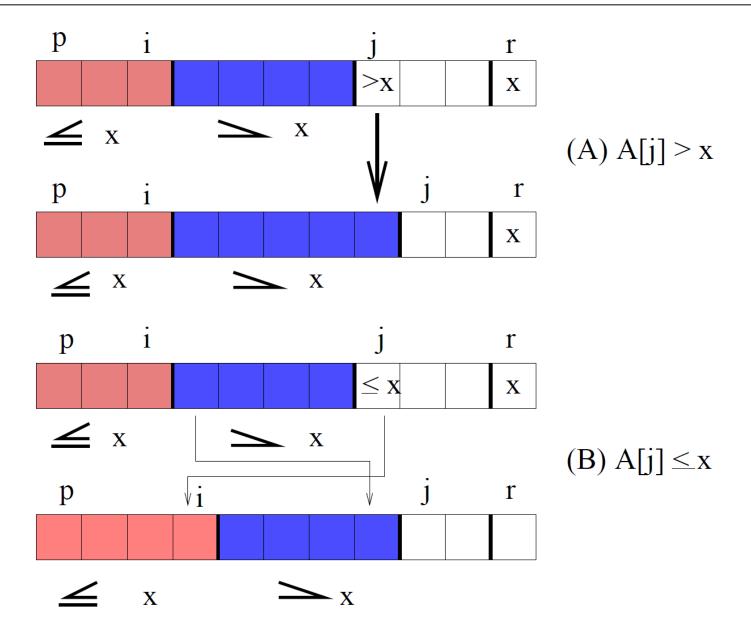
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 - z_i and z_i will be compared
- If the pivot is any element in Z_{ij} other than z_i or z_j
 - z_i and z_j are not compared with each other in all randomized-partition calls

```
\Pr\{z_i \text{ is compared with } z_j\}
```

```
    \Pr\{z_i \text{ is compared with } z_j\} \\
    = \Pr\{z_i \text{ or } z_j \text{ is the first pivot chosen from } Z_{ij}\} \\
    =
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- = $\Pr\{z_i \text{ or } z_j \text{ is the first pivot chosen from } Z_{ij}\}$
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$$= \frac{1}{j-i+1} + \frac{1}{j-i+1} =$$

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$$=\sum_{i=1}^{n-1}\sum_{k=1}^{n-i}\frac{2}{k+1}<\sum_{i=1}^{n-1}\sum_{k=1}^{n}\frac{2}{k}$$

$Pr\{z_i \text{ is compared with } z_j\}$

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

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$$= \sum_{i=1}^{n-1} \sum_{k=1}^{n-i} \frac{2}{k+1} < \sum_{i=1}^{n-1} \sum_{k=1}^{n} \frac{2}{k} = \sum_{i=1}^{n-1} O(\log n)$$

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Note:
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Hence, the expected number of comparisons is $O(n \log n)$, which is the expected running time of Randomized-Quicksort

Outline

- Introduction to Part II
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort

Randomized Selection Problem

- Problem Definition
- First solution: Selection by sorting
- A divide-and-conquer algorithm
- Analysis of the divide-and-conquer algorithm

Linear Time Selection

Definition (Selection Problem)

Given a sequence of numbers $\langle a_1, \ldots, a_n \rangle$, and an integer i, $1 \le i \le n$, find the ith smallest element. When $i = \lceil n/2 \rceil$, it is called the median problem.

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Example

Given $\langle 1, 8, 23, 10, 19, 33, 100 \rangle$, the 4th smallest element is 19.

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Example

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Question

How do you solve this problem?

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Question

Can we do better?

- Sort the elements in ascending order with any algorithm of complexity O(n log n).
- Return the *i*th element of the sorted array.

The complexity of this solution is O(n log n)

Question

Can we do better?

Answer: YES, but we need to recall Partition(A,p,r) used in Quicksort!

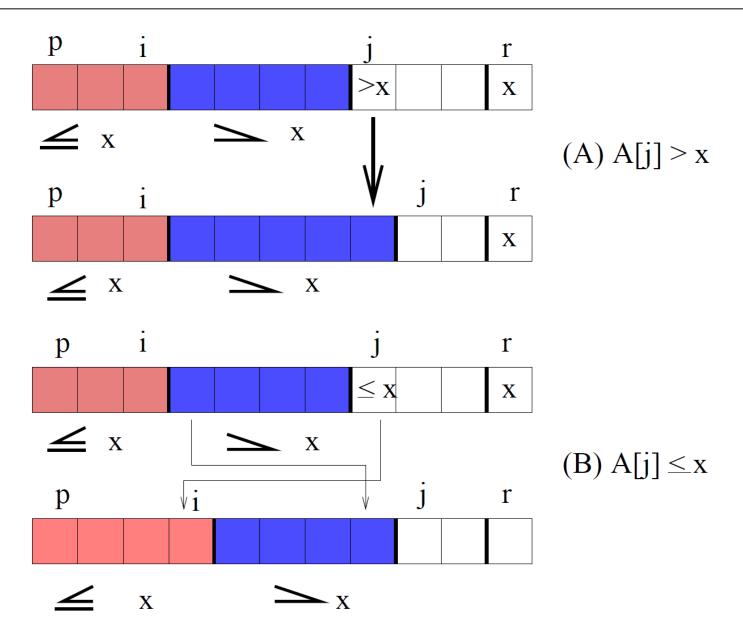
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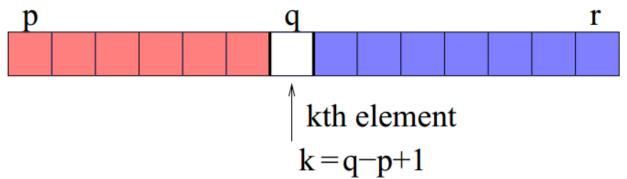
Review of Randomized-Partition (A,p,r)



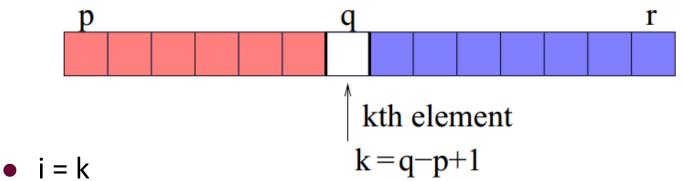
Randomized-Select(A,p,r,i), 1≤i≤r−p+1

Problem: Select the *i*th smallest element in A[p..r], where $1 \le i \le r-p+1$

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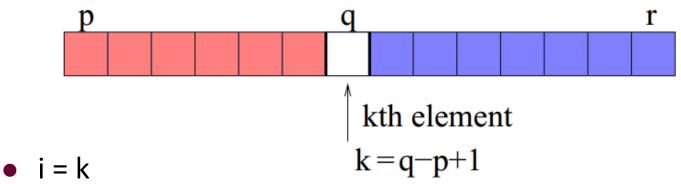


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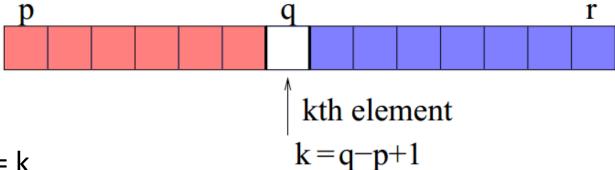
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pivot is the solution

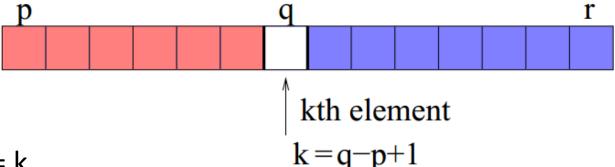
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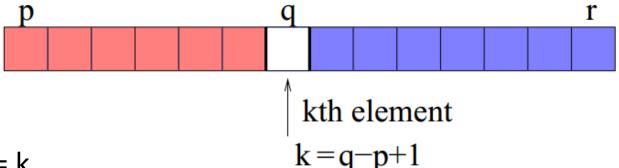


- i = k
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 - the *i*th smallest element in A[p..r] must be A[

in

Problem: Select the *i*th smallest element in A[p..r], where $1 \le i \le r-p+1$

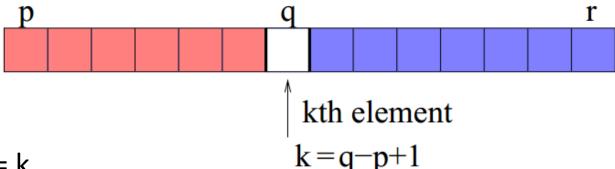
Solution: Apply Randomized-Partition(A, p, r), getting



- i = k
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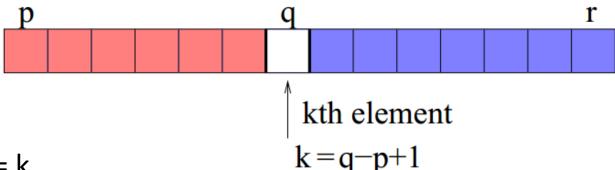
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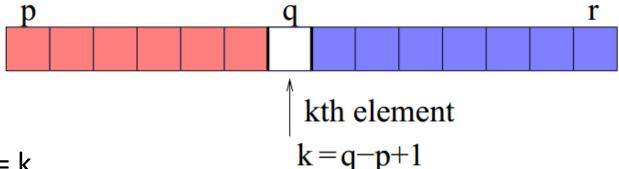
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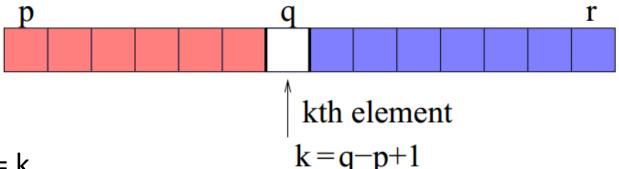
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- i = k
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Problem: Select the *i*th smallest element in A[p..r], where $1 \le i \le r-p+1$

Solution: Apply Randomized-Partition(A, p, r), getting



- i = k
 - pivot is the solution
- i < k
 - the ith smallest element in A[p..r] must be the ith smallest element in A[p..q-1]
- i > k
 - the *i*th smallest element in A[p..r] must be the (i k)th smallest element in A[q+1..r]

If necessary, recursively call the same procedure to the subarray

Randomized-Select(A, p, r, i)

Input: An array \boldsymbol{A} , the range of index $\boldsymbol{p}, \boldsymbol{r}$, the \boldsymbol{i} th smallest element that we want to select

Output: The *i*th smallest element A[i]

```
Input: An array A, the range of index p,r, the ith smallest element that
        we want to select
Output: The ith smallest element A[i]
if p is equal to r then
   return A[p];
end
```

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Input: An array A, the range of index p,r, the ith smallest element that
        we want to select
Output: The ith smallest element A[i]
if p is equal to r then
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q \leftarrow \text{Randomized-Partition}(A, p, r);
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q \leftarrow \text{Randomized-Partition}(A, p, r);

k \leftarrow q - p + 1;

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| return A[q];//The pivot is the answer end
```

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Input: An array A, the range of index p,r, the ith smallest element that
         we want to select
Output: The ith smallest element A[i]
if p is equal to r then
   return A[p];
end
q \leftarrow \text{Randomized-Partition}(A, p, r);
k \leftarrow q - p + 1;
if i \leftarrow k then
   return A[q];//The pivot is the answer
end
else if i < k then
   return Randomized-Select(A, p, q - 1, i);
end
```

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Input: An array A, the range of index p,r, the ith smallest element that
        we want to select
Output: The ith smallest element A[i]
if p is equal to r then
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q \leftarrow \text{Randomized-Partition}(A, p, r);
k \leftarrow q - p + 1;
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end
else if i < k then
   return Randomized-Select(A, p, q - 1, i);
end
else
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end
```

Randomized-Select(A, p, r, i)

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Input: An array A, the range of index p, r, the ith smallest element that
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if p is equal to r then
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q \leftarrow \text{Randomized-Partition}(A, p, r);
k \leftarrow q - p + 1;
if i \leftarrow k then
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end
else if i < k then
   return Randomized-Select(A, p, q - 1, i);
end
else
   return Randomized-Select(A, q + 1, r, i - k);
end
```

To find the ith smallest element in A[1..n], call Randomized-Select()

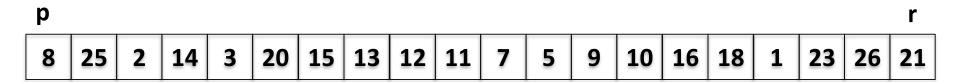
Randomized-Select(A, p, r, i)

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q \leftarrow \text{Randomized-Partition}(A, p, r);
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end
else if i < k then
   return Randomized-Select(A, p, q - 1, i);
end
else
   return Randomized-Select(A, q + 1, r, i - k);
end
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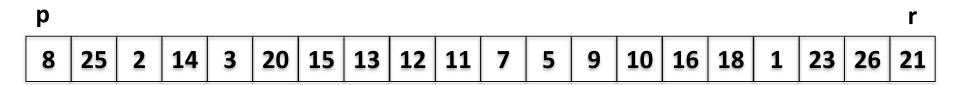
To find the ith smallest element in A[1..n], call Randomized-Select(A, 1, n, i)

- Find the 8th smallest element of the following list of numbers:
 - 8 25 2 14 3 20 15 13 12 11 7 5 9 10 16 18 1 23 26 21

- Select the ith smallest element in A[p..r], pivot is A[q],
 k = q-p+1.
 - i = k : pivot is the solution
 - i < k : the ith smallest element in A[p..q-1]
 - i > k : the (i-k)th smallest element in A[q+1..r]

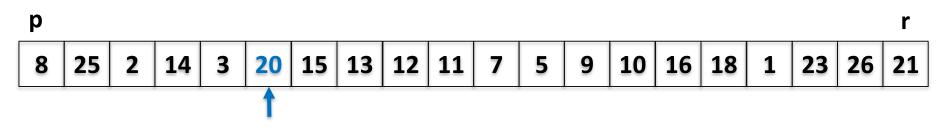


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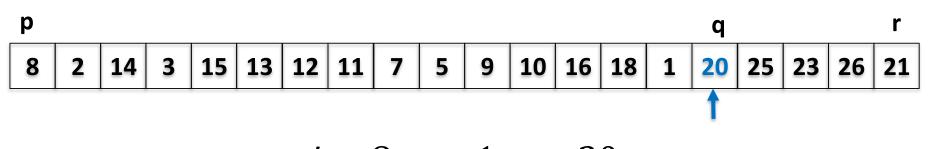
$$i = 8, p = 1, r = 20$$

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$$i = 8, p = 1, r = 20$$

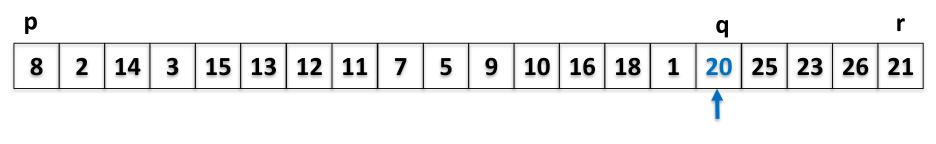
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$$i = 8, p = 1, r = 20$$

 $q = 16, k = 16$

- Select the ith smallest element in A[p..r], pivot is A[q],
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$$i = 8, p = 1, r = 20$$

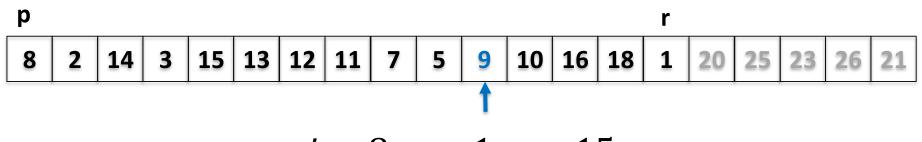
 $q = 16, k = 16$

- Select the ith smallest element in A[p..r], pivot is A[q],
 k = q-p+1.
 - i = k : pivot is the solution
 - i < k : the ith smallest element in A[p..q-1]
 - i > k : the (i-k)th smallest element in A[q+1..r]

р														r					
8	2	14	3	15	13	12	11	7	5	9	10	16	18	1	20	25	23	26	21

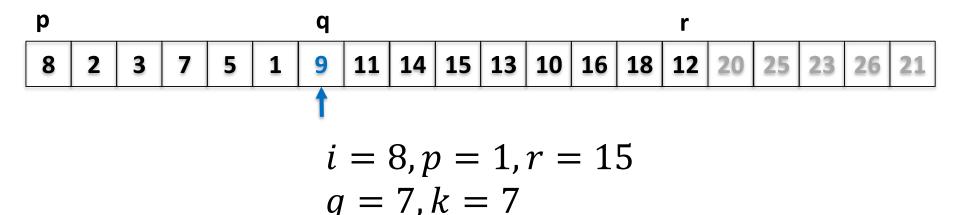
$$i = 8, p = 1, r = 15$$

- Select the ith smallest element in A[p..r], pivot is A[q],
 k = q-p+1.
 - i = k : pivot is the solution
 - i < k : the ith smallest element in A[p..q-1]
 - i > k : the (i-k)th smallest element in A[q+1..r]

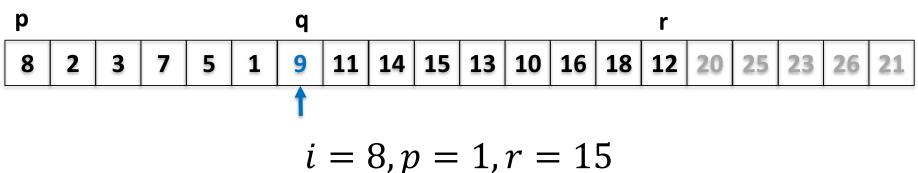


$$i = 8, p = 1, r = 15$$

- Select the ith smallest element in A[p..r], pivot is A[q],
 k = q-p+1.
 - i = k : pivot is the solution
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 - i > k : the (i-k)th smallest element in A[q+1..r]



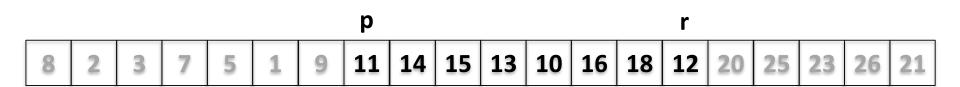
- Select the ith smallest element in A[p..r], pivot is A[q],
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 - i = k : pivot is the solution
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$$i = 8, p = 1, r = 1$$

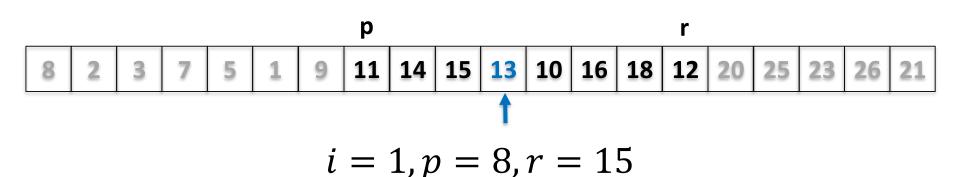
 $q = 7, k = 7$

- Select the ith smallest element in A[p..r], pivot is A[q],
 k = q-p+1.
 - i = k : pivot is the solution
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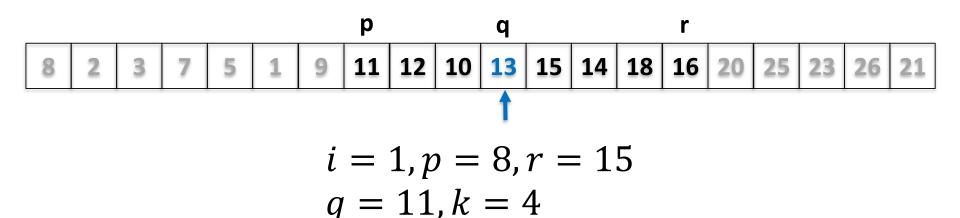


$$i = 1, p = 8, r = 15$$

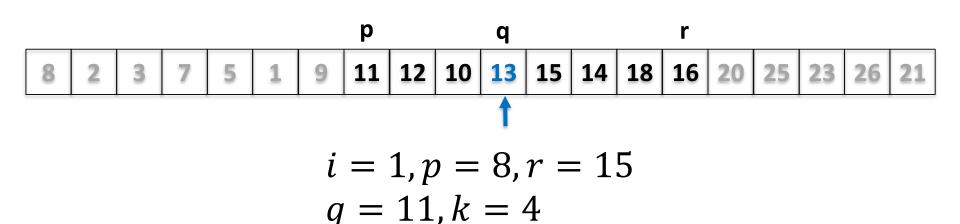
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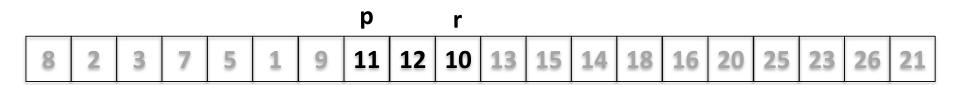
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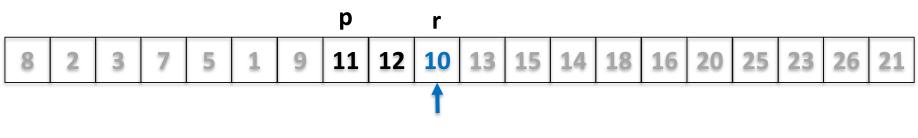


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 - i > k : the (i-k)th smallest element in A[q+1..r]



$$i = 1, p = 8, r = 10$$

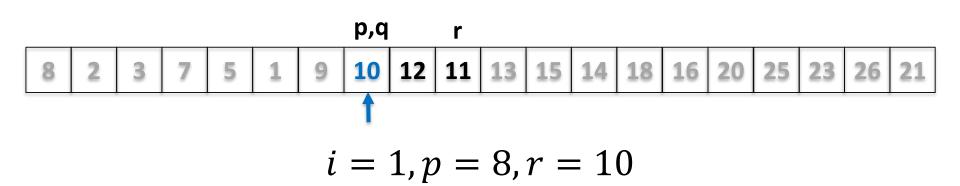
- Select the ith smallest element in A[p..r], pivot is A[q],
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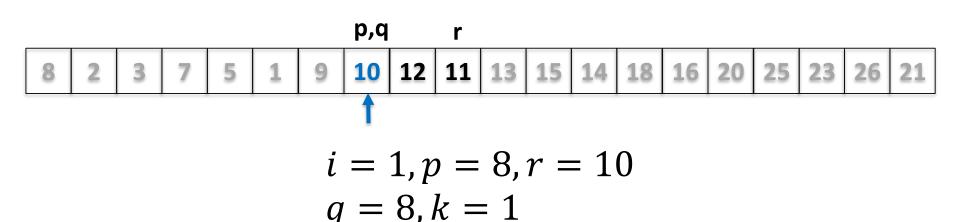
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q = 8, k = 1



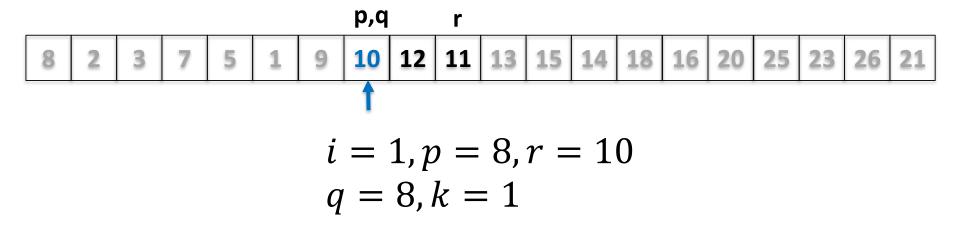
Randomized Selection - Example

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10 is the 8th smallest element of the array.

Outline

- Introduction to Part II
- Quicksort Problem
 - Basic partition
 - Randomized partition and randomized quicksort
 - Analysis of the randomized quicksort

Randomized Selection Problem

- Problem Definition
- First solution: Selection by sorting
- A divide-and-conquer algorithm
- Analysis of the divide-and-conquer algorithm

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- When $X_k = 1$, the two subarrays on which we might recurse have sizes k-1 and n-k. Hence,

$$T(n) \le \sum_{k=1}^{n} X_k \cdot \left(T(\max(k-1, n-k)) + O(n) \right)$$

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Independence between X_k and T(max(k-1,n-k))

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- Use Guess and Induction (Substitution Method)

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So if we choose $c = \max\{12, T(1), T(2)/2\}$, then the entire proof works.

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Expected running time much better than worst case!

Randomized Quicksort vs Randomized Selection

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Question

Why does Randomized Selection take O(n) time while Randomized Quicksort takes $O(n \log n)$ time?

Answer:

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- Randomize Quicksort needs to work on both of the two subproblems.

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Use expected case analysis for randomized algorithms.

 The running time is the expected running time for any given input, expectation is with respect to the random choices made by the algorithm internally.

dank u Tack ju faleminderit Asante ipi Tak mulţumesc

Salamat! Gracias
Terima kasih Aliquam

Merci Dankie Obrigado
köszönöm Grazie

Aliquam Go raibh maith agat
děkuji Thank you

gam