

Selection and Quicksort

Class 17

Median

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- computing the median is easy:
sort the numbers and pick the $n/2$ element
- unfortunately, the drawback is that sorting is in $O(n \lg n)$
- we should be able to do better
- we just need the $n/2$ -th largest, not everything in order

Selection

- the **median** problem is actually a specific example of the **selection** problem

Selection

Given a list of numbers S and a specific value k , find the k -th smallest number in S .

- for example, if $k = 1$, we want the smallest element in S
- if $k = n/2$, then we are asking for the median element of S

Selection

- we can solve selection using divide and conquer
- given a list of numbers S , and an arbitrary value v , we can divide S into three categories
 1. elements smaller than v
 2. elements equal to v (duplicates are allowed)
 3. elements greater than v
- how many steps to do this?

S :

2	36	5	21	9	13	11	20	5	4	1
---	----	---	----	---	----	----	----	---	---	---

S_L :

2	4	1
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 S_v :

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 S_R :

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- we wish to find the k -smallest value
- it must be in one of the three sublists
- if $k = 8$, it must be in S_R : $\text{len}(S_L) = 3$ and $\text{len}(S_V) = 2$
- furthermore, it must be the **3rd**-smallest value in S_R

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- furthermore, it must be the **3rd**-smallest value in S_R
- thus we can recurse: $\text{selection}(S, 8) = \text{selection}(S_R, 3)$

Selection

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- more generally

$$\text{selection}(S, k) = \begin{cases} \text{selection}(S_L, k) & \text{if } k \leq \text{len}(S_L) \\ v & \text{if } \text{len}(S_L) < k \leq \text{len}(S_L) + \text{len}(S_V) \\ \text{selection}(S_R, k - \text{len}(S_L) - \text{len}(S_V)) & \text{otherwise} \end{cases}$$

- in one round of recursion, we shrink the size of input from $\text{len}(S)$ to at most the larger of $\text{len}(S_L)$ and $\text{len}(S_R)$

Selection

- but what is v ?
- we need it to be easy to pick
- and ideally it needs to be a value so that both $\text{len}(S_L)$ and $\text{len}(S_R)$ are approximately equal in size
- what happens if it is a “bad” value?

Picking the Pivot

- v is called the **pivot** value
- three main schemes are used to pick the pivot
 1. use the **first** element of the current S
 - pro: it's fastest
 - pro: after the first round, it's "unlikely" to be very close to smallest or largest
 - con: you could be unlucky and get very large or small element
 2. use the **middle** of the $0, n/2, n - 1$ elements
 - pro: it's extremely fast
 - pro: it's much more likely to be medium than 1 or 3
 3. literally pick a random element
 - con: slowest
 - con: you could be unlucky and get large or small element
- questions about selection?

Tony Hoare

- Sir Charles Antony Richard Hoare
- born 1934 in Sri Lanka
- read classics and philosophy at Merton College, Oxford
- master's in statistics at Oxford
- studied in Moscow under Kolmogorov (you should look him up)
- implemented ALGOL 60 which led to C, Pascal, and Ada
- invented the null reference, his “billion-dollar mistake” 🧐😏
- invented **quicksort** algorithm

Quicksort

- identical first part to selection

if the current range is > 2 :

1. pick one element to be the PIVOT
2. rearrange all smaller elements to the left
and all bigger elements to the right
(pivot is now in its final location in the array)
3. recurse on the left and right ranges

Quicksort Analysis

```
void quicksort(array, left, right)
{
    if (left < right)
    {
        pivot_index = partition(array, left, right);
        quicksort(array, left, pivot_index - 1);
        quicksort(array, pivot_index + 1, right);
    }
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$$T(n) = T(\text{pivot_index} - \text{left}) + T(\text{right} - \text{pivot_index}) + n$$

- ugh, we're stuck

Quicksort Analysis

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Quicksort Analysis

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- best case: pivot is always exactly in the middle

$$T(n) \geq 2T\left(\frac{n}{2}\right) + n$$

- worst case:

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- solving each independently, overall we have:

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$$\begin{aligned} T(n) &\in O(n^2) \\ &\in \Omega(n \lg n) \end{aligned}$$

Quicksort Pros and Cons

- pros
 - good **pivot choice** makes worst case extremely unlikely
 - good **partition algorithm** reduces overhead to almost zero
 - pivot is never re-visited, further reducing overhead
 - sorting is strictly in-place, requiring zero extra space
- cons
 - the clever tweaks can be quite complex
 - easy to code incorrectly

Sorting Analysis

algorithm	lower	upper
insertion	n^2	n^2
merge	$n \lg n$	$n \lg n$
heap	$n \lg n$	$n \lg n$
quick	$n \lg n$	n^2