

CS4102 Algorithms

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Spring 2018

Warm up

Show $\log(n!) = \Theta(n \log n)$

Hint: show $n! \leq n^n$

Hint 2: show $n! \geq \left(\frac{n}{2}\right)^{\frac{n}{2}}$

$$\log n! = O(n \log n)$$

$$n! = n \cdot (n-1) \cdot (n-2) \cdot \dots \cdot 2 \cdot 1$$

$$n^n = n \cdot \overset{\text{||}}{n} \cdot \hat{n} \cdot \hat{n} \cdot \dots \cdot \hat{n} \cdot \hat{n}$$

$$n! \leq n^n$$

$$\Rightarrow \log(n!) \leq \log(n^n)$$

$$\Rightarrow \log(n!) \leq n \log n$$

$$\Rightarrow \log(n!) = O(n \log n)$$

$$\log n! = \Omega(n \log n)$$

$$n! = n \cdot (n-1) \cdot (n-2) \cdot \dots \cdot \frac{n}{2} \cdot \left(\frac{n}{2}-1\right) \cdot \dots \cdot 2 \cdot 1$$

✓

✓

✓

||

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$$\left(\frac{n}{2}\right)^{\frac{n}{2}} = \frac{n}{2} \cdot \frac{n}{2} \cdot \frac{n}{2} \cdot \dots \cdot \frac{n}{2} \cdot 1 \cdot \dots \cdot 1 \cdot 1$$

$$n! \geq \left(\frac{n}{2}\right)^{\frac{n}{2}}$$

$$\Rightarrow \log(n!) \geq \log \left(\left(\frac{n}{2}\right)^{\frac{n}{2}} \right)$$

$$\Rightarrow \log(n!) \geq \frac{n}{2} \log \frac{n}{2}$$

$$\Rightarrow \log(n!) = \Omega(n \log n)$$

Today's Keywords

- Divide and Conquer
- Sorting
- Quicksort
- Decision Tree
- Worst case lower bound

CLRS Readings

- Chapter 7
- Chapter 8

Homeworks

- Hw3 Due 11pm Thursday Sept. 28
 - Divide and conquer
 - Written (use LaTeX!)

Partition (Divide step)

- Given: a list, a pivot value p

Start: unordered list

8	5	7	3	12	10	1	2	4	9	6	11
---	---	---	---	----	----	---	---	---	---	---	----

Goal: All elements $< p$ on left, all $> p$ on right

5	7	3	1	2	4	6	8	12	10	9	11
---	---	---	---	---	---	---	---	----	----	---	----

Is it worth it?

- Using Quickselect to pick median guarantees $\Theta(n \log n)$ run time
- Approach has very large constants
 - If you really want $\Theta(n \log n)$, better off using MergeSort
- Better approach: Random pivot
 - Very small constant (very fast algorithm)
 - Expected to run in $\Theta(n \log n)$ time
 - Why? Unbalanced partitions are very unlikely

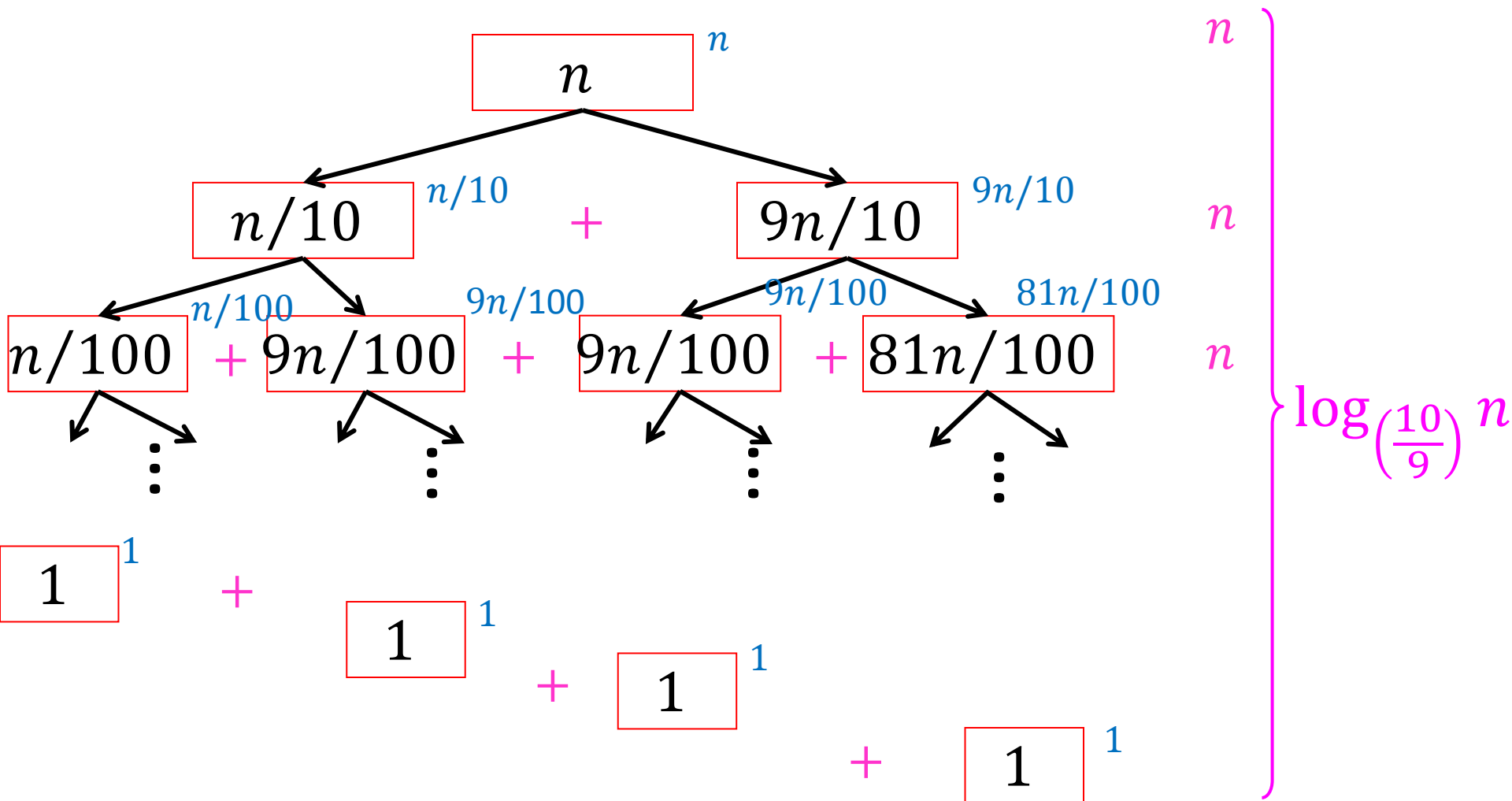
Quicksort Run Time

- If the partition is always $\frac{n}{10}$ th order statistic:



$$T(n) = T\left(\frac{n}{10}\right) + T\left(\frac{9n}{10}\right) + n$$

$$T(n) = T\left(\frac{n}{10}\right) + T\left(\frac{9n}{10}\right) + n$$



Quicksort Run Time

- If the partition is always $\frac{n}{10}$ th order statistic:



$$T(n) = T\left(\frac{n}{10}\right) + T\left(\frac{9n}{10}\right) + n$$

$$T(n) = \Theta(n \log n)$$

Quicksort Run Time

- If the partition is always d^{th} order statistic:

1	5	2	3	6	4	7	8	10	9	11	12
---	---	---	---	---	---	---	---	----	---	----	----

1	2	3	5	6	4	7	8	10	9	11	12
---	---	---	---	---	---	---	---	----	---	----	----

- Then we shorten by d each time

$$T(n) = T(n - d) + n$$

$$T(n) = O(n^2)$$

What's the probability of this occurring?

Probability of n^2 run time

We must consistently select partition from within the first d terms

Probability first partition is among d smallest: $\frac{d}{n}$

Probability second partition is among d smallest: $\frac{d}{n-d}$

Probability all partitions are among d smallest:

$$\frac{d}{n} \cdot \frac{d}{n-d} \cdot \frac{d}{n-2d} \cdot \dots \cdot \frac{d}{2d} \cdot 1 = \frac{1}{\left(\frac{n}{d}\right)!}$$

Quicksort

- Idea: pick a **pivot** element, recursively sort two sublists around that element
- **Divide**: select an element p , **Partition(p)**
- **Conquer**: recursively sort left and right sublists
- **Combine**: Nothing!

Random Pivot

- Using Quickselect to pick median guarantees $\Theta(n \log n)$ run time
- Approach has very large constants
 - If you really want $\Theta(n \log n)$, better off using MergeSort
- Better approach: Random pivot
 - Very small constant (very fast algorithm)
 - Expected to run in $\Theta(n \log n)$ time
 - Why? Unbalanced partitions are very unlikely

Formal Argument for $n \log n$ Average

- Remember, run time counts comparisons!
- Quicksort only compares against the **pivot**
 - Element i only compared to element j if one of them was the **pivot**

Partition (Divide step)

- Given: a list, a pivot value p

Start: unordered list

8	5	7	3	12	10	1	2	4	9	6	11
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Goal: All elements $< p$ on left, all $> p$ on right

5	7	3	1	2	4	6	8	12	10	9	11
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Formal Argument for $n \log n$ Average

- What is the probability of comparing two given elements?

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

- (Probability of comparing 3 and 4) = 1
 - Why? Otherwise I wouldn't know which came first
 - ANY sorting algorithm must compare adjacent elements

Formal Argument for $n \log n$ Average

- What is the probability of comparing two given elements?

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

- (Probability of comparing 1 and 12) = $\frac{2}{12}$
 - Why?
 - I only compare 1 with 12 if either was chosen as the first **pivot**
 - Otherwise they would be divided into opposite sublists

Formal Argument for $n \log n$ Average

- Probability of comparing i and j (where $j > i$):
 - dependent on the number of elements between i and j
 - $\frac{2}{j-i+1}$
- Expected (average) number of comparisons:
 - $\sum_{i < j} \frac{2}{j-i+1}$

Expected number of Comparisons

Consider when $i = 1$

$$\sum_{i < j} \frac{2}{j - i + 1}$$

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Compared if 1 or 2 are chosen as **partition**
(these will always be compared)

Sum so far: $\frac{2}{2}$

Expected number of Comparisons

Consider when $i = 1$

$$\sum_{i < j} \frac{2}{j - i + 1}$$

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Compared if 1 or 3 are chosen as **partition**
(but not if 2 is ever chosen)

$$\text{Sum so far: } \frac{2}{2} + \frac{2}{3}$$

Expected number of Comparisons

Consider when $i = 1$

$$\sum_{i < j} \frac{2}{j - i + 1}$$

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Compared if 1 or 4 are chosen as **partition**
(but not if 2 or 3 are chosen)

$$\text{Sum so far: } \frac{2}{2} + \frac{2}{3} + \frac{2}{4}$$

Expected number of Comparisons

Consider when $i = 1$

$$\sum_{i < j} \frac{2}{j - i + 1}$$

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

Compared if 1 or 12 are chosen as **partition**
(but not if 2 -> 11 are chosen)

$$\text{Overall sum: } \frac{2}{2} + \frac{2}{3} + \frac{2}{4} + \frac{2}{5} + \cdots + \frac{2}{n}$$

Expected number of Comparisons

$$\sum_{i < j} \frac{2}{j - i + 1}$$

When $i = 1$: $2 \left(\frac{1}{2} + \frac{1}{3} + \frac{1}{4} + \dots + \frac{1}{n} \right)$

n terms overall

$$\sum_{i < j} \frac{2}{j - i + 1} \leq 2n \left(\frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{n} \right) \Theta(\log n)$$

Quicksort overall: expected $\Theta(n \log n)$

Sorting, so far

- Sorting algorithms we have discussed:
 - Mergesort $O(n \log n)$
 - Quicksort $O(n \log n)$
- Other sorting algorithms (will discuss):
 - Bubblesort $O(n^2)$
 - Insertionsort $O(n^2)$
 - Heapsort $O(n \log n)$

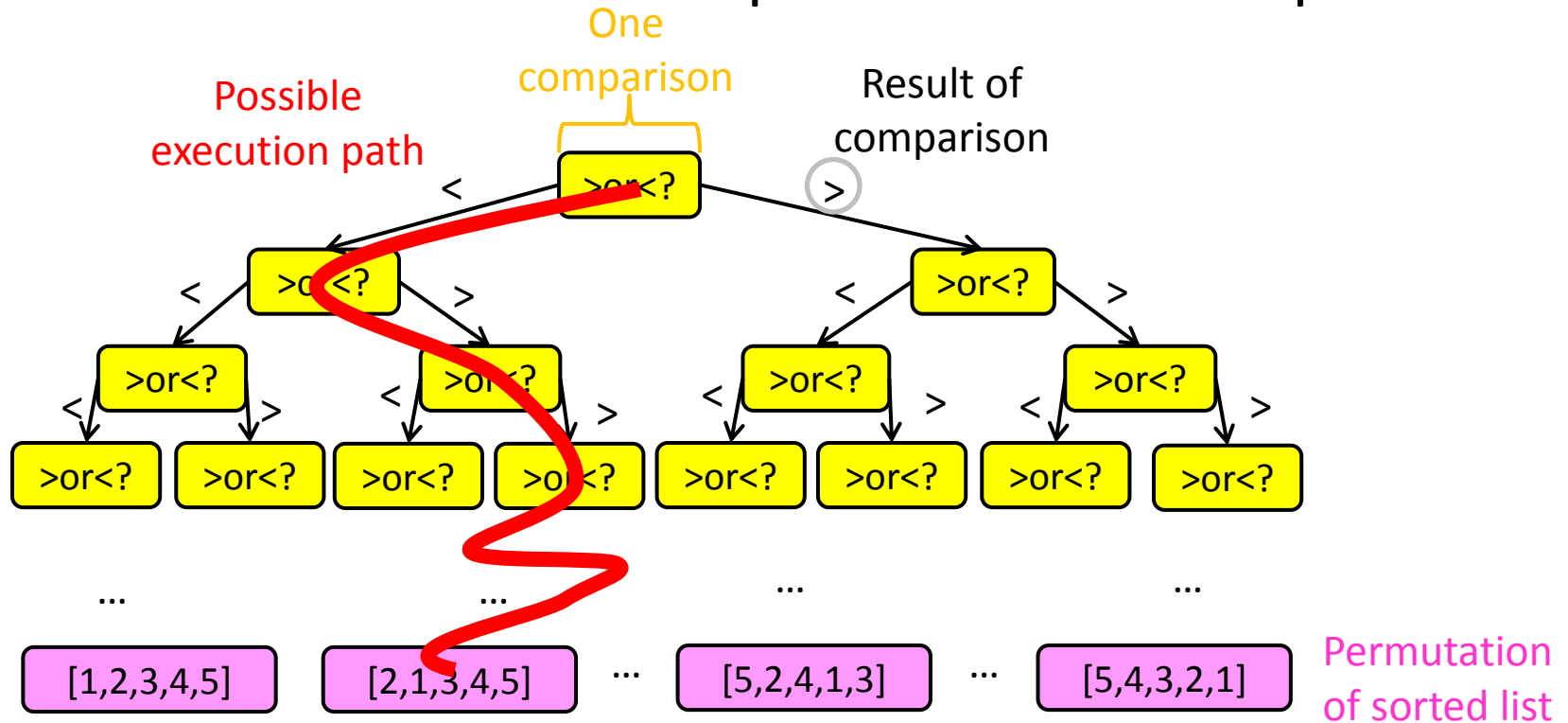
Can we do better than $O(n \log n)$?

Worst Case Lower Bounds

- Prove that there is no algorithm which can sort faster than $O(n \log n)$
- Non-existence proof!
 - Very hard to do

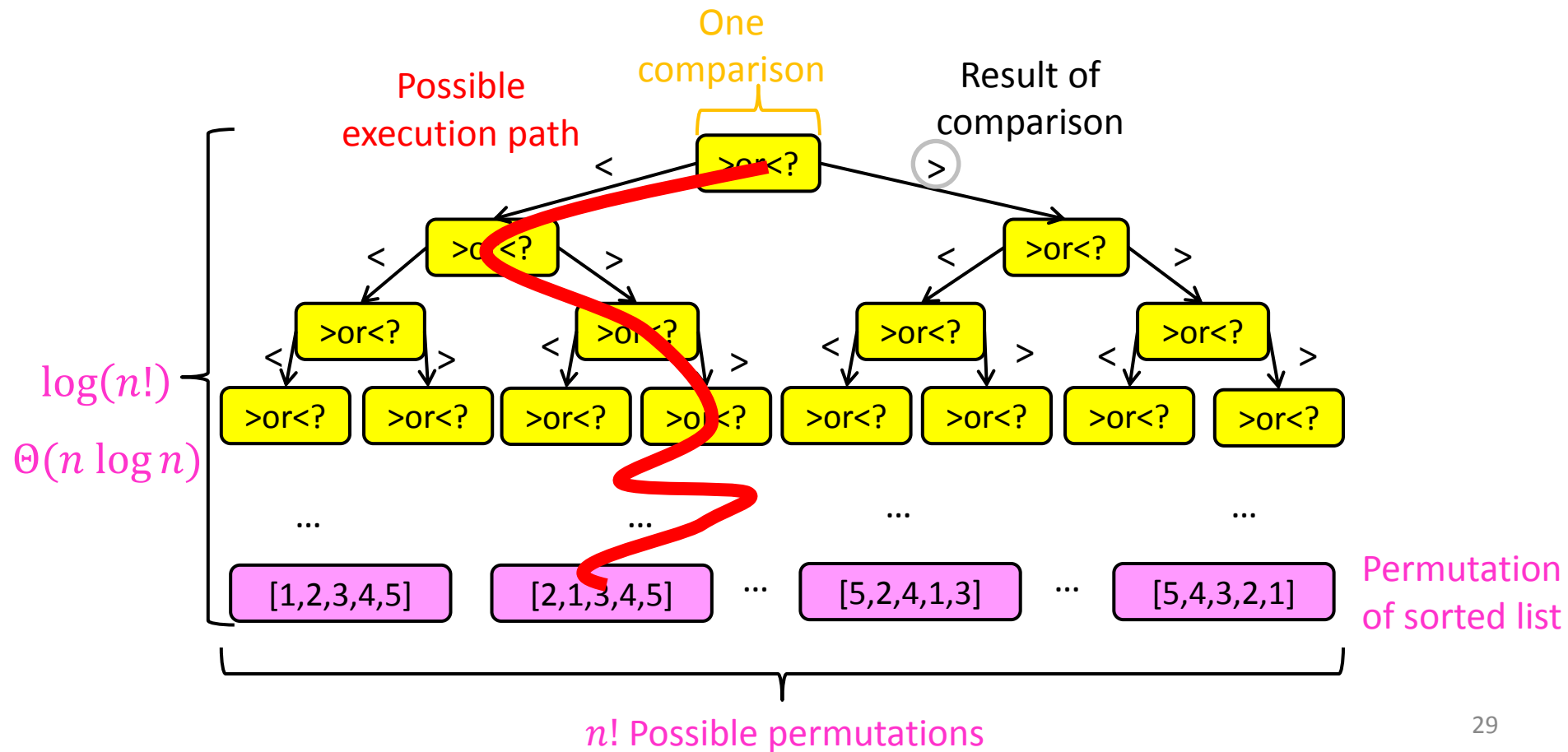
Strategy: Decision Tree

- Sorting algorithms use comparisons to figure out the order of input elements
- Draw tree to illustrate all possible execution paths



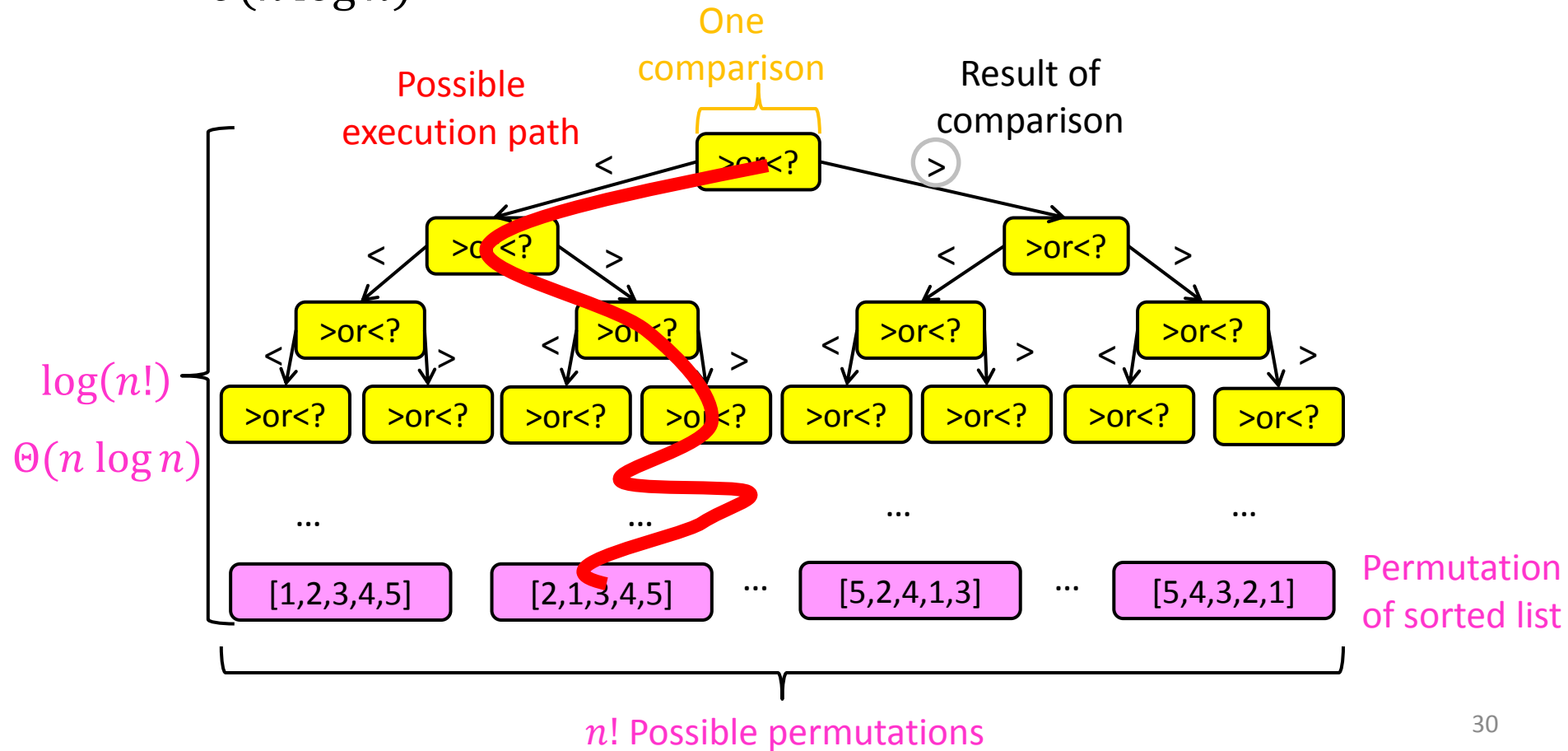
Strategy: Decision Tree

- Worst case run time is the longest execution path
- i.e., “height” of the decision tree



Strategy: Decision Tree

- Conclusion: Worst Case Optimal run time of sorting is $\Theta(n \log n)$
 - There is no (comparison-based) sorting algorithm with run time $o(n \log n)$



Sorting, so far

- Sorting algorithms we have discussed:
 - Mergesort $O(n \log n)$ Optimal!
 - Quicksort $O(n \log n)$ Optimal!
- Other sorting algorithms
 - Bubblesort $O(n^2)$
 - Insertionsort $O(n^2)$
 - Heapsort $O(n \log n)$ Optimal!

Speed Isn't Everything

- Important properties of sorting algorithms:
- **Run Time**
 - Asymptotic Complexity
 - Constants
- **In Place (or In-Situ)**
 - Done with only constant additional space
- **Adaptive**
 - Faster if list is nearly sorted
- **Stable**
 - Equal elements remain in original order
- **Parallelizable**
 - Runs faster with many computers

Mergesort

- **Divide:**
 - Break n -element list into two lists of $n/2$ elements
- **Conquer:**
 - If $n > 1$: Sort each sublist **recursively**
 - If $n = 1$: List is already sorted (**base case**)
- **Combine:**
 - Merge together sorted sublists into one sorted list

Run Time?

$\Theta(n \log n)$
Optimal!

In Place?

No

Adaptive?

No

Stable?

Yes!
(usually)

Merge

- **Combine:** Merge sorted sublists into one sorted list
- We have:
 - 2 sorted lists (L_1, L_2)
 - 1 output list (L_{out})

While (L_1 and L_2 not empty):

 If $L_1[0] \leq L_2[0]$:

$L_{out}.append(L_1.pop())$

 Else:

$L_{out}.append(L_2.pop())$

$L_{out}.append(L_1)$

$L_{out}.append(L_2)$

Adaptive:

If elements are
equal, leftmost
comes first

Mergesort

- **Divide:**
 - Break n -element list into two lists of $n/2$ elements
- **Conquer:**
 - If $n > 1$: Sort each sublist **recursively**
 - If $n = 1$: List is already sorted (**base case**)
- **Combine:**
 - Merge together sorted sublists into one sorted list

Run Time?

$\Theta(n \log n)$

Optimal!

In Place?

No

Adaptive?

No

Stable?

Yes!
(usually)

Parallelizable?

Yes!

Parallelizable:

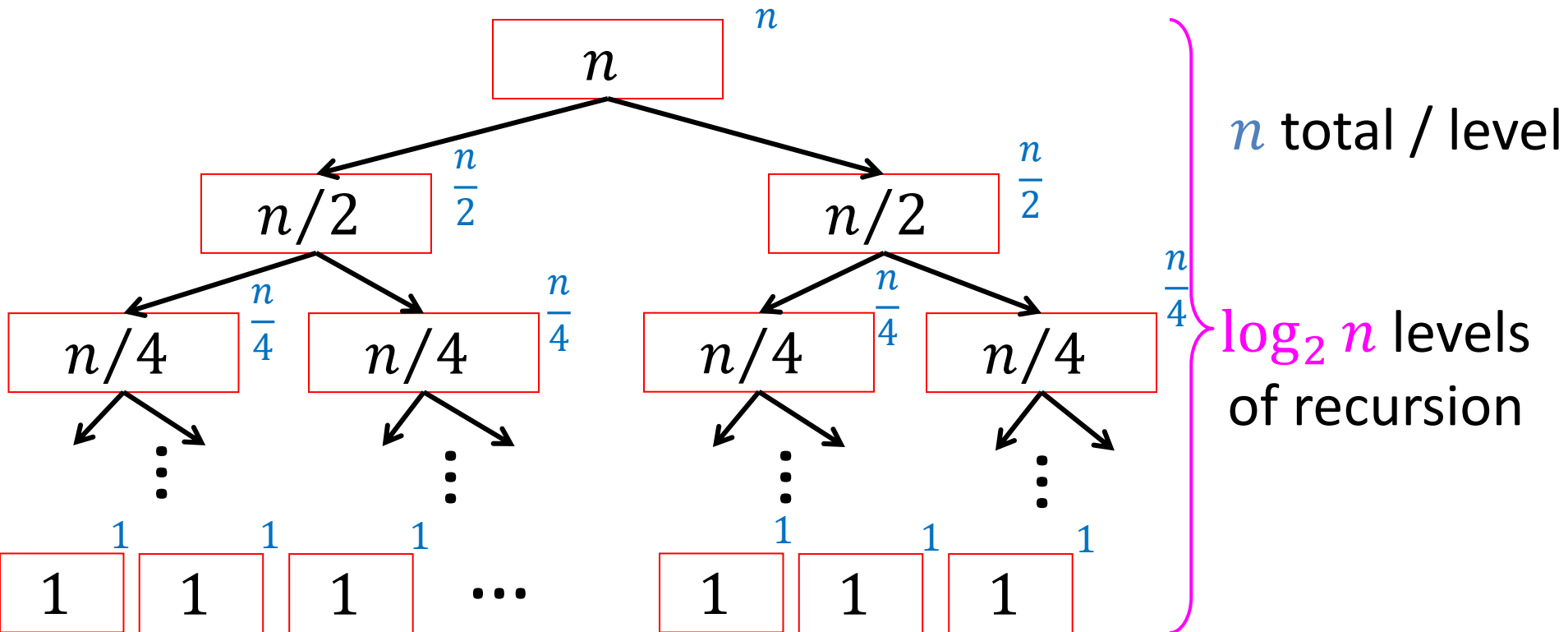
Allow different
machines to work
on each sublist

Mergesort

- **Divide:**
 - Break n -element list into two lists of $n/2$ elements
- **Conquer:**
 - If $n > 1$:
 - Sort each sublist *recursively*
 - If $n = 1$:
 - List is already sorted (*base case*)
- **Combine:**
 - Merge together sorted sublists into one sorted list

Mergesort (Sequential)

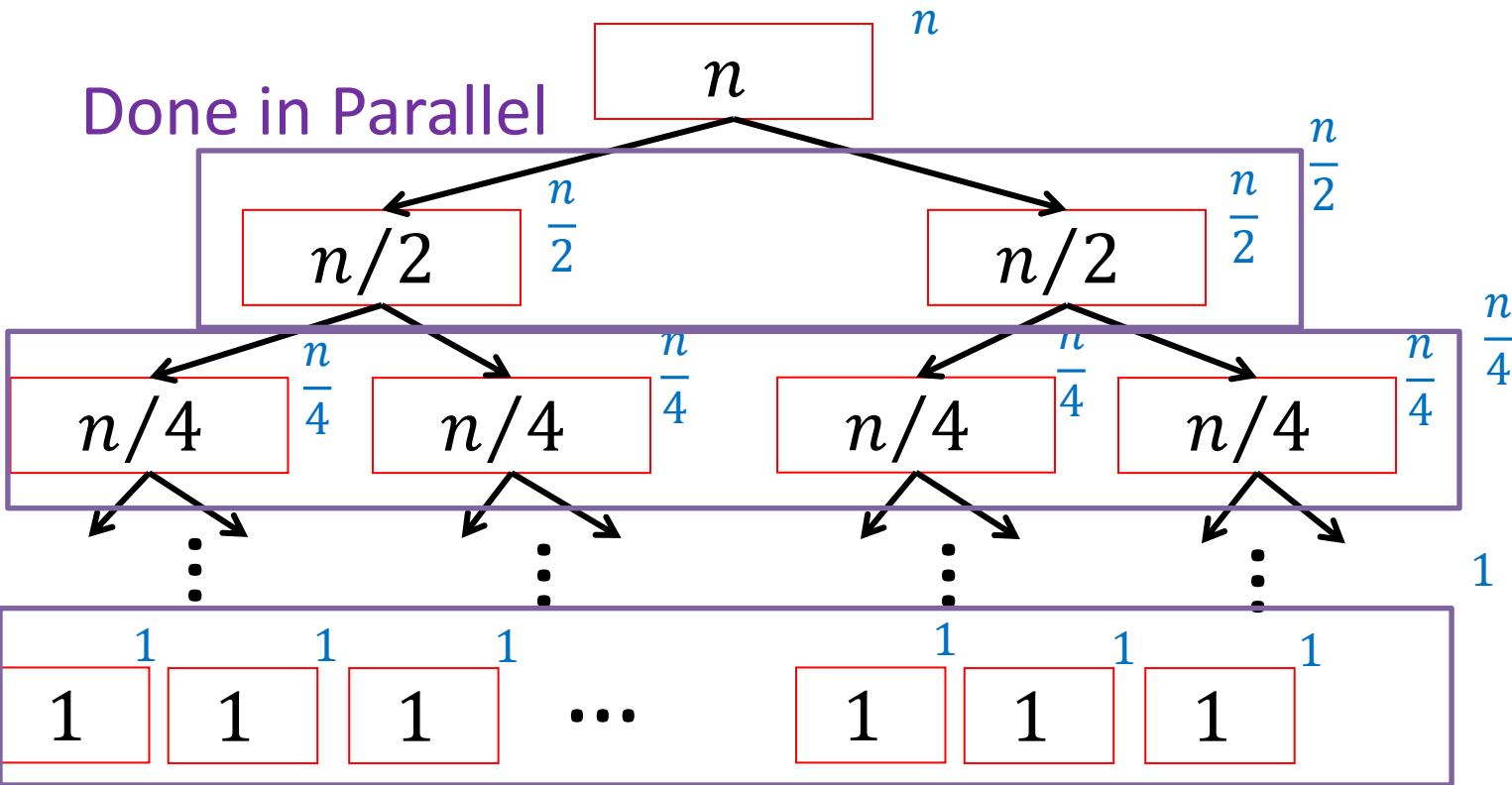
$$T(n) = 2T\left(\frac{n}{2}\right) + n$$



Run Time: $\Theta(n \log n)$

Mergesort (Parallel)

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



Run Time: $\Theta(\log n)$

Quicksort

- Idea: pick a **partition** element, recursively sort two sublists around that element
- **Divide**: select an element p , **Partition**(p)
- **Conquer**: recursively sort left and right sublists
- **Combine**: Nothing!

Run Time?

$\Theta(n \log n)$

Optimal!

(almost always)

In Place?

No...

Adaptive?

No!

Stable?

No

Parallelizable?

Yes!