CSE100: Design and Analysis of Algorithms Lecture 10 – Randomized Algorithms

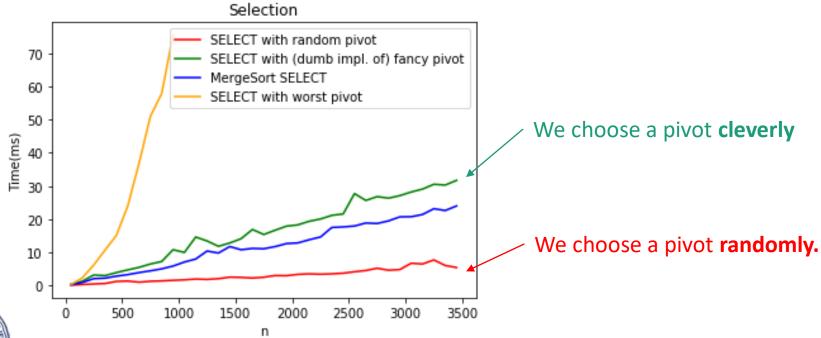
Feb 17th 2022

Randomized Algorithms and QuickSort



A few Lectures ago...

- ... in a galaxy far, far away!
- We saw a divide-and-conquer algorithm to solve the **Select** problem in time O(n) in the worst-case.
- It all came down to picking the pivot...





Randomized algorithms

- We make some random choices during the algorithm.
- We hope the algorithm works.
- We hope the algorithm is fast.

For today we will look at algorithms that always work and are probably fast.

e.g., **Select** with a random pivot is a randomized algorithm.

- Always works (aka, is correct).
- Probably fast.





Today

- How do we analyze randomized algorithms?
- A few randomized algorithms for sorting.
 - BogoSort
 - QuickSort



- BogoSort is a pedagogical tool.
- QuickSort is important to know. (in contrast with BogoSort...)



How do we measure the runtime of a randomized algorithm?

Scenario 1

- 1. You publish your algorithm.
- 2. Bad guy picks the input.
- 3. You run your randomized algorithm.

Scenario 2

- 1. You publish your algorithm.
- 2. Bad guy picks the input.
- 3. Bad guy chooses the randomness (fixes the dice) and runs your algorithm.
- In Scenario 1, the running time is a random variable.
 - It makes sense to talk about expected running time.
- In Scenario 2, the running time is not random.
 - We call this the worst-case running time of the randomized algorithm.



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BogoSort

- BogoSort(A)
 - While true:

Suppose that you can draw a random integer in {1,...,n} in time O(1). How would you randomly permute an array in-place in time O(n)?



Ollie the over-achieving ostrich

- Randomly permute A.
- Check if A is sorted.
- If A is sorted, return A.

• Let
$$X_i = \begin{cases} 1 \text{ if A is sorted after iteration i} \\ 0 \text{ otherwise} \end{cases}$$

•
$$E[X_i] = \frac{1}{n!}$$



E[number of iterations until A is sorted] = n!