```
import random

def partition(arr, l, r):
  """Partitions the array around a pivot element."""
  x = arr[r]
  i = l
  for j in range(l, r):
    if arr[j] <= x:
      arr[i], arr[j] = arr[j], arr[i]
      i += 1
  arr[i], arr[r] = arr[r], arr[i]
  return i

def randomized_partition(arr, l, r):
  """Randomly selects a pivot element and partitions the array."""
  i = random.randint(l, r)
  arr[r], arr[i] = arr[i], arr[r]
  return partition(arr, l, r)

def randomized_select(arr, l, r, i):
  """Finds the ith smallest element in the array using Randomized Select."""
  if l == r:
    return arr[l]
  q = randomized_partition(arr, l, r)
  k = q - l + 1
  if i == k:
    return arr[q]
  elif i < k:
    return randomized_select(arr, l, q - 1, i)
  else:
    return randomized_select(arr, q + 1, r, i - k)

# Example usage:
arr = [10, 4, 5, 8, 6, 11, 26]
i = 3 # Find the 3rd smallest element
n = len(arr)
if 1 <= i <= n:
  ith_smallest = randomized_select(arr, 0, n - 1, i)
  print(f"The {i}th smallest element is: {ith_smallest}")
else:
  print("Invalid value of i.")


     The 3th smallest element is: 6
```