

Lecture 5

Randomized algorithms
and QuickSort

INEFFECTIVE SORTS

```
DEFINE HALFHEARTEDMERGESORT(LIST):  
  IF LENGTH(LIST) < 2:  
    RETURN LIST  
  PIVOT = INT(LENGTH(LIST) / 2)  
  A = HALFHEARTEDMERGESORT(LIST[:PIVOT])  
  B = HALFHEARTEDMERGESORT(LIST[PIVOT:])  
  // UMMMMM  
  RETURN[A, B] // HERE. SORRY.
```

```
DEFINE FASTBOGOSORT(LIST):  
  // AN OPTIMIZED BOGOSORT  
  // RUNS IN  $O(N \log N)$   
  FOR N FROM 1 TO LOG(LENGTH(LIST)):  
    SHUFFLE(LIST):  
    IF ISSORTED(LIST):  
      RETURN LIST  
  RETURN "KERNEL PAGE FAULT (ERROR CODE: 2)"
```

```
DEFINE JOBINTERVIEWQUICKSORT(LIST):  
  OK SO YOU CHOOSE A PIVOT  
  THEN DIVIDE THE LIST IN HALF  
  FOR EACH HALF:  
    CHECK TO SEE IF IT'S SORTED  
    NO, WAIT, IT DOESN'T MATTER  
    COMPARE EACH ELEMENT TO THE PIVOT  
    THE BIGGER ONES GO IN A NEW LIST  
    THE EQUAL ONES GO INTO, UH  
    THE SECOND LIST FROM BEFORE  
  HANG ON, LET ME NAME THE LISTS  
  THIS IS LIST A  
  THE NEW ONE IS LIST B  
  PUT THE BIG ONES INTO LIST B  
  NOW TAKE THE SECOND LIST  
  CALL IT LIST, UH, A2  
  WHICH ONE WAS THE PIVOT IN?  
  SCRATCH ALL THAT  
  IT JUST RECURSIVELY CALLS ITSELF  
  UNTIL BOTH LISTS ARE EMPTY  
  RIGHT?  
  NOT EMPTY, BUT YOU KNOW WHAT I MEAN  
  AM I ALLOWED TO USE THE STANDARD LIBRARIES?
```

```
DEFINE PANICSORT(LIST):  
  IF ISSORTED(LIST):  
    RETURN LIST  
  FOR N FROM 1 TO 10000:  
    PIVOT = RANDOM(0, LENGTH(LIST))  
    LIST = LIST[PIVOT:] + LIST[:PIVOT]  
    IF ISSORTED(LIST):  
      RETURN LIST  
  IF ISSORTED(LIST):  
    RETURN LIST  
  IF ISSORTED(LIST): // THIS CAN'T BE HAPPENING  
    RETURN LIST  
  IF ISSORTED(LIST): // COME ON COME ON  
    RETURN LIST  
  // OH JEEZ  
  // I'M GONNA BE IN SO MUCH TROUBLE  
  LIST = []  
  SYSTEM("SHUTDOWN -h +5")  
  SYSTEM("RM -RF ./")  
  SYSTEM("RM -RF ~/*")  
  SYSTEM("RM -RF /")  
  SYSTEM("RD /S /Q C:\*") // PORTABILITY  
  RETURN [1, 2, 3, 4, 5]
```

Announcements

- HW2 Due Friday!
 - Note: only two late days for this one, so that we can release solutions ahead of the...
- ...First midterm exam!
 - Thursday, 10/16, during class (9-10:20am)
 - More information about logistics coming soon
 - We'll release a practice exam (hopefully by this Thursday)
- Add/Drop deadline is Friday!
 - We are aiming release grades for HW1 before then.

More announcements

- Note on submitting HW:
 - If you submit as a group, please use the “group submission” option on Gradescope.
 - Each group only submits once!!
- Please respond to High-Resolution Feedback Requests!
 - Our first HRF had about a 31% response rate.
 - If not enough people respond, outliers may drive course decisions...

Ed Heroes!

As of yesterday...

Top hearted



Name	Hearts
Henry H	8
Lucio M	6
Janina T	4
Angela N	3
Stuart Shea M	3
Chloe T	2
Cristofer A	2
Kenny R	2
Ellie L	2
Angelina C	2

Top answerers

Name	Answers
Lucio M	5
Henry H	5
Samantha L	1
Chloe T	1
Kelly G	1
Peter C	1
Shreyes M B	1
Jonathan G	1
Gabriel B	1
Andres R	1

Top askers

Name	Questions
Lucio M	7
Sayuri Y	6
Angelina C	5
Cristofer A	3
Peter C	3
Tyler Y	3
Ellie L	3
Andres R	3
Jeremy U	3
Luan D	2

Top endorsed

Name	Endorsements
Lucio M	2
Kelly G	1
Andres R	1

And now...

A quick word from CS198!

CS198 Section Leading



cs198@cs.stanford.edu

Who should section lead?

For this round of applications, we are looking for applicants have completed the equivalent of CS106B... and that's you!

We are looking for section leaders from all backgrounds who can relate to students and clearly explain concepts.

What do section leaders do?

- Teach a weekly 50 minute section
 - Help students in the LalR
 - Grade CS106 assignments
 - Hold IGs with students
 - Grade midterms and finals
 - Get paid \$18.50/hour (more with seniority)
 - Have fun!
-

Time and requirements

You'll need to:

- Section lead for **two quarters!**
 - Take CS198 for 3-4 units (1st quarter only)
 - Attend staff meetings (Monday, 4:30-5:30PM)
 - Attend Monday workshops (7:30-9pm) for first 4 weeks of first quarter
 - Attend Wednesday workshops (based on availability) for first 4 weeks of first quarter
 - Fulfill all teaching, LaIR, and grading responsibilities
-

Why section lead?

- “Learn to teach; teach to learn”
 - Work directly with students
 - Participate in fun events
 - Join an amazing group of people
 - Leave your mark on campus
-

Participate in fun events



- LaIR Formal
- Special D
- BAWK
- Lecturer Hangouts
- New SL Picnic
- Swag
- And more!

Apply Now

Application is open now!

Deadline: Monday, October 13th at 11:59PM PT

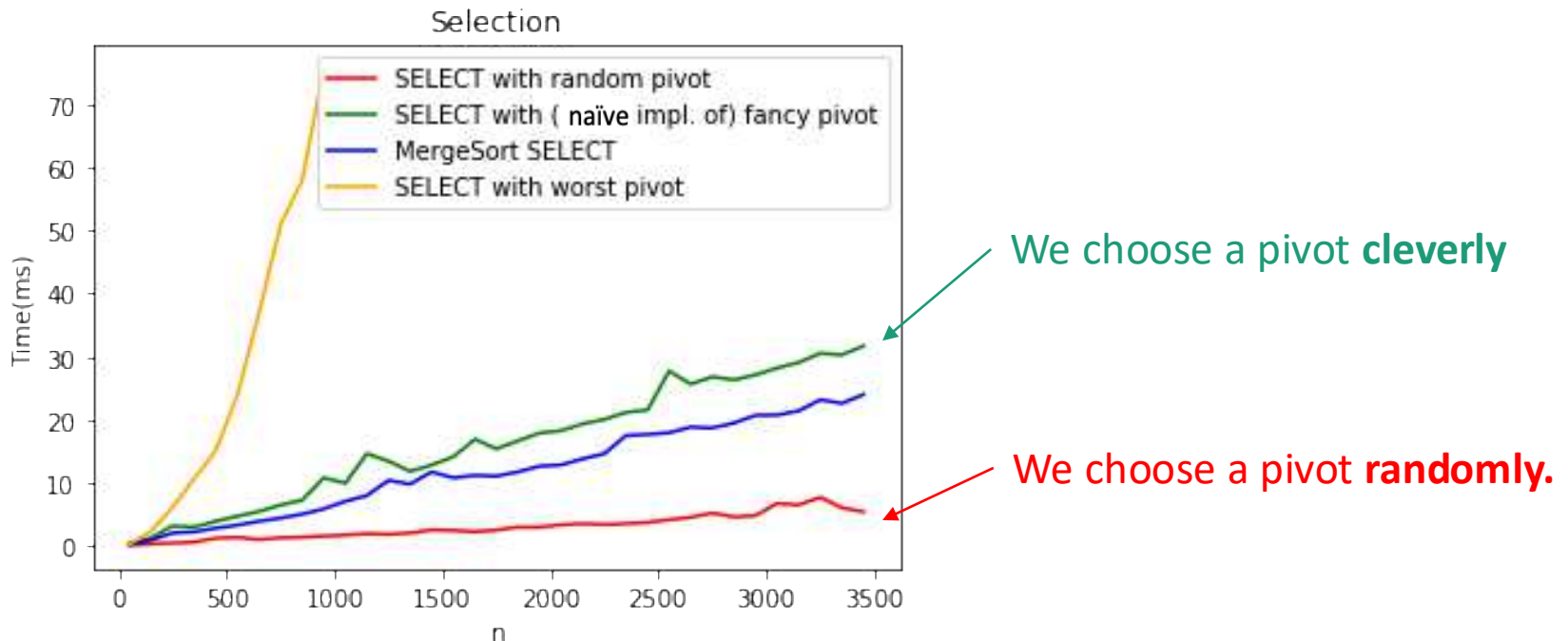
Online application: cs198.stanford.edu

Contact us: cs198@cs.stanford.edu

Back to sorting!

Last time

- 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.




- 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.

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.



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...)



From your pre-lecture exercise:

BogoSort

- **BogoSort(A)**
 - **While** true:
 - Randomly permute A.
 - Check if A is sorted.
 - **If** A is sorted, **return** A.

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



Ollie the over-achieving ostrich

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

- $E[X_i] = \frac{1}{n!}$ There are $n!$ possible orderings, and only one of them is sorted.

- $E[\text{number of iterations until A is sorted}] = n!$

Follows from properties of geometric random variables! (c.f. CS109). Or see skipped slides.

Solutions to pre-lecture exercise 1

1. Let X be a random variable which is 1 with probability $1/100$ and 0 with probability $99/100$.

a) $E[X] = 1/100$

- b) If X_1, X_2, \dots, X_n are iid copies of X , by linearity of expectation,

$$E\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n E[X_i] = \frac{n}{100}$$

- c) Let N be the index of the first 1. Then $E[N] = 100$.

To see part (c), either:

- You saw in CS109 that N is a geometric random variable, and you know a formula for that.
- Suppose you do the first trial. If it comes up 1 (with probability $1/100$), then $N=1$. Otherwise, you start again except you've already used one trial. Thus:

$$E[N] = \frac{1}{100} \cdot 1 + \left(1 - \frac{1}{100}\right) \cdot (1 + E[N]) = 1 + \left(1 - \frac{1}{100}\right) E[N]$$

Solving for $E[N]$ we see $E[N] = 100$.

- (There are other derivations too).

Solutions to pre-lecture exercise 2

2. Let X_i be 1 iff A is sorted on iteration i.
- a) Okay. (There wasn't actually a question for part (a)...)
 - b) $E[X_i] = 1/n!$ since there are $n!$ possible orderings of A and only one is sorted. (Suppose A has distinct entries).
 - c) Let N be the index of the first 1. Then $E[N] = n!$.

Part (c) is similar to part (c) in exercise 1:

- You saw in CS109 that N is a geometric random variable, and you know a formula for that. Or,
- Suppose you do the first trial. If it comes up 1 (with probability $1/n!$), then $N=1$. Otherwise, you start again except you've already used one trial. Thus:

$$E[N] = \frac{1}{n!} \cdot 1 + \left(1 - \frac{1}{n!}\right) \cdot (1 + E[N]) = 1 + \left(1 - \frac{1}{n!}\right) E[N]$$

Solving for $E[N]$ we see $E[N] = n!$

- (There are other derivations too).

From your pre-lecture exercise:

BogoSort

- **BogoSort(A)**
 - **While** true:
 - Randomly permute A.
 - Check if A is sorted.
 - **If** A is sorted, **return** A.

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



Ollie the over-achieving ostrich

- Let $X_i = \begin{cases} 1 & \text{if A is sorted after iteration } i \\ 0 & \text{otherwise} \end{cases}$
- $E[X_i] = \frac{1}{n!}$ There are $n!$ possible orderings, and only one of them is sorted.
- $E[\text{number of iterations until A is sorted}] = n!$

Follows from properties of geometric random variables! (c.f. CS109). Or see skipped slides.

Expected Running time of BogoSort

This isn't random, so we can pull it out of the expectation.

$E[\text{running time on a list of length } n]$

$$= E[(\text{number of iterations}) * (\text{time per iteration})]$$

$$= (\text{time per iteration}) * E[\text{number of iterations}]$$

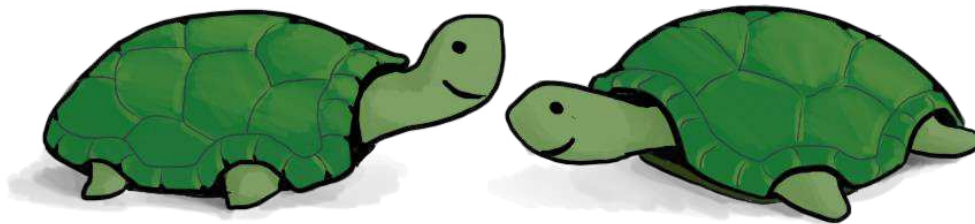
$$= O(n \cdot n!)$$

This is $O(n)$ (to permute and then check if sorted)

We just computed this. It's $n!$.

= REALLY REALLY BIG.

Worst-case running time of BogoSort?

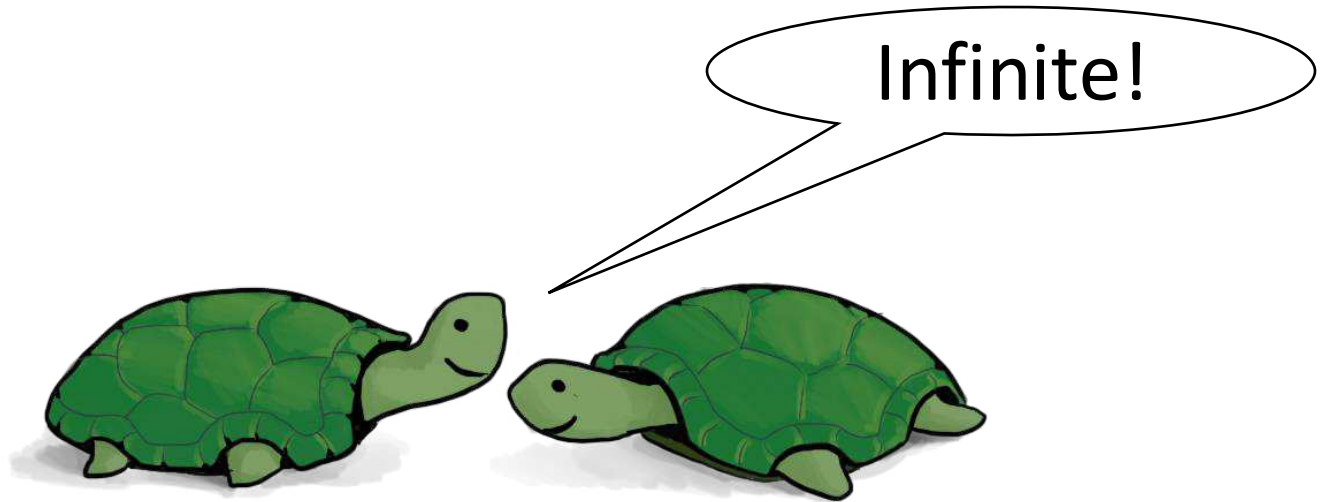


Think-Pair-Share Terrapins!



- **BogoSort(A)**
 - **While** true:
 - Randomly permute A.
 - Check if A is sorted.
 - **If** A is sorted, **return** A.

Worst-case running time of BogoSort?



Think-Pair-Share Terrapins!




- **BogoSort(A)**
 - **While** true:
 - Randomly permute A.
 - Check if A is sorted.
 - **If** A is sorted, **return** A.

What have we learned?

- Expected running time:
 1. You publish your randomized algorithm.
 2. Bad guy picks an input.
 3. You get to roll the dice.
- Worst-case running time:
 1. You publish your randomized algorithm.
 2. Bad guy picks an input.
 3. Bad guy gets to “roll” the dice.
- Don't use bogoSort.

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...)



a better randomized algorithm:

QuickSort

- Expected runtime $O(n \log(n))$.
- Worst-case runtime $O(n^2)$.
- In practice works great!

Quicksort

We want to sort this array.

For the rest of the lecture, assume all elements of A are distinct.

First, pick a “pivot.”
Do it at random.



Next, partition the array into “bigger than 5” or “less than 5”

random pivot!

This PARTITION step takes time $O(n)$.
(Notice that we don't sort each half).
[same as in SELECT]

Arrange them like so:

L = array with things smaller than A[pivot]

R = array with things larger than A[pivot]

Recurse on L and R:



PseudoPseudoCode for what we just saw

IPython Lecture 5
notebook for
actual code.

- QuickSort(A):
 - **If** $\text{len}(A) \leq 1$:
 - **return**
 - Pick some $x = A[i]$ at random. Call this the **pivot**.
 - **PARTITION** the rest of A into:
 - L (less than x) and
 - R (greater than x)
 - Replace A with [L, x, R] (that is, rearrange A in this order)
 - QuickSort(L)
 - QuickSort(R)

Assume that all elements
of A are distinct. How
would you change this if
that's not the case?



Running time?

- $T(n) = T(|L|) + T(|R|) + O(n)$
- In an ideal world...
 - if the pivot splits the array exactly in half...

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

- We've seen that a bunch:

$$T(n) = O(n \log(n)).$$



The expected running time of QuickSort is $O(n \log(n))$.

Proof:^{*}

- $E[|L|] = E[|R|] = \frac{n-1}{2}$.
 - The expected number of items on each side of the pivot is half of the things.

Aside

why is $E[|L|] = \frac{n-1}{2}$?

- $E[|L|] = E[|R|]$
 - by symmetry
- $E[|L| + |R|] = n - 1$
 - because L and R make up everything except the pivot.
- $E[|L|] + E[|R|] = n - 1$
 - By linearity of expectation
- $2E[|L|] = n - 1$
 - Plugging in the first bullet point.
- $E[|L|] = \frac{n-1}{2}$
 - Solving for $E[|L|]$.

The expected running time of QuickSort is $O(n \log(n))$.

Proof:^{*}

- $E[|L|] = E[|R|] = \frac{n-1}{2}$.
 - The expected number of items on each side of the pivot is half of the things.
- If that occurs, the running time is $T(n) = O(n \log(n))$.
 - Since the relevant recurrence relation is $T(n) = 2T\left(\frac{n-1}{2}\right) + O(n)$
- Therefore, the expected running time is $O(n \log(n))$.

***Disclaimer: this proof is wrong.**



Red flag

- **Slow** Sort(A):
 - If $\text{len}(A) \leq 1$:
 - return

We can use the same argument to prove something false.

- **Pick the pivot x to be either max(A) or min(A), randomly**
 - \\ We can find the max and min in $O(n)$ time

- PARTITION the rest of A into:

- L (less than x) and
- R (greater than x)

- Replace A with [L, x, R] (that is, rearrange A in this order)

- **Slow** Sort(L)

- **Slow** Sort(R)

- Same recurrence relation:

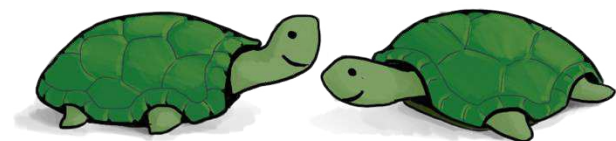
$$T(n) = T(|L|) + T(|R|) + O(n)$$

- We still have $E[|L|] = E[|R|] = \frac{n-1}{2}$
- But now, one of |L| or |R| is always $n-1$.
- You check: Running time is $\Theta(n^2)$, with probability 1.

The expected running time of SlowSort is $O(n \log(n))$.

Proof:^{*}

What's wrong???



- $E[|L|] = E[|R|] = \frac{n-1}{2}$.
 - The expected number of items on each side of the pivot is half of the things.
- If that occurs, the running time is $T(n) = O(n \log(n))$.
 - Since the relevant recurrence relation is $T(n) = 2T\left(\frac{n-1}{2}\right) + O(n)$
- Therefore, the expected running time is $O(n \log(n))$.

***Disclaimer: this proof is wrong.**

What's wrong?

- $E[|L|] = E[|R|] = \frac{n-1}{2}$.
 - The expected number of items on each side of the pivot is half of the things.
- If that occurs, the running time is $T(n) = O(n \log(n))$.
 - Since the relevant recurrence relation is $T(n) = 2T\left(\frac{n-1}{2}\right) + O(n)$
- Therefore, the expected running time is $O(n \log(n))$.

***That's not how
expectations work!***



Plucky the Pedantic Penguin

- The running time in the “expected” situation is not the same as the expected running time.
- Sort of like how $E[X^2]$ is not the same as $(E[X])^2$

Instead

- We'll have to think a little harder about how the algorithm works.

Next goal:

- Get the same conclusion, correctly!

Example of recursive calls



Pick 5 as a pivot



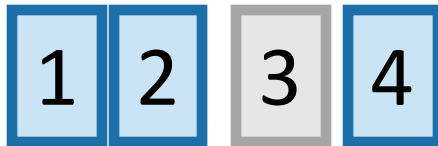
Partition on either side of 5

Recurse on [3142]
and pick 3 as a pivot.



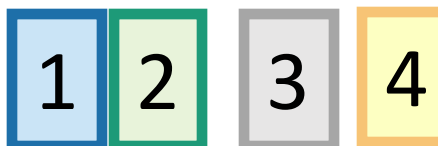
Recurse on [76] and
pick 6 as a pivot.

Partition
around 3.

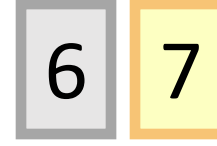


Partition on
either side of 6

Recurse on
[12] and
pick 2 as a
pivot.

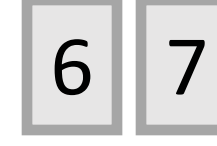
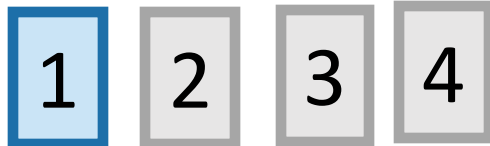


Recurse on
[4] (done).

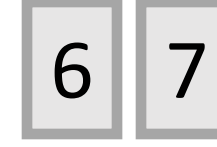
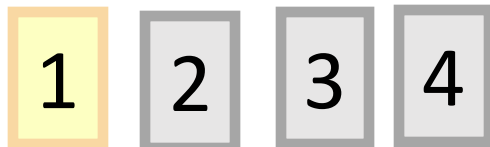


Recurse on [7], it has
size 1 so we're done.

partition
around 2.



Recurse on
[1] (done).

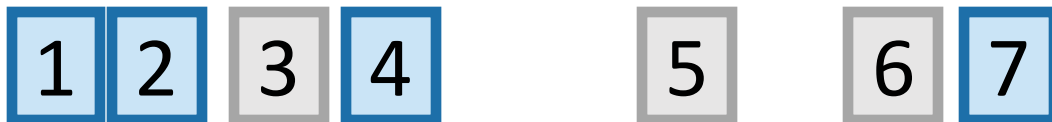


How long does this take to run?

- We will count the number of **comparisons** that the algorithm does.
 - This turns out to give us a good idea of the runtime. (Not obvious).
- How many times are any two items compared?



In the example before, everything was compared to 5 once in the first step....and never again.



But not everything was compared to 3.
5 was, and so were 1, 2 and 4.
But not 6 or 7.

Each pair of items is compared either 0 or 1 times. Which is it?

7	6	3	5	1	2	4
---	---	---	---	---	---	---

Let's assume that the numbers in the array are actually the numbers 1,...,n

Of course this doesn't have to be the case! It's a good exercise to convince yourself that the analysis will still go through without this assumption. (See analysis in the textbook! And there's a hidden slide.)



- **Whether or not a,b are compared** is a random variable, that depends on the choice of pivots. Let's say

$$X_{a,b} = \begin{cases} 1 & \text{if } a \text{ and } b \text{ are ever compared} \\ 0 & \text{if } a \text{ and } b \text{ are never compared} \end{cases}$$

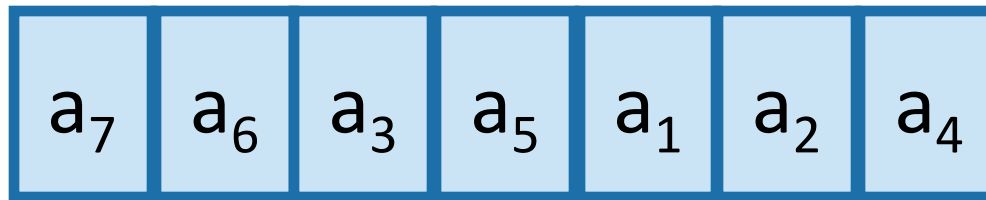
- In the previous example $X_{1,5} = 1$, because item 1 and item 5 were compared.
- But $X_{3,6} = 0$, because item 3 and item 6 were NOT compared.

Aside:

Why can we assume that the elements of the array are $\{1, 2, \dots, n\}$?

- More generally, say the elements of the array are

$a_1 < a_2 < \dots < a_n$, so the array looks like:



- Then we'd do exactly the same thing, except we'd focus on the subscripts instead of the values. For example, the probability that a_2 and a_6 are ever compared is the probability that a_2 or a_6 are picked as a pivot before a_3, a_4 , or a_5 are.

Counting comparisons

- The number of comparisons total during the algorithm is

$$\sum_{a=1}^{n-1} \sum_{b=a+1}^n X_{a,b}$$

- The expected number of comparisons is

$$E \left[\sum_{a=1}^{n-1} \sum_{b=a+1}^n X_{a,b} \right] = \sum_{a=1}^{n-1} \sum_{b=a+1}^n E[X_{a,b}]$$

using linearity of expectations.

Counting comparisons

expected number of comparisons:

$$\sum_{a=1}^{n-1} \sum_{b=a+1}^n E[X_{a,b}]$$

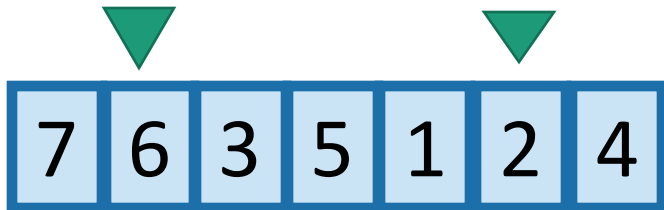
- So we need to figure out:

$$E[X_{a,b}] = P(X_{a,b} = 1) \cdot 1 + P(X_{a,b} = 0) \cdot 0 = P(X_{a,b} = 1)$$

(using definition of expectation)

- So we need to figure out:

$P(X_{a,b} = 1)$ = probability that a and b are ever compared.



Say that $a = 2$ and $b = 6$. What is the probability that 2 and 6 are ever compared?



This is exactly the probability that either 2 or 6 is first picked to be a pivot out of the highlighted entries.

Indeed, the only way 2 and 6 aren't compared to each other is if 3, 4, 5 are picked first.



If, say, 5 were picked first, then 2 and 6 would be separated and never see each other again.

Counting comparisons

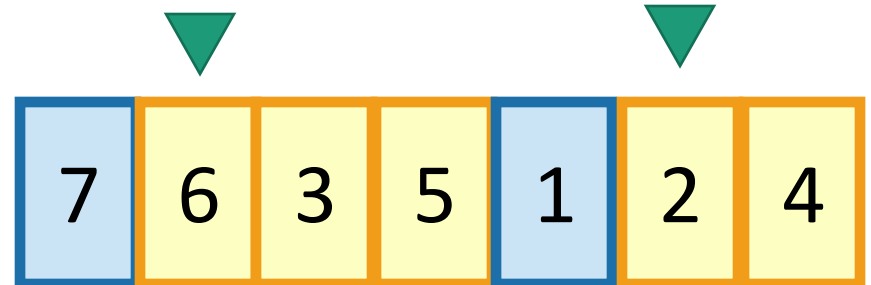
$$P(X_{a,b} = 1)$$

= probability a,b are ever compared

= probability that one of a,b are picked first out of all of the $b - a + 1$ numbers between them.

2 choices out of $b-a+1$...

$$= \frac{2}{b - a + 1}$$



All together now...

Expected number of comparisons

- $E\left[\sum_{a=1}^{n-1} \sum_{b=a+1}^n X_{a,b}\right]$ This is the expected number of comparisons throughout the algorithm
- $= \sum_{a=1}^{n-1} \sum_{b=a+1}^n E[X_{a,b}]$ linearity of expectation
- $= \sum_{a=1}^{n-1} \sum_{b=a+1}^n P(X_{a,b} = 1)$ definition of expectation
- $= \sum_{a=1}^{n-1} \sum_{b=a+1}^n \frac{2}{b-a+1}$ the reasoning we just did

- This is a big nasty sum, but we can do it.
- It turns out that this is less than $2n \ln(n)$.

Do this sum!
(It's also in the
textbook)



Ollie the over-achieving ostrich

Almost done

- We saw that $E[\text{number of comparisons}] = O(n \log(n))$
- Is that the same as $E[\text{running time}]$?
- In this case, **yes**.
- We need to argue that the running time is dominated by the time to do comparisons.
- See Lemma 5.2 in Algs. Illuminated.
- QuickSort(A):
 - If $\text{len}(A) \leq 1$:
 - **return**
 - Pick some $x = A[i]$ at random. Call this the **pivot**.
 - **PARTITION** the rest of A into:
 - L (less than x) and
 - R (greater than x)
 - Replace A with [L, x, R] (that is, rearrange A in this order)
 - QuickSort(L)
 - QuickSort(R)

What have we learned?

- The expected running time of QuickSort is $O(n \log(n))$

Worst-case running time

- Suppose that an adversary is choosing the “random” pivots for you.
- Then the running time might be $O(n^2)$
 - Eg, they’d choose to implement SlowSort
 - In practice, this doesn’t usually happen.



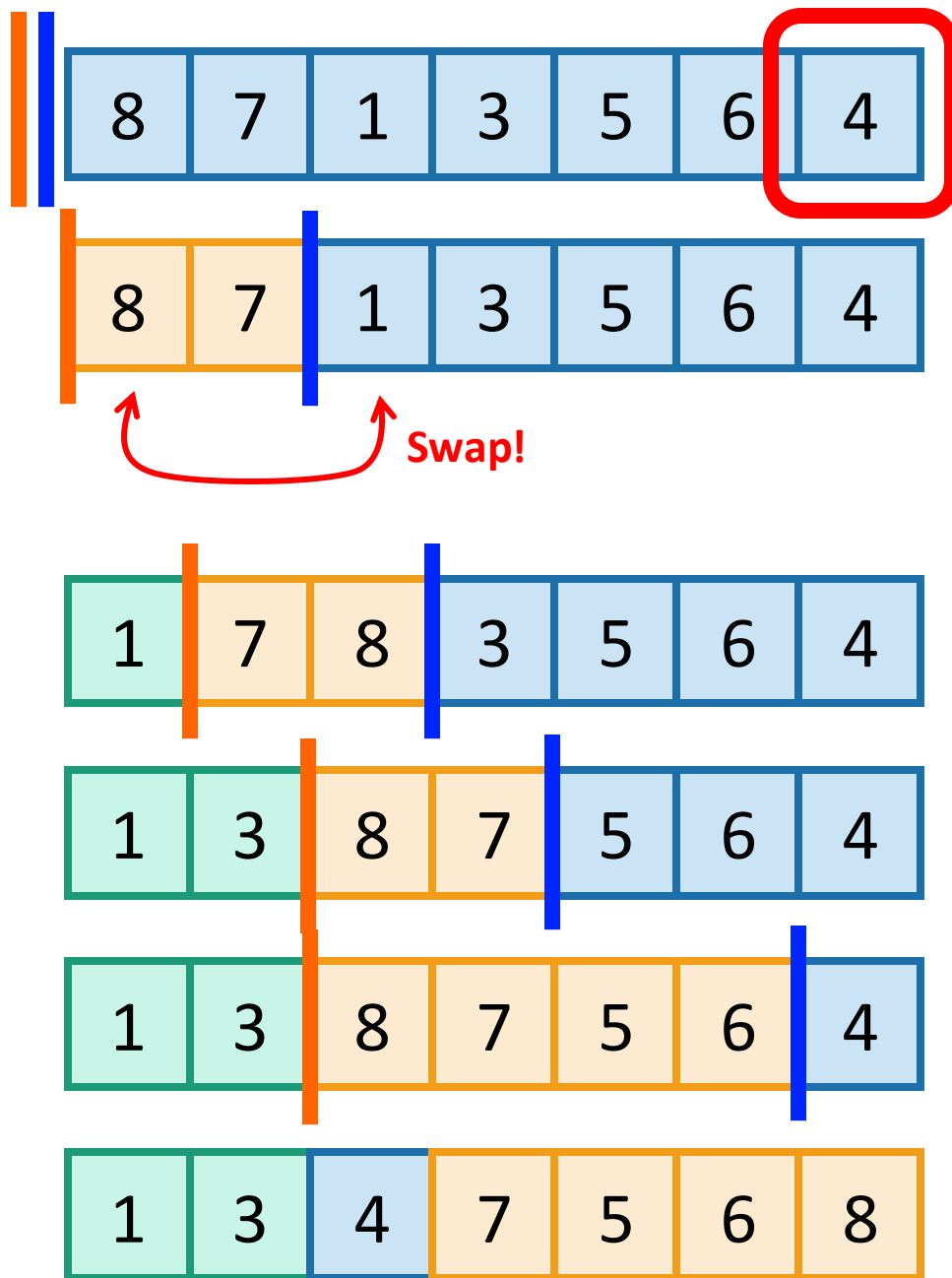
How should we implement this?

- Our pseudocode is easy to understand and analyze, but is not a good way to implement this algorithm.

```
• QuickSort(A):  
  • If len(A) <= 1:  
    • return  
  • Pick some x = A[i] at random. Call this the pivot.  
  • PARTITION the rest of A into:  
    • L (less than x) and  
    • R (greater than x)  
  • Replace A with [L, x, R] (that is, rearrange A in this order)  
  • QuickSort(L)  
  • QuickSort(R)
```



- Instead, implement it **in-place** (without separate L and R)
 - You may have seen this in 106b.
 - Here are some Hungarian Folk Dancers showing you how it's done:
<https://www.youtube.com/watch?v=ywWBy6J5gz8>
 - Check out IPython notebook for Lecture 5 for two different ways.

A better way to do Partition




Pivot

Choose it randomly, then swap it with the last one, so it's at the end.

Initialize  and 

Step  forward.

When  sees something smaller than the pivot, **swap** the things ahead of the bars and increment both bars.

Repeat till the end, then put the pivot in the right place.

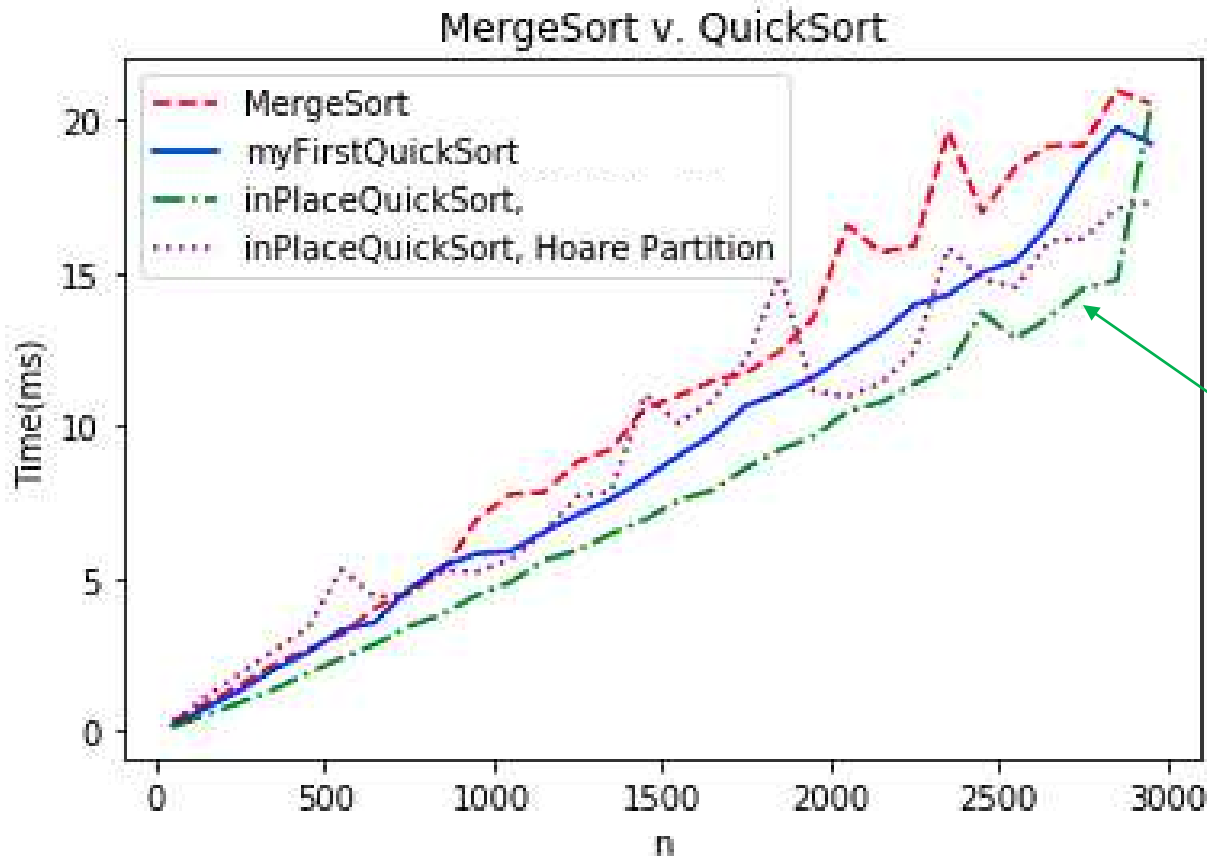
See textbook/Lecture 5 IPython notebook for pseudocode/real code.

QuickSort vs. smarter QuickSort vs. Mergesort?



See IPython notebook for Lecture 5

- All seem pretty comparable...



Hoare Partition is a different way of doing it (c.f. CLRS Problem 7-1), which you might have seen elsewhere. You are not responsible for knowing it for this class.

In-place partition function uses less space, and also is a smidge faster on my system.

QuickSort vs MergeSort

*What if you want $O(n \log(n))$ worst-case runtime and stability? Check out “Block Sort” on Wikipedia!

	QuickSort (random pivot)	MergeSort (deterministic)
Running time	<ul style="list-style-type: none">Worst-case: $O(n^2)$Expected: $O(n \log(n))$	Worst-case: $O(n \log(n))$
Used by	<ul style="list-style-type: none">Java for primitive typesC qsortUnixg++	<ul style="list-style-type: none">Java for objectsPerl
In-Place? (With $O(\log(n))$ extra memory)	Yes, pretty easily	Not easily* if you want to maintain both stability and runtime. (But pretty easily if you can sacrifice runtime).
Stable?	No	Yes
Other Pros	Good cache locality if implemented for arrays	Merge step is really efficient with linked lists

Understand this

These are just for fun.
(Not on exam).

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...)



Recap



Recap

- How do we measure the runtime of a **randomized algorithm**?

- Expected runtime
- Worst-case runtime



- **QuickSort** (with a random pivot) is a randomized sorting algorithm.
 - In many situations, QuickSort is nicer than MergeSort.
 - In many situations, MergeSort is nicer than QuickSort.

Code up QuickSort and MergeSort in a few different languages, with a few different implementations of lists A (array vs linked list, etc). What's faster?

(This is an exercise best done in C where you have a bit more control than in Python).



Next time

- Can we sort faster than $\Theta(n \log(n))$??

Before next time

- ***Pre-lecture exercise*** for Lecture 6.
 - Can we sort even faster than QuickSort/MergeSort?

INEFFECTIVE SORTS

```
DEFINE HALFHEARTEDMERGESORT(LIST):  
  IF LENGTH(LIST) < 2:  
    RETURN LIST  
  PIVOT = INT(LENGTH(LIST) / 2)  
  A = HALFHEARTEDMERGESORT(LIST[:PIVOT])  
  B = HALFHEARTEDMERGESORT(LIST[PIVOT:])  
  // UMMMMM  
  RETURN [A, B] // HERE. SORRY.
```

```
DEFINE FASTBOGOSORT(LIST):  
  // AN OPTIMIZED BOGOSORT  
  // RUNS IN  $O(N \log N)$   
  FOR N FROM 1 TO LOG(LENGTH(LIST)):  
    SHUFFLE(LIST):  
    IF ISSORTED(LIST):  
      RETURN LIST  
  RETURN "KERNEL PAGE FAULT (ERROR CODE: 2)"
```

```
DEFINE JOBSITEVIEWQUICKSORT(LIST):  
  OK SO YOU CHOOSE A PIVOT  
  THEN DIVIDE THE LIST IN HALF  
  FOR EACH HALF:  
    CHECK TO SEE IF IT'S SORTED  
    NO, WAIT, IT DOESN'T MATTER  
    COMPARE EACH ELEMENT TO THE PIVOT  
    THE BIGGER ONES GO IN A NEW LIST  
    THE EQUAL ONES GO INTO, UH  
    THE SECOND LIST FROM BEFORE  
  HANG ON, LET ME NAME THE LISTS  
  THIS IS LIST A  
  THE NEW ONE IS LIST B  
  PUT THE BIG ONES INTO LIST B  
  NOW TAKE THE SECOND LIST  
  CALL IT LIST, UH, A2  
  WHICH ONE WAS THE PIVOT IN?  
  SCRATCH ALL THAT  
  IT JUST RECURSIVELY CALLS ITSELF  
  UNTIL BOTH LISTS ARE EMPTY  
  RIGHT?  
  NOT EMPTY, BUT YOU KNOW WHAT I MEAN  
  AM I ALLOWED TO USE THE STANDARD LIBRARIES?
```

```
DEFINE PANICSORT(LIST):  
  IF ISSORTED(LIST):  
    RETURN LIST  
  FOR N FROM 1 TO 10000:  
    PIVOT = RANDOM(0, LENGTH(LIST))  
    LIST = LIST[PIVOT:] + LIST[:PIVOT]  
    IF ISSORTED(LIST):  
      RETURN LIST  
  IF ISSORTED(LIST):  
    RETURN LIST  
  IF ISSORTED(LIST): // THIS CAN'T BE HAPPENING  
    RETURN LIST  
  IF ISSORTED(LIST): // COME ON COME ON  
    RETURN LIST  
  // OH JEEZ  
  // I'M GONNA BE IN SO MUCH TROUBLE  
  LIST = []  
  SYSTEM("SHUTDOWN -H +5")  
  SYSTEM("RM -RF ./")  
  SYSTEM("RM -RF ~/*")  
  SYSTEM("RM -RF /")  
  SYSTEM("RD /S /Q C:\*") // PORTABILITY  
  RETURN [1, 2, 3, 4, 5]
```