

Lecture 2

Jan 16, 2025

- Sortedness Testing (general case)

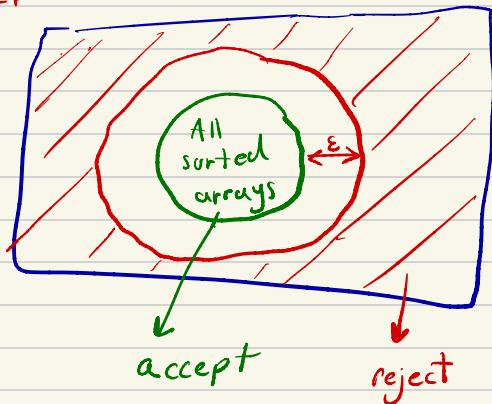
# Testing sortedness (general case)

Recall def

Give an array  $A$ ,

Design an algorithm  $\mathcal{A}$  s.t. with prob. 1-8

- if  $A$  is sorted,  $\mathcal{A}$  outputs accept
- if  $A$  is  $\epsilon$ -far from being sorted,  
 $\mathcal{A}$  outputs reject



what does  $\epsilon$ -far mean here?

distance between two array of size  $n$ :

entries we need to change to  
change A to A'

$$\text{dist}(A, A') = \frac{\text{_____}}{n}$$

P = { all sorted arrays }

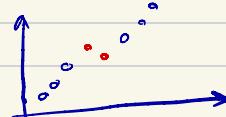
$$\text{dist}(A, P) = \min_{A' \in P} \text{dist}(A, A')$$

$\epsilon$ -far from sortedness = We need to  
change  $\geq \epsilon \cdot n$  entries in A to get  
a sorted array.

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why randomly throwing darts in the  
dark won't work in general case?

unable to detect local changes



New algorithm

Binary search base algorithm.

Sorted  $\Rightarrow$  binary search works.

"  $\Leftarrow ?$  "

Assumption : WLOG, entries of A  
are distinct.

Try s times

pick a random  $i \in [n]$

$l \leftarrow \text{Binary search}(A, A[i])$

if ( $l \neq i$ )

return reject

return accept

\* If A is sorted  $\Rightarrow$

all calls to binary search work correctly

$\Rightarrow$  the algorithm returns accept w. prob 1.

\* If A is  $\epsilon$ -far from sorted  $\xrightarrow{?}$

$P :=$  the probability of binary search fails  
when we are  $\epsilon$ -far

what we need:

$$\Pr[\text{outputting accept } \{\epsilon\text{-far}\}] = (1-p)^s \leq \delta$$

$$\text{by setting } s = \frac{\log(1/\delta)}{p}$$

if  $p < \varepsilon$   $\Rightarrow (1-\varepsilon).n$  many entries  
are nice

$\Downarrow$  Lemma 1

$(1-\varepsilon).n$  many entries are sorted

$\Downarrow$

$A$  is not  $\varepsilon$ -far from being  
sorted

$$\Rightarrow p \geq \varepsilon \Rightarrow s = \frac{\log \frac{1}{\delta}}{\varepsilon}$$

would be enough.

Binary-search (array A, value  $x$ , indices  $h, t$ )

if ( $t < h$ )

return  $h$

$$m \leftarrow \left\lfloor \frac{h+t}{2} \right\rfloor$$

if ( $A[m] = x$ )

return  $m$

if ( $A[m] > x$ )

return binary-search ( $A, x, h, m-1$ )

if ( $A[m] < x$ )

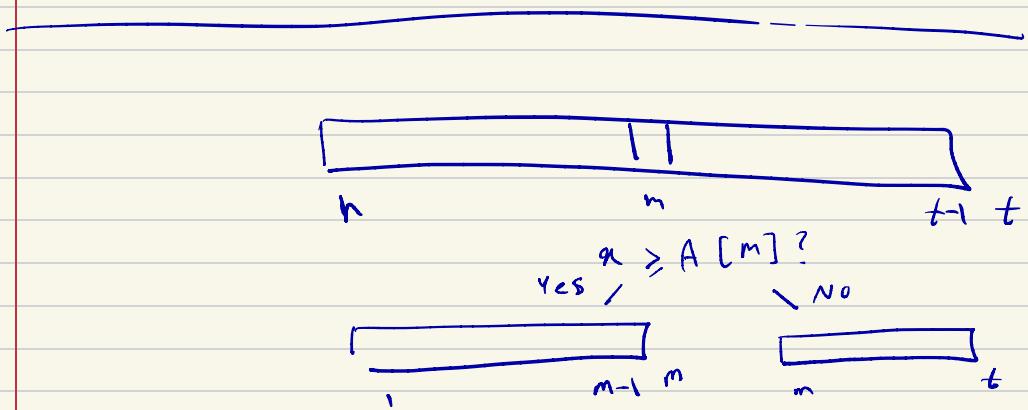
return binary-search ( $A, x, m+1, t$ )

Binary search on a sorted A  
returns the smallest  $i$  such that

$$A[i] \geq x$$

Binary search ( $A, x, l, r$ )

could return  $r$ .



$A[m]$  is called pivot

We say  $i$  is nice if the binary search on  $x = A[i]$  returns  $i$

Lemma 1 Suppose we have two nice indices  $i$  and  $j \in [n]$ . If  $i < j$  then  $A[i] < A[j]$

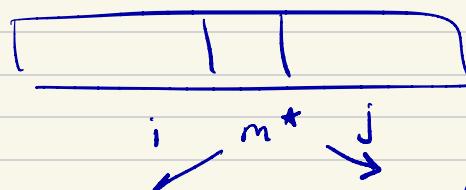
~~Proof~~  
pivots of  $i$

$$m_1^{(i)}, m_2^{(i)}, \dots, m_{k_i}^{(i)} = i$$

pivots of  $j$

$$m_1^{(j)}, m_2^{(j)}, \dots, m_{k_j}^{(j)} = j$$

$m^*$  = last mutual pivot



$$A[i] < A[m^*] < A[j]$$