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## Pseudo code

### 1. Recursive methods

- Partition function, referenced from text book

```
PARTITION( $A, p, r$ )
1   $x = A[r]$  // the pivot
2   $i = p - 1$  // highest index into the low side
3  for  $j = p$  to  $r - 1$  // process each element other than the pivot
4      if  $A[j] \leq x$  // does this element belong on the low side?
5           $i = i + 1$  // index of a new slot in the low side
6          exchange  $A[i]$  with  $A[j]$  // put this element there
7  exchange  $A[i + 1]$  with  $A[r]$  // pivot goes just to the right of the low side
8  return  $i + 1$  // new index of the pivot
```

- Randomized-partition function, referenced from text book

```
RANDOMIZED-PARTITION( $A, p, r$ )
1   $i = \text{RANDOM}(p, r)$ 
2  exchange  $A[r]$  with  $A[i]$ 
3  return PARTITION( $A, p, r$ )

RANDOMIZED-QUICKSORT( $A, p, r$ )
```

- Randomized-select function, referenced from text book

```
RANDOMIZED-SELECT( $A, p, r, i$ )
1  if  $p == r$ 
2      return  $A[p]$  //  $1 \leq i \leq r - p + 1$  when  $p == r$  means that  $i = 1$ 
3   $q = \text{RANDOMIZED-PARTITION}(A, p, r)$ 
4   $k = q - p + 1$ 
5  if  $i == k$ 
6      return  $A[q]$  // the pivot value is the answer
7  elseif  $i < k$ 
8      return RANDOMIZED-SELECT( $A, p, q - 1, i$ )
9  else return RANDOMIZED-SELECT( $A, q + 1, r, i - k$ )
```

- Partition-around, refer to Partition

#### Start of function

Partition\_around(A,p,r,m)

- |  |                                      |
|--|--------------------------------------|
| 1. Get index of m in Array A           | //Get the index of target in Array   |
| 2. Swap m with last element in Array A | //Swap A[index of m] with A[r]       |
| 3. return Partition(A,p,r)             | //return Partition as above function |

#### End of function

- Select function, referenced from textbook

SELECT(A, p, r, i)

```

1  while (r - p + 1) mod 5 ≠ 0
2      for j = p + 1 to r                // put the minimum into A[p]
3          if A[p] > A[j]
4              exchange A[p] with A[j]
5          // If we want the minimum of A[p : r], we're done.
6          if i == 1
7              return A[p]
8          // Otherwise, we want the (i - 1)st element of A[p + 1 : r].
9          p = p + 1
10         i = i - 1
11     g = (r - p + 1)/5                // number of 5-element groups
12     for j = p to p + g - 1          // sort each group
13         sort {A[j], A[j + g], A[j + 2g], A[j + 3g], A[j + 4g]} in place
14     // All group medians now lie in the middle fifth of A[p : r].
15     // Find the pivot x recursively as the median of the group medians.
16     x = SELECT(A, p + 2g, p + 3g - 1, ⌈g/2⌉)
17     q = PARTITION-AROUND(A, p, r, x) // partition around the pivot
18     // The rest is just like lines 3–9 of RANDOMIZED-SELECT.
19     k = q - p + 1
20     if i == k
21         return A[q]                // the pivot value is the answer
22     elseif i < k
23         return SELECT(A, p, q - 1, i)
24     else return SELECT(A, q + 1, r, i - k)

```

## 2. Iterative methos

- Partition, Randomized\_partition, Partition\_around functions are same in the recursive methods
- Iterative randomized select

### Start of function

```
Iterative randomized select(A,p,r,i)
1. ans=-1 //Initial answer to -1
2. while(Ans!=-1) //If not yet get answer keep the loop
    a. If p==r
        i. Ans = A[p] // Base case, get the kth element
    b. q = Randomized-partition(A,p,r) //Partition
    c. k=q-p+1
    d. if i==k //Check if A[pivot] is ith element
        i. ans=A[q]
    e. else if i<k
        i. r=q-1 //ith is in p to (q-1)
    f. else if i>k
        i. p=q+1 // ith is in (q+1) to r
        ii. i=i-k // ith is now (i-k)th in A[q+1] to A[r]
3. return ans //return answer(ith)
```

### End of function

- Iterative select

### Start function

```
Iterative select(A,p,r,l,G)
1. ans=-1 //Initial answer to -1
2. while(ans!=-1) //If not yet get answer
    keep
    a. while((r-p+1) mod G is not 0) // the loop
        i. for j = p+1 to r //Put minimum into A[p]
            1. if A[p]>A[j]
                a. exchange A[p] with A[j]
        ii. if i ==1 //If we want minimum,
            1. ans = A[p] // ans = A[p]
        iii. p = p+1 //Otherwise, we want the
        iv. i = i-1 //(i-1)th element of
        // A[p+1:r]
    b. g = (r-p+1)/G //number of G-element
    // groups
```

```

c. for j = p to p+g-1                                //Sort each groups
    i. if G == 3
        1. sort< A[j],A[j+g],A[j+2g]> in place
    ii. if G == 5
        1. sort < A[j],A[j+g],A[j+2g],A[j+3g],A[j+4g]> in place
    iii. same thing to G==7 and G==9, just extend to requirement

    //All group medians now lie in the middle  $G_{th}$  of A[p:r]
    //Find the pivot x as the median of the group medians
d. if g is not 0                                        //Still got groups
    i. medians = []                                    //Initial
    ii. for j = 0 to g - 1:
        1. start = p + j * G
        2. end = min(start + G, r)
        3. group = A[start:end]                        //Get each group
        4. sort(group)                                //Sort the group
        5. median = group[len(group)//2]               //Get median of group
        6. medians.append(median)                     //Collect all median of
                                                        // group
    iii. if g%2==0                                     //If g is even
        1. x = medians[(g//2)-1]                     //Pivot is left of middle of
                                                        // medians
    iv. else
        1. x = medians[g//2]                          //Pivot is middle of
                                                        // medians
e. q = partition_around(A,p,r,x)                      //Partition around the
                                                        // pivot(x)

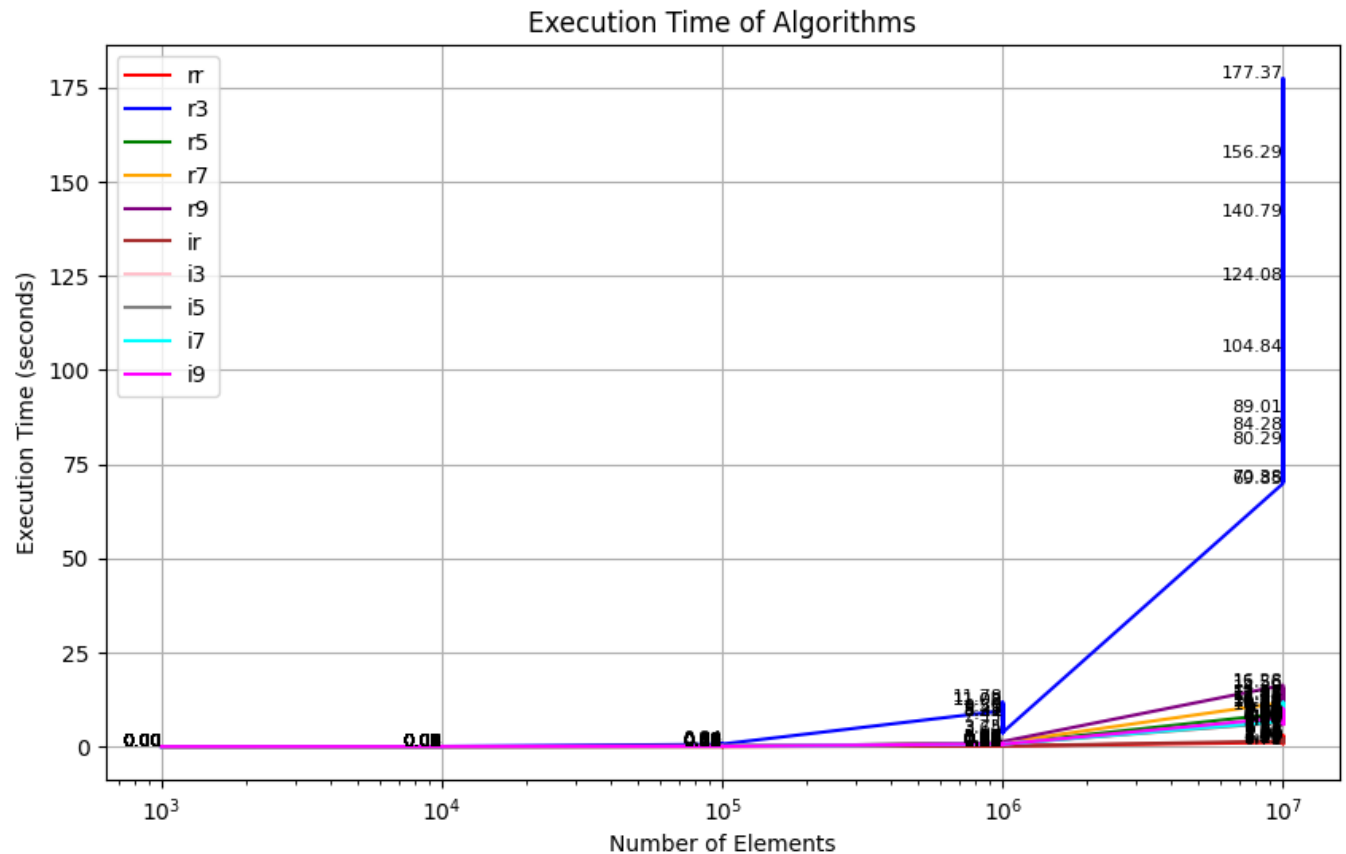
    // Same as lines 2.c to 2.f of Iterative randomized select
f. k=q-p+1
g. if i==k                                              //Check if A[pivot] is  $i_{th}$  element
    i. ans=A[q]
h. else if i<k
    i. r=q-1                                            //  $i_{th}$  is in p to (q-1)
i. else if i>k
    i. p=q+1                                            //  $i_{th}$  is in (q+1) to r
    ii. i=i-k                                           //  $i_{th}$  is now  $(i-k)_{th}$  in A[q+1] to A[r]
3. return ans

```

**End of function**

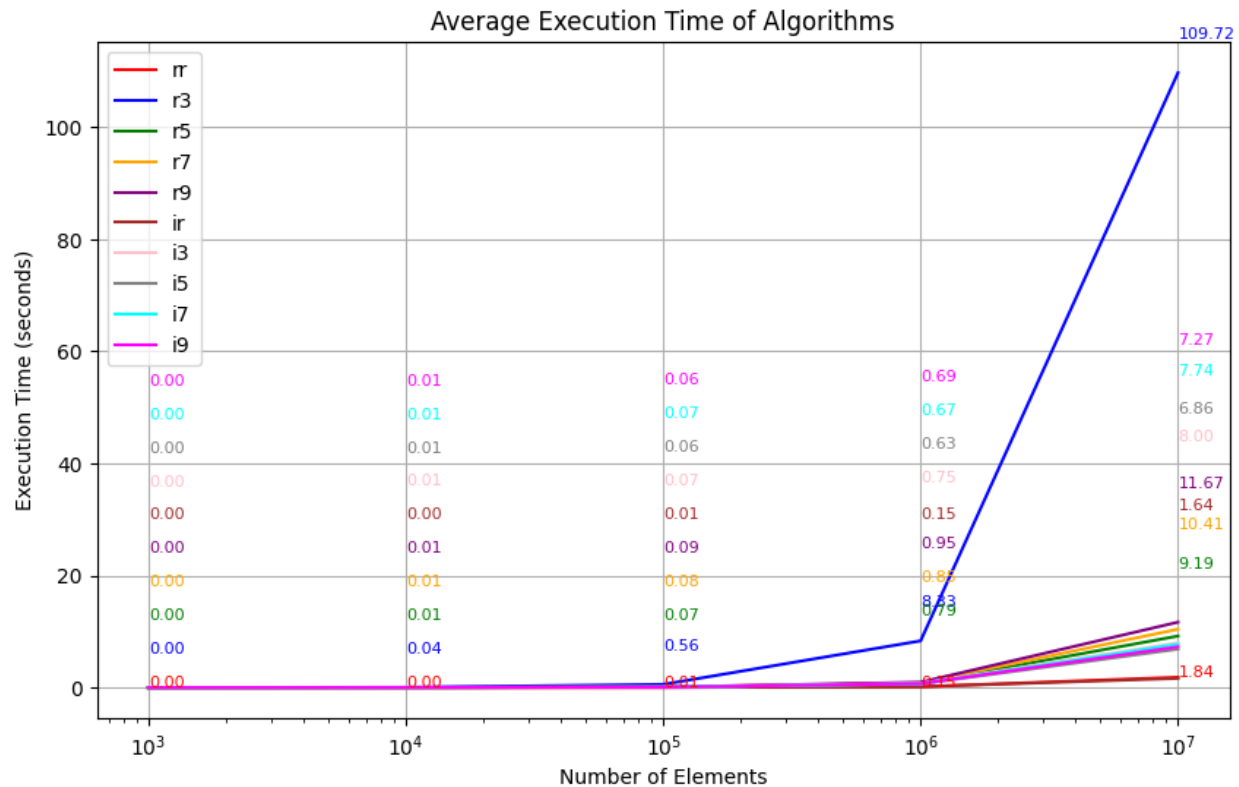
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# Execution time of all algorithms



- In my experiment, all **arrays** are generated **randomly** and each algorithms execute **50 rounds** with **different array**. But in **each round**, all **algorithms** will go through the **same array** and  **$K_{th}$  smallest**.
- **$N[i]$**  is the **number of elements** in round  $i_{th}$ :
  - o  $N[1:10]=10^3$ ,  $N[11:20]=10^4$ ,  $N[21:30]=10^5$ ,  $N[31:40]=10^6$ ,  $N[41:50]=10^7$ .
- Each round  $i_{th}$ ,  **$K$**  is generated **randomly** between **1 to  $N[i]$** .
- Each round  $i_{th}$ , **elements** in array are also generated **randomly**, and **range** of each element is from **1 to  $N[i]$** .
- Average time of all algorithms is showed below.

# Average execution time of all algorithms



- First character is stand for recursive of iterative, second character is stand for algorithm. For example: rr = recursive randomized, i5 = iterative 5 as a group.
- We can see from the graph after the number of elements exceeds  $10^5$ , then time consume of Recursive of 3 elements as a group will start to increase rapidly.
- Besides that, all other algorithms have similar time consumption, but recursive randomized and iterative randomized have the lowest time consumption.
- Also, iterative methos is faster than recursive methods relatively, especially 3 as a group.
- Lastly, in select algorithm, 5 as a group is slightly faster than others.

## Table of all algorithms average time consumption at $10^7$ elements

- from least to most

Algorithms	Average Time consumption (seconds)
Iterative Randomized Select	1.64
Recursive Randomized Select	1.84
Iterative Select 5 as a group	6.68
Iterative Select 9 as a group	7.27
Iterative Select 7 as a group	7.74
Iterative Select 3 as a group	8.0
Recursive Select 5 as a group	9.19
Recursive Select 7 as a group	10.41
Recursive Select 9 as a group	11.67
Recursive Select 3 as a group	109.72