# **CSE 421Introduction to Algorithms**

# **Lecture 10: Divide and ConquerMedian, Quicksort**



# **Today**

Divide and conquer examples

- Simple, randomized median algorithm
	- Expected  $O(\bm{n})$  time
- Surprising deterministic median algorithm
	- Worst case  $O(n)$  time
- Expected time analysis for randomized QuickSort
	- Expected  $O(\bm{n} \log \bm{n})$  time

### **Order problems: Find the**  $k^{\text{th}}$  **smallest**

Runtime measures

- # of machine instructions
- # of comparisons
- $1^{\text{st}}$  Smallest = Minimum
	- $O(\bm{n})$  time
	- $n-1$  comparisons
- 2<sup>nd</sup> Smallest
	- Still  $O(\bm{n})$  time and comparisons...

## **Median and Selection**

- **Median:**  $\mathbf{k}^{\text{th}}$  smallest for  $\mathbf{k} = \mathbf{n}/2$
- Easily computed in  $O(\bm{n} \log \bm{n})$  time with sorting.

**Q:** How can Median be solved in  $O(n)$  time?

**A:** Use divide and conquer ...

- But Median for a smaller set isn't a natural subproblem for Median.
- *Idea*: Generalize Median so natural subproblems are of the same type.

**Selection:**

 $G$ iven: A (multi-)set  $\boldsymbol{S}$  of  $\boldsymbol{n}$  numbers, and an integer  $\boldsymbol{k}$ .

**Find:** The  $k^{\text{th}}$  smallest number in  $S$ .

### **Linear Time Divide and Conquer for Selection**

General idea:

• Use a linear amount of work to reduce\* Selection for a set of size  $\boldsymbol{n}$ to Selection for a set that is a *constant factor smaller* than .

 $m(u^{\ell})$ 

Recurrence

•  $T(n) = T(n/b) + O(n)$  for some  $b > 1$ .

Apply the Master Theorem for  $a = 1$ ,  $k = 1$ , and  $b > 1$ 

• Since  $\boldsymbol{a}$  $\frac{k}{n} = 1 < b$  solution is  $\bm{o}(n).$ 

\*The value of  $\bm{k}$  will also change to some  $\bm{k}'$  for the recursive call.

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 $h=\begin{cases} \frac{1}{h^{1.5}}a^{h} \end{cases}$ 

# **General Recursive Selection**

 $\mathsf{Select}(\pmb{k}, \ \pmb{S})$ Choose element  $\bm{x}$  from  $\bm{S}$  "pivot"  $S_L \leftarrow \{ y \in S \mid y < x \}$ **Contract Contract Contract Contract**  $S_E \leftarrow \{ y \in S \mid y = x \}$  $S_G \leftarrow \{ y \in S \mid y > x \}$ if  $|\boldsymbol{S_L}$ **return Select(k, SL)**  $L \geq k$ else if  $|\mathcal{S}_L| + |\mathcal{S}_E| \geq k$ return  $\boldsymbol{\mathit{x}}$  $|E|\geq k$ else $\displaystyle \frac{\textsf{return Select}(k - |\mathcal{S}_L|)}{}$  $\lfloor L \rfloor - |S_E|, S_G$ 



 $O(\boldsymbol{n})$  time to partition

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# **Implementing: "Choose element ..."**

 $\mathsf{Select}(\pmb{k}, \ \pmb{S})$ Choose element  $\boldsymbol{x}$  from  $\boldsymbol{S}$  $S_L \leftarrow \{ y \in S \mid y < x \}$ **Contract Contract Contract Contract**  $S_E \leftarrow \{ y \in S \mid y = x \}$  $S_G \leftarrow \{ y \in S \mid y > x \}$ if  $|\boldsymbol{S_L}$  $|L| \geq k$ return **Select**( $\bm{k}$ ,  $\bm{S}_{\bm{L}}$ ) else if  $|\mathcal{S}_L| + |\mathcal{S}_E| \geq k$ return  $\boldsymbol{\mathit{x}}$  $|E|\geq k$ else $\mathsf{return} \ \mathsf{Select}(k - |{\cal S}_L)$ 

Want to choose an  $x$  so that  $\max(|S_L|, |S_G|)$  is as small as possible. That is, want  $\bm{x}$  near the middle. Two algorithms:

- QuickSelect
	- Choose  $x$  at random
	- Good average case performance
- BFPRT Algorithm

 $|L|-|S_E|, S_G|$ 

- Choose  $x$  by a complicated, but linear time method guaranteeing good split
- Good worst case performance

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# **QuickSelect: Random Choice of Pivot**

#### **QuickSelect:**

• Run Select always choosing the pivot element x *uniformly at random* from<br>cross the clarecrip of S among the elements of  $\boldsymbol{S}.$ 

**Theorem: QuickSelect** has expected runtime  $O(n).$ 

**Proof:** Let  $\bm{T}(\bm{n})$  be the expected runtime of  $\bm{\mathsf{QuickSelect}}$ on worst-case input sets  $\boldsymbol{S}$  of size  $\boldsymbol{n}$  and integer  $\boldsymbol{k}.$ 

(The only randomness in the expectation is in the random choices of the algorithm.)

# **QuickSelect: Random Choice of Pivot**

Consider a call to  $\mathsf{Select}(\bm{k}, \, \bm{S})$  and sorted order of elements in  $\bm{S}$ 



With probability  $\geq 1/2$  pivot  $x$  is good

- For any good pivot the recursive call has subproblem size  $\leq 3n/4$
- After 2 calls QuickSelect has expected problem size  $\leq 3n/4$

So  $\bm{T}(\bm{n}) = \bm{T}(\bm{n}/\bm{b}) + O(\bm{n})$  for  $\bm{b} = \frac{\bm{4}}{2} > 1 \implies$  Expected  $O(\bm{n})$  time

# **Blum-Floyd-Pratt-Rivest-Tarjan Algorithm**

**QuickSelect** requires randomness to find a good pivot and is only good on the average.

The **BFPRT Algorithm** *always* finds a good pivot that will guarantee to leave a sub-problem of size  $\leq 3n/4$ . Here is how it works...  $\vert A \rangle$ 

- $\bullet$  Split  $S$  into  $n/5$  sets of size 5.
- •• Sort each set of size  $\frac{5}{2}$  and choose the median of that set as its representative.
- Compute the median of those  $n/5$  representatives. *Another recursion!*
- Let the pivot  $x$  be that median.

Why does it work…?

#### **BFPRT, Step 1: Construct sets of size 5, sort each set**

Input:

13, 15, 32, 14, 95, 5, 16, 45, 86, 65, 62, 41, 81, 52, 32, 32, 12, 73, 25, 81, 47, 8, 69, 9, 7, 81, 18, 25, 42, 91, 64, 98, 96, 91, 6, 51, 21, 12, 36, 11, 11, 9, 5, 17, 77



 $O(n$ 

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11

Column medians:



 $T(n/5)$ 

#### Imagining rearranging columns by column median



Column medians:



 $T(n/5)$ 

#### Imagining rearranging columns by column medians



Column medians:



 $T(n/5)$ 

#### Choose  $\boldsymbol{x}$  to be that median of medians



Column medians:



 $T(n/5)$ 

#### Choose  $\boldsymbol{x}$  to be that median of medians



 $3n$ 

&

 $\leq$ 

# **BPFRT Recurrence**

Choose partitioning element  $\bm{x}$ 

•  $T(n/5) + O(n)$ 

Partitioning based on  $x$ 

•  $O(n)$ 

Cost of recursive subproblem

•  $T(3n/4)$ 

Recurrence

$$
T(n) = T(3n/4) + T(n/5) + O(n)
$$

Why is the solution  $O(\boldsymbol{n})$ ?

**Solution to**  $T(n) =$  $= T(3n/4) + T(n/5) + cn$  is  $O(n)$ 

Key property of recurrence:

- $3/4 + 1/5 < 1$
- Sum is  $19/20$

Cost at top level is  $cn$ ; so at other levels, linear in the sum of problem sizes

- Sum of problem sizes decreases by  $19/20$  factor per level of recursion
- Total cost is geometric series with ratio  $<~1$  and largest term  $\boldsymbol{c}\boldsymbol{n}$
- Solution is  $\bm{\mathit{O}}(\bm{n}).$

 $C_{1} + \frac{19c_1}{20} + \frac{19}{20}$  cm  $ct$ 

# **QuickSort**



# **QuickSort**

Pivot selection

- Choose the median
	- $T(n) = 2 T(n/2) + O(n)$  (*n* log *n*)

• Choose arbitrary element

- Worst case  $O(n^2)$ 
	- Element might be smallest, so one subproblem has size  $\bm{n-1}$
- Average case  $O(\bm{n} \log \bm{n})$  similar to QuickSelect analysis
- Choose random pivot
	- Expected time  $O(n\log n)$

We'll give an analysis for this bound ...

19

### **Expected Runtime for QuickSort: "Global analysis"**

Runtime is proportional to # of comparisons

• Count comparisons for simplicity

Master theorem kind of analysis won't work ...

Instead, use a clever global analysis:

- Number elements  $\boldsymbol{a_1}$ ,  $\boldsymbol{a_2}$ , ... ,  $\boldsymbol{a_n}$ based on **final** sorted order
- Let  $\boldsymbol{p_{ij}}$  = Probability that QuickSort compares  $\boldsymbol{a_i}$  and  $\boldsymbol{a_j}$

Expected number of comparisons:

 $\sum_{i=1}^{n-1}\sum_{j=i+1}^{n}p_{ij}$  $j\hspace{-0.04cm}=$   $i\hspace{-0.04cm}+\hspace{-0.04cm}1$  $\boldsymbol{n{-}1}$  $i$ =1

 $\zeta$ 

### **Expected Runtime for QuickSort: "Global analysis"**

**Lemma:** For  $\bm{i} < \bm{j}$  we have  $\bm{p}_{\bm{ij}}$ ≤2  $j-i+1$ 

**Proof:**: If  $a_i$  and  $a_j$  are compared then it must be during the call when they end up in different subproblems

- Before that, they aren't compared to each other
- After they aren't compared to each other

During this call they are only compared if one of them is the pivot

All elements between  $\boldsymbol{a}_{i}$  and  $\boldsymbol{a}_{j}$  are also in the call:

- $\bullet \Rightarrow$  set has size at least  $\bm{j}-\bm{i}+\bm{1}$  in this call
- Probability one of the  ${\bf 2}$  is chosen as pivot is  $\leq 2/(j-i+1)$ .

### **Expected Runtime for QuickSort: "Global analysis"**



# **QuickSort in Practice** (**Nonrandom**)

Separating out set  $\boldsymbol{S_{E}}$  of elements equal to the pivot is important

- Use 4-finger algorithm instead of 2-finger algorithm for partitioning
	- Collect equal elements at each end and swap to middle at end of partitioning (saves a lot on size of recursive set sizes)
- If  $\bm{n}$  is very small use InsertionSort instead (also good if set is nearly sorted)
- Small  $\bm{n}$ 
	- choose middle element of subarray as pivqt
- Medium  $\bm{n}$
- 
- choose median of 3 elements as pivot
- Large  $\boldsymbol{n}$ 
	- consider 9 elements in 3 groups of 3; choose median of medians as pivot