

## CS 361, Lecture 10

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- Based on divide and conquer strategy
- Worst case is  $\Theta(n^2)$
- Expected running time is  $\Theta(n \log n)$
- An In-place sorting algorithm
- Almost always the fastest sorting algorithm

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## Outline

## Quicksort

- Quicksort

- **Divide:** Pick some element  $A[q]$  of the array  $A$  and partition  $A$  into two arrays  $A_1$  and  $A_2$  such that every element in  $A_1$  is  $\leq A[q]$ , and every element in  $A_2$  is  $> A[q]$
- **Conquer:** Recursively sort  $A_1$  and  $A_2$
- **Combine:**  $A_1$  concatenated with  $A[q]$  concatenated with  $A_2$  is now the sorted version of  $A$

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## The Algorithm

```
//PRE: A is the array to be sorted, p>=1;
//      r is <= the size of A
//POST: A[p..r] is in sorted order
Quicksort (A,p,r){
  if (p<r){
    q = Partition (A,p,r);
    Quicksort (A,p,q-1);
    Quicksort (A,q+1,r);
  }
}
```

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## Partition

```
//PRE: A[p..r] is the array to be partitioned, p>=1 and r <= size
//      of A, A[r] is the pivot element
//POST: Let A' be the array A after the function is run. Then
//      A'[p..r] contains the same elements as A[p..r]. Further,
//      all elements in A'[p..res-1] are <= A[r], A'[res] = A[r],
//      and all elements in A'[res+1..r] are > A[r]
Partition (A,p,r){
  x = A[r];
  i = p-1;
  for (j=p;j<=r-1;j++){
    if (A[j]<=x){
      i++;
      exchange A[i] and A[j];
    }
  }
  exchange A[i+1] and A[r];
  return i+1;
}
```

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## Correctness

Basic idea: The array is partitioned into four regions,  $x$  is the pivot

- Region 1: Region that is less than or equal to  $x$  (between  $p$  and  $i$ )
- Region 2: Region that is greater than  $x$  (between  $i + 1$  and  $j - 1$ )
- Region 3: Unprocessed region (between  $j$  and  $r - 1$ )
- Region 4: Region that contains  $x$  only ( $r$ )

Region 1 and 2 are growing and Region 3 is shrinking

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## Loop Invariant

At the beginning of each iteration of the for loop, for any index  $k$ :

1. If  $p \leq k \leq i$  then  $A[k] \leq x$
2. If  $i + 1 \leq k \leq j - 1$  then  $A[k] > x$
3. If  $k = r$  then  $A[k] = x$

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## Example

- Consider the array (2 6 4 1 5 3)

## Scratch Space

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## In Class Exercise

- Show Initialization for this loop invariant
- Show Termination for this loop invariant
- Show Maintenance for this loop invariant:
  - Show Maintenance when  $A[j] > x$
  - Show Maintenance when  $A[j] \leq x$

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## Scratch Space

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## Analysis

- The function Partition takes  $O(n)$  time. Why?
- Q: What is the runtime of Quicksort?
- A: It depends on the size of the two lists in the recursive calls

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## Best Case

- In the best case, the partition always splits the original list into two lists of half the size
- Then we have the recurrence  $T(n) = 2T(n/2) + \Theta(n)$
- This is the same recurrence as for mergesort and its solution is  $T(n) = O(n \log n)$

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## Worst Case

- In the worst case, the partition always splits the original list into a singleton element and the remaining list
- Then we have the recurrence  $T(n) = T(n-1) + T(1) + \Theta(n)$ , which is the same as  $T(n) = T(n-1) + \Theta(n)$
- The solution to this recurrence is  $T(n) = O(n^2)$ . Why?

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## Average Case Intuition

- Even if the recurrence tree is somewhat unbalanced, Quicksort does well
- Imagine we always have a 9-to-1 split
- Then we get the recurrence  $T(n) \leq T(9n/10) + T(n/10) + cn$
- Solving this recurrence (with annihilators or recursion tree) gives  $T(n) = \Theta(n \log n)$

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## Wrap Up

- *Take away: Both the worst case, best case, and average case analysis of algorithms can be important.*
- You will have a hw problem on the “average case intuition” for deterministic quicksort
- (Note: A solution to the in-class exercise is on page 147 of the text)

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## Randomized Quick-Sort

- We'd like to ensure that we get reasonably good splits reasonably quickly
- Q: How do we ensure that we “usually” get good splits? How can we ensure this even for worst case inputs?
- A: We use randomization.

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## R-Partition

```
//PRE: A[p..r] is the array to be partitioned, p>=1 and r <= size
//      of A
//POST: Let A' be the array A after the function is run. Then
//      A'[p..r] contains the same elements as A[p..r]. Further,
//      all elements in A'[p..res-1] are <= A[i], A'[res] = A[i],
//      and all elements in A'[res+1..r] are > A[i], where i is
//      a random number between $p$ and $r$.
R-Partition (A,p,r){
    i = Random(p,r);
    exchange A[r] and A[i];
    return Partition(A,p,r);
}
```

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## Randomized Quicksort

```
//PRE: A is the array to be sorted, p>=1, and r is <= the size of A
//POST: A[p..r] is in sorted order
R-Quicksort (A,p,r){
    if (p<r){
        q = R-Partition (A,p,r);
        R-Quicksort (A,p,q-1);
        R-Quicksort (A,q+1,r);
    }
}
```

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- R-Quicksort is a *randomized* algorithm
- The run time is a *random variable*
- We'd like to analyze the *expected* run time of R-Quicksort
- To do this, we first need to learn some basic probability theory.

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- Two events  $A$  and  $B$  are *mutually exclusive* if  $A \cap B$  is the empty set (Example:  $A$  is the event that the outcome of a die is 1 and  $B$  is the event that the outcome of a die is 2)
- Two random variables  $X$  and  $Y$  are *independent* if for all  $x$  and  $y$ ,  $P(X = x \text{ and } Y = y) = P(X = x)P(Y = y)$  (Example: let  $X$  be the outcome of the first role of a die, and  $Y$  be the outcome of the second role of the die. Then  $X$  and  $Y$  are independent.)

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(from Appendix C.3)

- A *random variable* is a variable that takes on one of several values, each with some probability. (Example: if  $X$  is the outcome of the role of a die,  $X$  is a random variable)
- The *expected value* of a random variable,  $X$  is defined as:

$$E(X) = \sum_x x * P(X = x)$$

(Example if  $X$  is the outcome of the role of a three sided die,

$$\begin{aligned} E(X) &= 1 * (1/3) + 2 * (1/3) + 3 * (1/3) \\ &= 2 \end{aligned}$$

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- An *Indicator Random Variable* associated with event  $A$  is defined as:
  - $I(A) = 1$  if  $A$  occurs
  - $I(A) = 0$  if  $A$  does not occur
- Example: Let  $A$  be the event that the role of a die comes up 2. Then  $I(A)$  is 1 if the die comes up 2 and 0 otherwise.

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## Linearity of Expectation

- Let  $X$  and  $Y$  be two random variables
- Then  $E(X + Y) = E(X) + E(Y)$
- (Holds even if  $X$  and  $Y$  are not independent.)
  
- More generally, let  $X_1, X_2, \dots, X_n$  be  $n$  random variables
- Then

$$E\left(\sum_{i=1}^n X_i\right) = \sum_{i=1}^n E(X_i)$$

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## Example

- For  $1 \leq i \leq n$ , let  $X_i$  be the outcome of the  $i$ -th role of three-sided die
- Then

$$E\left(\sum_{i=1}^n X_i\right) = \sum_{i=1}^n E(X_i) = 2n$$

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## Example

- Indicator Random Variables and Linearity of Expectation used together are a very powerful tool
- The “Birthday Paradox” illustrates this point
- To analyze the run time of quicksort, we will also use indicator r.v.’s and linearity of expectation (analysis will be similar to “birthday paradox” problem)

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## “Birthday Paradox”

- Assume there are  $k$  people in a room, and  $n$  days in a year
- Assume that each of these  $k$  people is born on a day chosen uniformly at random from the  $n$  days
- Q: What is the expected number of pairs of individuals that have the same birthday?
- We can use indicator random variables and linearity of expectation to compute this

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## Analysis

- For all  $1 \leq i < j \leq k$ , let  $X_{i,j}$  be an indicator random variable defined such that:
  - $X_{i,j} = 1$  if person  $i$  and person  $j$  have the same birthday
  - $X_{i,j} = 0$  otherwise
- Note that for all  $i, j$ ,

$$\begin{aligned} E(X_{i,j}) &= P(\text{person } i \text{ and } j \text{ have same birthday}) \\ &= 1/n \end{aligned}$$

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## Analysis

- Let  $X$  be a random variable giving the number of pairs of people with the same birthday
- We want  $E(X)$
- Then  $X = \sum_{(i,j)} X_{i,j}$
- So  $E(X) = E(\sum_{(i,j)} X_{i,j})$

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## Analysis

$$\begin{aligned} E(X) &= E\left(\sum_{(i,j)} X_{i,j}\right) \\ &= \sum_{(i,j)} E(X_{i,j}) \\ &= \sum_{(i,j)} 1/n \\ &= \binom{n}{2} 1/n \\ &= \frac{k(k-1)}{2n} \end{aligned}$$

The second step follows by Linearity of Expectation

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## Reality Check

- Thus, if  $k(k-1) \geq 2n$ , expected number of pairs of people with same birthday is at least 1
- Thus if have at least  $\sqrt{2n} + 1$  people in the room, can expect to have at least two with same birthday
- For  $n = 365$ , if  $k = 28$ , expected number of pairs with same birthday is 1.04

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## In-Class Exercise

- Assume there are  $k$  people in a room, and  $n$  days in a year
- Assume that each of these  $k$  people is born on a day chosen uniformly at random from the  $n$  days
- Let  $X$  be the number of groups of *three* people who all have the same birthday. What is  $E(X)$ ?
- Let  $X_{i,j,k}$  be an indicator r.v. which is 1 if people  $i,j$ , and  $k$  have the same birthday and 0 otherwise

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## In-Class Exercise

- Q1: Write the expected value of  $X$  as a function of the  $X_{i,j,k}$  (use linearity of expectation)
- Q2: What is  $E(X_{i,j,k})$ ?
- Q3: What is the total number of groups of three people out of  $k$ ?
- Q4: What is  $E(X)$ ?

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## Todo

- Finish Chapter 7

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