

REMARKS.

LOOPS 2-5 MAINTAIN THE FOLLOWING INVARIANTS

- (i)  $i < j < r$
- (ii)  $A[p..i] \leq A[r]$
- (iii)  $A[r] \leq A[(i+1)..(j-1)]$
- (iv) THE ELEMENTS IN  $A[(i+1)..(j-1)]$  HAVE NOT BEEN PROCESSED AND MAY BE  $\geq A[r]$  OR  $\leq A[r]$ .

EXERCISE

- VERIFY THESE CLAIMS ON EXAMPLES
- PROVE THEM.

IT FOLLOWS THAT WHERE PARTITION RETURNS:

$$A[p..(q-1)] \leq A[q] \leq A[(q+1)..n]$$

THE RUN TIME OF PARTITION (IN BEST, WORST, AND AVERAGE CASES) IS  $\Theta(m)$  WHERE  $m = r - p + 1$ , SINCE LOOP 2-5 STEPS THROUGH THE ENTIRE SUBARRAY  $A[p..(r-1)]$ , THEN THE PIVOT IS SET IN PLACE.

EXERCISE.

PROVE THE CORRECTNESS OF QUICKSORT BY INDUCTION ON THE LENGTH OF THE SUB-ARRAY  $A[p..r]$  :  $m = r - p + 1$ .

THE RUN TIME OF QUICKSORT DEPENDS HEAVILY ON THE VALUE  $q$  RETURNED BY PARTITION. IF THE SUBARRAYS  $A[p..(q-1)]$  AND  $A[(q+1)..r]$  ARE NOT BALANCED (i.e. OF ROUGHLY EQUAL SIZE) THEN PERFORMANCE IS INFINITE IN THIS CASE ONE RECURSIVE CALL TO QUICKSORT IS ON A SUBARRAY WHICH IS INFINITELY LONG.

THE WORST CASE OCCURS WHEN THE ARRAY IS ALREADY SORTED. THEN PARTITION RETURNS

$$\underbrace{A[p \dots (r-1)] \leq A[r]}_{\text{SORTED}} \leq \dots \text{EMPTY} \dots$$

↑  
q

LET  $T(n)$  DENOTE THE WORST CASE RUN TIME OF QUICKSORT (i.e. WITH  $A[1..n]$  ALREADY SORTED.)

$T(n)$  = worst case # of comparisons  
By Quicksort on  $A[1 \dots n]$ .

$$T(n) = \begin{cases} 0 & n = 0, 1 \\ T(n-1) + (n-1) & n \geq 2 \end{cases}$$

$$\begin{aligned} T(n) &= (n-1) + T(n-1) \\ &= (n-1) + (n-2) + T(n-2) \\ &\quad \vdots \\ &= \sum_{i=1}^k (n-i) + T(n-k) \end{aligned}$$

choose  $k$  s.t.  $n-k=1 \quad \therefore k=n-1$

$$\begin{aligned} T(n) &= \sum_{i=1}^{n-1} (n-i) + T(1) \\ &= n(n-1) - \frac{n(n-1)}{2} + 0 \\ &= \frac{1}{2}n(n-1) = \frac{1}{2}n^2 - \frac{1}{2}n = \Theta(n^2). \end{aligned}$$

Then  $T(n)$  satisfies

$$T(n) = \begin{cases} \Theta(1) & n=0, 1 \\ T(n-1) + \Theta(n) & n \geq 2 \end{cases}$$

Simplify this to  $T(n) = T(n-1) + cn$  for definiteness. By the iteration method

$$\begin{aligned} T(n) &= cn + T(n-1) \\ &= cn + c(n-1) + T(n-2) \\ &= cn + c(n-1) + c(n-2) + T(n-3) \\ &= c \sum_{i=0}^{k-1} (n-i) + T(n-k) \\ &= cnk - \frac{1}{2}ck(k-1) + T(n-k). \end{aligned}$$

choose  $k$  such that  $n-k=1$ , i.e.  $k=n-1$ .  
Then

$$\begin{aligned} T(n) &= cn(n-1) - \frac{1}{2}c(n-1)(n-2) + \text{const.} \\ &= \Theta(n^2). \end{aligned}$$

So what's so quick about Quicksort?

THE ADVANTAGE OF QUICKSORT IS IN ITS AVERAGE CASE.

WE ASSUME THAT ALL  $n!$  PERMUTATIONS OF THE INPUT ARRAY  $A[1 \dots n]$  ARE EQUALLY LIKELY, I.E. THAT ANY GIVEN PERMUTATION OCCURS WITH PROBABILITY  $\frac{1}{n!}$ .

WE CHOOSE AS BASIC OPERATION (I.E. BENCHMARK) THE COMPARISON OF NUMERICAL VALUES ON LINE 3 OF PARTITION. LET  $t(n)$  DENOTE THE AVERAGE NUMBER OF COMPARISONS PERFORMED BY QUICKSORT ON AN INPUT ARRAY  $A[1 \dots n]$  OF LENGTH  $n$ , I.E.

$$t(n) = \frac{\sum_{\text{ALL PERMUTATIONS}} (\# \text{ OF COMPARISONS PERFORMED ON GIVEN PERMUTATION})}{n!}$$

WE WISH TO DETERMINE A RECURSIVE FOR  $t(n)$ . OUR ASSUMPTION IMPLIES THAT THE PIVOT  $A[q]$  IS EQUALLY LIKELY TO BE PLACED IN ANY OF THE  $n$  LOCATIONS IN  $A[1 \dots n]$ .

THUS THE RETURN VALUE  $q$  OF PARTITION HAS PROBABILITY  $\frac{1}{n}$  OF BEING ANY ONE OF THE  $n$  VALUES:  $q = 1, 2, \dots, n$ .

OBSERVE THAT PARTITION ITSELF DOES  $(n-1)$  COMPARISONS ON  $A[1 \dots n]$ . ALSO

$$\text{length}[A[1 \dots (q-1)]] = q-1$$

AND

$$\text{length}[A[(q+1) \dots n]] = n-q.$$

THUS

$$t(n) = \frac{\sum_{q=1}^n ((n-1) + t(q-1) + t(n-q))}{n}$$

SO

$$t(n) = (n-1) + \frac{1}{n} \sum_{q=1}^n (t(q-1) + t(n-q))$$

THE INITIAL VALUES  $t(0) = 0$ ,  $t(1) = 0$ ,  $t(2) = 1$  CAN BE SEEN BY INSPECTION. THUS

$$t(n) = (n-1) + \frac{1}{n} \left( \sum_{q=1}^{n-1} t(q) + \sum_{q=1}^{n-1} t(n-q) \right),$$

WHENCE

$$t(n) = (n-1) + \frac{2}{n} \sum_{q=1}^{n-1} t(q)$$

TO SOLVE THIS RECURRENCE WE RESORT TO SOME TRICKS. LET

$$x_n = \sum_{q=1}^{n-1} t(q), \quad x_1 = 0.$$

THEN

$$x_{n+1} - x_n = \sum_{q=1}^n t(q) - \sum_{q=1}^{n-1} t(q) = t(n),$$

AND SO

$$x_{n+1} - x_n = (n-1) + \frac{2}{n} \cdot x_n$$

$$\therefore x_{n+1} - \left(\frac{n+2}{n}\right)x_n = n-1$$

Multiply By THE MAGIC NUMBER  $\frac{1}{(n+1)(n+2)}$

$$\therefore \frac{x_{n+1}}{(n+1)(n+2)} - \frac{x_n}{n(n+1)} = \frac{n-1}{(n+1)(n+2)} = \frac{3}{n+2} - \frac{2}{n+1}$$

Replace  $n$  By  $r$ :

$$\frac{x_{r+1}}{(r+1)(r+2)} - \frac{x_r}{r(r+1)} = \frac{3}{r+2} - \frac{2}{r+1}$$

Sum For  $r=1$  TO  $n-1$  :

$$\sum_{r=1}^{n-1} \left( \frac{x_{r+1}}{(r+1)(r+2)} - \frac{x_r}{r(r+1)} \right) = \sum_{r=1}^{n-1} \left( \frac{1}{r+2} + \frac{2}{r+2} - \frac{2}{r+1} \right)$$

$$\sum_{r=2}^n \frac{x_r}{r(r+1)} - \sum_{r=1}^{n-1} \frac{x_r}{r(r+1)} = \sum_{r=3}^{n+1} \frac{1}{r} + \sum_{r=3}^{n+1} \frac{2}{r} - \sum_{r=2}^n \frac{2}{r}$$

$$\frac{x_n}{n(n+1)} - \frac{x_1}{2} = \sum_{r=3}^{n+1} \frac{1}{r} + \frac{2}{n+1} - 1$$

$$= \sum_{r=1}^n \frac{1}{r} + \frac{1}{n+1} - 1 - \frac{1}{2} + \frac{2}{n+1} - 1$$

$$= \sum_{r=1}^n \frac{1}{r} + \frac{3}{n+1} - \frac{5}{2}$$

RECALL  $x_1 = 0$ . DEFINE  $H_n = \sum_{r=1}^n \frac{1}{r}$  (called the  $n^{\text{th}}$  harmonic number.) THEN

$$\frac{x_n}{n(n+1)} = \frac{3}{n+1} - \frac{5}{2} + H_n$$

$$\therefore x_n = 3n - \frac{5}{2}n(n+1) + n(n+1)H_n$$

$$\therefore t(n) = (n-1) + \frac{2}{n} x_n$$

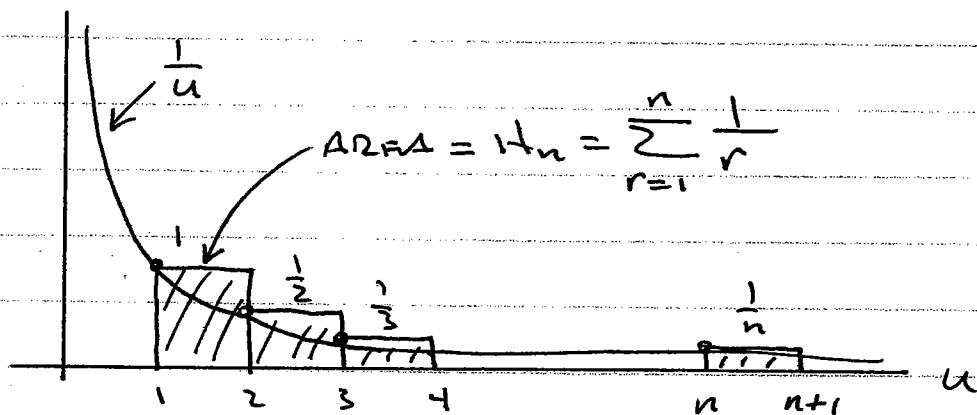


$$= n-1 + 6 - 5(n+1) + 2(n+1) \cdot H_n$$

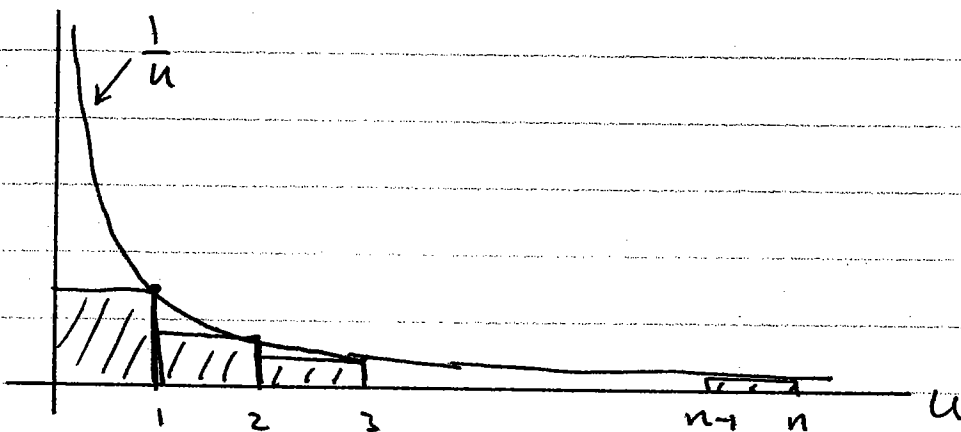
AND SO

$$t(n) = -4n + 2(n+1) \cdot H_n$$

WE MUST ESTIMATE THE SIZE OF  $H_n$   
TO DETERMINE THE ASYMPTOTIC ORDER  
OF  $t(n)$



$$\int_1^{n+1} \frac{1}{u} du \leq H_n \leq 1 + \int_1^n \frac{1}{u} du$$



Thus

$$\Omega(\ln(n)) = \ln(n+1) \leq H_n \leq 1 + \ln(n) = O(\ln(n))$$

$$\therefore H_n = \Theta(\ln(n)) = \Theta(\lg(n)).$$

Thus

$$T(n) = \Theta(n \lg(n)),$$

which is BETTER than the worst case  $\Theta(n^2)$  run time.

OUR ASSUMPTION THAT ALL PERMUTATIONS OF  $A[1 \dots n]$  ARE EQUALLY LIKELY MAY NOT BE WELL FOUNDED IN PRACTICE. WE MAY WISH TO SORT A PRE-SORTED ARRAY, OR ONE THAT IS NEARLY SORTED MORE OFTEN THAN NOT.

THERE ARE SEVERAL WAYS TO RANDOMIZE QUICKSORT TO COMPENSATE FOR THIS.

ONE WAY IS TO SIMPLY APPLY A RANDOMLY CHOSEN PERMUTATION TO  $A[1 \dots n]$  BEFORE CALLING QUICKSORT.

A SIMPLER WAY IS TO CHOOSE A RANDOM ELEMENT IN  $A[p \dots r]$  AS PIVOT, SWAP THAT WITH  $A[r]$ , THEN PARTITION AS USUAL.

### Rand Partition(A, p, r)

- 1.)  $i \leftarrow \text{Rand}(p, r)$
- 2.)  $A[i] \leftrightarrow A[r]$
- 3.) return Partition(A, p, r)

### Rand Quicksort(A, p, r)

- 1.) if  $p < r$
- 2.)  $q \leftarrow \text{Rand Partition}(A, p, r)$
- 3.) RandQuicksort(A, p, q-1)
- 4.) RandQuicksort(A, q+1, r)

This is CONSIDERED BY SOME TO BE THE ALGORITHM OF CHOICE FOR SORTING LARGE INPUT.

Ex

$\text{MaxMin}(A, p, r)$  Finds THE MAXIMUM AND MINIMUM ELEMENTS IN THE SUBARRAY  $A[p..r]$ .

$\min(m_1, m_2)$

- 1.) if  $m_1 < m_2$
- 2.) return  $m_1$ ,
- 3.) return  $m_2$

$\max(m_1, m_2)$  is similar. EACH DOES ONE COMPARISON.

$\text{MaxMin}(A, p, r)$  (Pre:  $p \leq r$ )

- 1.) if  $p = r$
- 2.) return  $(A[p], A[p])$
- 3.)  $q \leftarrow \lfloor \frac{p+r}{2} \rfloor$
- 4.)  $(m_1, M_1) \leftarrow \text{MaxMin}(A, q+1, r)$
- 5.)  $(m_2, M_2) \leftarrow \text{MaxMin}(A, p, q)$
- 6.) return  $(\min(m_1, m_2), \max(M_1, M_2))$

LET  $T(n)$  DENOTE THE NUMBER OF COMPARISONS PERFORMED BY  $\text{MaxMin}(A, p, r)$  ON ARRAYS OF LENGTH  $n$ .

THEN

$$T(n) = \begin{cases} 0 & n=1 \\ T(\lfloor \frac{n}{2} \rfloor) + T(\lceil \frac{n}{2} \rceil) + 2 & n \geq 2 \end{cases}$$

EXERCISE:

SHOW THAT THE EXACT SOLUTION IS  $T(n) = 2n - 2$ .

THIS IS NO BETTER THAN THE OBVIOUS ITERATIVE ALGORITHM.

EXERCISE:

DESIGN A DIVIDE AND CONQUER ALGORITHM WHICH FINDS MAXIMUM AND MINIMUM IN EXACTLY  $\lceil \frac{2n}{3} \rceil - 2$  COMPARISONS. (HINT: SECTION 9.1 DESCRIBED AN ITERATIVE ALGORITHM TO DO THIS.)

## EX. THE SELECTION PROBLEM

THE  $i^{\text{TH}}$  ORDER STATISTIC OF AN ARRAY  $A[1 \dots n]$  CONSISTING OF  $n$  DISTINCT ELEMENTS IS THE  $i^{\text{TH}}$  SMALLEST ELEMENT. EQUIVALENTLY THE  $i^{\text{TH}}$  ORDER STATISTIC IS THE UNIQUE ELEMENT IN  $A$  WHICH IS GREATER THAN EXACTLY  $i-1$  OTHER ELEMENTS (WHERE  $1 \leq i \leq n$ ).

e.g.  $i=1$  GIVES THE MINIMUM  
 $i=n$  GIVES THE MAXIMUM

THE  $i^{\text{TH}}$  ORDER STATISTIC IS GREATER THAN OR EQUAL TO EXACTLY  $i$  ELEMENTS OF  $A$ .

PROBLEM: GIVEN  $A[1 \dots n]$ , WHERE ALL ELEMENTS ARE DISTINCT, DETERMINE THE  $i^{\text{TH}}$  ORDER STATISTIC.

ONE APPROACH WOULD BE TO SORT  $A[1 \dots n]$  THEN JUST RETURN  $A[i]$ . IN GENERAL THIS TAKES TIME  $\Omega(n \lg n)$ .

RandomSelect is a randomized algorithm which finds the  $i^{\text{TH}}$  order statistic in linear time, ON AVERAGE.

RECALL THAT  $\text{RandPartition}(A, p, r)$  SPLITTS THE SUBARRAY  $A[p..r]$  INTO TWO SUBARRAYS SATISFYING

$$A[p..(q-1)] \leq A[q] \leq A[(q+1)..r]$$

$\text{RandSelect}(A, p, r, i)$  (Pre:  $1 \leq i \leq r-p+1$ )

- 1.) if  $p = r$
- 2.) return  $A[p]$
- 3.)  $q \leftarrow \text{RandPartition}(A, p, r)$
- 4.)  $k \leftarrow q - p + 1$  //  $k$  is length of  $A[p..q]$
- 5.) if  $k = i$
- 6.) return  $A[q]$
- 7.) else if  $i < k$
- 8.) return  $\text{RandSelect}(A, p, q-1, i)$
- 9.) else
- 10.) return  $\text{RandSelect}(A, q+1, r, i-k)$

$\text{RandSelect}$  is similar in some respects to both  $\text{Quicksort}$  and  $\text{BinarySearch}$ . Like  $\text{Quicksort}$  it randomly splits the subarray  $A[p..r]$  in order to exploit a good average case run-time. Like  $\text{BinarySearch}$  it recurses on only one subarray. Unlike  $\text{BinarySearch}$  we seek not an index, but an array element.