

# Lecture: Analysis of Algorithms (CS583 - 004)

Amarda Shehu

Spring 2019

- 1 Probabilistic Analysis
  - Average Case Analysis of Insertion Sort

# Analyzing Average Case Time Complexity

## Definition

Let  $T(n)$  denote the average case time complexity used by an algorithm to solve a problem on an input size  $n$ . Then:

$$T(n) = \sum_{I \in D_n} P(I) \circ t(I)$$

- $D_n$  is the set of all input instances of size  $n$
- $I$  denotes instance  $I$  taking values over sample space  $D_n$
- $P(I)$  denotes the probability with which  $I$  occurs
- $t(I)$  denotes time it takes to solve problem on input instance  $I$
- $\sum_{I \in D_n} P(I) = 1$  for correct analysis

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Q: What is the expected number of Heads from one coin toss?

Introduce binary random variable  $X_H$  to track this number

$$E[X_H] = 1 \cdot P(X_H = 1) + 0 \cdot P(X_H = 0) = 1 \cdot (1/2) + 0 \cdot (1/2) = 1/2$$

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# Back to Average Case Analysis of Insertion Sort

**InsertionSort**(array  $A[1 \dots n]$ )

- 1: **for**  $j \leftarrow 2$  to  $n$  **do**
  - 2:   Temp  $\leftarrow A[j]$
  - 3:    $i \leftarrow j - 1$
  - 4:   **while**  $i > 0$  and  $A[i] >$   
       Temp **do**
  - 5:      $A[i + 1] \leftarrow A[i]$
  - 6:      $i \leftarrow i - 1$
  - 7:    $A[i + 1] \leftarrow$  Temp
- Loop invariant: At the start of each iteration  $j$ ,  $A[1 \dots j - 1]$  is sorted.

Recall:

$$T(n) = \sum_{j=2}^n \{A + \sum_{i=0}^{j-1} B + C\}$$

Ignoring machine-dependent constants, we can write:

$T(n) = \sum_{j=2}^n k_j$ , where  $k_j$  is a variable that tracks the total number of iterations of the inner while loop in an iteration of the outer for loop

In the worst-case analysis, we assumed that  $k_j = j$ , arriving at a total quadratic running time for insertion sort.

*Here we ask for  $E[k_j]$*

# Average Case Analysis of Insertion Sort

$k_j$ : random variable counting total number of moves to the right

So:  $E[k_j] = E[\sum_{i=1}^{j-1} k_i]$ , where  $k_i$  is a random variable tracking the number of moves in one iteration of the while loop

By linearity of expectation:  $E[k_j] = \sum_{i=1}^{j-1} E[k_i]$

What is  $E[k_i]$ ?

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## 1 Outline of Today's Class

- Sorting in  $O(n \lg n)$  Time on Average: Quicksort

# Quicksort: Divide and Conquer

- Proposed by C. A. R. Hoare in 1962
- Implements the divide-and-conquer paradigm
- Is a very practical algorithm
- Sorts in place like insertion sort and heapsort
  - 1 Divide: Partition array into two subarrays around a *pivot*  $x$  s.t. values left  $\leq x \leq$  values right
  - 2 Conquer: Recursively sort the two subarrays
  - 3 Combine: Trivial



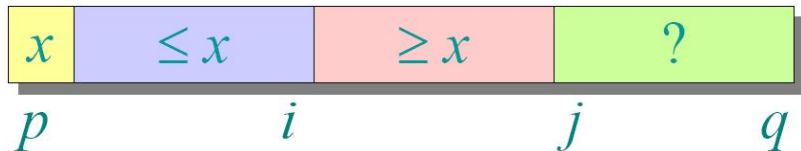
- **Key to speed: linear-time partitioning subroutine**

# Quicksort: Partitioning Subroutine

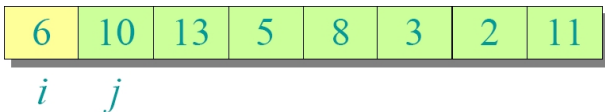
## PARTITION( $A, p, q$ )

```
1:  $x \leftarrow A[p]$ 
2:  $i \leftarrow p$ 
3: for  $j \leftarrow p + 1$  to  $q$  do
4:   if  $A[j] \leq x$  then
5:      $i \leftarrow i + 1$ 
6:     swap( $A[i], A[j]$ )
7: return  $i$ 
```

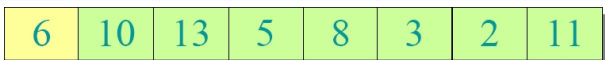
Running time  
=  $O(n)$  for  $n$   
elements.



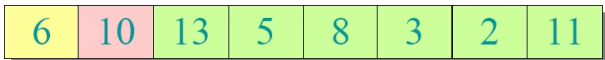
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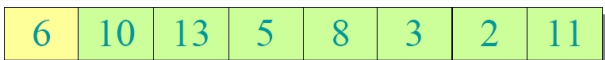


$i$     $j$

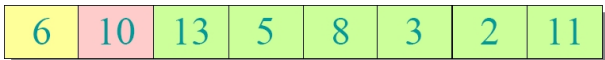


$i$     $\longrightarrow$     $j$

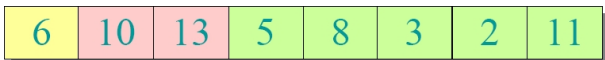
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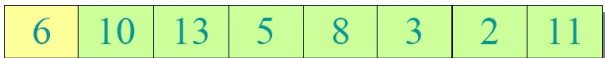


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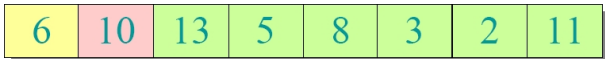


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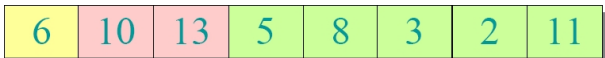
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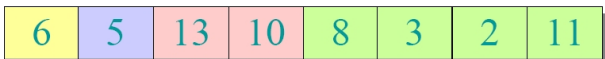
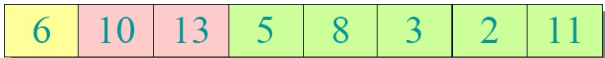
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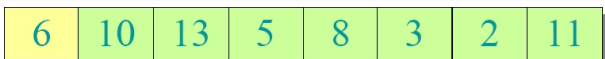
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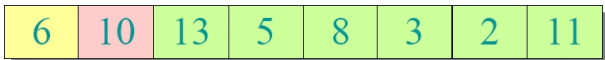
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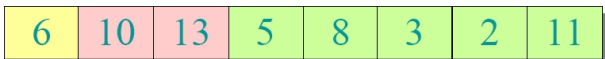
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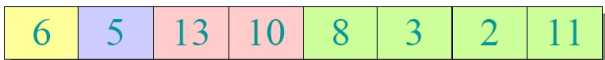
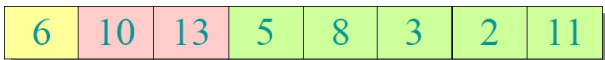
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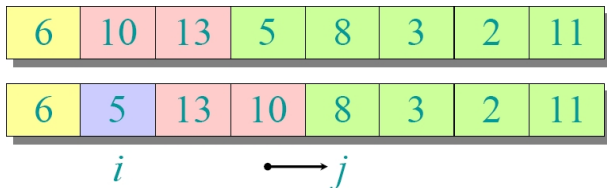


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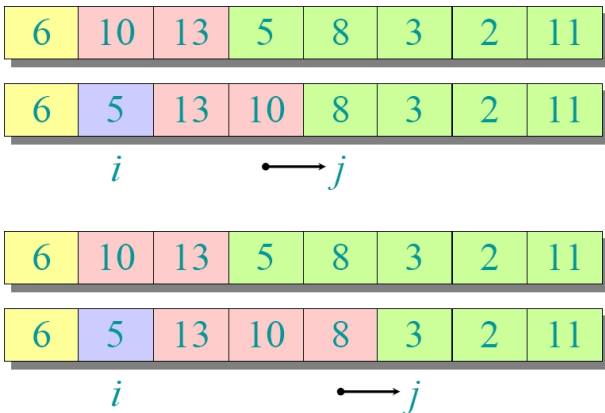


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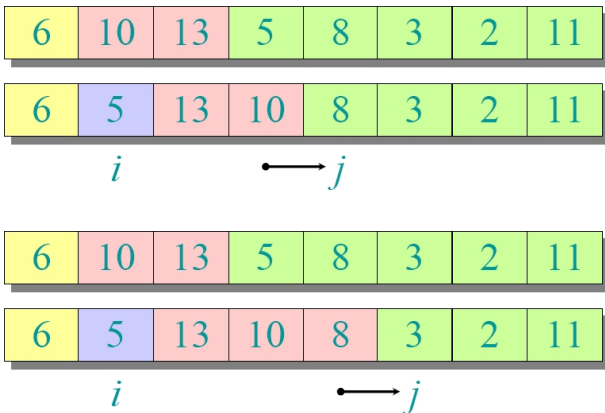
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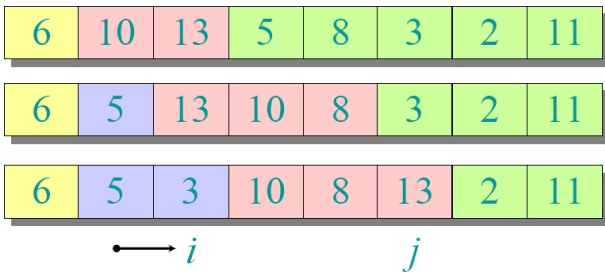
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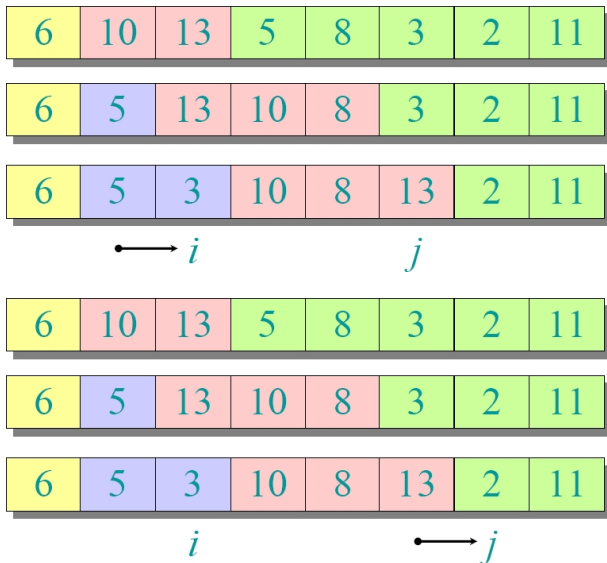
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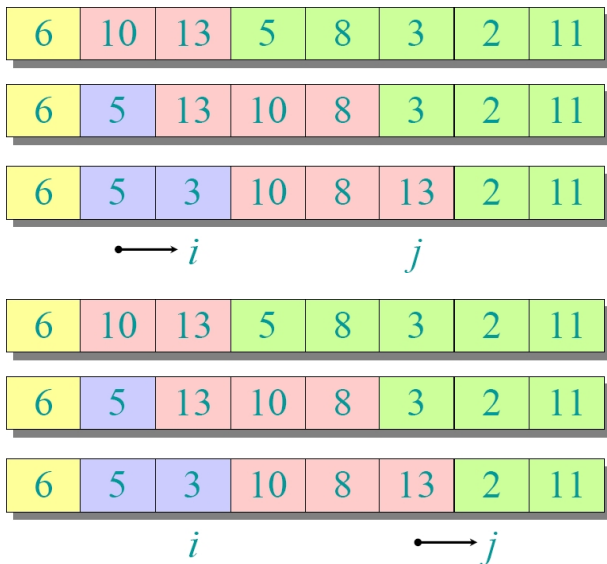
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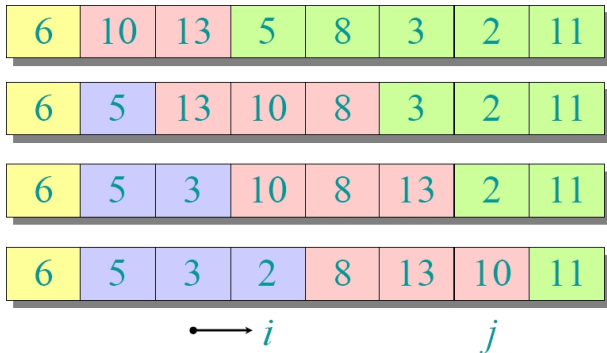
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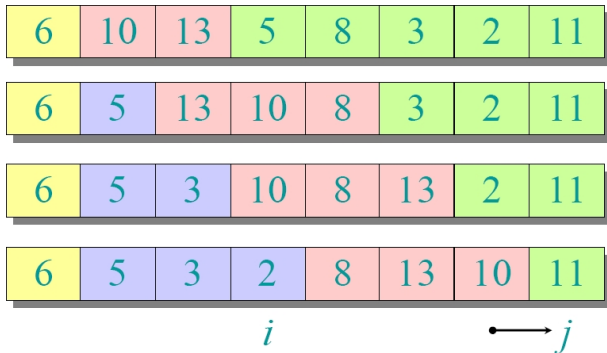


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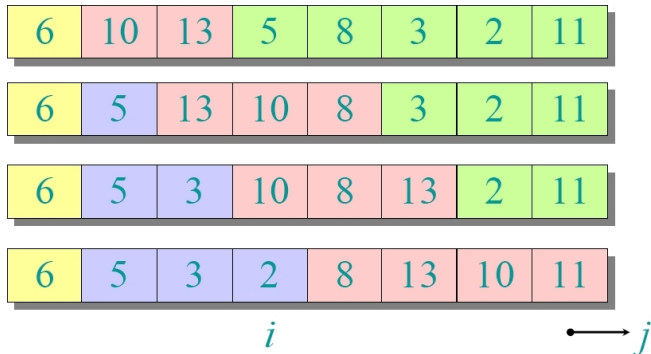




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# Quicksort: Pseudocode And Analysis

## QUICKSORT( $A, p, r$ )

- 1: **if**  $p < r$  **then**
- 2:    $q \leftarrow$  PARTITION( $A, p, r$ )
- 3:   QUICKSORT( $A, p, q - 1$ )
- 4:   QUICKSORT( $A, q + 1, r$ )

- Let  $T(n)$  be worst-case running time on  $n$  elements
- $A$  is sorted/reverse sorted; partition around min/max element
- One side of partition always has no elements

$$\begin{aligned}
 T(n) &= T(0) + T(n-1) + \theta(n) \\
 &= \theta(1) + T(n-1) + \theta(n) \\
 &= T(n-1) + \theta(n) - \text{arithmetic series} \\
 &= \theta(n^2)
 \end{aligned}$$

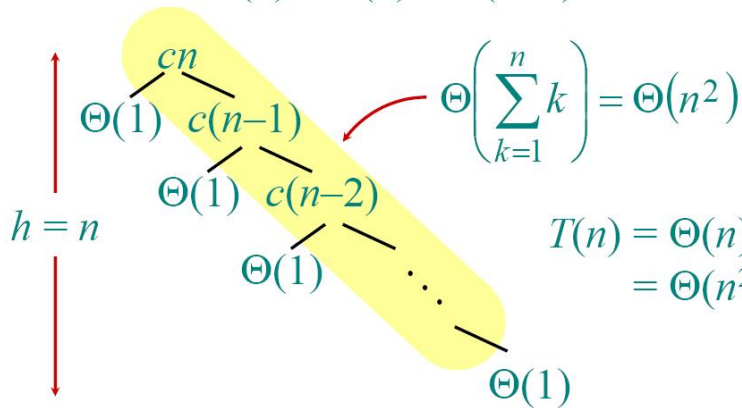
Initial call: QUICKSORT( $A, 1, n$ )

Worst-case Time Analysis:

- Assume elements are distinct
- There are better algorithms for duplicate elements

## Worst-case Recursion Tree

$$T(n) = T(0) + T(n-1) + cn$$



# Best-case (Lucky) Analysis for Intuition

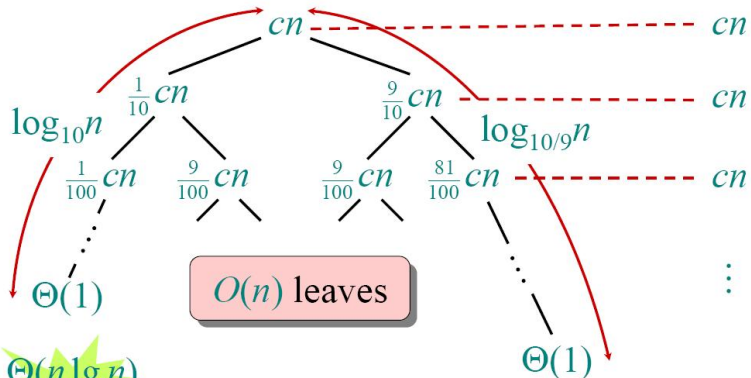
## Best Case:

- If we are lucky, PARTITION splits the array evenly
- $T(n) = 2T(n/2) + \theta(n) = \theta(n \lg n)$
- Let  $L(n)$  denote the running time when we are lucky
- Versus  $U(n)$  - the worst-case running time of  $\theta(n^2)$

## Almost Best Case:

- What if the split is not even?
- Say, it is  $\frac{1}{10} : \frac{9}{10}$
- $T(n) = T(\frac{1}{10}n) + T(\frac{9}{10}n) + \theta(n)$
- What is the solution to this recurrence?

## Analysis of "almost best"



$\Theta(n \lg n)$   
**Lucky!**

$$cn \log_{10} n \leq T(n) \leq cn \log_{10/9} n + O(n)$$

# More Intuition

- Suppose that QUICKSORT is alternately lucky, unlucky, lucky, unlucky, lucky, ...

- $$\begin{aligned} L(n) &= 2U(n/2) + \theta(n) \\ U(n) &= L(n-1) + \theta(n) \end{aligned}$$

- Solving further:

- $$\begin{aligned} L(n) &= 2(L(n/2 - 1/2) + \theta(n/2)) + \theta(n) \\ &= 2L(n/2 - 1/2) + \theta(n) \\ &= \theta(n \lg n) - \text{Lucky!!!} \end{aligned}$$

- How can we make sure QUICKSORT is *usually* lucky?

# Randomized Quicksort

**Basic Idea:** Partition around a *random* element

- Running time is independent of input order
- No assumptions need to be made about the input distribution
- No specific input elicits the worst-case behavior
- The worst case is determined now only by the output of a random-number generator



# Randomized Quicksort Analysis

- Let  $T(n)$  be the random variable for the running time of randomized quicksort on an input of length  $n$ , assuming random numbers are independent
- So:

$$T(n) = \begin{cases} T(0) + T(n-1) + \theta(n) & \text{if } 0:n-1 \text{ split} \\ T(1) + T(n-2) + \theta(n) & \text{if } 1:n-2 \text{ split} \\ \dots & \\ T(n-1) + T(0) + \theta(n) & \text{if } n-1:0 \text{ split} \end{cases}$$

- Each of these  $k : n - k - 1$  partitions ( $k \in \{0, 1, \dots, n - 1\}$ ) is equally likely, assuming distinct elements)
- So:  $E[T(n)] = \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(k)] + E[T(n - k - 1)] + \theta(n)\}$

# Randomized Quicksort Analysis Continued

Continuing:

$$\begin{aligned}
 E[T(n)] &= \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(k)] + E[T(n-k-1)] + \theta(n)\} \\
 &= \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(k)] + E[T(n-k-1)]\} + \frac{1}{n} \sum_{k=0}^{n-1} \theta(n) \\
 &= \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(k)] + E[T(n-k-1)]\} + \frac{1}{n} \cdot n \cdot \theta(n) \\
 &= \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(k)] + E[T(n-k-1)]\} + \theta(n) \\
 &= \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(k)]\} + \frac{1}{n} \sum_{k=0}^{n-1} \{E[T(n-k-1)]\} + \theta(n) \\
 &\quad \text{summations have identical terms} \\
 &= \frac{2}{n} \sum_{k=0}^{n-1} \{E[T(k)]\} + \theta(n)
 \end{aligned}$$

What do we do now?

# Randomized Quicksort Analysis Continued

- The  $k = 0, 1$  terms can be absorbed in the  $\theta(n)$
- So:  $E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} \{E[T(k)]\} + \theta(n)$
- Guess:  $E[T(n)] \in O(n \lg n)$
- By induction, need to find  $a > 0$  s.t.  $E[T(n)] \leq a \cdot n \cdot \lg n$
- Use the fact that  $\sum_{k=2}^{n-1} k \cdot \lg k \leq \frac{1}{2} n^2 \cdot \lg n - \frac{1}{4} n^2$  (integration technique bounds this summation)
- Then, using the substitution/induction technique:
 
$$\begin{aligned}
 E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} a \cdot k \cdot \lg k + \theta(n) \\
 &= \frac{2a}{n} \left( \frac{1}{2} n^2 \cdot \lg n - \frac{1}{4} n^2 \right) + \theta(n) \\
 &= a \cdot n \cdot \lg n - \left( \frac{an}{2} - \theta(n) \right) \\
 &\leq a \cdot n \cdot \lg n
 \end{aligned}$$
- Note:  $a$  needs to be large enough so that  $\frac{an}{2}$  dominates  $\theta(n)$

# Final Word on Quicksort

- Useful general-purpose algorithm
- Typically over twice as fast as mergesort
- Can benefit substantially from code tuning
- Behaves well even with caching and virtual memory