Lecture 3: Probabilistic Analysis, Randomized Quicksort

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September 7, 2021 601.433/633 Introduction to Algorithms

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- Sorting: given array of comparable elements, put them in sorted order
- Popular topic to cover in Algorithms courses
- This course:
 - I assume you know the basics (mergesort, quicksort, insertion sort, selection sort, bubble sort, etc.) from Data Structures
 - Today: more advanced sorting (randomized quicksort)
 - Next week: Sorting lower bound and ways around it.

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Instead of assuming random distribution over inputs (average-case analysis, machine learning), add randomization *inside* algorithm!

• Still assume worst-case inputs, give bound on worst-case *expected* running time.

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Many Fall semesters: 601.434/634 Randomized and Big Data Algorithms. Great class!

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Today: adding randomness into quicksort.

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Quicksort Basics (Review)

Input: array **A** of length **n**.

Algorithm:

- 1. If n = 0 or 1, return A (already sorted)
- 2. Pick some element **p** as the *pivot*
- 3. Compare every element of **A** to **p**. Let **L** be the elements less than **p**, let **G** be the elements larger than **p**. Create array [**L**, **p**, **G**]
- 4. Recursively sort L and G.



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Not fully specified: how to choose **p**?

- Traditionally: some simple deterministic choice (first element, last element, etc.)
- Next lecture: better deterministic choice (not very practical)
- Now: first element

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Upper bound:

If \mathbf{p} picked as pivot in step 2, then in correct place after step $\mathbf{3}$

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- Better than an average-case bound: holds for every single input!
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Before doing analysis, quick review of basic probability theory.

Only semi-formal here. Look at CLRS Chapter 5, take Introduction to Probability

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- "Event that first die is 3": $\{(3,x): x \in \{1,2,\ldots,6\}\}$
- "Event that dice add up to 7 or 11": {(x,y) $\in \Omega$: (x + y = 7) or (x + y = 11)}

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• Roll two dice. $\Omega = \{1, 2, \dots, 6\} \times \{1, 2, \dots, 6\}$. Not $\{2, 3, \dots, 12\}$

Event: subset of Ω

- "Event that first die is 3": $\{(3,x): x \in \{1,2,\ldots,6\}\}$
- "Event that dice add up to 7 or 11": $\{(x, y) \in \Omega : (x + y = 7) \text{ or } (x + y = 11)\}$ Random Variable: $X : \Omega \to \mathbb{R}$
 - X_1 : value of first die. $X_1(x, y) = x$
 - X_2 : value of second die. $X_2(x, y) = y$
 - ► $X = X_1 + X_2$: sum of the dice. $X(x, y) \rightleftharpoons x + y \models X_1(x, y) + X_2(x, y)$

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Only semi-formal here. Look at CLRS Chapter 5, take Introduction to Probability

 $\Omega:$ Sample space. Set of all possible outcomes.

• Roll two dice. $\Omega = \{1, 2, \dots, 6\} \times \{1, 2, \dots, 6\}$. Not $\{2, 3, \dots, 12\}$

Event: subset of ${f \Omega}$

- "Event that first die is 3": $\{(3,x): x \in \{1,2,\ldots,6\}\}$
- "Event that dice add up to 7 or 11": $\{(x, y) \in \Omega : (x + y = 7) \text{ or } (x + y = 11)\}$ Random Variable: $X : \Omega \rightarrow \mathbb{R}$
 - X_1 : value of first die. $X_1(x, y) = x$
 - X_2 : value of second die. $X_2(x, y) = y$
 - $X = X_1 + X_2$: sum of the dice. $X(x, y) = x + y = X_1(x, y) + X_2(x, y)$

Random variables super important! Running time of randomized quicksort is a random variable.

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Want to define probabilities. Should use measure theory. Won't.

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For each $\mathbf{e} \in \Omega$ let $\Pr[\mathbf{e}]$ be probability of \mathbf{e} (probability distribution)

- $Pr[e] \ge 0$ for all $e \in \Omega$, and $\sum_{e \in \Omega} Pr[e] = 1$
- Probability of an event **A** is $Pr[A] = \sum_{e \in A} Pr[e]$



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Conditional probability: if $\boldsymbol{\mathsf{A}}$ and $\boldsymbol{\mathsf{B}}$ are events:



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Probability Basics III: Expectations

Expectation of a random variable:

$$\mathsf{E}[\mathsf{X}] = \sum_{\mathbf{e}\in\Omega} \mathsf{X}(\mathbf{e})\mathsf{Pr}[\mathbf{e}]$$

"Average" of the random variable according to probability distribution

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Can be useful to rearrange terms to get different equation:

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Conditional Expectation: A an event, X a random variable.

$$\mathsf{E}[\mathsf{X}|\mathsf{A}] = \frac{1}{\mathsf{Pr}[\mathsf{A}]} \sum_{e \in \mathsf{A}} \mathsf{X}(e) \mathsf{Pr}[e]$$

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Amazing feature of expectations: linearity!

Theorem

For any two random variables **X** and **Y**, and any constants α and β : $E[\alpha X + \beta Y] = \alpha E[X] + \beta E[Y]$

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$$\mathsf{E}[\mathsf{X}_1] = \mathsf{E}[\mathsf{X}_2] = \sum_{\mathsf{y}=1}^6 \frac{1}{6}\mathsf{y} = \frac{21}{6} = 3.5$$

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 \implies E[X] = 3.5 + 3.5 = 7

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Theorem

For any two random variables **X** and **Y**, and any constants α and β : $E[\alpha X + \beta Y] = \alpha E[X] + \beta E[Y]$

Proof.

$$\mathsf{E}[\alpha \mathsf{X} + \beta \mathsf{Y}] = \sum_{\mathsf{e} \in \Omega} \mathsf{Pr}[\mathsf{e}] \left(\alpha \mathsf{X}(\mathsf{e}) + \beta \mathsf{Y}(\mathsf{e}) \right)$$

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Holds no matter how correlated \mathbf{X} and \mathbf{Y} are!

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Theorem

The expected running time of randomized quicksort is at most $O(n \log n)$.

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Theorem

The expected running time of randomized quicksort is at most $O(n \log n)$.

Assume for simplicity all elements distinct. Running time = $\Theta(\# \text{ of comparisons})$

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Theorem

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Definitions:

- **X** = # of comparisons (random variable)
- e_i = i'th smallest element (for $i \in \{1, \ldots, n\})$
- \boldsymbol{X}_{ij} random variable for all $i,j \in \{1,\ldots,n\}$ with i < j:

$$X_{ij} = \begin{cases} 1 & \text{if algorithm compares } e_i \text{ and } e_j \text{ at any point in time} \\ 0 & \text{otherwise} \end{cases}$$

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Algorithm never compares the same two elements more than once $\implies X = \sum_{i=1}^{n-1} \sum_{j=i+1}^{n} X_{ij}$

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Simple cases:

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Simple cases:

▶ **j** = **i** + 1:



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So just need to understand $E[X_{ij}]$

Simple cases:

•
$$\mathbf{j} = \mathbf{i} + 1$$
: $\mathbf{X}_{ij} = 1$ no matter what, so $\mathbf{E}[\mathbf{X}_{ij}] = 1$

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Simple cases:

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If $\mathbf{p} = \mathbf{e}_i$ or $\mathbf{p} = \mathbf{e}_i$: Soude A ٢. **(**! Ky -1 it f e: - e; chosen as eivet betwee any ex, i < k < ;

If
$$\mathbf{p} = \mathbf{e}_i$$
 or $\mathbf{p} = \mathbf{e}_j$: $\mathbf{X}_{ij} = \mathbf{1}$

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If $p = e_i$ or $p = e_j$: $X_{ij} = 1$

If $e_i :$

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If
$$\mathbf{p} = \mathbf{e}_i$$
 or $\mathbf{p} = \mathbf{e}_j$: $\mathbf{X}_{ij} = \mathbf{1}$

If $e_i : <math>X_{ij} = 0$

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E[X<sub>ij</sub>]: General Case (i < j)
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If
$$\mathbf{p} = \mathbf{e}_i$$
 or $\mathbf{p} = \mathbf{e}_j$: $\mathbf{X}_{ij} = \mathbf{1}$

If $e_i : <math>X_{ij} = 0$

If $p < e_i$ or $p > e_j$:

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If $\mathbf{p} = \mathbf{e}_i$ or $\mathbf{p} = \mathbf{e}_j$: $\mathbf{X}_{ij} = \mathbf{1}$

If $e_i : <math display="inline">X_{ij}$ = 0

If $p < e_i$ or $p > e_j$: ? Both e_i , e_j in same recursive call.

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If $\mathbf{p} = \mathbf{e}_i$ or $\mathbf{p} = \mathbf{e}_j$: $\mathbf{X}_{ij} = \mathbf{1}$

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- Condition on $\mathbf{p} \notin [\mathbf{e}_i, \mathbf{e}_j]$:

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So X_{ij} not determined until $e_i \le p \le e_j$, and when it is determined has $E[X_{ij}] = \frac{2}{j-i+1}$ $\implies E[X_{ij}] = \frac{2}{j-i+1}$

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$$E[X_{ij}] = \sum_{k=1}^{n} E[X_{ij}|Y_k]Pr[Y_k]$$
$$= \frac{2}{j-i+1} \sum_{k=1}^{n} Pr[Y_k]$$
$$= \frac{2}{j-i+1}$$

 $(\mathbf{Y}_{\mathbf{k}} \text{ disjoint and partition } \mathbf{\Omega})$

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Randomized Quicksort: Final Analysis

Expected running time of randomized quicksort:

 $\mathbf{E}[\mathbf{X}] = \sum_{n=1}^{n-1} \sum_{i=1}^{n} \mathbf{E}[\mathbf{X}_{ij}]$ (linearity of expectations) i=1 i=i+1 $=\sum_{i=1}^{n-1}\sum_{j=i+1}^{n}\frac{2}{j-i+1}$ $= 2\sum_{i=1}^{n-1} \left(\frac{1}{2} + \frac{1}{3} + \dots + \frac{1}{n-i+1} \right)$ $\leq 2\sum_{i=1}^{n-1} H_n$ $\left(\mathsf{H}_{\mathsf{n}} = \sum_{i=1}^{\mathsf{n}} \frac{1}{\mathsf{i}}\right)$ $\leq 2nH_n$ $t/m = \Theta(l \cdot s n)$ $\leq O(n \log n)$

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