

CS38

Introduction to Algorithms

Outline

- Divide and Conquer design paradigm
 - Mergesort
 - Quicksort
 - Selection
 - Closest pair
- both with random pivot
- deterministic selection

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Divide and conquer

- General approach
 - break problem into subproblems
 - solve each subproblem recursively
 - combine solutions
 - typical running time recurrence:

$$\begin{aligned} T(1) &= O(1) \\ T(n) &\leq a \cdot T(N/b) + O(n^c) \end{aligned}$$

subproblems size of subproblems cost to split and combine

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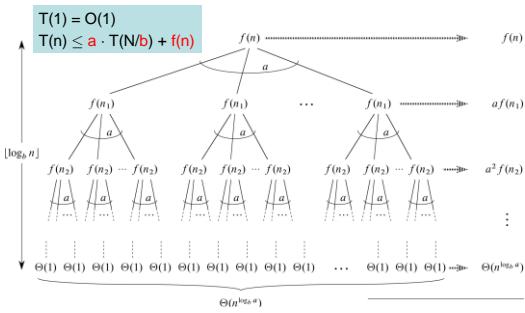
Solving D&C recurrences

$$T(1) = O(1)$$
$$T(n) \leq a \cdot T(N/b) + O(n^c)$$

- key quantity: $\log_b a = D$
 - if $c < D$ then $T(n) = O(n^D)$
 - if $c = D$ then $T(n) = O(n^D \cdot \log n)$
 - if $c > D$ then $T(n) = O(n^c)$
 - can prove easily by induction

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Why $\log_b a$?



First example: mergesort

- Input: n values; sort in increasing order.
 - Mergesort algorithm:
 - split list into 2 lists of size $n/2$ each
 - recursively sort each
 - merge in linear time (how?)
 - Running time:
 - $T(1) = 1$; $T(n) = 2 \cdot T(n/2) + O(n)$
 - Solution: $T(n) = O(n \log n)$

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Second example: quicksort

- Quicksort: effort on split rather than merge
- Quicksort algorithm:
 - take first value x as **pivot**
 - split list into " $< x$ " and " $> x$ " lists
 - recursively sort each
- Why isn't this the running time recurrence:
 $T(1) = 1; T(n) = 2 \cdot T(n/2) + O(n)$
- Worst case running time: $O(n^2)$ (why?)

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Quicksort with random pivot

```
Random-Pivot-Quicksort(array of n elements: a)
1. if n = 1, return(a)
2. pick i uniformly at random from {1,2,... n}
3. partition array a into " $< a_i$ " and " $> a_i$ " arrays
4. Random-Pivot-Quicksort("math>< a_i")
5. Random-Pivot-Quicksort("math>> a_i")
6. return("math>< a_i", a_i, " $> a_i")$ 
```

- Idea: hope that a_i splits array into two subarrays of size $\approx n/2$
 – would lead to $T(1) = 1; T(n) = 2 \cdot T(n/2) + O(n)$
 and then $T(n) = O(n \log n)$

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Quicksort with random pivot

```
Random-Pivot-Quicksort(array of n elements: a)
1. if n = 1, return(a)
2. pick i uniformly at random from {1,2,... n}
3. partition array a into " $< a_i$ " and " $> a_i$ " arrays
4. Random-Pivot-Quicksort("math>< a_i")
5. Random-Pivot-Quicksort("math>> a_i")
6. return("math>< a_i", a_i, " $> a_i")$ 
```

- we will analyze **expected** running time
 - suffices to count aggregate # comparisons
 - rename elements of a : $x_1 \leq x_2 \leq \dots \leq x_n$
 - when is x_i compared with x_j ?

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Quicksort with random pivot

- when is x_i compared with x_j ? ($i < j$)
 - consider elements $[x_i, x_{i+1}, x_{i+2}, \dots, x_{j-1}, x_j]$
 - if any blue element is chosen first, then no comparison (why?)
 - if either red element is chosen first, then exactly one comparison (why?)
 - probability x_i and x_j compared = $2/(j - i + 1)$

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Quicksort with random pivot

- probability x_i and x_j compared = $2/(j - i + 1)$
- so expected number of comparisons is

$$\sum_{i < j} 2/(j - i + 1)$$

$$= \sum_{i=1}^{n-1} \sum_{j=i+1}^n 2/(j - i + 1)$$

$$= \sum_{i=1}^n \sum_{k=1}^{n-i} 2/(k+1)$$

$$< \sum_{i=1}^n \sum_{k=1}^{n-i} 2/k$$

$$= \sum_{i=1}^n O(\log n)$$

$$= O(n \log n)$$

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Quicksort with random pivot

```
Random-Pivot-Quicksort(array of n elements: a)
1. if n = 1, return(a)
2. pick i uniformly at random from {1,2,... n}
3. partition array a into " $< a_i$ " and " $> a_i$ " arrays
4. Random-Pivot-Quicksort("math>< a_i")
5. Random-Pivot-Quicksort("math>> a_i")
6. return("math>< a_i", a_i, " $> a_i")$ 
```

we proved:

Theorem: Random-Pivot-Quicksort runs in **expected** time $O(n \log n)$.

note: by Markov, prob. running time $> 100 \cdot$ expectation $< 1/100$

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Selection

- Input: n values; find k -th smallest
 - minimum: $k = 1$
 - maximum: $k = n$
 - median: $k = \lfloor (n+1)/2 \rfloor$
 - running time for min or max?
- running time for general k ?
 - using sorting: $O(n \log n)$
 - using a min-heap: $O(n + k \log n)$

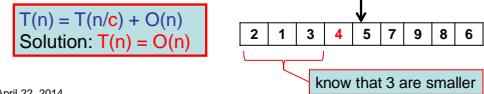
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Selection

- running time for general k ?
 - using sorting: $O(n \log n)$
 - using a min-heap: $O(n + k \log n)$
 - we will see: $O(n)$
- Intuition: like quicksort with recursion on only 1 subproblem



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Selection with random pivot

```
Random-Pivot-Select(k; array of n elements: a)
1. pick i uniformly at random from {1,2,... n}
2. partition array a into " $< a_i$ " and " $> a_i$ " arrays
3. s = size of " $< a_i$ " array
4. if  $s = k-1$ , then return( $a_{i-1}$ )
5. else if  $s < k-1$ , Random-Pivot-Select( $k - s + 1, > a_i$ )
6. else if  $s > k-1$ , Random-Pivot-Select( $k, < a_i$ )
```

- Bounding the **expected** # comparisons:
 - $T(n,k)$ = expected # for k -th smallest from n
 - $T(n) = \max_k T(n,k)$
 - Observe: $T(n)$ monotonically increasing

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Selection with random pivot

```
Random-Pivot-Select(k; array of n elements: a)
1. pick i uniformly at random from {1,2,... n}
2. partition array a into " $< a_i$ " and " $> a_i$ " arrays
3. s = size of " $< a_i$ " array
4. if  $s = k-1$ , then return( $a_{i-1}$ )
5. else if  $s < k-1$ , Random-Pivot-Select( $k - s + 1, > a_i$ )
6. else if  $s > k-1$ , Random-Pivot-Select( $k, < a_i$ )
```

- Bounding the **expected** # comparisons:
 - probability of choosing i -th largest = ?
 - resulting subproblems sizes are $n-i, i-1$
 - upper bound expectation by taking larger

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Selection with random pivot

```
Random-Pivot-Select(k; array of n elements: a)
1. pick i uniformly at random from {1,2,... n}
2. partition array a into " $< a_i$ " and " $> a_i$ " arrays
3. s = size of " $< a_i$ " array
4. if  $s = k-1$ , then return( $a_{i-1}$ )
5. else if  $s < k-1$ , Random-Pivot-Select( $k - s + 1, > a_i$ )
6. else if  $s > k-1$ , Random-Pivot-Select( $k, < a_i$ )
```

- Claim: $T(n) \leq n + 1/n \cdot [T(n/2) + T(n/2+1) + \dots + T(n-1)] + 1/n \cdot [T(n/2) + T(n/2+1) + \dots + T(n-1)]$

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Selection with random pivot

$$T(n) \leq n + 1/n \cdot [T(n/2) + T(n/2+1) + \dots + T(n-1)] + 1/n \cdot [T(n/2) + T(n/2+1) + \dots + T(n-1)]$$

Claim: $T(n) \leq 4n$.

Proof: induction on n .

- assume true for $1 \dots n-1$
- $T(n) \leq n + 2/n \cdot [T(n/2) + T(n/2+1) + \dots + T(n-1)]$
- $T(n) \leq n + 2/n \cdot [4(n/2) + 4(n/2+1) + \dots + 4(n-1)]$
- $T(n) \leq n + 8/n \cdot [(3/8)n^2] < 4n$.

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Linear-time selection

Select(k ; array of n elements: a)

1. pick i from $\{1, 2, \dots, n\}$ and partition array a into " $< a_i$ " and " $> a_i$ " arrays
*** guarantee that both arrays have size at most $(7/10)n$
2. if $s = k-1$, then return(a_{-i})
3. else if $s < k-1$, **Select($k - s + 1$, " $> a_i$ ")**
4. else if $s > k-1$, **Select(k , " $< a_i$ ")**

solution is $T(n) = O(n)$
because $1/5 + 7/10 < 1$

- Clever way to achieve guarantee

- break array up into subsets of 5 elements
- recursively compute median of medians of these sets
- leads to $T(n) = T((1/5)n) + T((7/10)n) + O(n)$

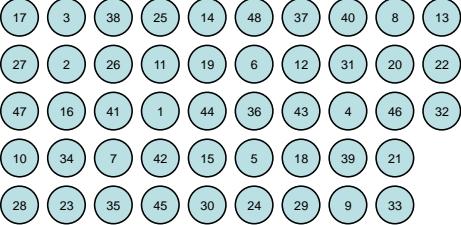
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Linear-time selection

Median of medians example ($n = 48$):



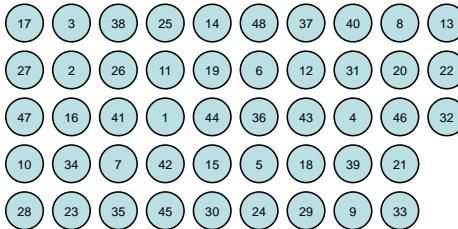
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Linear-time selection

find median in each column



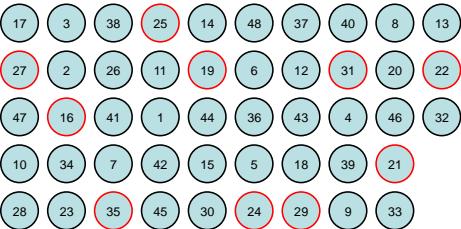
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Linear-time selection

find median in each column



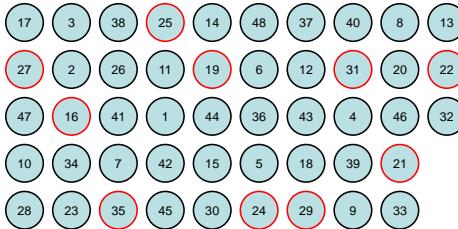
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Linear-time selection

find median of this subset of $\lceil n/5 \rceil = 10$



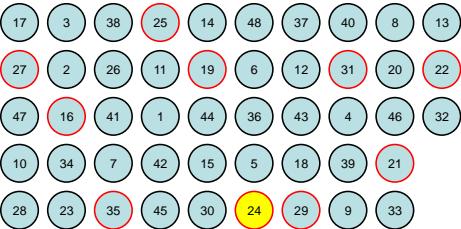
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Linear-time selection

How many $<$ this one?



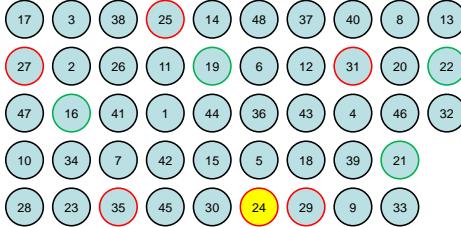
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Linear-time selection

How many \leq this one? $\lceil n/5 \rceil / 2 - 1 = 10/2 - 1 = 4$



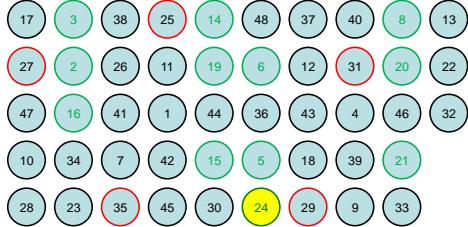
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Linear-time selection

Total \leq this one? at least $(\lceil n/5 \rceil / 2 - 2) \cdot 3$



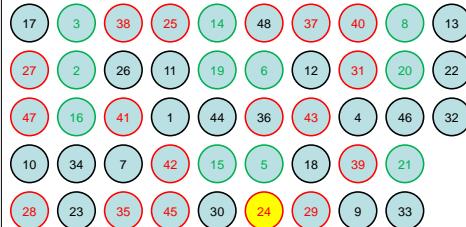
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Linear-time selection

Total \geq this one? at least $(\lceil n/5 \rceil / 2 - 2) \cdot 3$



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Linear-time selection

- To find pivot: break array into subsets of 5
 - find median of each 5
 - find median of medians

Claim: at most $(7/10)n + 6$ elements are smaller than pivot

Proof: at least

$$(\lceil n/5 \rceil / 2 - 2) \cdot 3 \geq 3n/10 - 6$$

are larger or equal.

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Linear-time selection

- To find pivot: break array into subsets of 5
 - find median of each 5
 - find median of medians

Claim: at most $(7/10)n + 6$ elements are larger than pivot

Proof: at least

$$(\lceil n/5 \rceil / 2 - 1) \cdot 3 \geq 3n/10 - 3$$

are smaller.

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Linear-time selection

Select(k ; array of n elements: a)

- pick i from $\{1, 2, \dots, n\}$ using median of medians method
- partition array a into " $< a_i$ " and " $> a_i$ " arrays
- s = size of " $< a_i$ " array
- if $s = k-1$, then return(a_i)
- else if $s < k-1$, Select($k - s + 1, > a_i$)
- else if $s > k-1$, Select($k, < a_i$)

- Running time:

- $T(n) = O(1)$ if $n < 140$
- $T(n) \leq T(n/5 + 1) + T(7/10 + 6) + cn$ otherwise
- we claim that $T(n) \leq 20cn$

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Linear-time selection

- Running time:
 - $T(n) = O(1)$ if $n < 140$
 - $T(n) \leq T(n/5 + 1) + T(7/10 + 6) + cn$ otherwise

Claim: $T(n) \leq 20cn$

Proof: induction on n ; base case easy

$$T(n) \leq T(n/5 + 1) + T(7/10 + 6) + cn$$

$$T(n) \leq 20c(n/5 + 1) + 20c(7/10 + 6) + cn$$

$$T(n) \leq 19cn + 140c \leq 20cn \text{ provided } n \geq 140$$

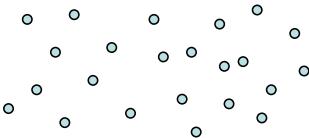
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Closest pair in the plane

- Given n points in the plane, find the closest pair



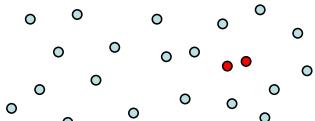
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Closest pair in the plane

- Given n points in the plane, find the closest pair
 - $O(n^2)$ if compute all pairwise distances
 - 1 dimensional case?



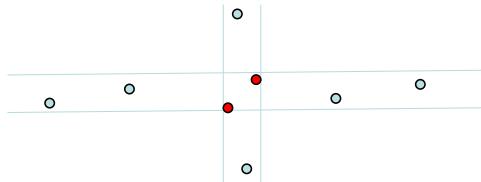
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Closest pair in the plane

- Given n points in the plane, find the closest pair
 - can try sorting by x and y coordinates, but:

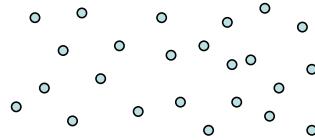


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Closest pair in the plane

- Divide and conquer approach:
 - split point set in equal sized **left** and **right** sets



– find closest pair in **left**, **right**, + **across middle**

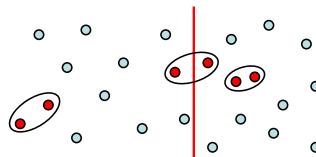
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Closest pair in the plane

- Divide and conquer approach:
 - split point set in equal sized **left** and **right** sets



– find closest pair in **left**, **right**, + **across middle**

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Closest pair in the plane

- Divide and conquer approach:
 - split point set in equal sized **left** and **right** sets
 - time to perform split?
 - sort by **x** coordinate: $O(n \log n)$
 - running time recurrence:
 $T(n) = 2T(n/2) + \text{time for middle} + O(n \log n)$

Is time for middle as bad as $O(n^2)$?

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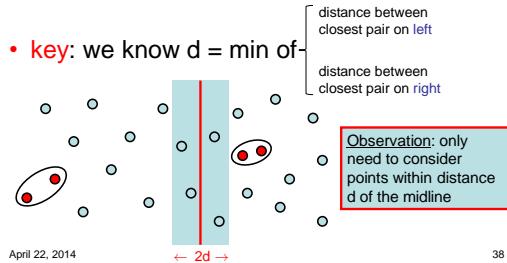
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Closest pair in the plane

Claim: **time for middle** only $O(n \log n)$!!

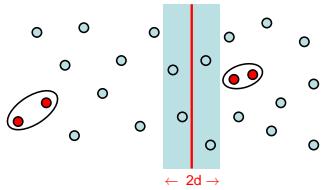
- key:** we know $d = \min$ of



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Closest pair in the plane



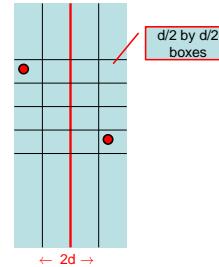
- scan left to right to identify, then sort by **y** coord.
 \rightarrow still $\Omega(n^2)$ comparisons?
- Claim: only need do pairwise comparisons **15** ahead in this sorted list !

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Closest pair in the plane



- no 2 points lie in same box (why?)

- if 2 points are within ≥ 16 positions of each other in list sorted by **y** coord...
- ... then they must be separated by ≥ 3 rows

implies dist. $> (3/2) \cdot d$

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Closest pair in the plane

Closest-Pair(P: set of n points in the plane)

- sort by **x** coordinate and split equally into **L** and **R** subsets
- $(p,q) = \text{Closest-Pair}(L)$
- $(r,s) = \text{Closest-Pair}(R)$
- $d = \min(\text{distance}(p,q), \text{distance}(r,s))$
- scan **P** by **x** coordinate to find **M**: points within d of midline
- sort **M** by **y** coordinate
- compute closest pair among all pairs within 15 of each other in **M**
- return best among this pair, $(p,q), (r,s)$

- Running time:

$$T(2) = a; T(n) = 2T(n/2) + bn \cdot \log n$$

$$\text{set } c = \max(a/2, b)$$

Claim: $T(n) \leq cn \cdot \log^2 n$

Proof: base case easy...

$$T(2) \leq 2T(n/2) + bn \cdot \log n$$

$$\leq 2cn/2(\log n - 1)^2 + bn \cdot \log n$$

$$< cn(\log n)(\log n - 1) + bn \cdot \log n$$

$$\leq cn \log^2 n$$

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Closest pair in the plane

- Running time:

$$T(2) = a; T(n) = 2T(n/2) + bn \cdot \log n$$

$$\text{set } c = \max(a/2, b)$$

Claim: $T(n) \leq cn \cdot \log^2 n$

Proof: base case easy...

$$T(2) \leq 2T(n/2) + bn \cdot \log n$$

$$\leq 2cn/2(\log n - 1)^2 + bn \cdot \log n$$

$$< cn(\log n)(\log n - 1) + bn \cdot \log n$$

$$\leq cn \log^2 n$$

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Closest pair in the plane

- we have proved:

Theorem: There is an $O(n \log^2 n)$ time algorithm for finding the closest pair among n points in the plane.

- can be improved to $O(n \log n)$ by being more careful about maintaining sorted lists