

# CS3383 Lecture 1.3: Substitution method and randomized d&c

David Bremner

January 19, 2018



# Contents

## Even More Divide and Conquer

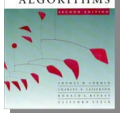
Substitution Method for recurrences

Quicksort

Randomized Quicksort

Randomized median finding

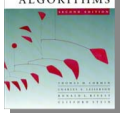
Median of medians



# Substitution method

*The most general method:*

- 1. *Guess*** the form of the solution.
- 2. *Verify*** by induction.
- 3. *Solve*** for constants.



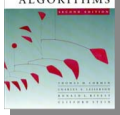
# Substitution method

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- 3. *Solve*** for constants.

**EXAMPLE:**  $T(n) = 4T(n/2) + n$

- [Assume that  $T(1) = \Theta(1)$ .]
- Guess  $O(n^3)$  . (Prove  $O$  and  $\Omega$  separately.)
- Assume that  $T(k) \leq ck^3$  for  $k < n$  .
- Prove  $T(n) \leq cn^3$  by induction.

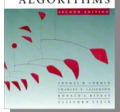


# Example of substitution

$$\begin{aligned}T(n) &= 4T(n/2) + n \\ &\leq 4c(n/2)^3 + n \\ &= (c/2)n^3 + n \\ &= cn^3 - ((c/2)n^3 - n) \leftarrow \textit{desired} - \textit{residual} \\ &\leq cn^3 \leftarrow \textit{desired}\end{aligned}$$

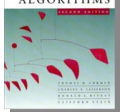
whenever  $(c/2)n^3 - n \geq 0$ , for example,  
if  $c \geq 2$  and  $n \geq 1$ .

*residual*



## Example (continued)

- We must also handle the initial conditions, that is, ground the induction with base cases.
- **Base:**  $T(n) = \Theta(1)$  for all  $n < n_0$ , where  $n_0$  is a suitable constant.
- For  $1 \leq n < n_0$ , we have “ $\Theta(1)$ ”  $\leq cn^3$ , if we pick  $c$  big enough.



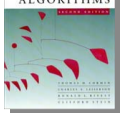
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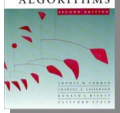
*This bound is not tight!*



# A tighter upper bound?

We shall prove that  $T(n) = O(n^2)$ .



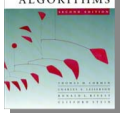


# A tighter upper bound?

We shall prove that  $T(n) = O(n^2)$ .

Assume that  $T(k) \leq ck^2$  for  $k < n$ :

$$\begin{aligned}T(n) &= 4T(n/2) + n \\ &\leq 4c(n/2)^2 + n \\ &= cn^2 + n \\ &= O(n^2)\end{aligned}$$



# A tighter upper bound?

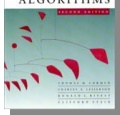
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~~$= O(n^2)$~~  **Wrong!** We must prove the I.H.





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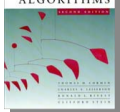
Assume that  $T(k) \leq ck^2$  for  $k < n$ :

$$\begin{aligned}T(n) &= 4T(n/2) + n \\ &\leq 4c(n/2)^2 + n \\ &= cn^2 + n\end{aligned}$$

~~$= O(n^2)$~~  **Wrong!** We must prove the I.H.

$$= cn^2 - (-n) \quad [ \text{desired} - \text{residual} ]$$

$\leq cn^2$  for **no** choice of  $c > 0$ . Lose!

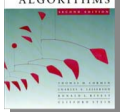


# A tighter upper bound!

**IDEA:** Strengthen the inductive hypothesis.

- ***Subtract*** a low-order term.

*Inductive hypothesis:*  $T(k) \leq c_1 k^2 - c_2 k$  for  $k < n$ .



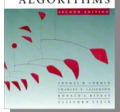
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$$\begin{aligned}T(n) &= 4T(n/2) + n \\&= 4(c_1(n/2)^2 - c_2(n/2)) + n \\&= c_1n^2 - 2c_2n + n \\&= c_1n^2 - c_2n - (c_2n - n) \\&\leq c_1n^2 - c_2n \text{ if } c_2 \geq 1.\end{aligned}$$



# A tighter upper bound!

**IDEA:** Strengthen the inductive hypothesis.

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*Inductive hypothesis:*  $T(k) \leq c_1k^2 - c_2k$  for  $k < n$ .

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Pick  $c_1$  big enough to handle the initial conditions.

# More examples of solving recurrences by induction (board)

▶  $T(n) = T(n - 1) + c^n$

▶  $T(n) = T(n/5) + T(3n/4) + \Theta(n)$

# Contents

## Even More Divide and Conquer

Substitution Method for recurrences

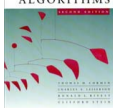
### Quicksort

Randomized Quicksort

Randomized median finding

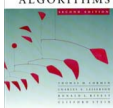
Median of medians





# Quicksort

- Proposed by C.A.R. Hoare in 1962.
- Divide-and-conquer algorithm.
- Sorts “in place” (like insertion sort, but not like merge sort).
- Very practical (with tuning).



# Divide and conquer

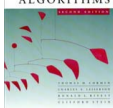
Quicksort an  $n$ -element array:

- 1. Divide:** Partition the array into two subarrays around a **pivot**  $x$  such that elements in lower subarray  $\leq x \leq$  elements in upper subarray.



- 2. Conquer:** Recursively sort the two subarrays.
- 3. Combine:** Trivial.

**Key:** *Linear-time partitioning subroutine.*

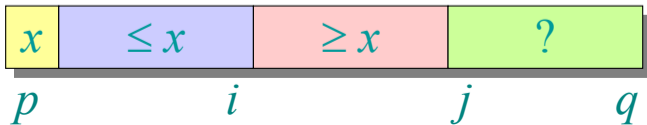


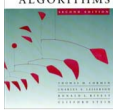
# Partitioning subroutine

```
PARTITION( $A, p, q$ ) ▷  $A[p \dots q]$   
   $x \leftarrow A[p]$  ▷ pivot =  $A[p]$   
   $i \leftarrow p$   
  for  $j \leftarrow p + 1$  to  $q$   
    do if  $A[j] \leq x$   
      then  $i \leftarrow i + 1$   
          exchange  $A[i] \leftrightarrow A[j]$   
  exchange  $A[p] \leftrightarrow A[i]$   
  return  $i$ 
```

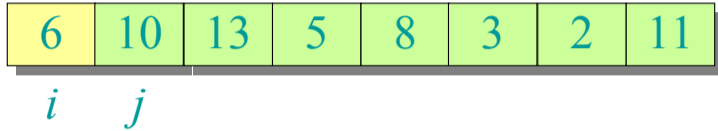
Running time  
=  $O(n)$  for  $n$   
elements.

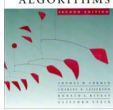
***Invariant:***



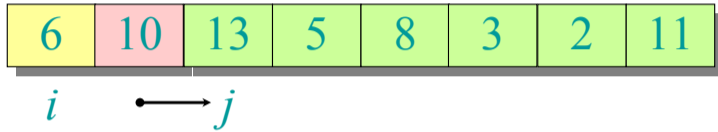


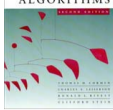
# Example of partitioning



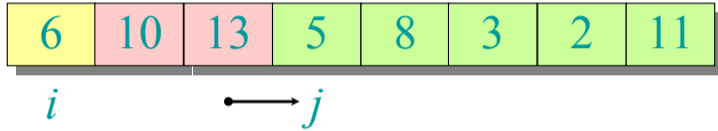


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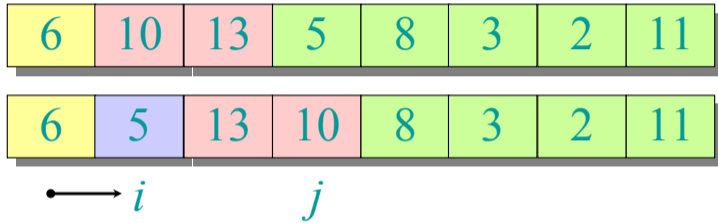


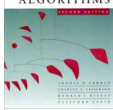
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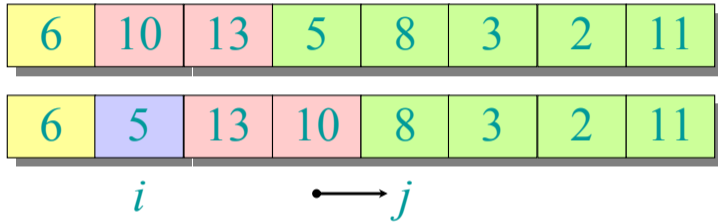


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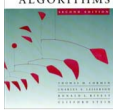




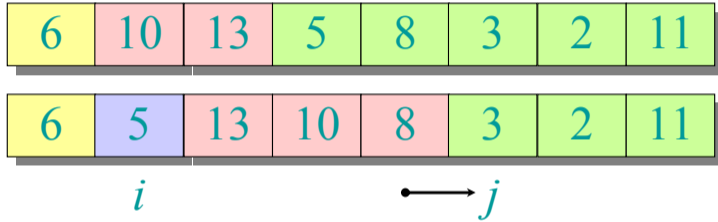
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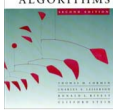




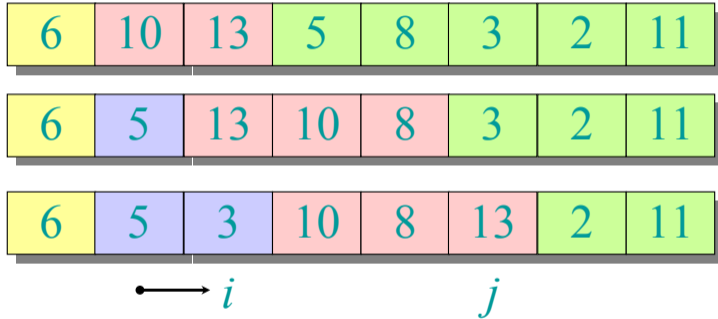


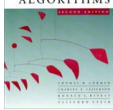
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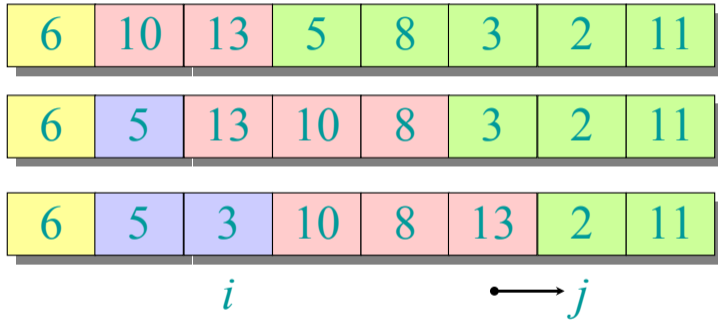


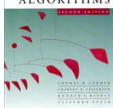
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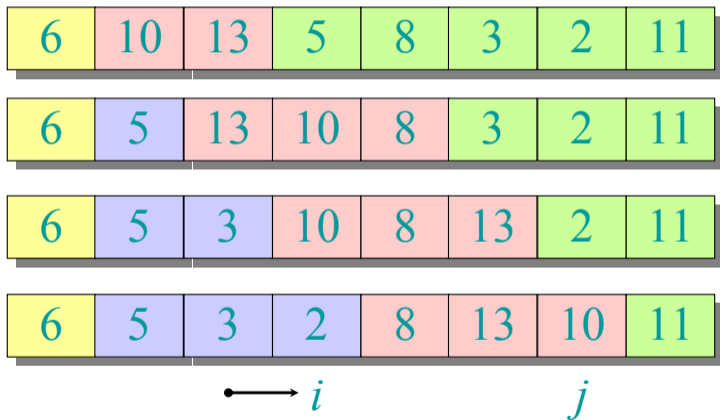


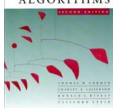
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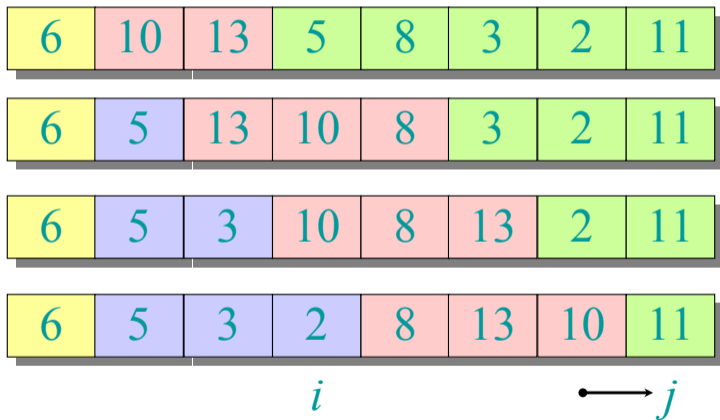


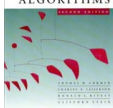
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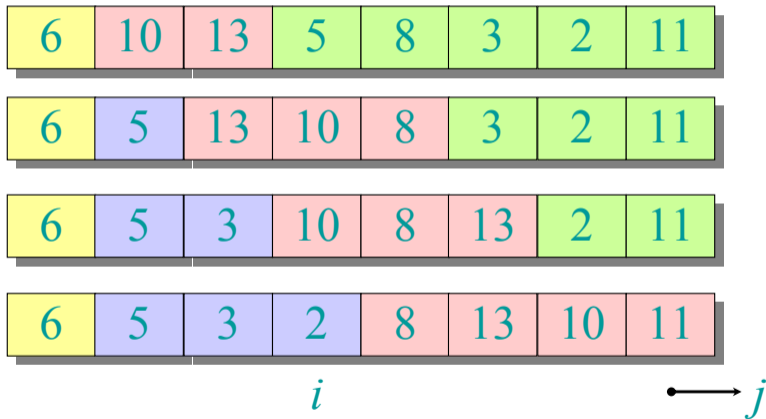


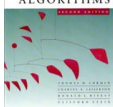
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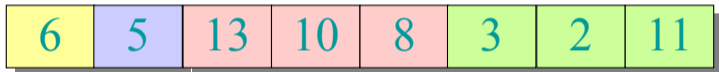


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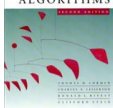




# Example of partitioning



$i$



# Pseudocode for quicksort

QUICKSORT( $A, p, r$ )

**if**  $p < r$

**then**  $q \leftarrow$  PARTITION( $A, p, r$ )

QUICKSORT( $A, p, q-1$ )

QUICKSORT( $A, q+1, r$ )

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



# Analysis of quicksort

- ▶ Quicksort is  $\Theta(n^2)$  in the worst case. What kind of input is bad?
- ▶ Quicksort is supposed to be fast "in practice".
- ▶ We can choose a better pivot in  $O(n)$  time, but we'll see it's a bit complicated.
- ▶ What if we choose a random element as pivot?

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## Even More Divide and Conquer

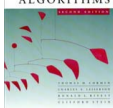
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**Randomized Quicksort**

Randomized median finding

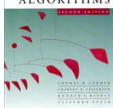
Median of medians



# Randomized quicksort

**IDEA:** Partition around a *random* element.

- Running time is independent of the 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 only by the output of a random-number generator.



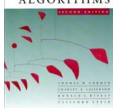
# Randomized quicksort analysis

Let  $T(n)$  = the random variable for the running time of randomized quicksort on an input of size  $n$ , assuming random numbers are independent.

For  $k = 0, 1, \dots, n-1$ , define the *indicator random variable*

$$X_k = \begin{cases} 1 & \text{if PARTITION generates a } k : n-k-1 \text{ split,} \\ 0 & \text{otherwise.} \end{cases}$$

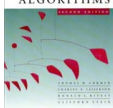
$E[X_k] = \Pr\{X_k = 1\} = 1/n$ , since all splits are equally likely, assuming elements are distinct.



# Analysis (continued)

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

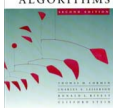
$$= \sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))$$



# Calculating expectation

$$E[T(n)] = E \left[ \sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n)) \right]$$

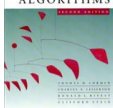
Take expectations of both sides.



# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k(T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k(T(k) + T(n-k-1) + \Theta(n))] \end{aligned}$$

Linearity of expectation.

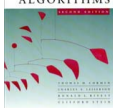


# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \end{aligned}$$

Independence of  $X_k$  from other random choices.

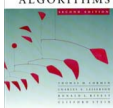




# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \end{aligned}$$

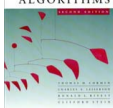
Linearity of expectation;  $E[X_k] = 1/n$ .



# Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \\ &= \frac{2}{n} \sum_{k=1}^{n-1} E[T(k)] + \Theta(n) \end{aligned}$$

Summations have identical terms.



# Hairy recurrence

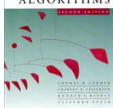
$$E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} E[T(k)] + \Theta(n)$$

(The  $k = 0, 1$  terms can be absorbed in the  $\Theta(n)$ .)

**Prove:**  $E[T(n)] \leq an \lg n$  for constant  $a > 0$ .

- Choose  $a$  large enough so that  $an \lg n$  dominates  $E[T(n)]$  for sufficiently small  $n \geq 2$ .

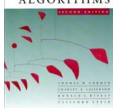
**Use fact:**  $\sum_{k=2}^{n-1} k \lg k \leq \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2$  (exercise).



# Substitution method

$$E[T(n)] \leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

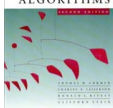
Substitute inductive hypothesis.



# Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &\leq \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \end{aligned}$$

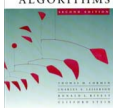
Use fact.



# Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &\leq \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \\ &= an \lg n - \left( \frac{an}{4} - \Theta(n) \right) \end{aligned}$$

Express as *desired* – *residual*.



# Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &= \frac{2a}{n} \left( \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \\ &= an \lg n - \left( \frac{an}{4} - \Theta(n) \right) \\ &\leq an \lg n, \end{aligned}$$

if  $a$  is chosen large enough so that  $an/4$  dominates the  $\Theta(n)$ .

# Contents

## Even More Divide and Conquer

Substitution Method for recurrences

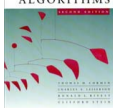
Quicksort

Randomized Quicksort

**Randomized median finding**

Median of medians





# Order statistics

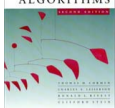
Select the  $i$ th smallest of  $n$  elements (the element with *rank*  $i$ ).

- $i = 1$ : *minimum*;
- $i = n$ : *maximum*;
- $i = \lfloor (n+1)/2 \rfloor$  or  $\lceil (n+1)/2 \rceil$ : *median*.

*Naive algorithm*: Sort and index  $i$ th element.

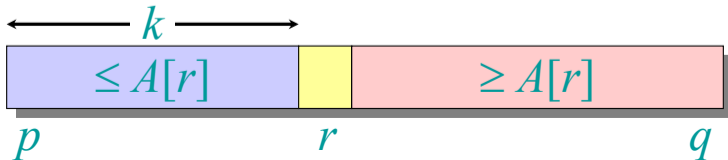
Worst-case running time =  $\Theta(n \lg n) + \Theta(1)$   
=  $\Theta(n \lg n)$ ,

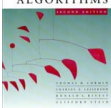
using merge sort or heapsort (*not* quicksort).



# Randomized divide-and-conquer algorithm

**RAND-SELECT**( $A, p, q, i$ )     $\triangleright$   $i$ th smallest of  $A[p..q]$   
**if**  $p = q$  **then return**  $A[p]$   
 $r \leftarrow$  **RAND-PARTITION**( $A, p, q$ )  
 $k \leftarrow r - p + 1$      $\triangleright k = \text{rank}(A[r])$   
**if**  $i = k$  **then return**  $A[r]$   
**if**  $i < k$   
    **then return** **RAND-SELECT**( $A, p, r - 1, i$ )  
    **else return** **RAND-SELECT**( $A, r + 1, q, i - k$ )





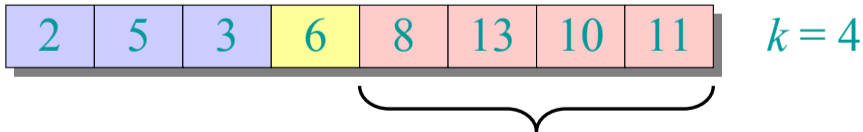
# Example

Select the  $i = 7$ th smallest:

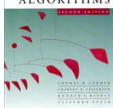


*pivot*

Partition:



Select the  $7 - 4 = 3$ rd smallest recursively.



# Intuition for analysis

(All our analyses today assume that all elements are distinct.)

**Lucky:**

$$\begin{aligned}T(n) &= T(9n/10) + \Theta(n) \\ &= \Theta(n)\end{aligned}$$

$$n^{\log_{10/9} 1} = n^0 = 1$$

CASE 3

**Unlucky:**

$$\begin{aligned}T(n) &= T(n - 1) + \Theta(n) \\ &= \Theta(n^2)\end{aligned}$$

arithmetic series

***Worse than sorting!***

## Analysis of randomized median finding (board)

```
Select2(A, p, q, i)
  n ← q - p + 1
  do {
    r ← RandPartition(A, p, q)
    k ← r - p + 1
    if i = k then return A[r]
  } while ((k < n/4) or (k > 3n/4));
  if i < k
    then return Select2(A, p, r - 1, i)
    else return Select2(A, r + 1, q, i - k)
```

- ▶ Call a pivot  $r$  **good** if  $\lfloor n/4 \rfloor$  elements are on either side.
- ▶ Odds are 50/50.

# Contents

## Even More Divide and Conquer

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**Median of medians**

## Deterministically choosing a good pivot.

- ▶ it turns out we can achieve asymptotically the same worst case time as expected (although worse practically)

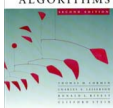
## Deterministically choosing a good pivot.

- ▶ it turns out we can achieve asymptotically the same worst case time as expected (although worse practically)
- ▶ The deterministic algorithm is also more complicated; this is typically one of the main attractions of randomized algorithms, simplicity

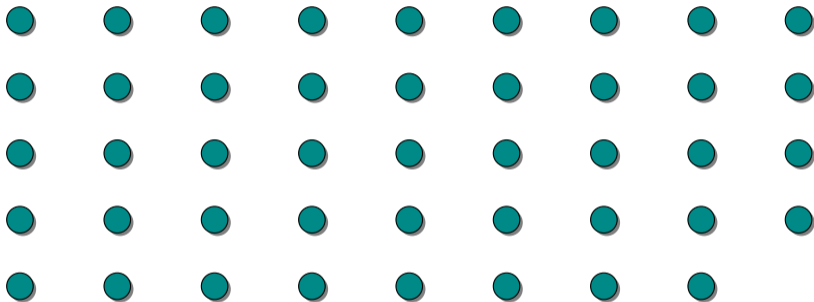


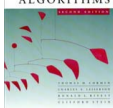
## Deterministically choosing a good pivot.

- ▶ it turns out we can achieve asymptotically the same worst case time as expected (although worse practically)
- ▶ The deterministic algorithm is also more complicated; this is typically one of the main attractions of randomized algorithms, simplicity
- ▶ The main idea of this algorithm is taking the **median of medians**

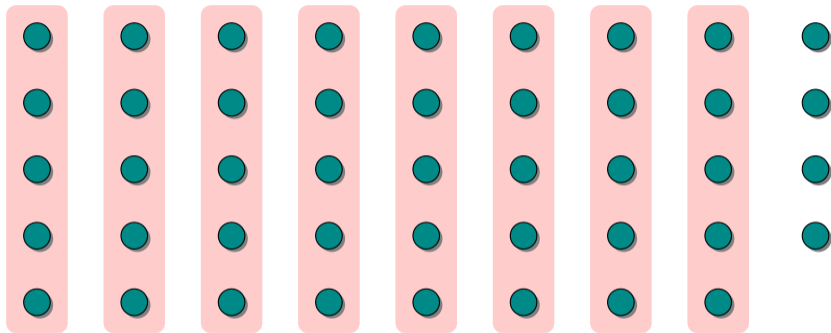


# Choosing the pivot

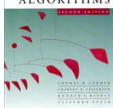




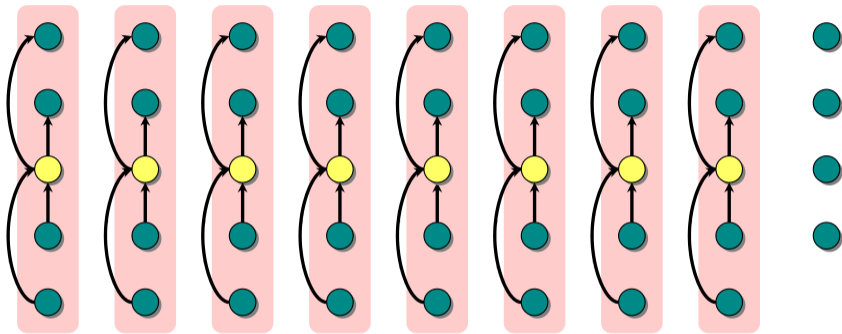
# Choosing the pivot



1. Divide the  $n$  elements into groups of 5.



# Choosing the pivot

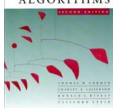


1. Divide the  $n$  elements into groups of 5. Find the median of each 5-element group by rote.

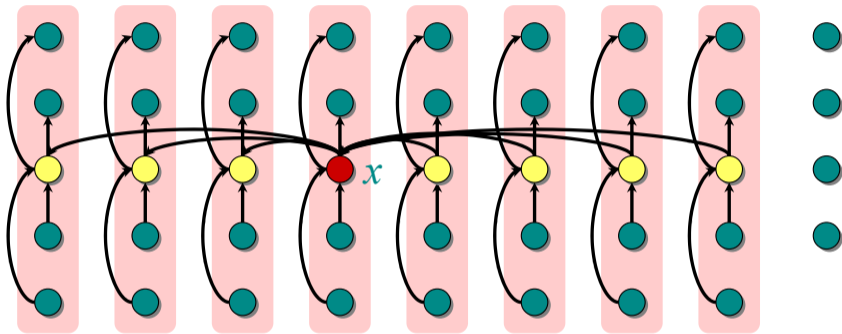
*lesser*



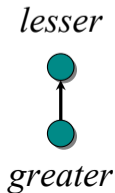
*greater*

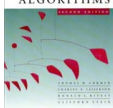


# Choosing the pivot

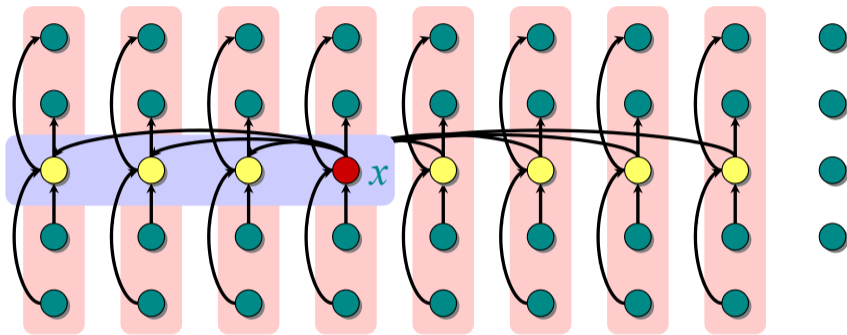


1. Divide the  $n$  elements into groups of 5. Find the median of each 5-element group by rote.
2. Recursively SELECT the median  $x$  of the  $\lfloor n/5 \rfloor$  group medians to be the pivot.





# Analysis

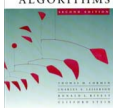


At least half the group medians are  $\leq x$ , which is at least  $\lfloor \lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$  group medians.

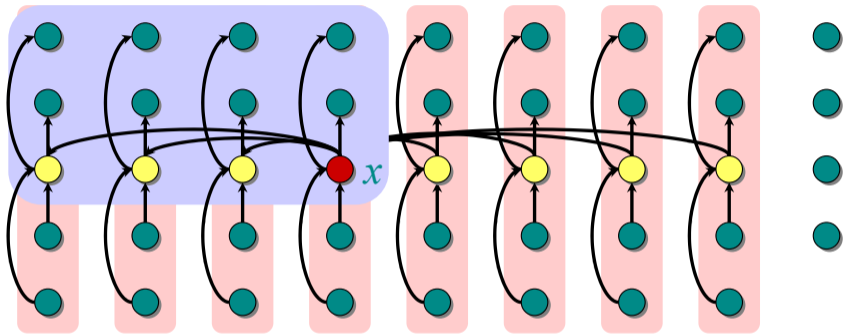
*lesser*



*greater*



# Analysis (Assume all elements are distinct.)



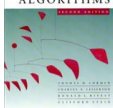
At least half the group medians are  $\leq x$ , which is at least  $\lfloor \lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$  group medians.

- Therefore, at least  $3 \lfloor n/10 \rfloor$  elements are  $\leq x$ .

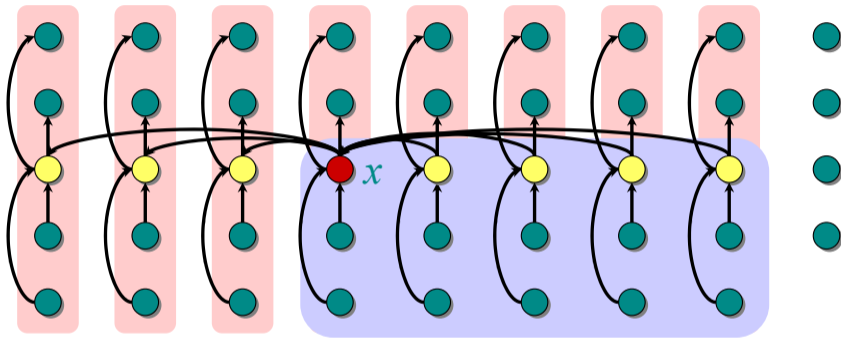
*lesser*



*greater*



# Analysis (Assume all elements are distinct.)



At least half the group medians are  $\leq x$ , which is at least  $\lfloor \lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$  group medians.

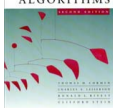
- Therefore, at least  $3 \lfloor n/10 \rfloor$  elements are  $\leq x$ .
- Similarly, at least  $3 \lfloor n/10 \rfloor$  elements are  $\geq x$ .

*lesser*



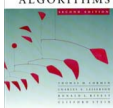
*greater*





# Minor simplification

- For  $n \geq 50$ , we have  $3\lfloor n/10 \rfloor \geq n/4$ .
- Therefore, for  $n \geq 50$  the recursive call to SELECT in Step 4 is executed recursively on  $\leq 3n/4$  elements.
- Thus, the recurrence for running time can assume that Step 4 takes time  $T(3n/4)$  in the worst case.
- For  $n < 50$ , we know that the worst-case time is  $T(n) = \Theta(1)$ .



# Developing the recurrence

$T(n)$       SELECT( $i, n$ )

$\Theta(n)$  { 1. Divide the  $n$  elements into groups of 5. Find the median of each 5-element group by rote.

$T(n/5)$  { 2. Recursively SELECT the median  $x$  of the  $\lfloor n/5 \rfloor$  group medians to be the pivot.

$\Theta(n)$  { 3. Partition around the pivot  $x$ . Let  $k = \text{rank}(x)$ .

$T(3n/4)$  { 4. **if**  $i = k$  **then return**  $x$   
    **elseif**  $i < k$   
        **then** recursively SELECT the  $i$ th  
            smallest element in the lower part  
    **else** recursively SELECT the  $(i-k)$ th  
            smallest element in the upper part

Luckily we already solved this recurrence

$$\blacktriangleright T(n) \leq T(n/5) + T(3n/4) + \Theta(n)$$