



Chapter 7

Randomization

Algorithm Theory
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Randomized Quicksort

Quicksort:



function Quick (S : sequence): sequence;

{returns the sorted sequence S }

begin

if $\#S \leq 1$ then **return** S

else { choose pivot element v in S ;

 partition S into S_ℓ with elements $< v$,

 and S_r with elements $> v$

return Quick(S_ℓ) v Quick(S_r)

end;

Randomized Quicksort Analysis

Randomized Quicksort: pick **uniform random** element as **pivot**

Running Time of sorting **n elements:**

- Let's just count the **number of comparisons**
- In the partitioning step, all $n - 1$ non-pivot elements have to be compared to the pivot

- **Number of comparisons:**

$$n - 1 + \text{\#comparisons in recursive calls}$$

- **If rank of pivot is r :**
recursive calls with $r - 1$ and $n - r$ elements

Law of Total Expectation

- Given a **random variable** X and
- a set of events A_1, \dots, A_k that **partition** Ω
 - E.g., for a second **random variable** Y , we could have
$$A_i := \{\omega \in \Omega : Y(\omega) = i\}$$

Law of Total Expectation

$$\mathbb{E}[X] = \sum_{i=1}^k \mathbb{P}(A_i) \cdot \mathbb{E}[X | A_i] = \sum_y \mathbb{P}(Y = y) \cdot \mathbb{E}[X | Y = y]$$

Example:

- X : outcome of rolling a die
- $A_0 = \{X \text{ is even}\}$, $A_1 = \{X \text{ is odd}\}$

Randomized Quicksort Analysis

Random variables:

- C : total number of comparisons (for a given array of length n)
- R : rank of first pivot
- C_ℓ, C_r : number of comparisons for the 2 recursive calls

$$\mathbb{E}[C] = n - 1 + \mathbb{E}[C_\ell] + \mathbb{E}[C_r]$$

Law of Total Expectation:

$$\begin{aligned}\mathbb{E}[C] &= \sum_{r=1}^n \mathbb{P}(R = r) \cdot \mathbb{E}[C | R = r] \\ &= \sum_{r=1}^n \mathbb{P}(R = r) \cdot (n - 1 + \mathbb{E}[C_\ell | R = r] + \mathbb{E}[C_r | R = r])\end{aligned}$$

Randomized Quicksort Analysis

We have seen that:

$$\mathbb{E}[C] = \sum_{r=1}^n \mathbb{P}(R = r) \cdot (n - 1 + \mathbb{E}[C_\ell | R = r] + \mathbb{E}[C_r | R = r])$$

Define:

- **$T(n)$** : expected number of comparisons when sorting n elements

$$\begin{aligned}\mathbb{E}[C] &= T(n) \\ \mathbb{E}[C_\ell | R = r] &= T(r - 1) \\ \mathbb{E}[C_r | R = r] &= T(n - r)\end{aligned}$$

Recursion:

$$\begin{aligned}T(n) &= \sum_{r=1}^n \frac{1}{n} \cdot (n - 1 + T(r - 1) + T(n - r)) \\ T(0) &= T(1) = 0\end{aligned}$$

Randomized Quicksort Analysis

Theorem: The expected number of comparisons when sorting n elements using randomized quicksort is $T(n) \leq 2n \ln n$.

Proof:

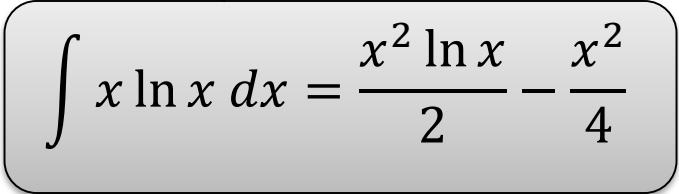
$$T(n) = \sum_{r=1}^n \frac{1}{n} \cdot (n - 1 + T(r - 1) + T(n - r)), \quad T(0) = 0$$

Randomized Quicksort Analysis

Theorem: The expected number of comparisons when sorting n elements using randomized quicksort is $T(n) \leq 2n \ln n$.

Proof:

$$T(n) \leq n - 1 + \frac{4}{n} \cdot \int_1^n x \ln x \, dx$$


$$\int x \ln x \, dx = \frac{x^2 \ln x}{2} - \frac{x^2}{4}$$

Alternative Analysis

Array to sort: [7 , 3 , 1 , 10 , 14 , 8 , 12 , 9 , 4 , 6 , 5 , 15 , 2 , 13 , 11]

Viewing quicksort run as a **tree:**

Comparisons

- Comparisons are only between pivot and non-pivot elements
- Every element can only be the pivot once:
 - every 2 elements can only be compared once!
- W.l.o.g., assume that the elements to sort are $1, 2, \dots, n$
- Elements i and j are compared if and only if either i or j is a pivot before any element $h: i < h < j$ is chosen as pivot
 - i.e., iff i is an ancestor of j or j is an ancestor of i

$$\mathbb{P}(\text{comparison betw. } i \text{ and } j) = \frac{2}{j - i + 1}$$

Counting Comparisons

Random variable for every pair of elements (i, j) :

$$X_{ij} = \begin{cases} 1, & \text{if there is a comparison between } i \text{ and } j \\ 0, & \text{otherwise} \end{cases}$$

Number of comparisons: X

$$X = \sum_{i < j} X_{ij}$$

- What is $\mathbb{E}[X]$?

Randomized Quicksort Analysis

Theorem: The expected number of comparisons when sorting n elements using randomized quicksort is $T(n) \leq 2n \ln n$.

Proof:

- **Linearity of expectation:**

For all random variables X_1, \dots, X_n and all $a_1, \dots, a_n \in \mathbb{R}$,

$$\mathbb{E} \left[\sum_i^n a_i X_i \right] = \sum_i^n a_i \mathbb{E}[X_i].$$

Randomized Quicksort Analysis

Theorem: The expected number of comparisons when sorting n elements using randomized quicksort is $T(n) \leq 2n \ln n$.

Proof:

$$\mathbb{E}[X] = 2 \sum_{i=1}^{n-1} \sum_{j=i+1}^n \frac{1}{j-i+1} = 2 \sum_{i=1}^{n-1} \sum_{k=2}^{n-i+1} \frac{1}{k}$$

Quicksort: High Probability Bound

- We have seen that the number of comparisons of randomized quicksort is $O(n \log n)$ in expectation.
- Can we also show that the number of comparisons is $O(n \log n)$ with high probability?

- **Recall:**

On each recursion level, each pivot is compared once with each other element that is still in the same “part”

Counting Number of Comparisons

- We looked at 2 ways to count the number of comparisons
 - recursive characterization of the expected number
 - number of different pairs of values that are compared

Let's consider yet another way:

- Each comparison is between a pivot and a non-pivot
- How many times is a specific array element x compared as a non-pivot?

Value x is compared as a non-pivot to a pivot once in every recursion level until one of the following two conditions apply:

1. x is chosen as a pivot
2. x is alone

Successful Recursion Level

- Consider a specific recursion level ℓ
- Assume that at the beginning of recursion level ℓ , element x is in a sub-array of length K_ℓ that still needs to be sorted.
- If x has been chosen as a pivot before level ℓ , we set $K_\ell := 1$

Definition: We say that recursion level ℓ is successful for element x iff the following is true:

$$K_{\ell+1} = 1 \quad \text{or} \quad K_{\ell+1} \leq \frac{2}{3} \cdot K_\ell$$

Successful Recursion Level

Lemma: For every recursion level ℓ and every array element x , it holds that level ℓ is successful for x with probability at least $1/3$, independently of what happens in other recursion levels.

Proof:

Number of Successful Recursion Levels



Lemma: If among the first ℓ recursion levels, at least $\log_{3/2}(n)$ are successful for element x , we have $K_\ell = 1$.

Proof:

Chernoff Bounds

- Let X_1, \dots, X_n be independent 0-1 random variables and define $p_i := \mathbb{P}(X_i = 1)$.
- Consider the random variable $X = \sum_{i=1}^n X_i$
- We have $\mu := \mathbb{E}[X] = \sum_{i=1}^n \mathbb{E}[X_i] = \sum_{i=1}^n p_i$

Chernoff Bound (Lower Tail):

$$\forall \delta > 0: \mathbb{P}(X < (1 - \delta)\mu) < e^{-\delta^2 \mu / 2}$$

Chernoff Bound (Upper Tail):

$$\forall \delta > 0: \mathbb{P}(X > (1 + \delta)\mu) < \left(\frac{e^\delta}{(1 + \delta)^{1+\delta}} \right)^\mu < e^{-\delta^2 \mu / 3}$$

holds for $\delta \leq 1$

Chernoff Bounds, Example

Assume that a fair coin is flipped n times. What is the probability to have

1. less than $n/3$ heads?
2. more than $0.51n$ tails?
3. less than $n/2 - \sqrt{c \cdot n \ln n}$ tails?

Proof of Chernoff Bound

- Independent Bernoulli random variables X_1, X_2, \dots, X_n
- $\mathbb{P}(X_i = 1) \geq p_i, X := \sum_{i=1}^n X_i, \mu := \sum_{i=1}^n p_i \geq \mathbb{E}[X]$

Chernoff Lower Tail: $\mathbb{P}(X < (1 - \delta)\mu) < e^{-\delta^2\mu/2}$

Recall

- Markov Inequality: Given non-negative rand. var. $Z \geq 0$

$$\forall t > 0: \mathbb{P}(Z > t) < \frac{\mathbb{E}[Z]}{t}$$

- Independent random variables Y, Z :

$$\mathbb{E}[Y \cdot Z] = \mathbb{E}[Y] \cdot \mathbb{E}[Z]$$

Proof of Chernoff Bound

- $\mathbb{P}(X_i = 1) \geq p_i, X := \sum_{i=1}^n X_i, \mu := \sum_{i=1}^n p_i \geq \mathbb{E}[X]$

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Number of Comparisons for x

Lemma: For every array element x , with high probability, as a non-pivot, x is compared to a pivot at most $O(\log n)$ times.

Proof:

Number of Comparisons for x

Lemma: For every array element x , with high probability, as a non-pivot, x is compared to a pivot at most $O(\log n)$ times.

Proof:

Number of Comparisons

Theorem: With high probability, the total number of comparisons is at most $O(n \log n)$.

Proof:

Types of Randomized Algorithms

Las Vegas Algorithm:

- always a **correct solution**
- **running time** is a **random** variable
- **Example:** randomized quicksort, contention resolution

Monte Carlo Algorithm:

- **probabilistic correctness** guarantee (**m**ostly **c**orrect)
- fixed (deterministic) running time
- **Example:** primality test