

# Quiz ch1-3

## Ch6: Priority Queue

## Ch7: Quick-sort

Quiz: Open book,  
open paper notes.  
No elec devices  
(phone, tablet, laptop)

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# Exam 1: 30pts

- [6] (Dis)prove: If  $f(n) \in O(g(n))$  and  $g(n) \in O(h(n))$ , then  $h(n) \in \Omega(f(n))$
- [6] (Dis)prove: If  $f(n) \in O(g(n))$  and  $g(n) \in O(f(n))$ , then  $f(n) = g(n)$
- [6] (Dis)prove:  $f(n) \in \Theta(f(n/2))$
- The function `uniq(A)` should return a list of all the elements in `A` which are **unique**: e.g.,
  - ◆ `uniq([5, 3, 4, 3, 6, 5])` → `[4, 6]` (or `[6, 4]`)
  - ◆ Elements may be arbitrarily large, or even floats
  - [8] **Implement** `uniq()` as efficiently as you can
  - [4] Derive the algorithmic **complexity**

# Exam 1 solutions: #1-3

- [6] (Dis)prove: If  $f(n) \in O(g(n))$  and  $g(n) \in O(h(n))$ , then  $h(n) \in \Omega(f(n))$ 
  - True: transitivity  $\Rightarrow f \in O(h)$
  - Transpose symmetry  $\Rightarrow h \in \Omega(f)$
- [6] (Dis)prove: If  $f(n) \in O(g(n))$  and  $g(n) \in O(f(n))$ , then  $f(n) = g(n)$ 
  - False: e.g.,  $f(n) = n$ ,  $g(n) = 2n$
- [6] (Dis)prove:  $f(n) \in \Theta(f(n/2))$ 
  - False: e.g.,  $f(n) = 2^n$ :
    - ◆  $\lim_{n \rightarrow \infty} (f(n)/f(n/2)) = \lim_{n \rightarrow \infty} (2^n / 2^{n/2}) = \lim_{n \rightarrow \infty} (2^{n/2}) = \infty$
    - ◆ Hence  $f \in \omega(f(n/2))$ , so  $f \notin \Theta(f(n/2))$

# Exam 1 solutions: #4

- [8] Implement `uniq()` as efficiently as you can
  - function `uniq(A)`:
    - ◆ `MergeSort(A)`
    - ◆ `result = [ A[1] ]`
    - ◆ for `i` in `2 .. length(A)`:
      - if `(A[i] != A[i-1]) result.append( A[i] )`
    - ◆ return `result`
- [4] Derive the algorithmic complexity
  - `MergeSort` takes average  $\Theta(n \lg n)$
  - `Linear scan` for uniques takes  $\Theta(n)$
  - $\Rightarrow$  average  $\Theta(n \lg n)$

# Outline for today

- ch6: Binary max-heaps
  - Application: Priority Queue
- ch7: Quicksort
  - Partition & pivot
  - Randomised quicksort
  - Complexity analysis

# Binary heap for priority queue

- Binary heaps can implement a **priority queue**:
  - Set of **items** with attached **priorities**
- **Interface** (set of operations):
  - **insert(A, item, pri)**: **add** item to the queue A
  - **find\_max(A)**: **return** item with highest priority
  - **pop\_max(A)**: same but also **delete** item
  - **set\_pri(A, item, pri)**: set **new** priority for item (must be higher than old priority)
- Setup queue by building a **max-heap**
  - **find\_max()** is easy: return **A[1]**
  - **pop\_max()** also easy: remove A[1] and **heapify**

# Inserting into priority queue

- `set_pri(A, i, pri)`: starting from `i`, “bubble” item up until we find the right place:
  - `A[i] = pri`
  - while `i > 1` and `A[ i/2 ] < A[ i ]`:
    - `swap( A[ i/2 ], A[ i ] )`
    - `i = i/2`
  - **Complexity**: # iterations =  $\Theta(\lg n)$
- `insert(A, pri)`: make a **new** node and set its **priority**
  - `A.length++`
  - `set_pri( A, A.length, pri )`
  - ◆ Typically, use **pre-allocated** fixed-length array, and use separate variable to track size of queue
  - **Complexity**: same as `set_pri()`:  $\Theta(\lg n)$

# Priority queue: summary

- **Build** priority queue using a max-heap:  $\Theta(n)$
- **Get** highest priority item:  $\Theta(1)$
- Get and **delete** highest priority item:  $\Theta(\lg n)$
- **Set** new priority for an item:  $\Theta(\lg n)$
- **Insert** new item into queue:  $\Theta(\lg n)$



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# Quicksort

- **Divide**: partition array  $A[p .. r]$  such that:
  - ◆  $\max( A[ p .. q-1 ] ) \leq A[ q ] \leq \min( A[ q+1 .. r ] )$
- **Conquer**: recurse on each part:
  - ◆  $\text{quicksort}(A, p, q-1)$  and  $\text{quicksort}(A, q+1, r)$
- No combine/merge step needed
  
- **In-place** sort
- **Worst**-case turns out to still be  $\Theta(n^2)$ , but **average**-case is  $\Theta(n \lg(n))$ , with small constants
- In practise, quicksort is one of the **best** algorithms when input values can be arbitrary

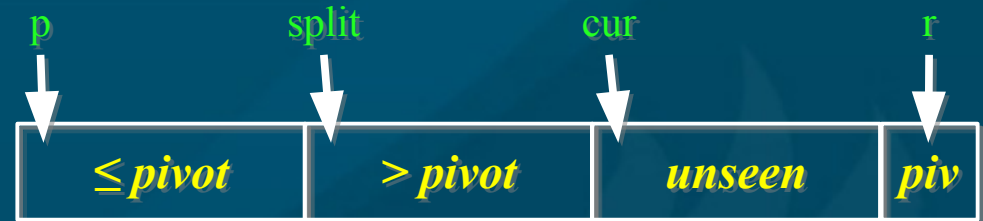
# Quicksort: partition

## ■ How to do the partitioning?

- Pick last item as the **pivot**
- Walk through array, partitioning array into items  $\leq$  pivot and items  $>$  pivot
- Lastly, swap pivot into place

### ◆ partition(A, p, r):

- pivot = A[ r ]
- split = p
- for cur = p .. r-1:
  - if A[ cur ]  $\leq$  pivot:
    - swap( A[ split ], A[ cur ] )
    - split++
- swap( A[ split ], A[ pivot ] )
- return split



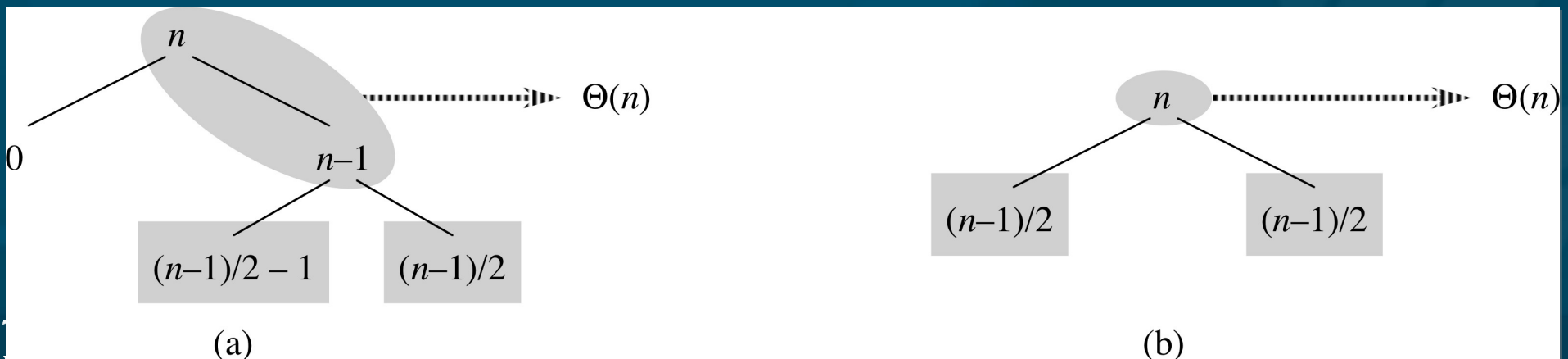
**Complexity?**

# Quicksort: complexity

- **Worst-case** if every partition is the most **uneven**:
  - ◆ **pivot** (last item) is either **largest** or **smallest** item
  - ◆  $T(n) = T(n-1) + T(0) + \Theta(n)$
  - ◆  $\Rightarrow T(n) = \Theta(n^2)$
  - Example **inputs** that give worst case?
- **Best-case** if every partition is exactly in **half**:
  - ◆  $T(n) = 2T(n/2) + \Theta(n)$
  - ◆  $\Rightarrow T(n) = \Theta(n \lg(n))$
  - Example **inputs** that give best case?
- **Average-case**, assuming random input?

# Quicksort: average case

- Not every partition will be **best-case**  $\frac{1}{2} - \frac{1}{2}$ 
  - On average, in between **best** and **worst** cases
  - Even if average split is, say,  $\frac{9}{10} - \frac{1}{10}$ :
    - $T(n) = T(\frac{9}{10}n) + T(\frac{1}{10}n) + \Theta(n)$
    - $\Rightarrow T(n) = O(n \lg(n))$
- E.g., assume splits **alternate** between best+worst:
  - Only adds  $O(n)$  work to each of  $O(\lg n)$  levels
  - $\Rightarrow$  still  $O(n \lg(n))$  (albeit w/higher constant)



# Quicksort with constant splits

- p.178, #7.2-5: assume every split is  $\alpha$  vs  $1-\alpha$ , with constant  $0 < \alpha < \frac{1}{2}$ .
  - Min/max **depth** of a leaf in the recursion tree?
- **Min** depth: follow **smaller** side ( $\alpha$ ) of each split
  - **How many** splits until reach leaf (1 item)?
    - ◆  $\alpha^m n = 1 \implies m = -\lg(n) / \lg(\alpha)$
- **Max** depth: follow **larger** side ( $1-\alpha$ ) of each split
  - **How many** splits until reach leaf (1 item)?
    - ◆  $(1-\alpha)^m n = 1 \implies m = -\lg(n) / \lg(1-\alpha)$
- Both are  $\Theta(\lg n)$ , so with **constant-ratio** splits, depth of recursion tree is  $\Theta(\lg n)$ ,  
 $\implies$  total complexity is  $\Theta(n \lg n)$

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# Randomised quicksort

- We saw how giving quicksort **pre-sorted** data results in worst-case behaviour
  - Always chose **last** element (**r**) as pivot
- We can alleviate this risk by **randomising** our choice of pivot:
  - `rand_partition(A, p, r):`
    - `swap( A[ r ], A[ rand(p, r) ] )`    *# swap w/random item*
    - `partition(A, p, r)`
  - It is still **possible** our random pivot choices result in worst-case  $\Theta(n^2)$  time – but **unlikely!**



# Randomised quicksort: average

- Assume items are **distinct**, and **name** them in order:  $\{z_1, z_2, \dots, z_n\}$ . How many **comparisons**?
  - ◆ **Worst** case: **all** pairs  $(z_i, z_j)$  compared  $\implies \Theta(n^2)$
  - ◆ A pair **cannot** be compared **>1** time, because comparisons are only made against **pivots**, and once a pivot is used by `partition()`, it is **not revisited**
- When is a pair  $(z_i, z_j)$  compared?
  - Only if either  $z_i$  or  $z_j$  are chosen as a pivot **before** any other item inbetween  $\{z_i, z_{i+1}, \dots, z_j\}$ 
    - ◆ (If any other item is chosen first, then  $z_i, z_j$  will be on **opposite** sides of the split, and will **not** be compared)
  - $\implies$  **probability** is  $2(1 / (j - i + 1))$

# Randomised quicksort: average

- Summing over all pairs  $(z_i, z_j)$ :

$$\begin{aligned} & \sum_{i=1}^{n-1} \sum_{j=i+1}^n \Pr(\text{compare } z_i \text{ with } z_j) \\ = & \sum_{i=1}^{n-1} \sum_{j=i+1}^n \frac{2}{j-i+1} \\ = & \sum_{i=1}^{n-1} \sum_{k=1}^{n-i} \frac{2}{k+1} \quad (\text{let } k = j - i) \\ < & \sum_{i=1}^{n-1} \sum_{k=1}^n \frac{2}{k} \\ = & \sum_{i=1}^{n-1} O(\lg n) \quad (\text{e.g., by Riemann sums}) \\ = & O(n \lg n) \end{aligned}$$

# Visualisations of Sorting algos

- **The Sound of Sorting** - Visualization and "Audibilization" of Sorting Algorithms

