

#### **CMPS 2200 – Fall 2012**

#### **Order Statistics**

#### **Carola Wenk**

#### Slides courtesy of Charles Leiserson with small changes by Carola Wenk

## **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 =  $\Theta(n \log n + 1)$ =  $\Theta(n \log n)$ , using merge sort (*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] $r \leftarrow \text{RAND-PARTITION}(A, p, q)$ 

- $\triangleright k = \operatorname{rank}(A[r])$  $k \leftarrow r - p + 1$
- 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 = 7th smallest:

Partition:

2 5 3 6 8 13 10 11 
$$k = 4$$
  
Select the 7 – 4 = 3rd smallest recursively

## **Intuition for analysis**

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

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

Unlucky: T(n) - T(n-1) + dn $= \Theta(n^2)$ 

arithmetic series

 $n^{\log_{4/3} 1} = n^0 = 1$ 

CASE 3

## Analysis of expected time

- Call a pivot *good* if its rank lies in [n/4, 3n/4].
- How many good pivots are there? n/2 $\Rightarrow$  A random pivot has 50% chance of being good.
- Let T(n,s) be the runtime random variable



# Analysis of expected time

**Lemma:** A fair coin needs to be tossed an expected number of 2 times until the first "heads" is seen.

**Proof:** Let E(X) be the expected number of tosses until the first "heads" is seen.

- Need at least one toss, if it's "heads" we are done.
- If it's "tails" we need to repeat (probability  $\frac{1}{2}$ ).
  - $\Rightarrow E(X) = 1 + \frac{1}{2} E(X)$  $\Rightarrow E(X) = 2$

## **Analysis of expected time**



 $\Rightarrow E(T(n,s)) \le E(T(3n/4,s)) + E(X(s) \cdot dn)$  $\Rightarrow E(T(n,s)) \le E(T(3n/4,s)) + E(X(s)) \cdot dn$  $\Rightarrow E(T(n,s)) \le E(T(3n/4,s)) + 2 \cdot dn$  $\Rightarrow T_{exp}(n) \le T_{exp}(3n/4) + \Theta(n)$  $\Rightarrow T_{exp}(n) \in \Theta(n)$  Linearity of expectation

Lemma

#### **Summary of randomized order-statistic selection**

- Works fast: linear expected time.
- Excellent algorithm in practice.
- But, the worst case is *very* bad:  $\Theta(n^2)$ .
- *Q*. Is there an algorithm that runs in linear time in the worst case?
- *A.* Yes, due to Blum, Floyd, Pratt, Rivest, and Tarjan [1973].

**IDEA:** Generate a good pivot recursively.

# Worst-case linear-time order statistics

Select(i, n)

- 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.
- 3. Partition around the pivot *x*. Let  $k = \operatorname{rank}(x)$ .
- 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 Same as

RAND-

**S**ELECT





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



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





- 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.

lesser

# **Developing the recurrence**





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



At least half the group medians are  $\leq x$ , which is at least  $\lfloor n/5 \rfloor / 2 \rfloor = \lfloor n/10 \rfloor$  group medians. • Therefore, at least  $3 \lfloor n/10 \rfloor$  elements are  $\leq x$ .





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

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

10/3/12

lesser

Need "at most" for worst-case runtime

- At least  $3\lfloor n/10 \rfloor$  elements are  $\leq x$  $\Rightarrow$  at most  $n-3\lfloor n/10 \rfloor$  elements are  $\geq x$
- At least  $3 \lfloor n/10 \rfloor$  elements are  $\geq x$  $\Rightarrow$  at most  $n-3 \lfloor n/10 \rfloor$  elements are  $\leq x$
- The recursive call to SELECT in Step 4 is executed recursively on  $n-3\lfloor n/10 \rfloor$  elements.

- Use fact that  $\lfloor a/b \rfloor \ge ((a-(b-1))/b)$  (page 51)
- $n-3\lfloor n/10 \rfloor \le n-3 \cdot (n-9)/10 = (10n 3n + 27)/10 \le 7n/10 + 3$
- The recursive call to SELECT in Step 4 is executed recursively on at most 7n/10+3 elements.

# **Developing the recurrence**





if *c* is chosen large enough, e.g., c=10d

## Conclusions

- Since the work at each level of recursion is basically a constant fraction (9/10) smaller, the work per level is a geometric series dominated by the linear work at the root.
- In practice, this algorithm runs slowly, because the constant in front of *n* is large.
- The randomized algorithm is far more practical.

#### **Exercise:** *Try to divide into groups of 3 or 7.*