#### CMPS 6610/4610 – Fall 2016

#### **Order Statistics**

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#### Slides courtesy of Charles Leiserson with additions 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*.

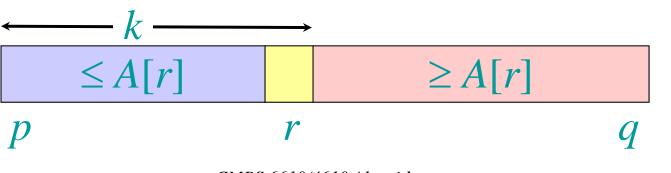
*Naive algorithm*: Sort and index *i*th element. Worst-case running time =  $\Theta(n \log n + 1)$ =  $\Theta(n \log n)$ , using merge sort (*not* quicksort).

#### Randomized divide-andconquer algorithm

RAND-SELECT(A, p, q, i) **i** the smallest of  $A[p \dots q]$  **i** p = q then return A[p]  $r \leftarrow \text{RAND-PARTITION}(A, p, q)$   $k \leftarrow r - p + 1$ **i** k = 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)



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### Example

Select the i = 7th smallest:

Partition:

## **Intuition for analysis**

(All our analyses today assume that all elements are distinct.) Lucky: T(n) = T(3n/4) + dnfor RAND-PARTITION  $n^{\log_{4/3}1} = n^0 = 1$ 

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

 $= \Theta(n)$ 

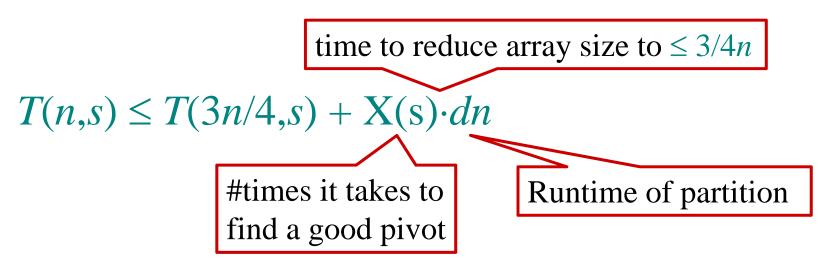
arithmetic series

CASE 3

Worse than sorting!

## 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



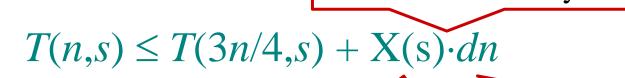
## Analysis of expected time

**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  $\frac{1}{2}$ ).
  - $\Rightarrow E(X) = 1 + \frac{1}{2} E(X)$  $\Rightarrow E(X) = 2$





#times it takes to find a good pivot

Runtime of partition

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

Linearity of expectation

Lemma

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## **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].

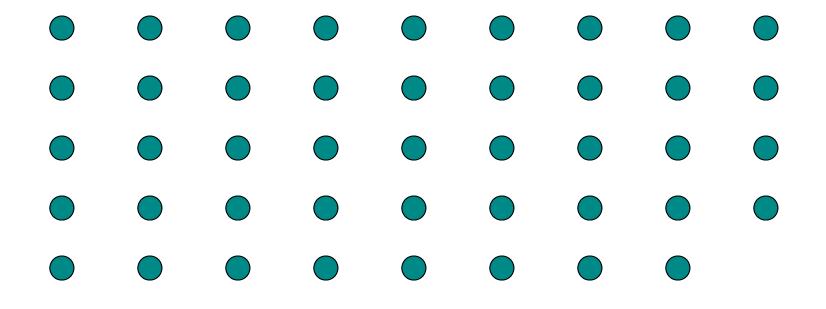
**IDEA:** Generate a good pivot recursively. This algorithm has large constants though and therefore is not efficient in practice.

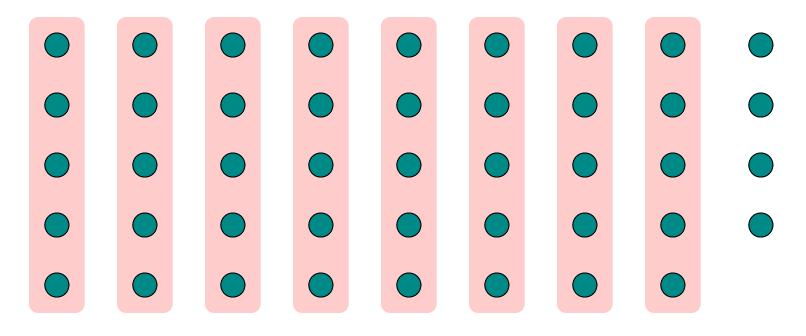
# Worst-case linear-time order statistics

- 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

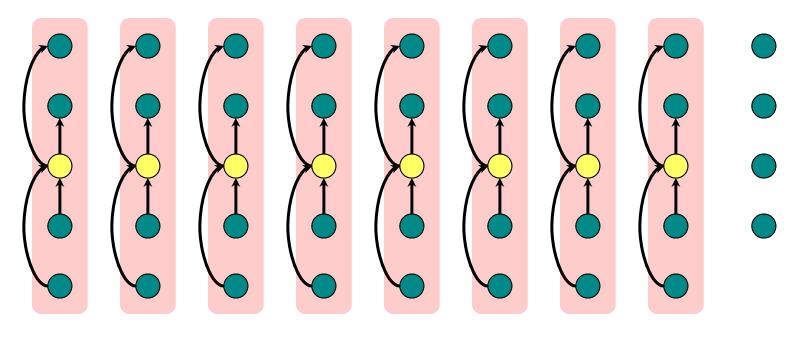
**then** recursively SELECT the *i*th smallest element in the lower part

else recursively SELECT the (i-k)th smallest element in the upper part Same as RAND-SELECT

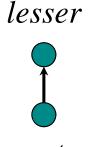




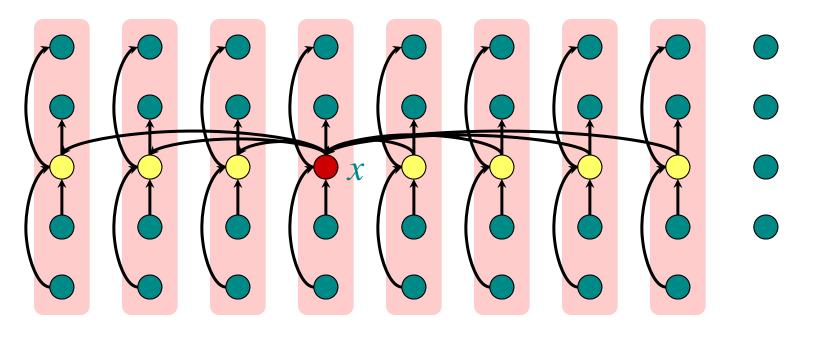
1. Divide the *n* elements into groups of 5.



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greater

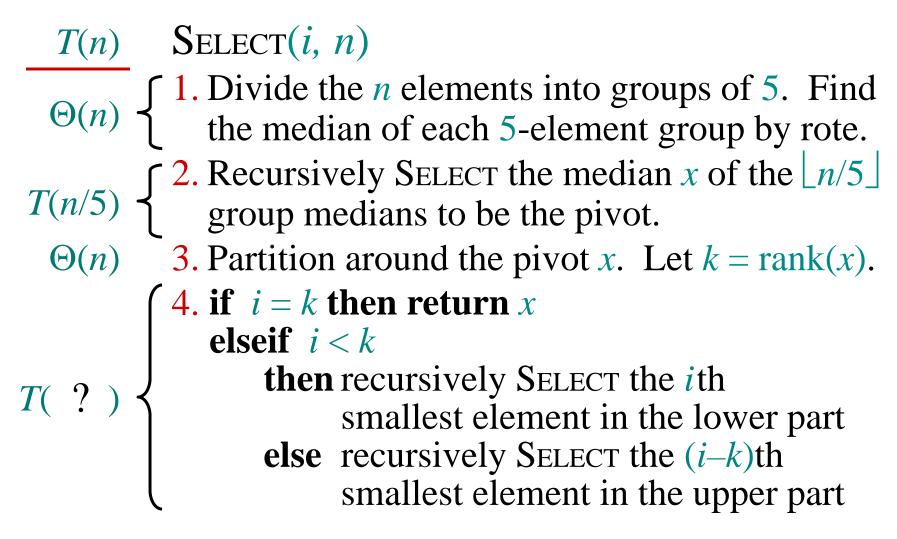


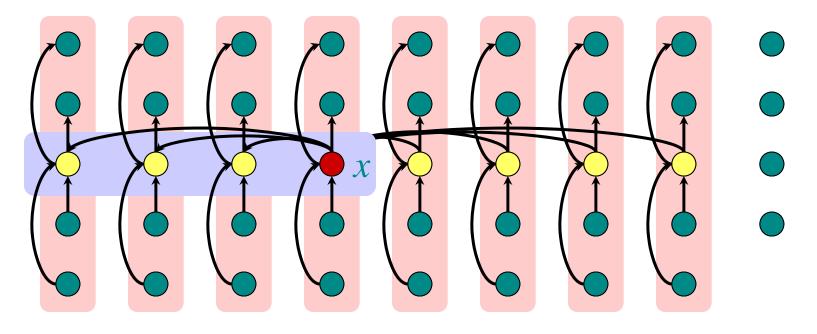
- 1. Divide the *n* elements into groups of 5. Find the median of each 5-element group by rote.
- 2. Recursively SELECT the median x of the  $\lfloor n/5 \rfloor$  group medians to be the pivot.

greater

lesser

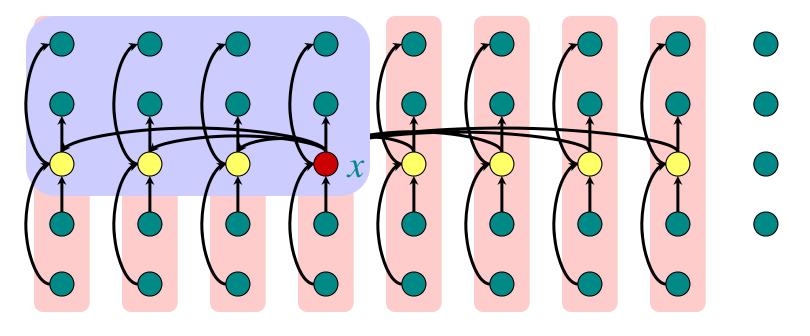
# **Developing the recurrence**





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.

greater

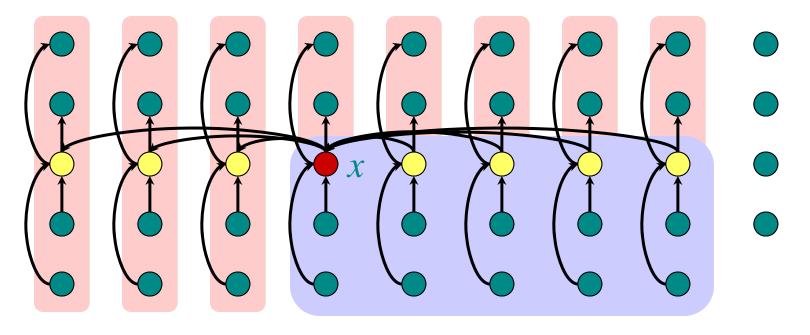


At least half the group medians are  $\leq x$ , which is at least  $\lfloor \frac{n}{5} \rfloor / 2 \rfloor = \lfloor \frac{n}{10} \rfloor$  group medians.

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

greater

lesser



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  $\geq x$ .

greater

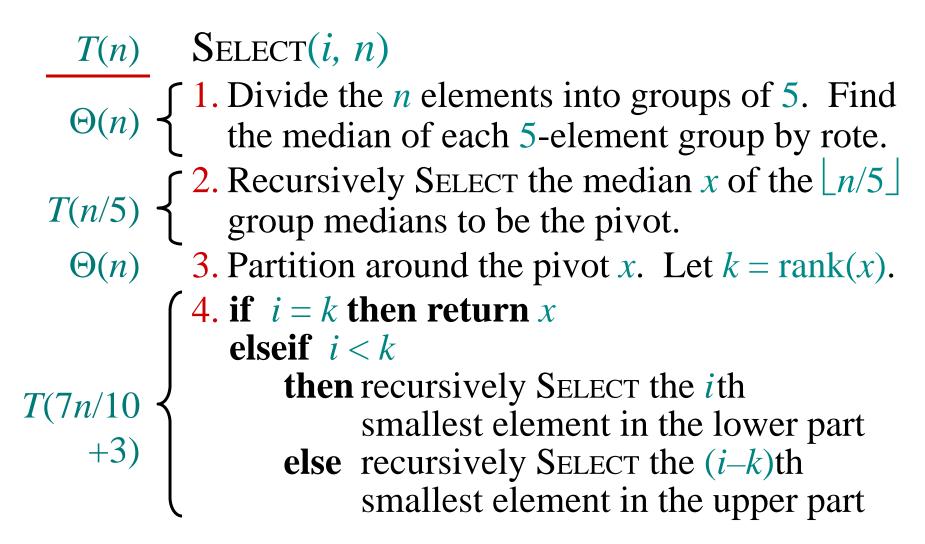
lesser

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**



Solving the recurrence for  $\Theta(n)$  $T(n) = T\left(\frac{1}{5}n\right) + T\left(\frac{7}{10}n + 3\right) + \frac{dn}{dn}$  $T(n) \le c(\frac{1}{5}n-3) + c(\frac{1}{10}n+3-3) + dn$ **Big-Oh Induction:**  $T(n) \leq c(n-3)$  $\leq \frac{9}{10}cn-3c+dn$ **Technical trick**. This  $= c(n-3) - \frac{1}{10}cn + dn$ shows that  $T(n) \in O(n)$  $\leq c(n-3)$ 

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

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## 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.*