

Design and Analysis of Algorithms I

## QuickSort

Analysis I: A Decomposition Principle

### **Necessary Background**

Assumption: you know and remember (finite) sample spaces, random variables, expectation, linearity of expectation. For review:

- Probability Review I (video)
- Lehman-Leighton notes (free PDF)
- Wikibook on Discrete Probability

# Average Running Time of QuickSort

Dicksat Theorem: for every input array of length in,

The average running the of Quicksat Cush random pivots)

The Otic login.

Mare: holds for every input. Eno assumptions on the data)

- real our guiding principles!
- "average" is over roudon choices made by the algorithm
  (i.e., plut choices)

#### **Preliminaries**

tit in put accay A of length n.

Sample space 52 = all possible outcomes of random choices in Quick Sort (i.e., pint sequences).

Key random variable: for or ESZ,

((a) = # of comparisons between two input dements made by QuickSort Cgiven random chaires o).

Lemma: running the of DickSoft Somhated by comparesons.

hemoining goal: ECC) = O(n logn). \ RT(o) & c. C(o). (see notes)

## **Building Blocks**

Nate: con't apply Mister Method Evandon, unbelanced subproblems)

[A=fited in put array]

Notation: 2; = 1/2 smallest element of A.

618 10 2 11 1 1 22 23 24 3

For rest, indices ici, let

Xij(a) = # of times zi, zi get compared in DuickSort with pivot sequence t.

Fix two elements of the input array. How many times can these two elements get compared with each other during the execution of Oviole art?

of QuickSort?

0 1 0 0 or 1 0 0, 1, or 2

igcirc Any integer between 0 and n-1

fleason: two elements compared only when one is the pivot, which is creduled from future recursive only.

Thus: each Xi, is an "delicator"
and n - 1 (i.e., 6-1) random variable.

### A Decomposition Approach

So: C(o) = #& comparisons between input clements.

Xij(o) = #& comparisons between 2; and 2;

Thus: Ho, C(o) = 2 2 2 Xij(o) comprand

Since Elxis = 0.02xij=03 +1.02xij=13 = Prlxij=13

Thus: (ElC) = 2 2 2 Prl2ij=03 +1.02xij=13 = Prlxij=13

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## A General Decomposition Principle

1. Identify random variable Y that you really care about.

J. Express Y as som of indicator random variables:

3. Apply likewity of expectation: ""vot" need to was!