Topic 1: Introduction and Median Finding

David Woodruff

Staff

Professors:

Danny Sleator

David Woodruff

Andrew Yang, Maoyuan Song, Namita Dongre, Rhea Jain, Shaan Dave, Tian Luo, Vaidehi Srinivas

Clara Sellke, Manogna Vemulapati, Ramgopal Venkateswaran, Rohit Kopparthy, Samantha Runke, Thomas Jiang, Nancy Zhang

TAs

Grading and Course Policies

- All available here: https://www.cs.cmu.edu/~15451/policies.html

4 Written Homeworks	**20% (5% each)**
3 Oral Homeworks	**15% (5% each)**
Online Quizzes+Class Participation+Bonus	**12% (see below)**
Midterm exams (in class)	**30% (15% each)**
Final exam	**23%**

- 12 weekly online quizzes due Friday 11:59pm
- Solve written homeworks individually. Come to office hours or ask questions on piazza! Latex solutions and submit on gradescope
- Oral homeworks can be solved in groups of 3
- Each quiz is worth 1 point, also up to 3 points for participation, bonus problems

Homework

- Each HW has 3-4 problems
- Typically, one problem is a programming problem – submit via Autolab (languages accepted are Java, C, C++, Ocaml, SML)
- For oral HWs you can collaborate, but write the programming problem yourself. Each team has 45 minutes to present the 3 problems. Feel free to bring in notes!
- Cite any reference material or webpage if you use it
- Randomized grading – we will choose 2 of the 3 problems to grade, while always grading the programming problem
- Late homeworks and “grace/mercy” days – please see the website for details!

Goals of the Course

- Design and analyze algorithms!
- Algorithms: dynamic programming, divide-and-conquer, hashing and data structures, randomization, network flows, linear programming
- Analysis: recurrences, probabilistic analysis, amortized analysis, potential functions
- Dual to Algorithms: complexity theory and lower bounds
- New Models: online algorithms, machine learning, data streams

Guarantees on Algorithms

- Want provable guarantees on the running time of algorithms
- Why?
- Composability: if we know an algorithm runs in time at most T on any input, don't have to worry what kinds of inputs we run it on
- Scaling: how does the time grow as the input size grows?
- Designing better algorithms: what are the most time-consuming steps?

Example: Median Finding

- In the median-finding problem, we have an array

$$a_1, a_2, \ldots, a_n$$

and want the index i for which there are exactly $\lfloor n/2 \rfloor$ numbers larger than a_i

- *How can we find the median?*
  - Check each item to see if it is the median: $\Theta(n^2)$ time
  - Sort items with MergeSort (deterministic) or QuickSort (randomized): $\Theta(n \log n)$ time
  - Can we find it faster? What about finding the k-th smallest number?

QuickSelect Algorithm to Find the k-th Smallest Number

- Assume $a_1, a_2, \ldots, a_n$ are all distinct for simplicity
- Choose a random element a_i in the list – call this the "pivot"
- Compare each a_j to a_i
  - Let LESS = {a_j such that $a_j < a_i$}
  - Let GREATER = {a_j such that $a_j > a_i$}
- If k $\leq |\text{LESS}|$, find the k-th smallest element in LESS
- If k $= |\text{LESS}| + 1$, output the pivot a_i
- Else find the (k-|LESS|-1)-th smallest item in GREATER
- Similar to Randomized QuickSort, but *only recurse on one side!*

Bounding the Running Time

- Theorem: the expected number of comparisons for QuickSelect is at most 4n
- Let $T(n) = \max_k T(n,k)$, where T(n,k) is the expected number of comparisons to find the k-th smallest item in an array of length n, maximized over all arrays
- T(n) is a non-decreasing function of n
- Let's show T(n) < 4n by induction
- Base case: T(1) = 0 < 4
- Inductive hypothesis: T(n-1) < 4(n-1)

Bounding the Running Time

- Suppose we have an array of length n
- Pivot randomly partitions the array into two pieces, LESS and GREATER, with |LESS| + |GREATER| = n-1
  - |LESS| is uniform in the set {0, 1, 2, 3, …, n-1}
  - Since $T(i)$ is non-decreasing with i, to upper bound T(n) we can assume we recurse on larger half
  - $T(n) \le n - 1 + \frac{2}{n} \sum_{i=\frac{n}{2},\ldots,n-1} T(i)$

$\le n - 1 + \frac{2}{n} \sum_{i=\frac{n}{2},\ldots,n-1} 4i$ by inductive hypothesis

$< n - 1 + 4\left(\frac{3n}{4}\right)$ since the average $\frac{2}{n} \sum_{i=\frac{n}{2},\ldots,n-1} i$ is at most 3n/4

$< 4n$ completing the induction

What About Deterministic Algorithms?

- Can we get an algorithm which does not use randomness and always performs O(n) comparisons?
- Idea: suppose we could deterministically find a pivot which partitions the input into two pieces LESS and GREATER each of size $\lfloor \frac{n}{2} \rfloor$
- How to do that?
- Find the median and then partition around that
  - Um… finding the median is the original problem we want to solve….

Deterministically Finding a Pivot

- Idea: deterministically find a pivot with O(n) comparisons to partition the input into two pieces LESS and GREATER each of size at least 3n/10-1
- DeterministicSelect:
  1. Group the array into n/5 groups of size 5 and find the median of each group
  2. Recursively, find the median of medians. Call this p
  3. Use p as a pivot to split into subarrays LESS and GREATER
  4. Recurse on the appropriate piece
- Theorem: DeterministicSelect makes O(n) comparisons to find the k-th smallest item in an array of size n

Running Time of DeterministicSelect

- DeterministicSelect:
  1. Group the array into n/5 groups of size 5 and find the median of each group
  2. Recursively, find the median of medians. Call this p
  3. Use p as a pivot to split into subarrays LESS and GREATER
  4. Recurse on the appropriate piece

- Step 1 takes O(n) time since it takes O(1) time to find the median of 5 elements
- Step 2 takes T(n/5) time
- Step 3 takes O(n) time

Claim: |LESS| $\geq$ $3n/10$-1 and |GREATER| $\geq$ $3n/10$-1

Running Time of DeterministicSelect

- Claim: |LESS| $\geq$ $3n/10$-1 and |GREATER| $\geq$ $3n/10$-1

- **Example 1:** If n = 15, we have three groups of 5:

  {1, 2, 3, 10, 11}, {4, 5, 6, 12, 13}, {7,8,9,14,15}

  medians: 3 6 9

  median of medians p: 6

- There are g = n/5 groups, and at least $\lceil \frac{g}{2} \rceil$ of them have at least 3 elements at most p. The number of elements less than or equal to p is at least
$$3\left\lceil \frac{g}{2} \right\rceil \geq \frac{3n}{10}$$
- Also at least 3n/10 elements greater than or equal to p

Running Time of DeterministicSelect

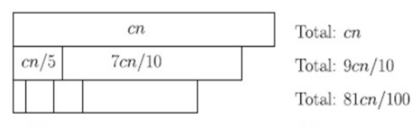
- DeterministicSelect:
  1. Group the array into n/5 groups of size 5 and find the median of each group
  2. Recursively, find the median of medians. Call this p
  3. Use p as a pivot to split into subarrays LESS and GREATER
  4. Recurse on the appropriate piece

- Steps 1-3 take O(n) + T(n/5) time
- Since |LESS| $\geq$ $3n/10$-1 and |GREATER| $\geq$ $3n/10$-1, Step 4 takes at most T(7n/10) time

- So $T(n) \leq cn + T\left(\frac{n}{5}\right) + T\left(\frac{7n}{10}\right)$, for a constant c > 0

Running Time of DeterministicSelect

- $T(n) \leq cn + T\left(\frac{n}{5}\right) + T\left(\frac{7n}{10}\right)$



- Time is $cn\left(1 + \left(\frac{9}{10}\right) + \left(\frac{9}{10}\right)^2 + \ldots\right) \leq 10cn$
- Recurrence works because n/5 + 7n/10 < n

- For constants c and $a_1, a_2, \ldots a_r$ with $a_1 + a_2 + \cdots a_r < 1$, the recurrence $T(n) \leq T(a_1 n) + T(a_2 n) + \ldots + T(a_r n) + cn$ solves to $T(n) = O(n)$
  - If instead $a_1 + a_2 + \ldots + a_r = 1$, the recurrence solves to T(n) = O(n log n)
  - If we use median of 3 in DeterministicSelect instead of median of 5, what happens?