Lecture 1: Introduction and Median Finding

Staff

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- Prof. Shi
- Respected MadamRespected Sir



Grading and Course Policies

• All available here:

https://www.cs.cmu.edu/~15451-s23/policies.html

6 Written Homeworks	30% (5% each)
3 Oral Homeworks	12% (4% each)
Recitation Attendance	3%
Midterm exams (in-class times)	30% (15% each)
Final exam	25%

Homework

- Written HW: Each HW has 3-4 problems
- Programming Problems: Typically, one problem is a programming problem – submit via Autolab (languages accepted are Java, C, C++, Ocaml, SML)

• **Oral HW:** For oral HWs you can collaborate, but write the programming problem yourself (unless otherwise noted).

Homework submission

• Submit on Gradescope/Autolab by 11:59PM on the Wednesday following release

• Grace day policy: 2 for written and 2 for programming (see course webpage)

• HW1 posted today.

Office hour

Two options:

- In person: Danny and TAs' OH, sign up using OHQ,
- In person or remote: Elaine's OH, sign up for a 15-min slot on youcanbookme

Goals of the Course

Design and analyze algorithms!

 Algorithms: dynamic programming, divide-and-conquer, hashing and data structures, randomization, network flows, linear programming, approximation algorithms

 Analysis: recurrences, probabilistic analysis, amortized analysis, potential functions

• New Models: online algorithms, data streams

Guarantees on Algorithms

Want provable guarantees on the running time of algorithms

Why?

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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 of distinct numbers

 $a_1, a_2, ..., a_n$

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

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Naive idea 2: sort the array (MergeSort or QuickSort) Runtime? $(n \mid 0 \leq n)$

Can we do better?

Naive idea 1: check if each element is median. Runtime?

Naive idea 2: sort the array (MergeSort or QuickSort) Runtime?

QuickSelect Algorithm to Find the k-th Smallest Number

- Assume $a_1, a_2, ..., a_n$ are all distinct for simplicity
- Choose a random element a_i in the list call this the "pivot"
- Compare each a_i to a_i
 - Let LESS \neq { a_i such that $a_i < a_i$ }
 - Let GREATER = $\{a_i \text{ such that } a_i > a_i\}$
- recurse on LESS • $I(k \leq |LESS|)$ find the k-th mallest element in LESS
- If k = |LESS| + 1, output the pivot a_i
- Else find the (k-|LESS|-1)-th smallest item in GREATER

PREMITSE ON GREATER

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 - Let LESS = $\{a_j \text{ such that } a_j < a_i\}$
 - Let $GREATER = \{a_j \text{ such that } a_j > a_i\}$
- If $k \leq |LESS|$, find the k-th smallest element in LESS
- If k = |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!

Theorem: the expected number of comparisons for QuickSelect is at most 4n

Incorrect Proof:

$$n + \frac{n}{2} + \frac{n}{4} + \cdots = O(n)$$

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- T(n) is a non-decreasing function of n
 - Can show by induction
- Let's show T(n) < 4n by induction
- Base case: T(1) = 0 < 4
- Inductive hypothesis: T(i) < 4i for all $1 \le i \le n 1$

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$$T(n) \le n - 1 + \frac{2}{n} \sum_{i=\frac{n}{2},...,n-1} T(i)$$

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

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completing the induction

- Suppose we have an array of length n. Assume n is odd now
- Pivot randomly partitions the array into two pieces, LESS and GREATER, with |LESS| + |GREATER| = n-1
 - The probability the larger of |LESS| and |GREATER| is (n-1)/2 is 1/n
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comp
with
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 $\le n - 1 + \frac{1}{n} \cdot \frac{4(n-1)}{2} + \frac{2}{n} \sum_{i=\frac{n+1}{2},...,n-1} 4i$ by inductive hypothesis

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 $\le n - 1 + 2 - \frac{2}{n} + 4((n-1) + \frac{n+1}{2})/2$

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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: Blum et.al.



medians

- 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

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- 1. Group the array into n/5 groups of size 5 and find the median of each group
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- 3. Use p as a pivot to split into subarrays LESS and GREATER
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- 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: $|LESS| \ge 3n/10-1$ and $|GREATER| \ge 3n/10-1$



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- **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 $\left[\frac{g}{2}\right]$ of them have at least 3 elements at most p. The number of elements less than or equal to p is at least $3\left[\frac{g}{2}\right] \ge \frac{3n}{10}$
- Also at least 3n/10 elements greater than or equal to p



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

IMPORTANT: + -----Cost Running Time of DeterministicSelect • $T(n) \le cn + T\left(\frac{n}{5}\right) + T\left(\frac{7n}{10}\right)$ $C \cdot \frac{n}{c} + C \cdot$ $cn + \frac{9}{10}cn + \frac{81}{100}$ 103 CM $\frac{1}{5} \left(\frac{7}{10}\right)^{2}$ <u>7n</u> 10.2 \equiv \bigcirc (n)

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