

# CSE 250

## Data Structures

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**Lec 31: Expected Runtime**

# Warm-Up Question

**What sorting algorithms have we seen, what are their complexities, and what benefits can we get from data that is sorted?**

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**What sorting algorithms have we seen, what are their complexities, and what benefits can we get from data that is sorted?**

BubbleSort, SelectionSort, InsertionSort -  $O(n^2)$

MergeSort, HeapSort -  $O(n \log n)$

**Why Sort?** Searching sorted data can be faster (binary vs linear search)

# Announcements

- Midterm 2 Grading in Progress
- PA3 & WA5 coming soon!

# Recap: Merge Sort

**Divide:** Split the sequence in half

$$D(n) = \Theta(n) \text{ (can do in } \Theta(1)\text{)}$$

**Conquer:** Sort the left and right halves

$$a = 2, b = 2, c = 1$$

**Combine:** Merge halves together

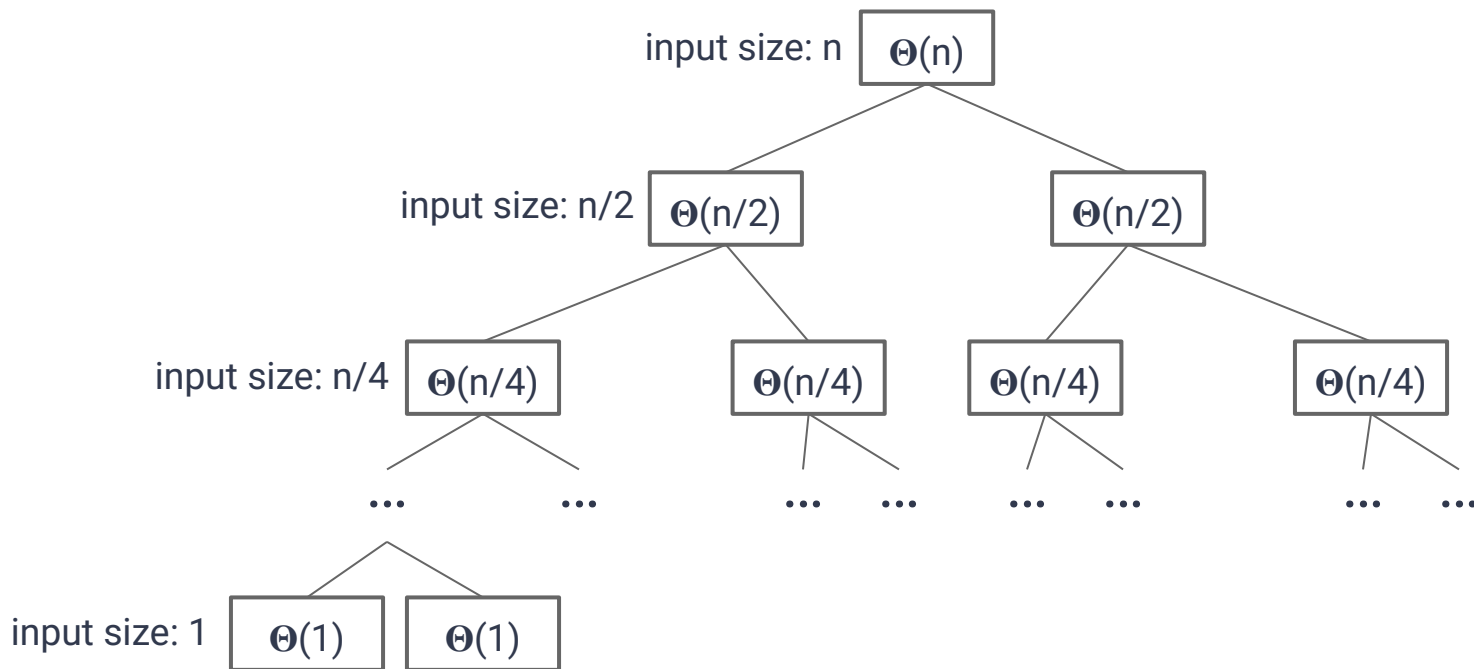
$$C(n) = \Theta(n)$$

# Merge Sort: Growth Function

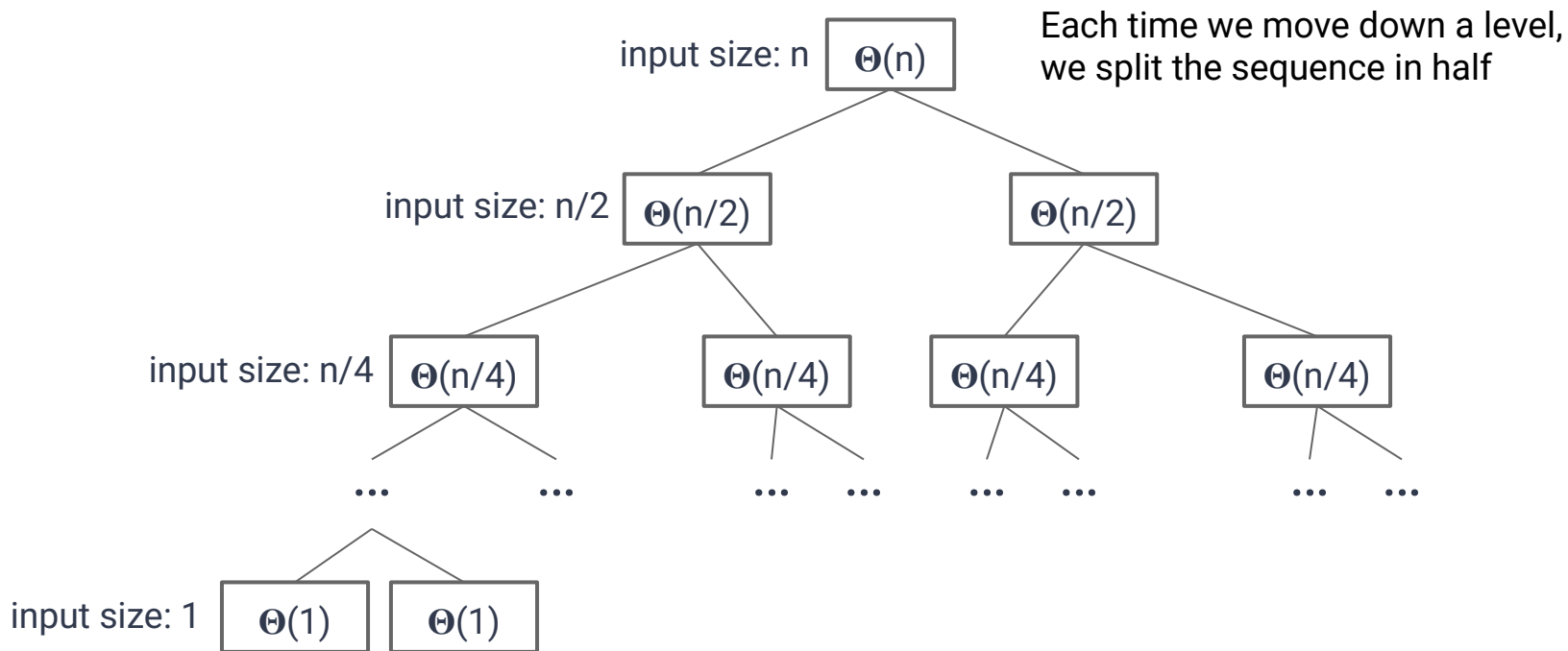
$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ 2 \cdot T(\frac{n}{2}) + \Theta(1) + \Theta(n) & \text{otherwise} \end{cases}$$

*How do we find a closed-form hypothesis?*

# Merge Sort: Recursion Tree

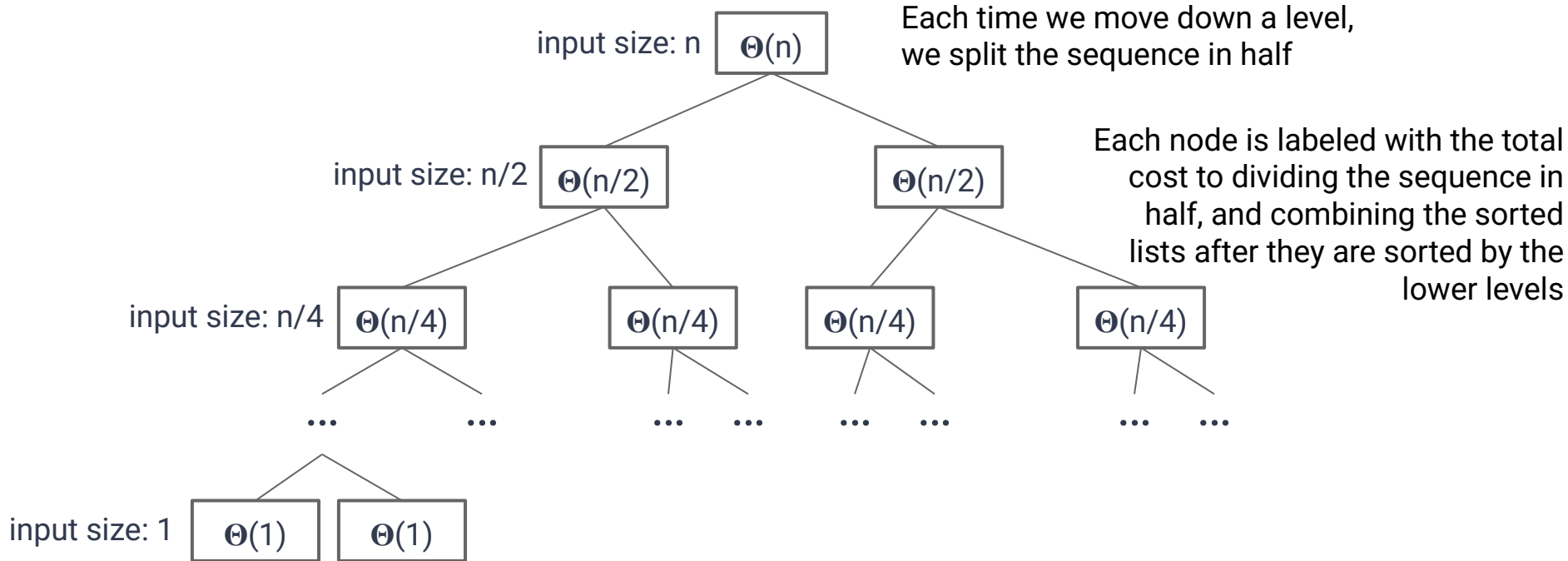


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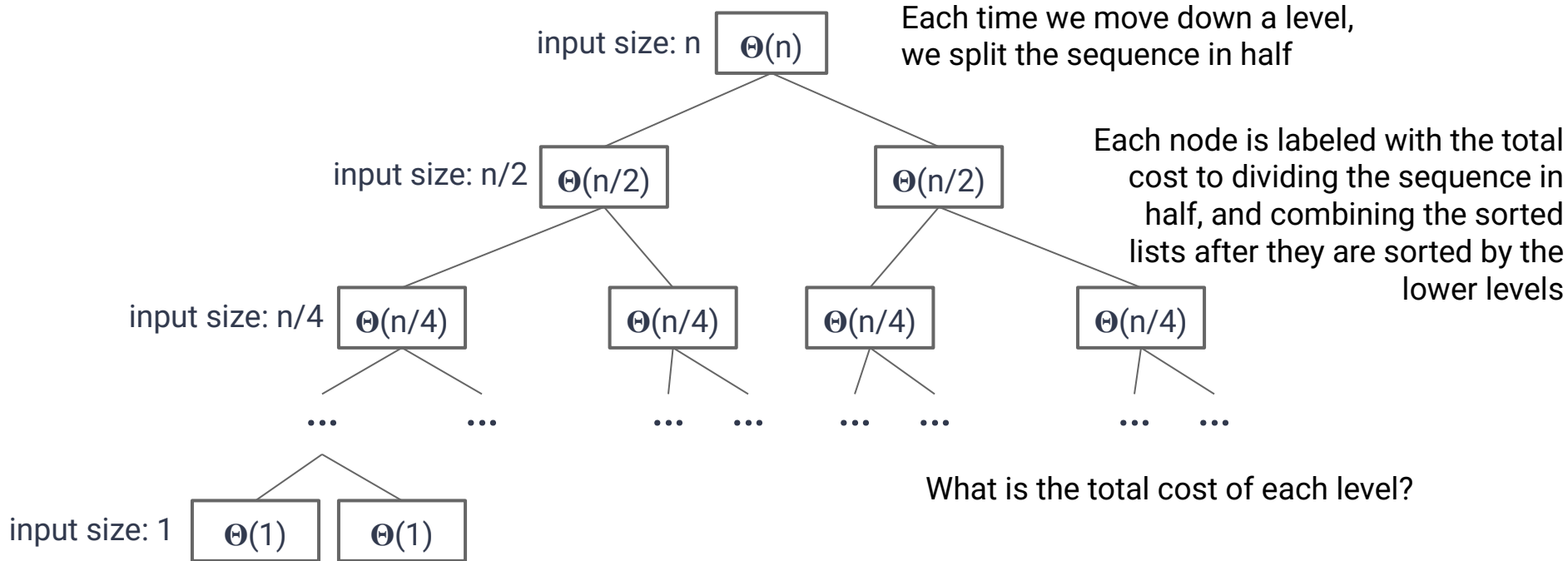




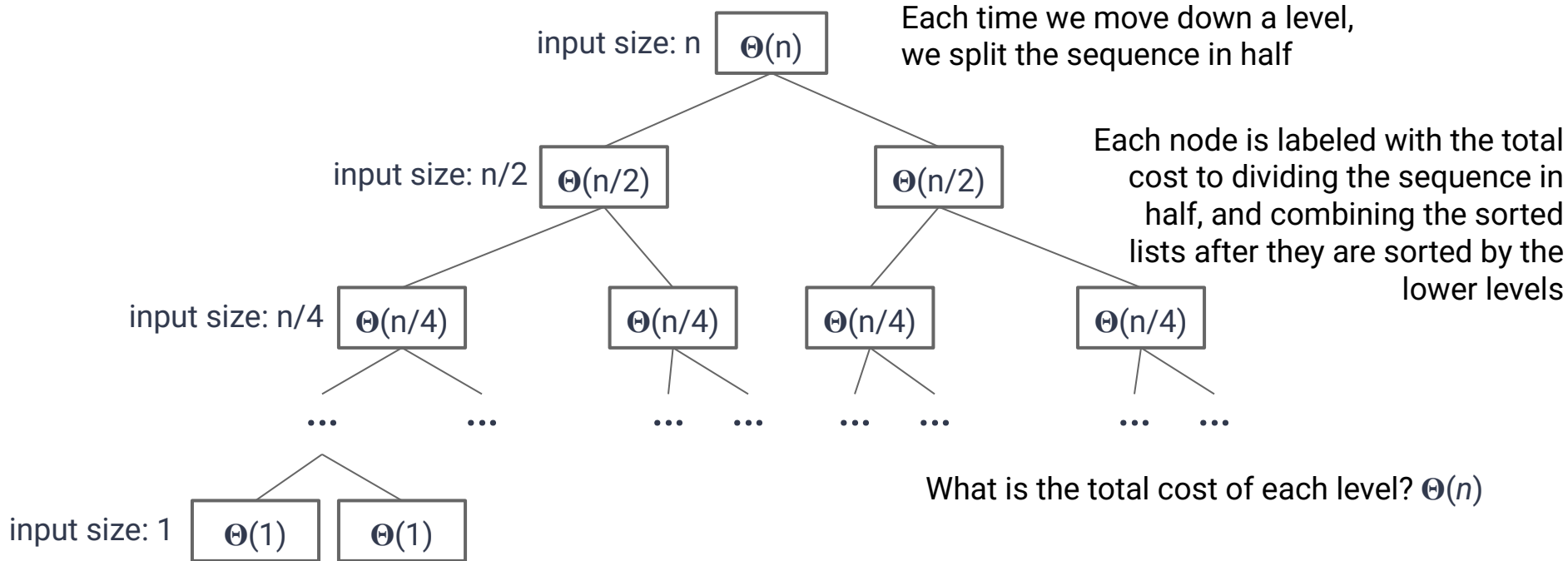
# Merge Sort: Recursion Tree



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# Merge Sort: Recursion Tree

How many levels are there?  
*How many times can we divide  $n$  in half?*

input size:  $n$   $\Theta(n)$

Each time we move down a level,  
we split the sequence in half

input size:  $n/2$   $\Theta(n/2)$

$\Theta(n/2)$

Each node is labeled with the total  
cost to dividing the sequence in  
half, and combining the sorted  
lists after they are sorted by the  
lower levels

input size:  $n/4$

$\Theta(n/4)$

$\Theta(n/4)$

$\Theta(n/4)$

$\Theta(n/4)$

...

...

...

...

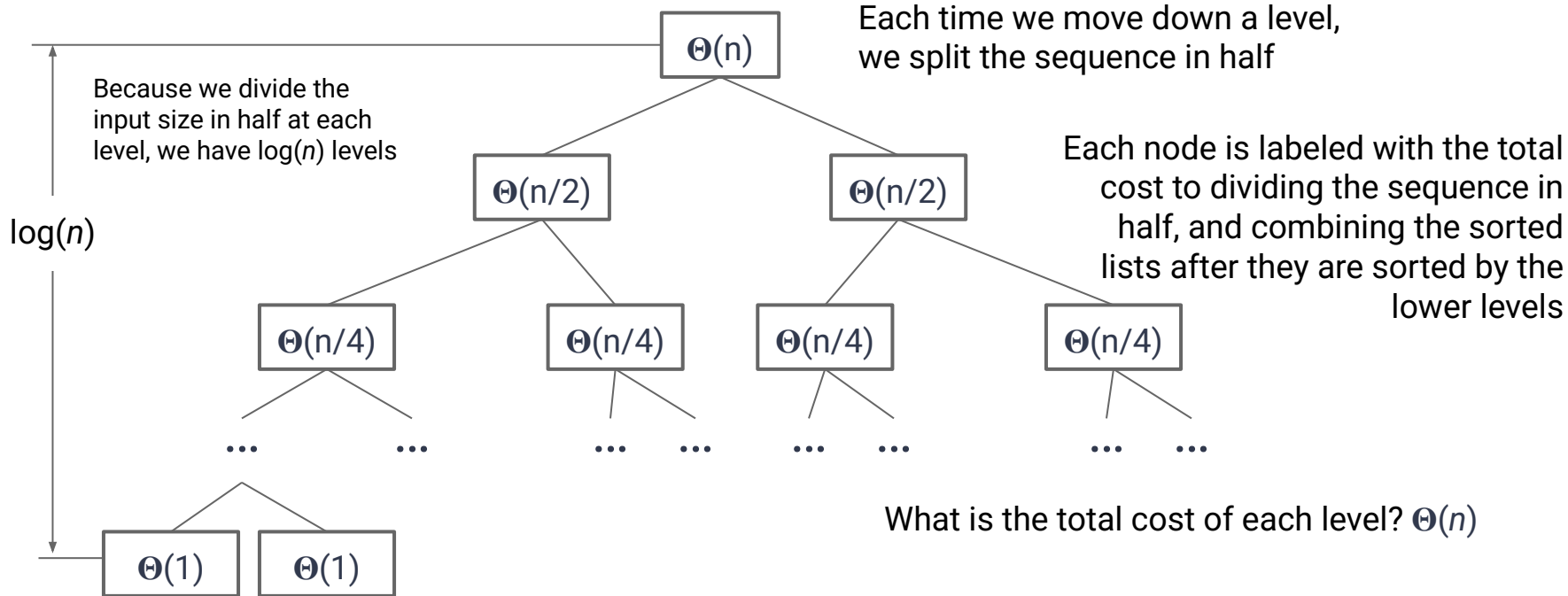
input size: 1

$\Theta(1)$

$\Theta(1)$

What is the total cost of each level?  $\Theta(n)$

# Merge Sort: Recursion Tree



**Hypothesis:** The cost of merge sort is  $n \log(n)$

# Merge Sort: Proof by Induction

**Base Case:**  $T(1) \leq c \cdot 1 \log(1)$

$$e_0 \leq \theta$$

$$T(2) \leq c \cdot 2 \log(2)$$

$$2c_0 + c_1 + 2c_2 \leq 2c$$

True when  $c = c_0 + c_1 + c_2$

# Merge Sort: Proof by Induction

**Assume:**  $T(n/2) \leq c (n/2) \log(n/2)$

**Show:**  $T(n) \leq cn \log(n)$

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**Assume:**  $T(n/2) \leq c (n/2) \log(n/2)$

**Show:**  $T(n) \leq cn \log(n)$

$$2 \cdot T\left(\frac{n}{2}\right) + c_1 + c_2 n \leq cn \log(n)$$

By the assumption, and transitivity, we just need to show:

$$2c \frac{n}{2} \log\left(\frac{n}{2}\right) + c_1 + c_2 n \leq cn \log(n)$$

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$$\frac{c_1}{n \log(2)} + \frac{c_2}{\log(2)} \leq c$$

# Merge Sort: Proof by Induction

$$c_1 + c_2 n \leq cn \log(2)$$

$$\frac{c_1}{n \log(2)} + \frac{c_2}{\log(2)} \leq c$$

Which is true for any

$$n_0 \geq \frac{c_1}{\log(2)} \quad \text{and} \quad c > \frac{c_2}{\log(2)} + 1$$

# Merge Sort: Follow Up

Where is all of the "work" being done?

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Where is all of the "work" being done?

**The combine step**



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Where is all of the "work" being done?

**The combine step**

Can we put the work in the divide step instead?

# QuickSort: Intuition

**Divide:** Move *small* elements to the left and *big* elements to the right

How do we define what is *big* and what is *small*?

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[ smaller than pivot ], pivot, [ larger than pivot ]

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How do we define what is *big* and what is *small*?

**Pick a pivot value**

[ smaller than pivot ], pivot, [ larger than pivot ]

**How do we pick a pivot?**

# QuickSort: Ideal Example

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

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If we pick 8, the median value, we'll end up dividing our list in half during the divide step



# QuickSort: Ideal Example

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

[4, 1, 7, 3, 6, 2, 5], **8**, [14, 13, 9, 12, 11, 10, 15]

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**[1, 2, 3], 4, [6, 7, 5], 8, [14, 13, 9, 12, 11, 10, 15]**

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1, 2, 3, 4, 5, 6, 7, 8, [11, 10, 9], 12, [14, 13, 15]  
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**1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15**

# QuickSort: Ideal Example

If our pivot was the median value, then our list would be split in half by the divide step, resulting in the same structure as MergeSort...

...However, once we finish recursively dividing, we are done! No need for a combine step at all!

# QuickSort: Idealized Algorithm

To sort an array of size  $n$ :

1. Pick a *pivot* value (median?)
2. Swap values until:
  - a. elements at  $[1, n/2)$  are  $\leq$  pivot
  - b. elements at  $[n/2, n)$  are  $>$  pivot
3. Recursively sort the lower half
4. Recursively sort the upper half

**Great! So...how do we find  
the median...?**



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the median...?

Finding the median takes  
 $O(n \log(n))$  for an unsorted array :(

*\*\*\* Actually...it can be done in  $O(n)$  but with prohibitively high constant factors*

# QuickSort: Hypothetical

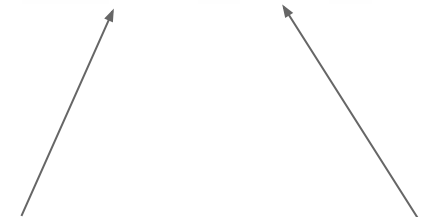
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Now what is our growth function?

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$$T_{quicksort}(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ 2 \cdot T(\frac{n}{2}) + \Theta(n) + 0 & \text{otherwise} \end{cases}$$

Divide cost is  $O(n)$ , Combine cost is 0



# QuickSort: Hypothetical

Imagine a world where we can obtain an ideal pivot in  $O(1)$ .  
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$$T_{quicksort}(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ 2 \cdot T(\frac{n}{2}) + \Theta(n) + 0 & \text{otherwise} \end{cases}$$

Compare to Merge Sort:

$$T_{mergesort}(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ 2 \cdot T(\frac{n}{2}) + \Theta(1) + \Theta(n) & \text{otherwise} \end{cases}$$

# QuickSort: Attempt #2

So how can we pick a pivot value (in  $O(1)$  time)? (even if it's not ideal)

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**Idea:** Pick it randomly! On average, half the values will be lower.

# QuickSort: Attempt #2

To sort an array of size  $n$ :

1. Pick a value at random as the *pivot*
2. Swap values until the array is subdivided into:
  - a. *low*: array elements  $<$  *pivot*
  - b. *pivot*
  - c. *high*: array elements  $>$  *pivot*
3. Recursively sort *low*
4. Recursively sort *high*

# QuickSort: Runtime

What is the worst-case runtime?



# QuickSort: Worst-Case Scenario

What if we always pick the worst pivot?

[8, 7, 6, 5, 4, 3, 2, 1]

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What if we always pick the worst pivot?

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What if we always pick the worst pivot?

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[6,5,4,3,2,1],7,[],8

[5,4,3,2,1],6,[],7,8

# QuickSort: Worst-Case Scenario

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[7, 6, 5, 4, 3, 2, 1], 8, []

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[5, 4, 3, 2, 1], 6, [], 7, 8

...

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**Remember: This is called the unqualified runtime...we don't take any extra context into account**



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Is the worst case runtime representative?

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**No!** (the actual runtime will almost always be faster)

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**No!** (the actual runtime will almost always be faster)

But what **can** we say about runtime?

# QuickSort

Let's say we pick Xth largest element for our pivot.

What is the runtime ( $T(n)$ )?

# QuickSort

Let's say we pick  $X$ th largest element for our pivot.

What is the runtime ( $T(n)$ )?

There are  $n$  possible outcomes, ranging from picking the ideal (median) to the worst case (biggest or smallest)

$$\left\{ \begin{array}{ll} T(0) + T(n - 1) + \Theta(n) & \text{if } X = 1 \\ T(1) + T(n - 2) + \Theta(n) & \text{if } X = 2 \\ T(2) + T(n - 3) + \Theta(n) & \text{if } X = 3 \\ \dots & \\ T(n - 2) + T(1) + \Theta(n) & \text{if } X = n - 1 \\ T(n - 1) + T(0) + \Theta(n) & \text{if } X = n \end{array} \right.$$

# Probabilities







How likely are we to pick  $X = k$  for any specific  $k$ ?

# Probability Theory (Great Class...)

If I roll a d6 (6-sided die)  $x$  times,  
what is the average roll over all possible outcomes?

# A single die roll

If I rolled a d6 1 time...

| Roll                                                                               | Probability | Outcome |
|------------------------------------------------------------------------------------|-------------|---------|
|   | 1/6         | 1       |
|   | 1/6         | 2       |
|   | 1/6         | 3       |
|   | 1/6         | 4       |
|   | 1/6         | 5       |
|  | 1/6         | 6       |



# Expected Value

The Expected Value of a random variable (ie the number rolled on the d6) is the sum of all outcomes times the probability of that outcome

$$\sum_i Probability_i \cdot Contribution_i$$

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The **Expected Value** of a random variable (ie the number rolled on the d6) is the sum of all outcomes times the probability of that outcome

$$\sum_{i=1}^6 \frac{1}{6}i = \frac{1}{6} \cdot 1 + \frac{1}{6} \cdot 2 + \frac{1}{6} \cdot 3 + \frac{1}{6} \cdot 4 + \frac{1}{6} \cdot 5 + \frac{1}{6} \cdot 6 = 3.5$$

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We refer to the expected value of a random variable as  **$E[X]$**

# Expected Value

If I roll a 6-sided die, the probability of a particular side being rolled is  $\frac{1}{6}$

If  $X$  is a random variable representing this die roll, then the expected value of  $X$  is:

$$E[X] = \frac{1}{6} \cdot 1 + \frac{1}{6} \cdot 2 + \frac{1}{6} \cdot 3 + \frac{1}{6} \cdot 4 + \frac{1}{6} \cdot 5 + \frac{1}{6} \cdot 6$$

$$E[X] = \sum_{i=1}^6 \frac{1}{6} i = 3.5$$

# Expected Value

If I roll a 20-sided die, the probability of a particular side being rolled is  $1/20$

If  $X$  is a random variable representing this die roll, then the expected value of  $X$  is:

$$E[X] = \frac{1}{20} \cdot 1 + \frac{1}{20} \cdot 2 + \dots + \frac{1}{20} \cdot 20 = \sum_{i=1}^{20} \frac{1}{20} i$$

# Expected Value

If I roll an  $n$ -sided die, the probability of a particular side being rolled is  $1/n$

If  $X$  is a random variable representing this die roll, then the expected value of  $X$  is:

$$E[X] = \frac{1}{n} \cdot 1 + \frac{1}{n} \cdot 2 + \dots + \frac{1}{n} \cdot n = \sum_{i=1}^n \frac{1}{n} i$$

$$E[X] = \sum_i P_i \cdot X_i$$

# Linearity of Expectation

Expected Value is Linear; ie:

$$E[X+Y] = E[X] + E[Y] \quad \text{and} \quad E[cX] = cE[X]$$

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*What if we roll a d6 twice? What do we expect the sum to be?*



# Linearity of Expectation

Expected Value is Linear; ie:

$$E[X+Y] = E[X] + E[Y] \quad \text{and} \quad E[cX] = cE[X]$$

*What if we roll a d6 twice? What do we expect the sum to be?*

If  $X$  and  $Y$  are our dice rolls,  $E[X + Y] = E[X] + E[Y] = 3.5 + 3.5 = 7$

or alternatively

$$E[2X] = 2E[X] = 2 * 3.5 = 7$$

# Probabilities

How likely are we to pick  $X = k$  for any specific  $k$ ?

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How likely are we to pick  $X = k$  for any specific  $k$ ?

$$P[X = k] = 1/n$$

...Picking a pivot is like rolling an  $n$ -sided die

# QuickSort Runtime

Now we can write our runtime function in terms of random variables:

$$T(n) = \begin{cases} \Theta(1) & \mathbf{if} \ n \leq 1 \\ T(0) + T(n-1) + \Theta(n) & \mathbf{if} \ n > 1 \wedge X = 1 \\ T(1) + T(n-2) + \Theta(n) & \mathbf{if} \ n > 1 \wedge X = 2 \\ T(2) + T(n-3) + \Theta(n) & \mathbf{if} \ n > 1 \wedge X = 3 \\ \dots & \\ T(n-2) + T(1) + \Theta(n) & \mathbf{if} \ n > 1 \wedge X = n-1 \\ T(n-1) + T(0) + \Theta(n) & \mathbf{if} \ n > 1 \wedge X = n \end{cases}$$

# QuickSort Runtime

Now we can write our runtime function in terms of random variables:

This would be our runtime if we randomly pick the smallest pivot

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ T(0) + T(n-1) + \Theta(n) & \text{if } n > 1 \wedge X = 1 \\ T(1) + T(n-2) + \Theta(n) & \text{if } n > 1 \wedge X = 2 \\ T(2) + T(n-3) + \Theta(n) & \text{if } n > 1 \wedge X = 3 \\ \dots & \\ T(n-2) + T(1) + \Theta(n) & \text{if } n > 1 \wedge X = n-1 \\ T(n-1) + T(0) + \Theta(n) & \text{if } n > 1 \wedge X = n \end{cases}$$

# QuickSort Runtime

Now we can write our runtime function in terms of random variables:

This would be our runtime if we randomly pick the second smallest pivot

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ T(0) + T(n-1) + \Theta(n) & \text{if } n > 1 \wedge X = 1 \\ \boxed{T(1) + T(n-2) + \Theta(n)} & \text{if } n > 1 \wedge X = 2 \\ T(2) + T(n-3) + \Theta(n) & \text{if } n > 1 \wedge X = 3 \\ \dots & \\ T(n-2) + T(1) + \Theta(n) & \text{if } n > 1 \wedge X = n-1 \\ T(n-1) + T(0) + \Theta(n) & \text{if } n > 1 \wedge X = n \end{cases}$$

# QuickSort Runtime

Now we can write our runtime function in terms of random variables:

This would be our runtime if we randomly pick the third smallest pivot

$$T(n) = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ T(0) + T(n-1) + \Theta(n) & \text{if } n > 1 \wedge X = 1 \\ T(1) + T(n-2) + \Theta(n) & \text{if } n > 1 \wedge X = 2 \\ \boxed{T(2) + T(n-3) + \Theta(n)} & \text{if } n > 1 \wedge X = 3 \\ \dots & \\ T(n-2) + T(1) + \Theta(n) & \text{if } n > 1 \wedge X = n-1 \\ T(n-1) + T(0) + \Theta(n) & \text{if } n > 1 \wedge X = n \end{cases}$$

# QuickSort Runtime

Now we can write our runtime function in terms of random variables:

This would be our runtime if we randomly pick the third smallest pivot

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...etc  
and each pivot has a 1/n chance of being selected



# QuickSort Runtime

...and convert it to the expected runtime over the variable  $X$

$$E[T(n)] = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ E[T(X-1) + T(n-X)] + \Theta(n) & \text{otherwise} \end{cases}$$

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This growth function represents the **expected** number of steps we must take to sort using QuickSort...and just like any other growth function, we can find  $O$ ,  $\Omega$ , and potentially  $\Theta$  bounds

# QuickSort Runtime

$$E[T(n)] = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ E[T(X-1) + T(n-X)] + \Theta(n) & \text{otherwise} \end{cases}$$

Expected value is linear, so we can be split up

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How are these two terms related?

# QuickSort Runtime

$$E[T(X - 1)]$$

# QuickSort Runtime

$$\begin{aligned} & E[T(X - 1)] \\ &= \sum_{i=1}^n P_i \cdot T(X_i - 1) \end{aligned}$$

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$$\begin{aligned} & E[T(X - 1)] \\ &= \sum_{i=1}^n P_i \cdot T(X_i - 1) \\ &= \sum_{i=1}^n \frac{1}{n} \cdot T(i - 1) \end{aligned}$$



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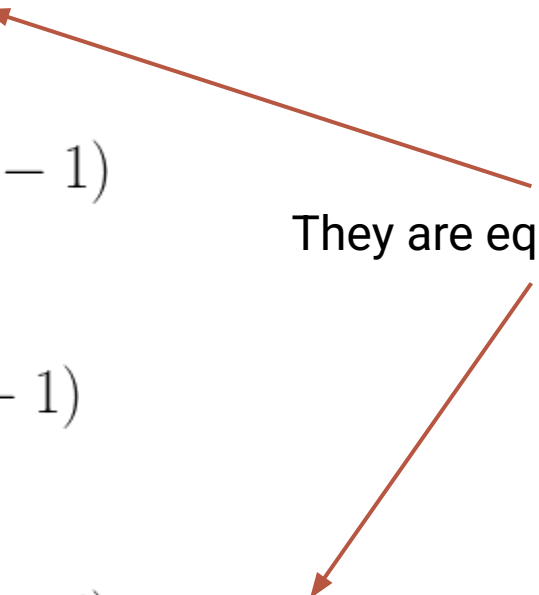
# QuickSort Runtime

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They are equivalent!!



# QuickSort Runtime

$$E[T(n)] = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ 2E[T(X - 1)] + \Theta(n) & \text{otherwise} \end{cases}$$

# QuickSort Runtime

$$E[T(n)] = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ \boxed{2E[T(X-1)]} + \Theta(n) & \text{otherwise} \end{cases}$$

This is a summation of multiple random variables, and expectation is linear

# QuickSort Runtime

$$E[T(n)] = \begin{cases} \Theta(1) & \text{if } n \leq 1 \\ \frac{2}{n} \left( \sum_{i=0}^{n-1} E[T(i)] \right) + \Theta(n) & \text{otherwise} \end{cases}$$

# Back to Induction

**Hypothesis:**  $E[T(n)] \in O(n \log(n))$

Note that our hypothesis is now about the EXPECTED runtime...that is what we are trying to prove

# Base Case

**Base Case:**  $E[T(2)] \leq c (2 \log(2))$



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$$\cancel{2} \cdot (\cancel{T(0)}/\cancel{2} + \cancel{T(1)}/\cancel{2}) + 2c_1 \leq 2c$$

$$T(0) + T(1) + 2c_1 \leq 2c$$

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$$T(0) + T(1) + 2c_1 \leq 2c$$

$$2c_0 + 2c_1 \leq 2c$$

True for any  $c \geq c_0 + c_1$

# Inductive Case

**Assume:**  $E[T(n')] \leq c (n' \log(n'))$  for **all**  $n' < n$

**Show:**  $E[T(n)] \leq c (n \log(n))$

# Inductive Case

**Assume:**  $E[T(n')] \leq c (n' \log(n'))$  for **all**  $n' < n$

**Show:**  $E[T(n)] \leq c (n \log(n))$

$$\frac{2}{n} \left( \sum_{i=0}^{n-1} E[T(i)] \right) + c_1 \leq cn \log(n)$$

# Inductive Case

**Assume:**  $E[T(n')] \leq c (n' \log(n'))$  for **all**  $n' < n$

**Show:**  $E[T(n)] \leq c (n \log(n))$

Our  $i$  here is always less than  $n$ , so we can use our assumption to substitute

$$\frac{2}{n} \left( \sum_{i=0}^{n-1} E[T(i)] \right) + c_1 \leq cn \log(n)$$

$$\frac{2}{n} \left( \sum_{i=0}^{n-1} ci \log(i) \right) + c_1 \leq cn \log(n)$$



# Inductive Case

**Assume:**  $E[T(n')] \leq c (n' \log(n'))$  for **all**  $n' < n$

**Show:**  $E[T(n)] \leq c (n \log(n))$

$$\frac{2}{n} \left( \sum_{i=0}^{n-1} E[T(i)] \right) + c_1 \leq cn \log(n)$$

$$\frac{2}{n} \left( \sum_{i=0}^{n-1} ci \log(i) \right) + c_1 \leq cn \log(n)$$

$$c \frac{2}{n} \left( \sum_{i=0}^{n-1} i \log(n) \right) + c_1 \leq cn \log(n)$$

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$$cn \log(n) - c \log(n) + c_1 \leq cn \log(n)$$

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$$c \frac{\log(n)}{n} (n^2 - n) + c_1 \leq cn \log(n)$$

$$cn \log(n) - c \log(n) + c_1 \leq cn \log(n)$$

$$c_1 \leq c \log(n)$$

# QuickSort

So...is QuickSort  $O(n \log(n))$ ...?

**No! It is expected to be, but that is not a guarantee**



# What guarantees do you get?

## If $f(n)$ is a Tight Bound

The algorithm always runs in  $cf(n)$  steps

## If $f(n)$ is a Worst-Case Bound

The algorithm always runs in at most  $cf(n)$

## If $f(n)$ is an Amortized Worst-Case Bound

$n$  invocations of the algorithm **always** run in  $cnf(n)$  steps

## If $f(n)$ is an Average/Expected Bound

...we don't have any guarantees

# What guarantees do you get?

## If $f(n)$ is a Tight Bound

The algorithm always runs in  $cf(n)$  steps

← Unqualified runtime

## If $f(n)$ is a Worst-Case Bound

The algorithm always runs in at most  $cf(n)$

## If $f(n)$ is an Amortized Worst-Case Bound

$n$  invocations of the algorithm **always** run in  $cnf(n)$  steps

## If $f(n)$ is an Average/Expected Bound

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