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Analysing Randomised Quicksort

1. A probability problem: We toss a series of coins independently. Each ~~series~~ comes up heads with probability q and tails with prob $1-q$.

Q: What is the probability that we need at least t tosses to get k heads? Consider $t \geq 2k$ and $q \leq 1/2$

A. The probability that we have not achieved k heads in t tosses (for $t > k$) is

$$\binom{t}{k-1} q^{k-1} (1-q)^{t-(k-1)} + \binom{t}{k-2} q^{k-2} (1-q)^{t-(k-2)} \\ \dots + \binom{t}{1} q (1-q)^{t-1} + (1-q)^t$$

If we call this event A then

$$P(A) = \sum_{i=1}^k \binom{t}{k-i} q^{k-i} (1-q)^{t-(k-i)}$$

~~Since~~ If $t \geq 2k$, $\binom{t}{k-i} \leq \binom{t}{k-(i-1)} \quad \forall i: 1 \leq i \leq k$

$$\Rightarrow P(A) \leq k \binom{t}{k} (1-q)^t \quad [\text{since } q \leq 1/2]$$

Using $\binom{t}{k} \leq \left(\frac{et}{k}\right)^k$ and setting $t = ck$ ($c > 1$)

we get

$$P(A) \leq k \cdot (ec)^k (1-q)^{ck} \\ = k (ec(1-q)^c)^k$$

Since $(1-q) < 1 \Rightarrow \exists c^* \text{ st } \forall c \geq c^*: c(1-q)^c < e$

[In fact c^* can be calculated easily as $\ln c + c \ln(1-q) < 1 \Rightarrow c \ln \frac{1}{1-q} > \ln c - 1$

∴ Find c^* such that $ec^*(1-q)^{c^*} = 2/3$

$$\Rightarrow \boxed{P(t \geq c^*k) \leq k \cdot \frac{2}{3^{c^*}}} \quad \text{for some constant } (T) \\ c^* \text{ that depends only on } q.$$

— x —

2. Pivoting an array: We are given an array of integers. The array size is n . We are given an index i ($0 \leq i \leq n-1$). We need to rearrange the array such that all elements less than $A[i]$ are placed to the left of $A[i]$ and all elements greater than it are placed to the right. (Note $A[i]$ itself may have to move).

Alg: Set $p \leftarrow A[i]$
 Set $l \leftarrow 0, r \leftarrow n-1$
 * While $A[l] \leq p$ { $l++$ }
 While $A[r] > p$ { $r--$ }
 Swap $A[l]$ and $A[r]$
 Repeat from * until $l=r$

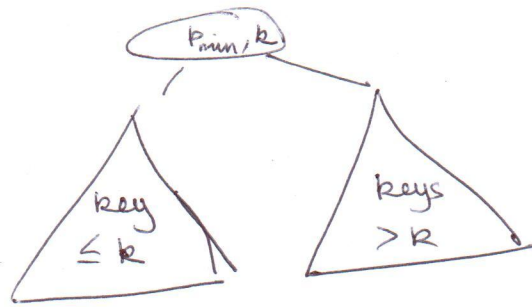
Clearly this takes $O(n)$ time.

3. Recursive pivoting with priorities: Assign distinct priorities p_i to each element in A . Now choose i such that p_i is min. Pivot the array around $A[i]$. If the new location of $A[i]$ is j then recursively do the same thing for array $A[0 \dots j-1]$ & $A[j+1 \dots n-1]$.
 Base case: Array of size 1 is already pivoted.

This procedure sorts the array.

4. Time taken for recursive pivoting: Note the treap structure in (3) the algorithm.

Left sub tree has keys $\leq k$ and its root has the min priority i.e a treap is formed.



Time taken to pivot an array of size k around min priority element: $T(\text{find min priority}) + T(\text{pivot}) = \Theta(k)$.

Note: Each level of the treap incurs $O(n)$ pivoting time since the sum of lengths of arrays being pivoted is $\leq n$.
 \therefore Time is $O(nh)$ where h is the height of the treap. (††)

5. Randomized treaps: Give every location a random priority selected uniformly from $[0, 1]$.

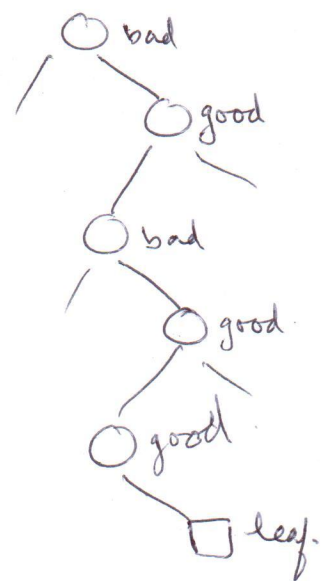
Consider any leaf v of the treap. Consider the path from root to leaf. We call a node in this path good if the min priority node ~~divides~~ lies in the middle third of its array (when seen in sorted order).



Probability a node is good = $\frac{1}{3}$

Every time we get a good node the largest subarray created is $\frac{2}{3}$ the size of the previous array.

\therefore At most $\log_{3/2} n$ good nodes are possible



Noting that each node is labelled independently we get using (+) that

$$P[\text{length of path} \geq c^* \cdot 3 \log_{3/2} n] \leq 3 \cdot \log_{3/2} n \cdot \frac{1}{n^3}$$

$$\leq \frac{1}{n^2}$$

~~length of~~ Let A_j : length of path to leaf j is $\geq c^* \cdot 3 \cdot \log_{3/2} n$

\therefore Event $\text{ht of treap} > c^* \cdot 3 \cdot \log_{3/2} n$

$$= \bigcup_{j=1}^n A_j$$

$$\Rightarrow P[\text{ht} > 3c^* \log_{3/2} n] = P\left[\bigcup_{j=1}^n A_j\right] \leq \sum_{j=1}^n P(A_j) \leq n \cdot \frac{1}{n^2} = \frac{1}{n}$$

\therefore Treap $\text{ht} \leq 3c^* \log_{3/2} n$ w. prob $\geq 1 - \frac{1}{n}$

Randomized quicksort takes time $3c^* \cdot n \log_{3/2} n$ w. prob $\geq 1 - \frac{1}{n}$
(from (+))

