

Algoritmer og Datastrukturer 1

Gerth Stølting Brodal

Quicksort
[CLRS, kapitel 7]





Sandsynligheden for at slå krone
 $1/2$

Quicksort:

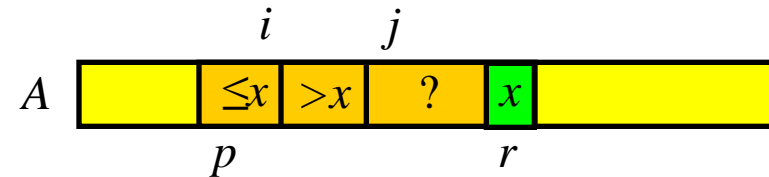
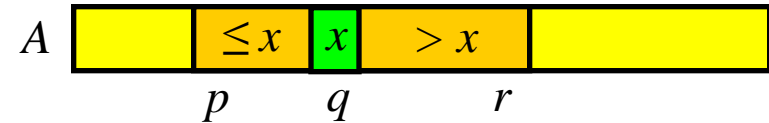
Sorter $A[p..r]$

QUICKSORT(A, p, r)

```
1  if  $p < r$ 
2       $q = \text{PARTITION}(A, p, r)$ 
3      QUICKSORT( $A, p, q - 1$ )
4      QUICKSORT( $A, q + 1, r$ )
```

PARTITION(A, p, r)

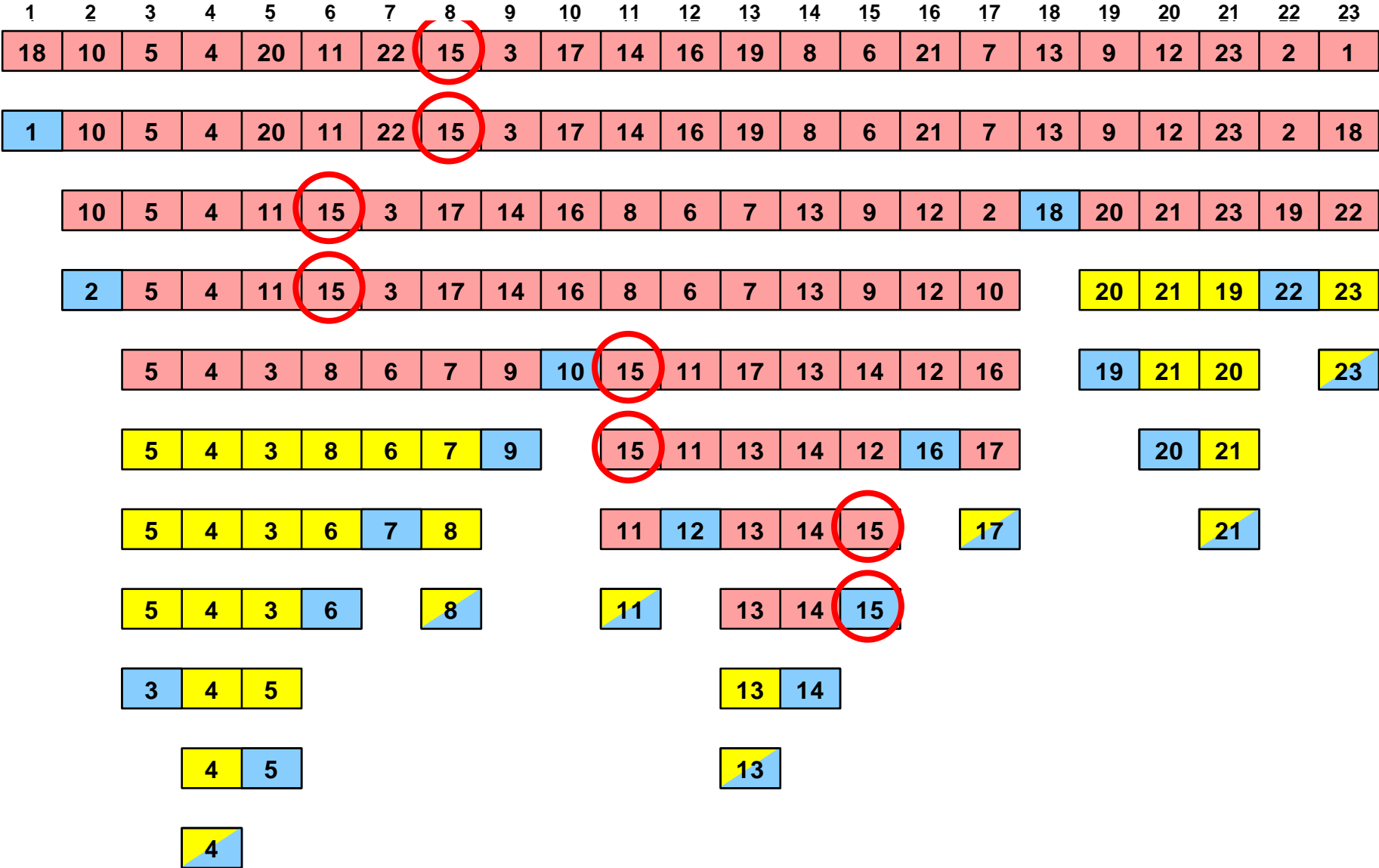
```
1   $x = A[r]$ 
2   $i = p - 1$ 
3  for  $j = p$  to  $r - 1$ 
4      if  $A[j] \leq x$ 
5           $i = i + 1$ 
6          exchange  $A[i]$  with  $A[j]$ 
7  exchange  $A[i + 1]$  with  $A[r]$ 
8  return  $i + 1$ 
```



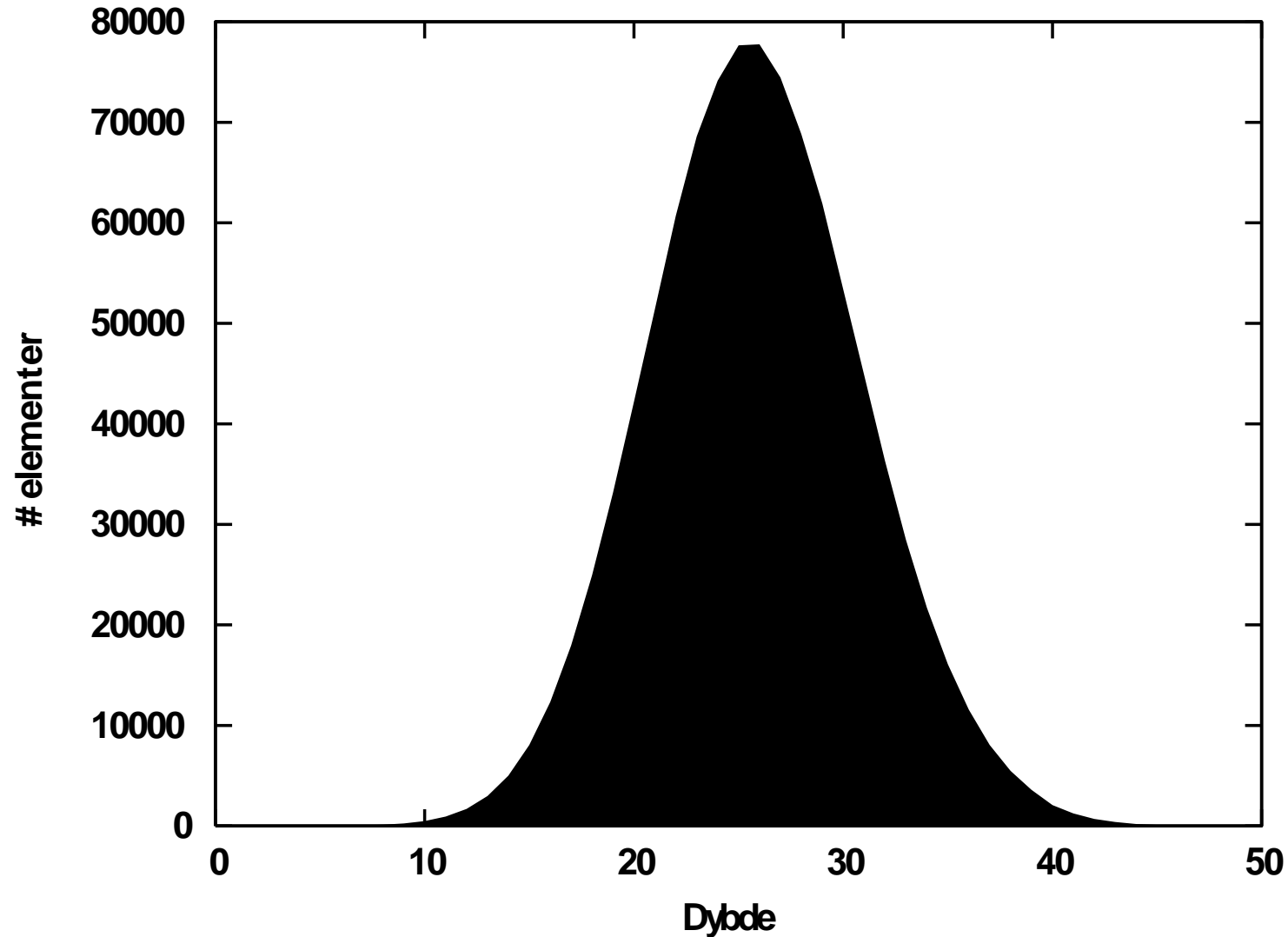
Worst-case time $O(n^2)$

Hoare, 1961

Quicksort : Rekursionen for 15



Quicksort : Dybde ved $n \approx 2^{20}$



Randomized Quicksort

RANDOMIZED-QUICKSORT(A, p, r)

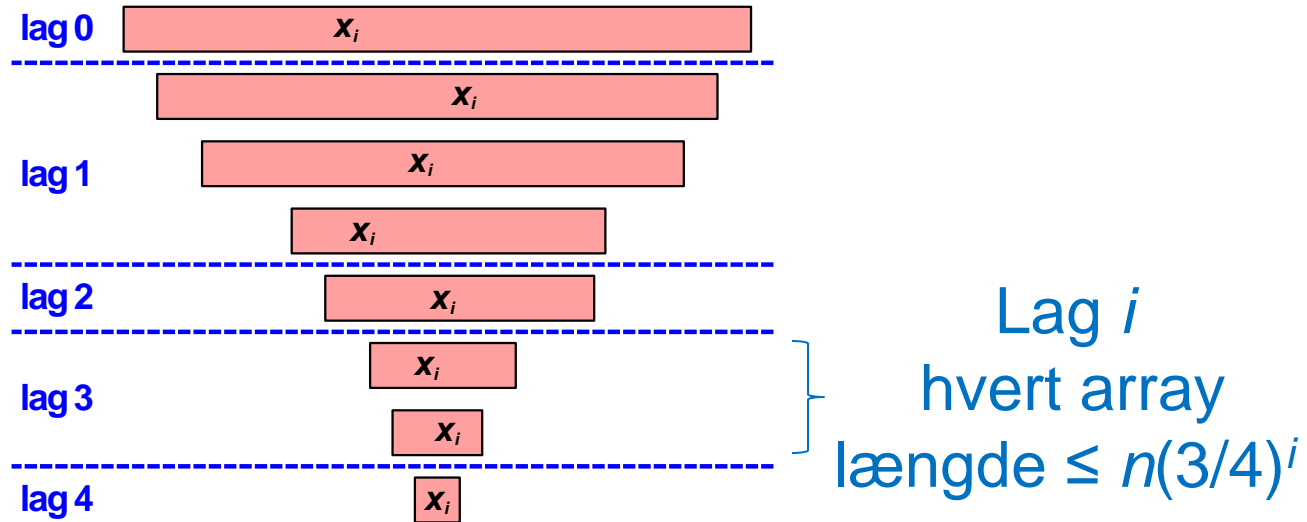
```
1  if  $p < r$ 
2       $q = \text{RANDOMIZED-PARTITION}(A, p, r)$ 
3      RANDOMIZED-QUICKSORT( $A, p, q - 1$ )
4      RANDOMIZED-QUICKSORT( $A, q + 1, r$ )
```

RANDOMIZED-PARTITION(A, p, r)

```
1   $i = \text{RANDOM}(p, r)$ 
2  exchange  $A[r]$  with  $A[i]$ 
3  return PARTITION( $A, p, r$ )
```

Forventet tid $O(n \cdot \log n)$

Randomized Quicksort : Analyse



- Et array er i lag j hvis længde $n(3/4)^{j+1}.. n(3/4)^j$
- En opdeling er **god** hvis hver del $\leq 3/4$ elementer (mindst +1 lag) – sker med **sandsynlighed ≥ 0.5**
- x_i forventes ≤ 2 gange i hvert lag
- **Forventede dybde af $x_i \leq 2 \cdot \log_{4/3} n$**

Randomized Quicksort : Analyse

Forventede tid for randomized quicksort

$$= O(\sum_{i=1..n} \text{forventede dybde af input } x_i)$$

$$= O(\sum_{i=1..n} \log n)$$

$$= O(n \cdot \log n)$$



Sorterings-algoritmer

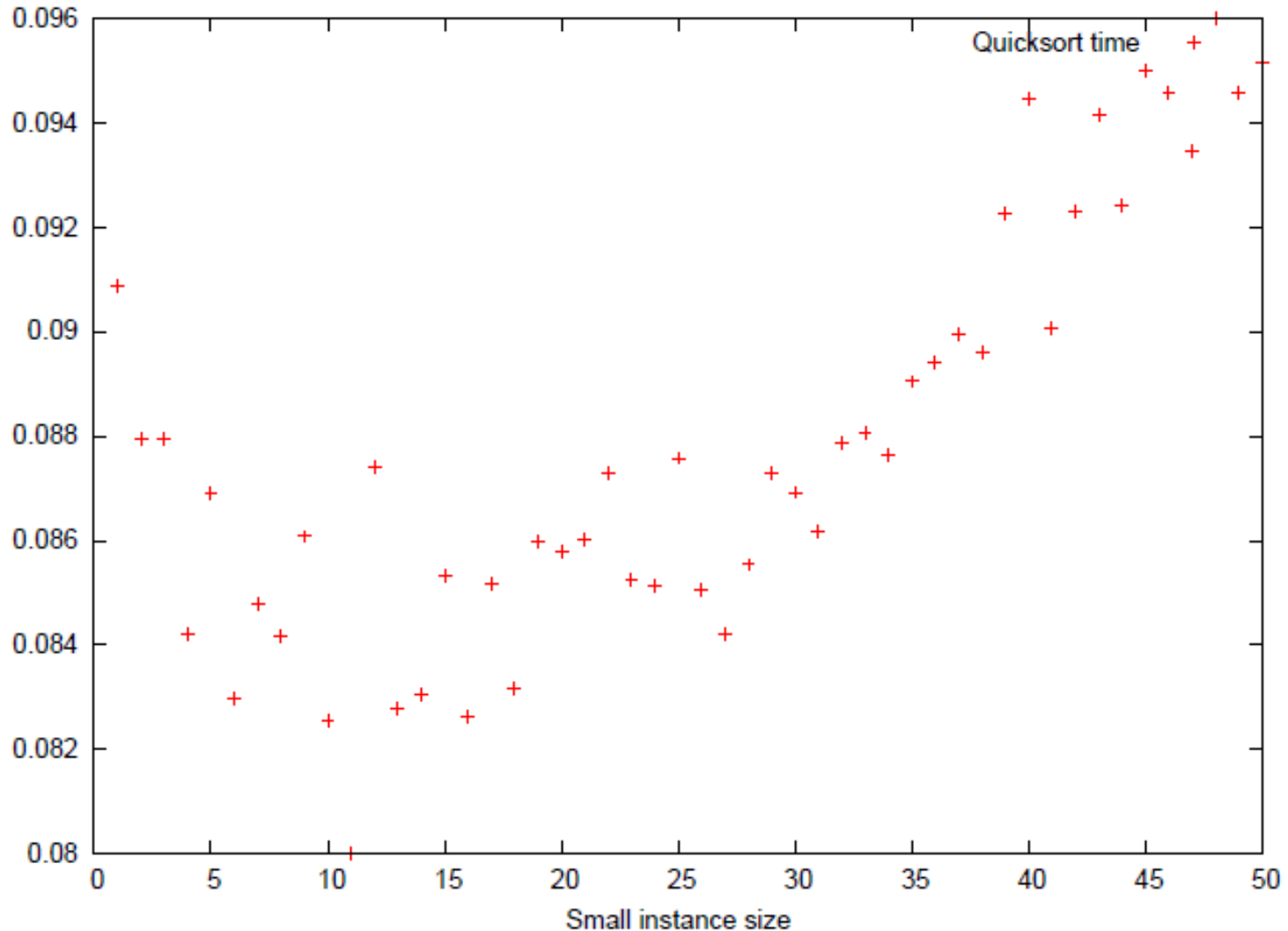
Algoritme	Worst-Case Tid
Heap-Sort	$O(n \cdot \log n)$
Merge-Sort	
Insertion-Sort	$O(n^2)$
QuickSort (Deterministic og randomiseret)	$O(n^2)$

Algoritme	Forventet tid
Randomiseret QuickSort	$O(n \cdot \log n)$

Sortering:

Eksperimentelle resultater

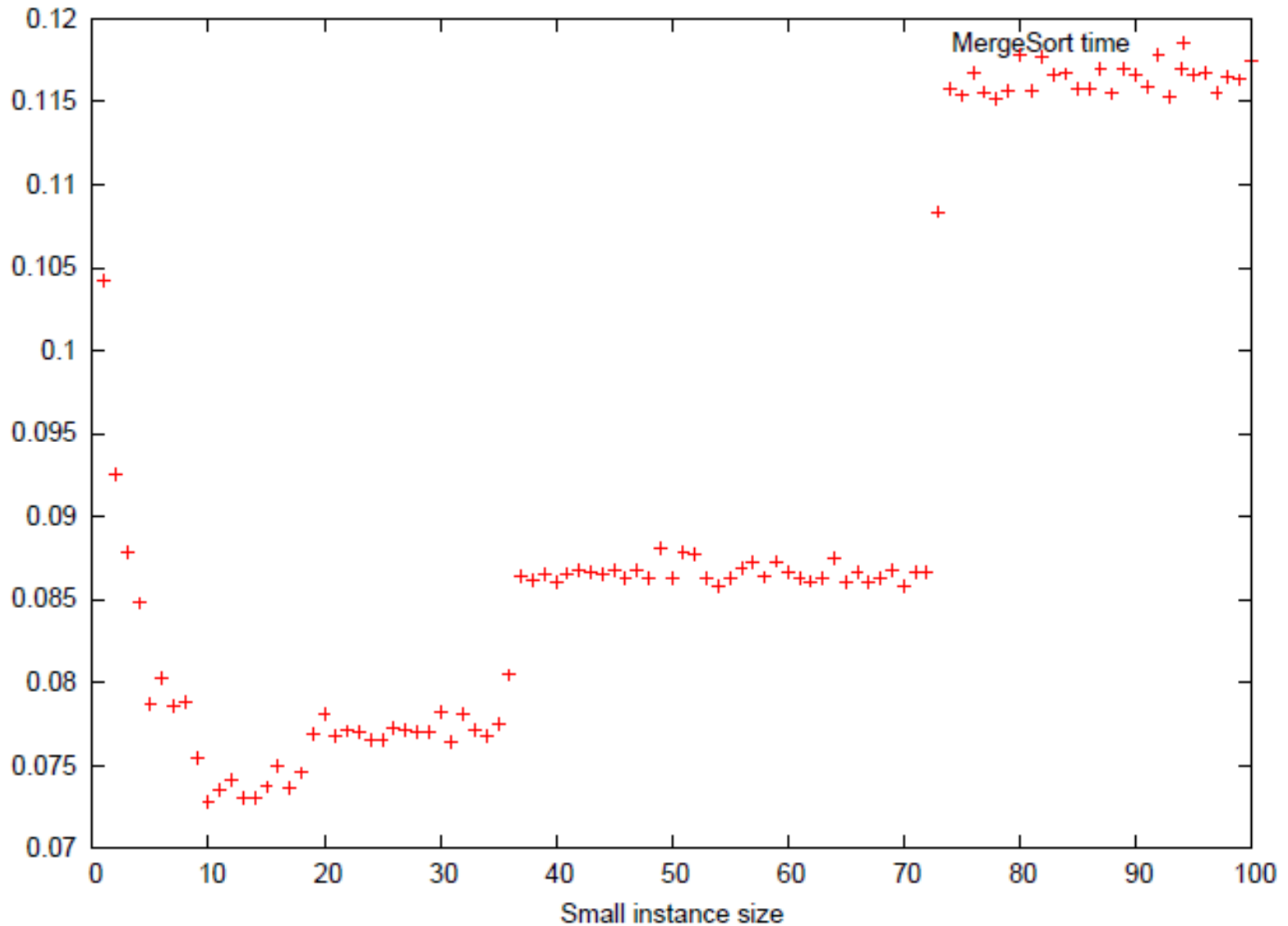
Quicksort med skift til Insertion-sort



Skift til insertion-sort ved små problemstørrelser

$n = 300.000$ elementer

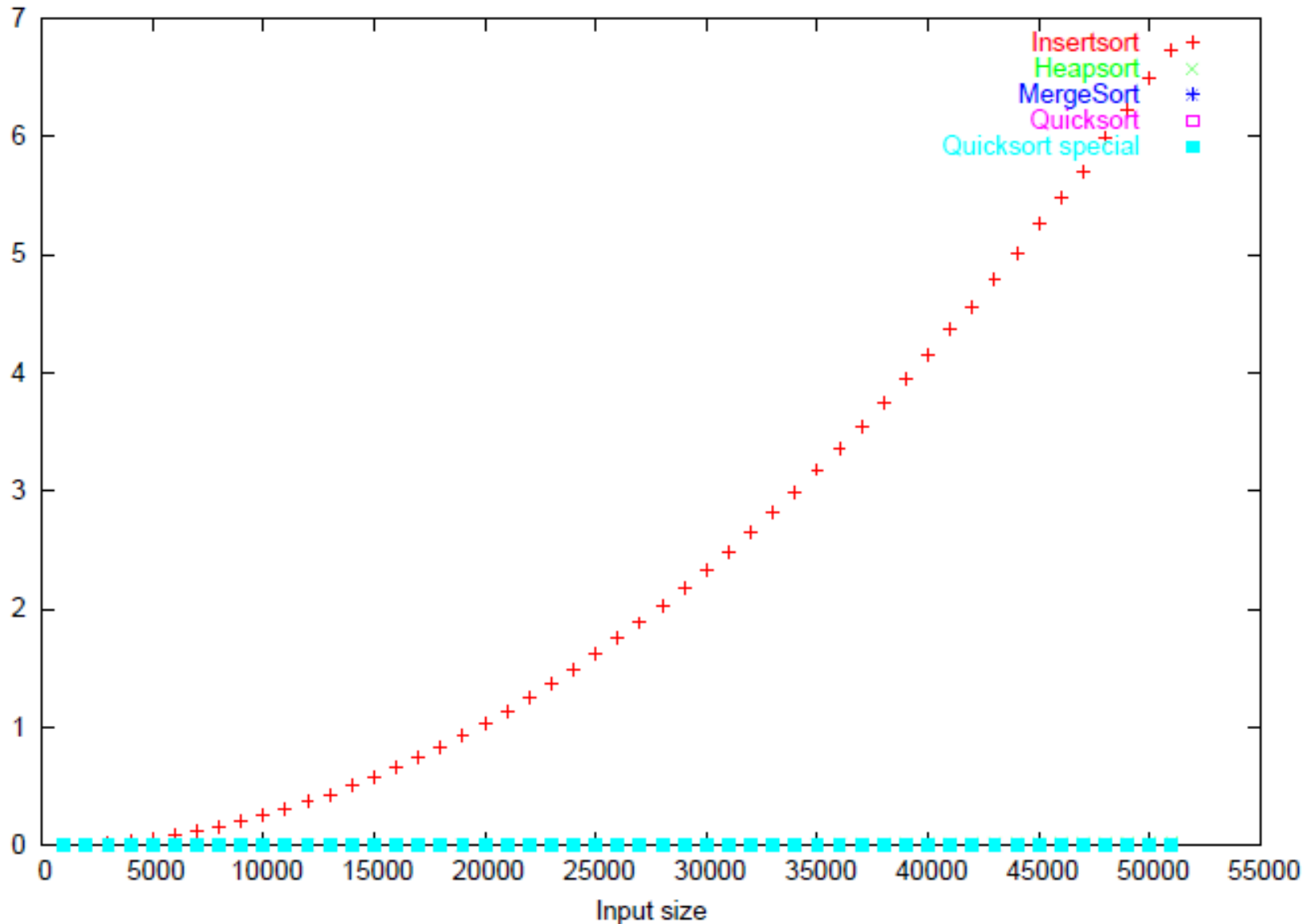
Mergesort med skift til Insertion-sort



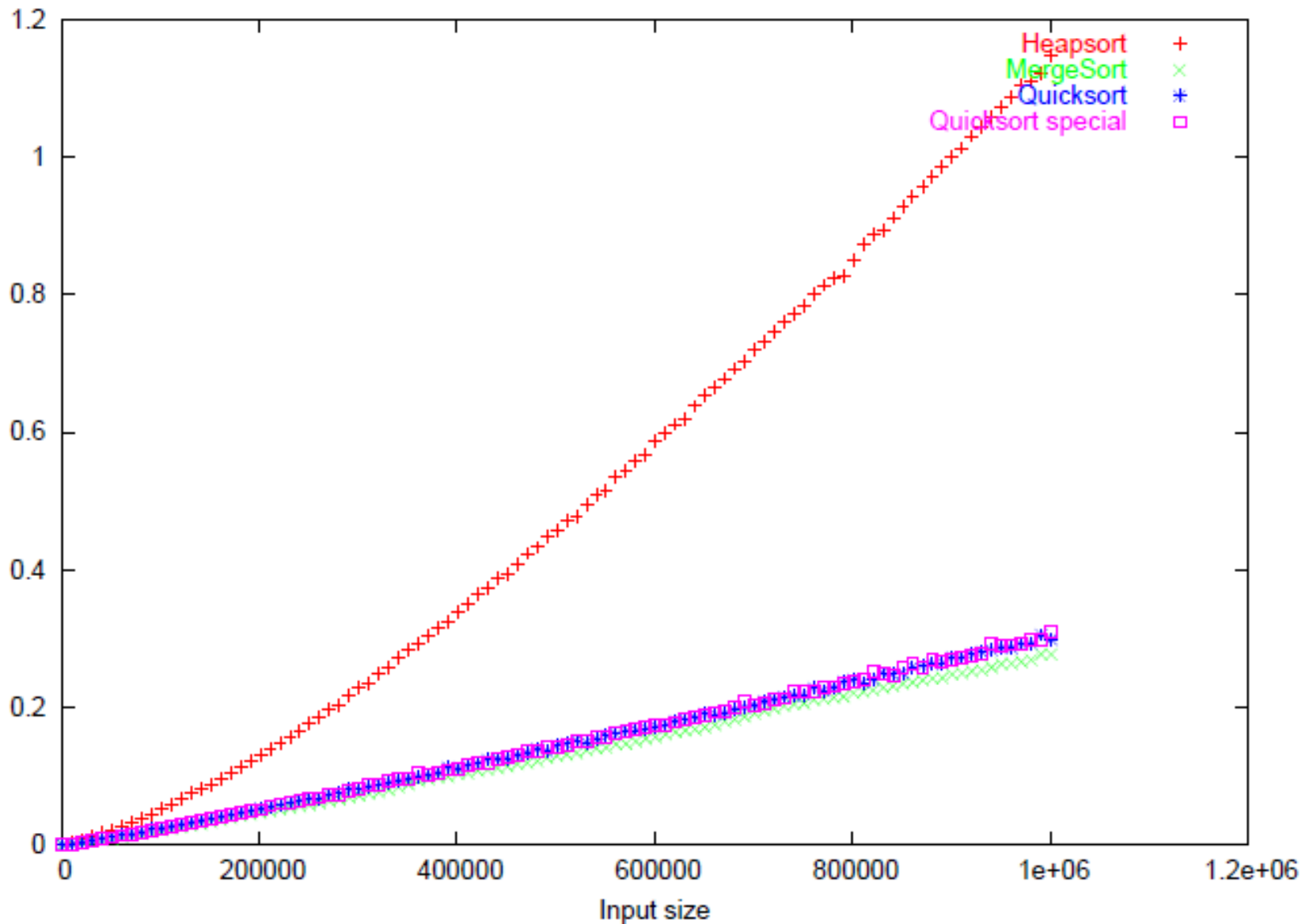
Skift til insertion-sort ved små problemstørrelser

$n = 300.000$ elementer

Tiden for Sorterings Algoritmer



Tiden for Sorterings Algoritmer



Sortering i Praksis

Typisk anvendes **QuickSort** (C, C++, Java)

- Inplace (kræver ingen yderligere arrays)
- Hurtig

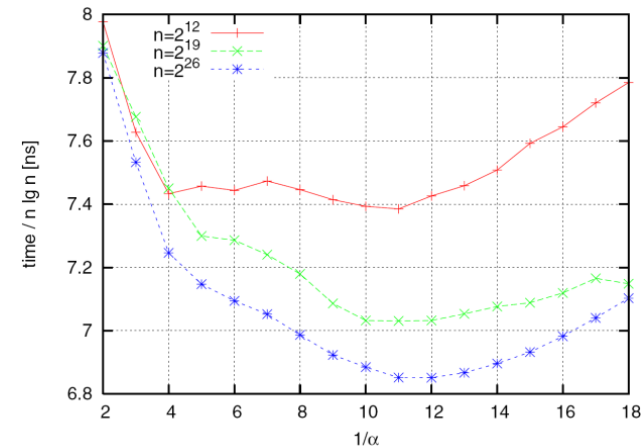
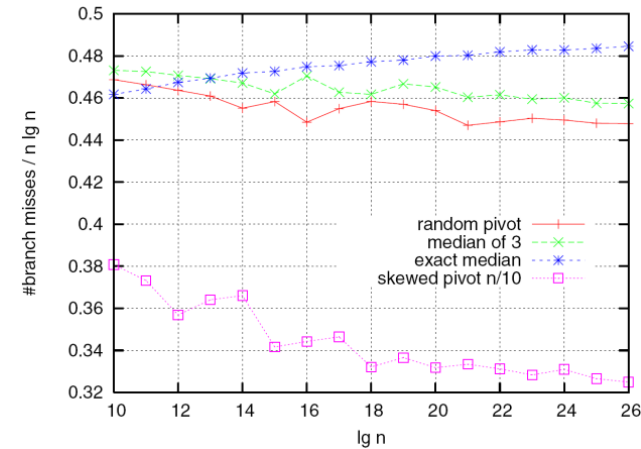
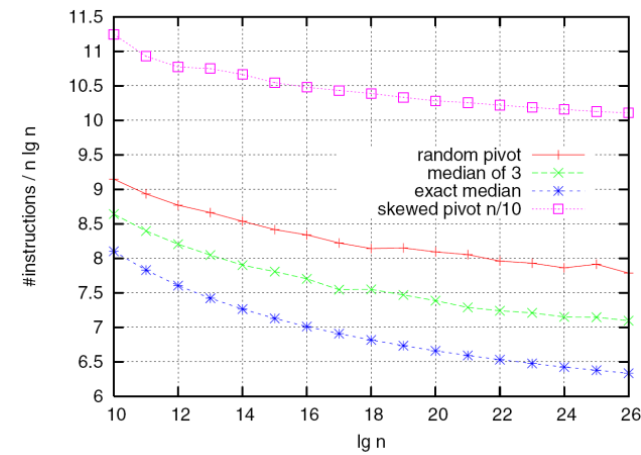
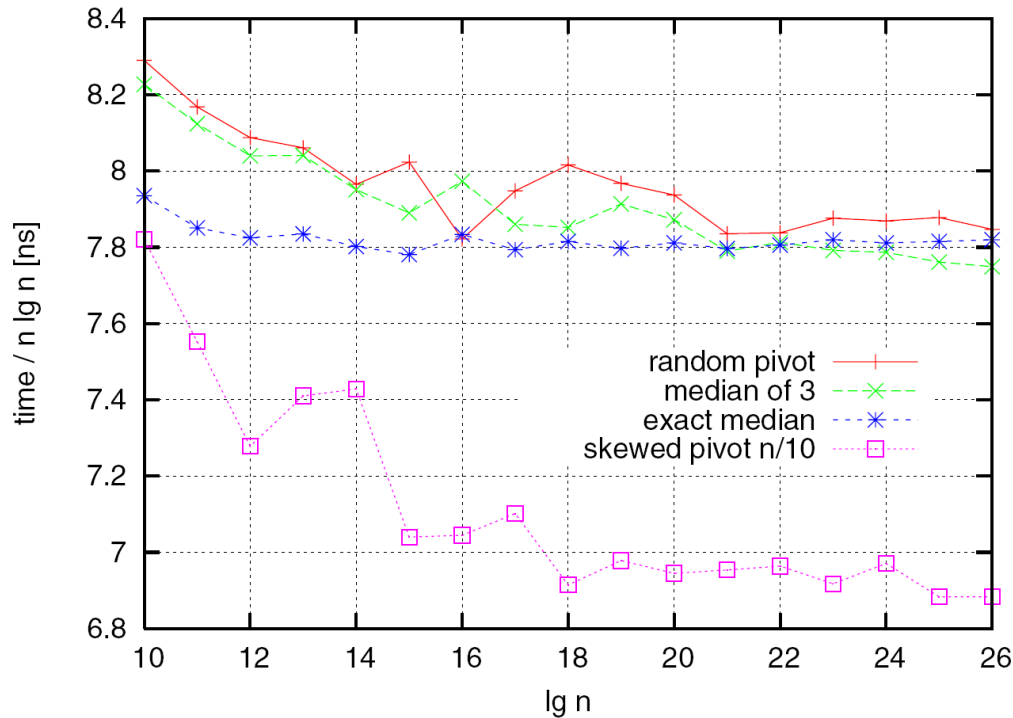
...dog med et par twists

- skift til **InsertionSort** i bunden af rekursionen
- skift til **MergeSort** hvis QuickSort tager for lang tid
- Vælg Pivot'et som medianen ud af $O(1)$ (tilfældige) elementer

“How Branch Mispredictions Affect Quicksort”

Kanela Kaligosi and Peter Sanders

14th Annual European Symposium on Algorithms (ESA 2006)



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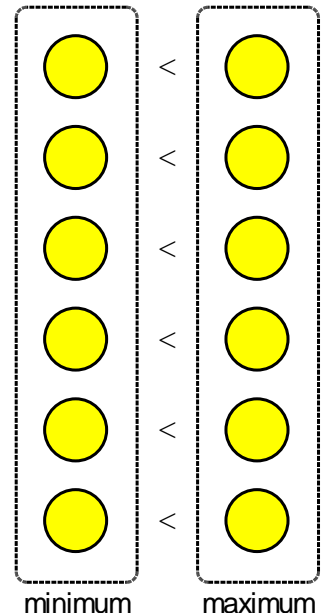
Gerth Stølting Brodal

Randomized-select
[CLRS, kapitel 9.1-9.2]



Beregning af Minimum of Maximum

- At finde *minimum* af n elementer kræver $n-1$ sammenligninger
- At finde *minimum og maximum* af n elementer kræver $3/2 \cdot n - 2$ sammenligninger

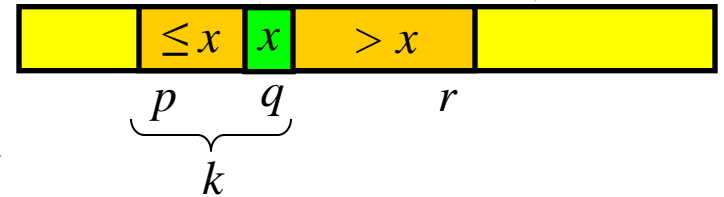


Randomized Select:

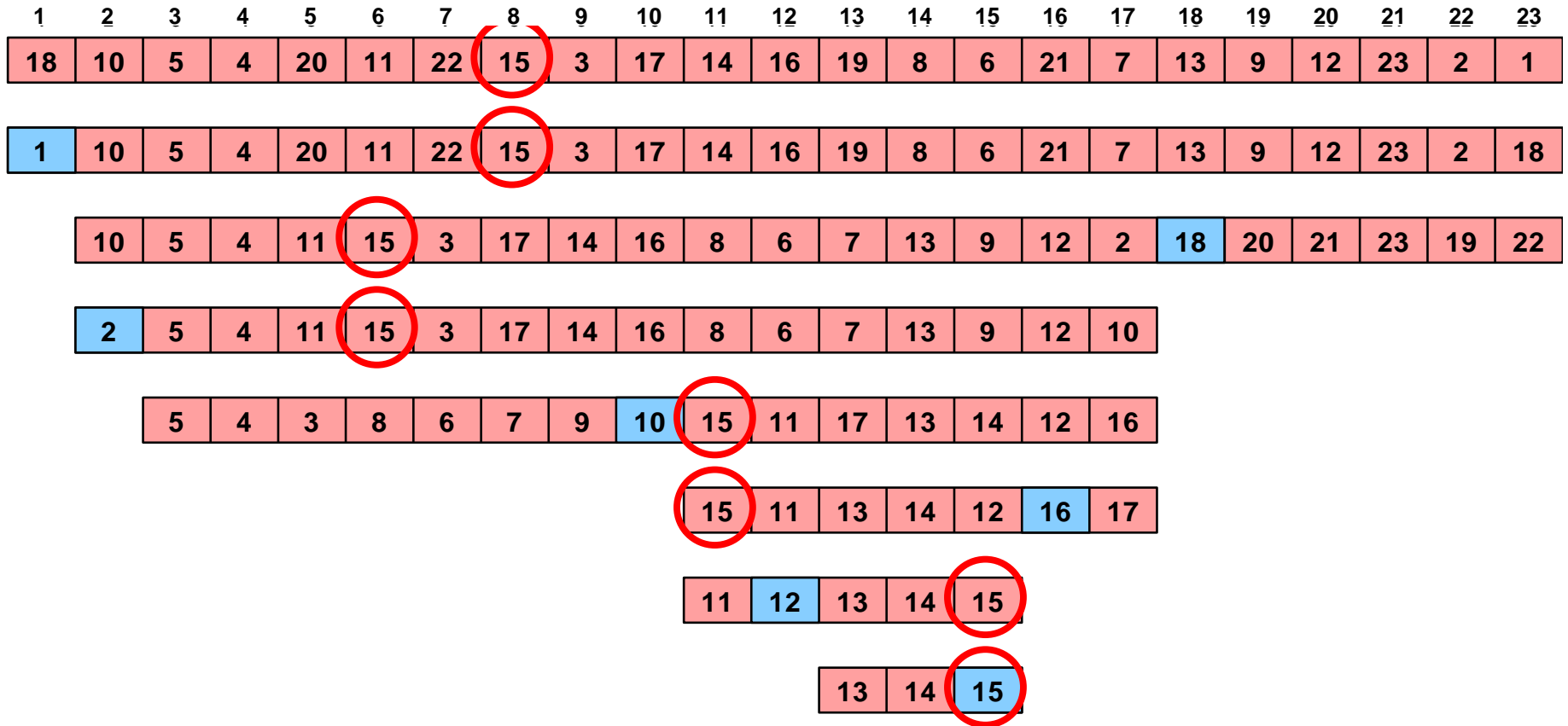
Find det i 'te mindste element i $A[p..r]$

RANDOMIZED-SELECT(A, p, r, i)

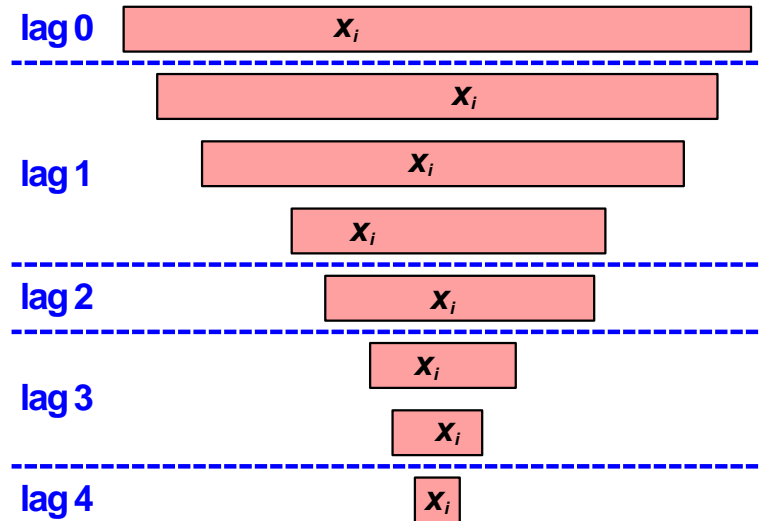
```
1  if  $p == r$ 
2      return  $A[p]$ 
3   $q =$  RANDOMIZED-PARTITION( $A, p, r$ )
4   $k = q - p + 1$ 
5  if  $i == k$            // the pivot value is the answer
6      return  $A[q]$ 
7  elseif  $i < k$ 
8      return RANDOMIZED-SELECT( $A, p, q - 1, i$ )
9  else return RANDOMIZED-SELECT( $A, q + 1, r, i - k$ )
```



Randomized-Select 15



Randomized Select : Analyse



Forventede tid for randomized select

$$= O(\sum_j \text{forventede tid i lag } j)$$

$$\leq O(\sum_j n \cdot (3/4)^j \cdot \text{\# forventede arrays i lag } j)$$

$$\leq O(\sum_j n \cdot (3/4)^j \cdot 2)$$

$$= \mathbf{O}(n)$$



Selektion

Algoritme	Tid
Randomized-Select [CLRS, Kap. 9.2]	$O(n)$ forventet $O(n^2)$ worst-case
Deterministic-Select [CLRS, Kap. 9.3] <i>ikke pensum</i>	$O(n)$ worst-case