

# Linear-Time Selection

#### Randomized Selection Analysis

Design and Analysis of Algorithms I



## **Running Time of RSelect**

<u>Rselect Theorem</u>: for every input array of length n, the average running time of Rselect is O(n)

-- holds for every input [no assumptions on data]

-- "average" is over random pivot choices made by the algorithm



### **Randomized Selection**

Rselect (array A, length n, order statistic i)

- 0) if n = 1 return A[1]
- 1) Choose pivot p from A uniformly at random
- Partition A around p
  let j = new index of p
- 3) If j = i, return p
- 4) If j > i, return Rselect(1<sup>st</sup> part of A, j-1, i)
- 5) [if j<i] return Rselect (2<sup>nd</sup> part of A, n-j, i-j)





#### Proof I: Tracking Progress via Phases

<u>Note</u> : Rselect uses <= cn operations outside of recursive call [ for some constant c > 0 ] [from partitioning]

Notation : Rselect is in phase j if current array size between  $(\frac{3}{4})^{j+1} \cdot n$  and  $(\frac{3}{4})^j \cdot n$ 





# Proof II: Reduction to Coin Flipping $\rightarrow \text{Size between}(\frac{3}{4})^{j+1}$ and $(\frac{3}{4})^j \cdot n$

 $X_i = \#$  of recursive calls during phase j

Note : if Rselect chooses a pivot giving a 25 – 75 split (or better) then current phase ends ! (new subarray length at most 75 % of old length)

<u>Recall</u> : probability of 25-75 split or better is 50%

<u>So</u>:  $E[X_i] \le expected number of times you need to flip a fair coin$ to get one "heads" (heads ~ good pivot, tails ~ bad pivot)

Shangar



# **Proof III: Coin Flipping Analysis**

Let N = number of coin flips until you get heads.

(a "geometric random variable")

Note : 
$$E[N] = 1 + (1/2)*E[N]$$

flip

Probability 1<sup>st</sup> coin of tails

# of further coin flips needed in this case

<u>Solution</u>: E[N] = 2 (Recall  $E[X_i] \le E[N]$ )

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