

# Randomized Algorithms

Sariel Har-Peled

August 29, 2002

## Intro

## Quicksort

Items  $S_1, \dots, S_n$  to be sorted

- suppose could pick middle element:

$$T(n) = 2T(n/2) + O(n) = O(n \log n)$$

works since divides into much smaller subproblems

- picking middle is hard. But an almost middle element is OK.
- pick random element. “probably” near middle and divides problem in two
- bound expected number of comparisons  $C$
- $X_{ij} = 1$  if compare  $i$  to  $j$
- **linearity of expectation:**  $E[C] = \sum E[X_{ij}]$
- $E[X_{ij}] = p_{ij}$
- Consider smallest recursive call involving both  $i$  and  $j$ .
- pivot must be one of  $S_i, \dots, S_j$ . all equally likely
- $S_i$  and  $S_j$  get compared if pivot is  $S_i$  or  $S_j$
- probability is at most  $2/(j - i + 1)$  (may have outer elements)

- analysis:

$$\begin{aligned}
\sum_{i=1}^n \sum_{j>i} p_{ij} &\leq \sum_{i=1}^n \sum_{j>i} 2/(j-i+1) \\
&= \sum_{i=1}^n \sum_{k=1}^{n-i+1} 2/k \\
&\leq 2 \sum_{i=1}^n \sum_{k=1}^n 1/k \\
&\leq 2nH_n
\end{aligned}$$

(Define  $H_n$ , claim  $O(\log n)$ .)

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

- analysis holds for every input, doesn't assume random input
- we proved expected. can show high probability
- how did we pick a random elements?
- algorithm always works, but might be slow.

## BSP

- linearity of expectation.
- Rendering an image
  - render a collection of polygons (lines)
  - painters algorithm: draw from back to front; let front overwrite
  - need to figure out order with respect to user
- define BSP.
  - BSP is a data structure that makes order determination easy
  - Build in preprocess step, then render fast.

- Choose any hyperplane (root of tree), split lines onto correct side of hyperplane, recurse
- If user is on side 1 of hyperplane, then nothing on side 2 blocks side 1, so paint it first. Recurse.
- time=BSP size
- sometimes must split to build BSP
- how limit splits?
- autopartitions
- random auto
- analysis
  - $index(u, v) = k$  if  $k$  lines block  $v$  from  $u$
  - $u \dashv v$  if  $v$  cut by  $u$  auto
  - probability  $1/(1 + index(u, v))$ .
  - tree size is (by linearity of  $E$ )

$$n + \sum_u 1/index(u, v) \leq \sum_u 2H_n$$

- result: **exists** size  $O(n \log n)$  auto
- gives randomized construction
- equally important, gives **probabilistic existence proof** of a small BSP
- so might hope to find deterministically.