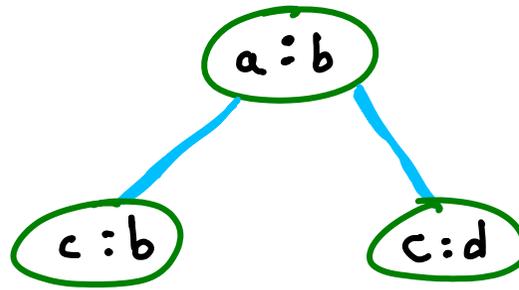
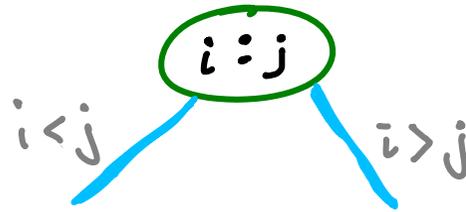


ALGORITHMS REPRESENTED AS DECISION TREES

internal nodes
represent comparison
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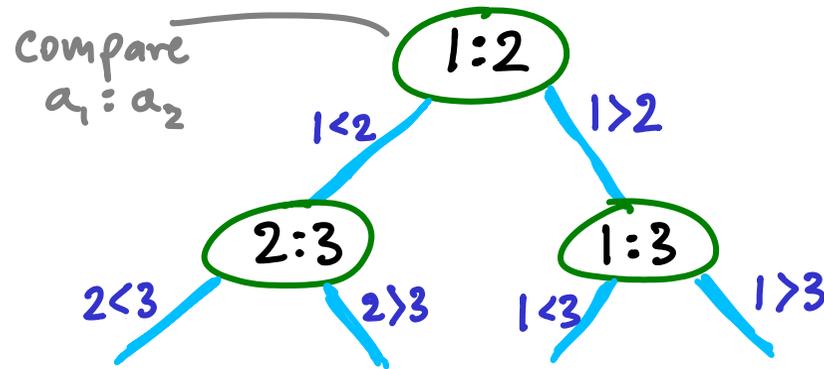


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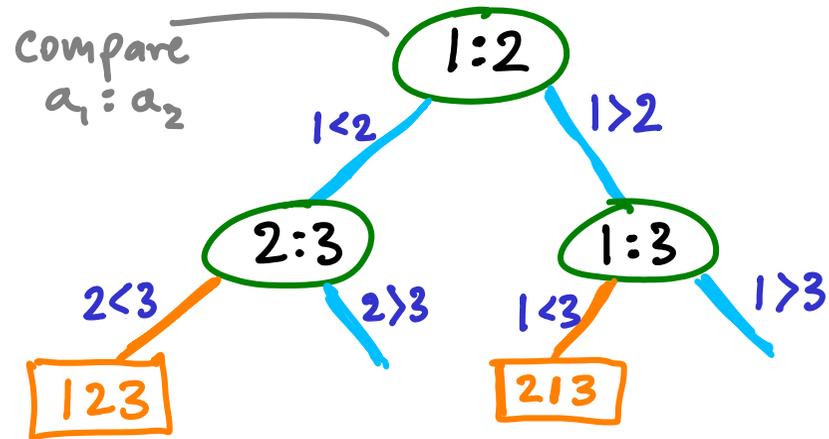
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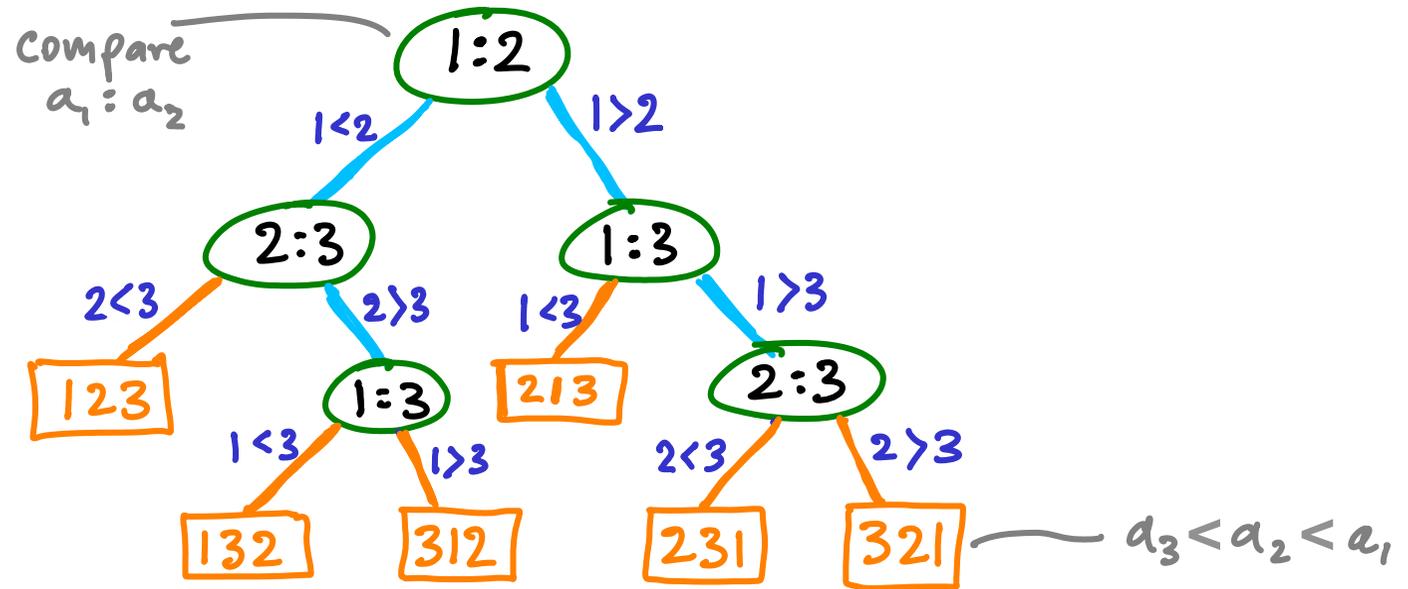
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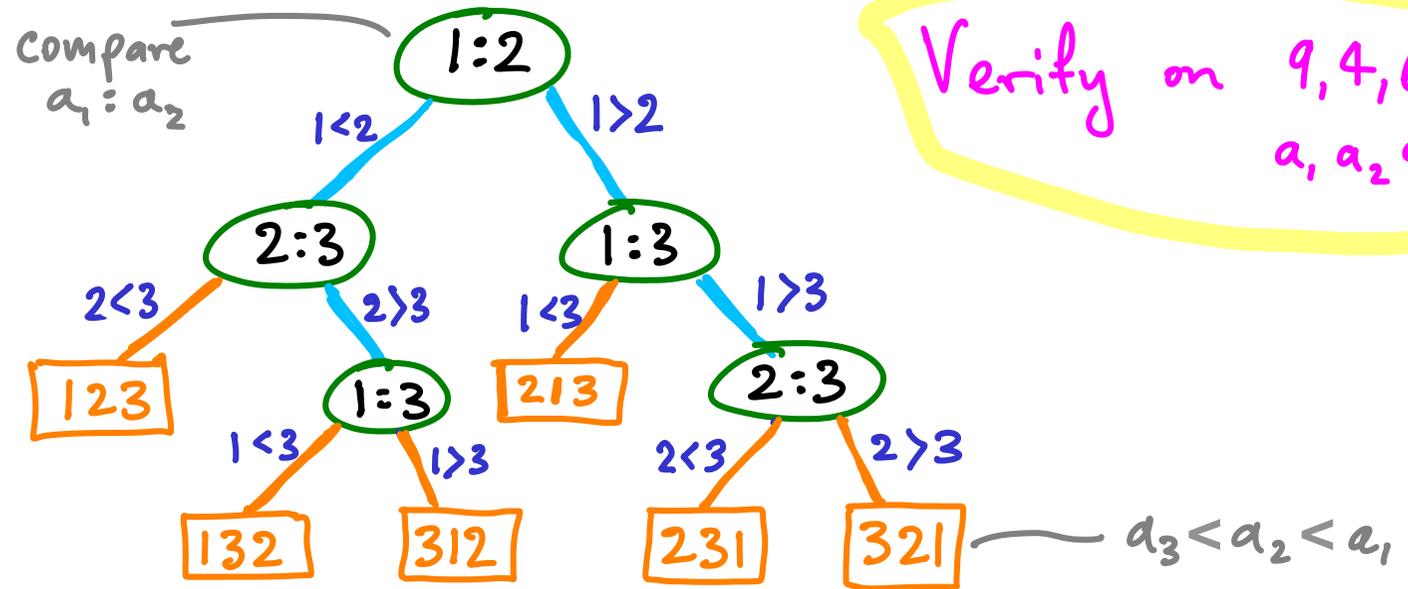


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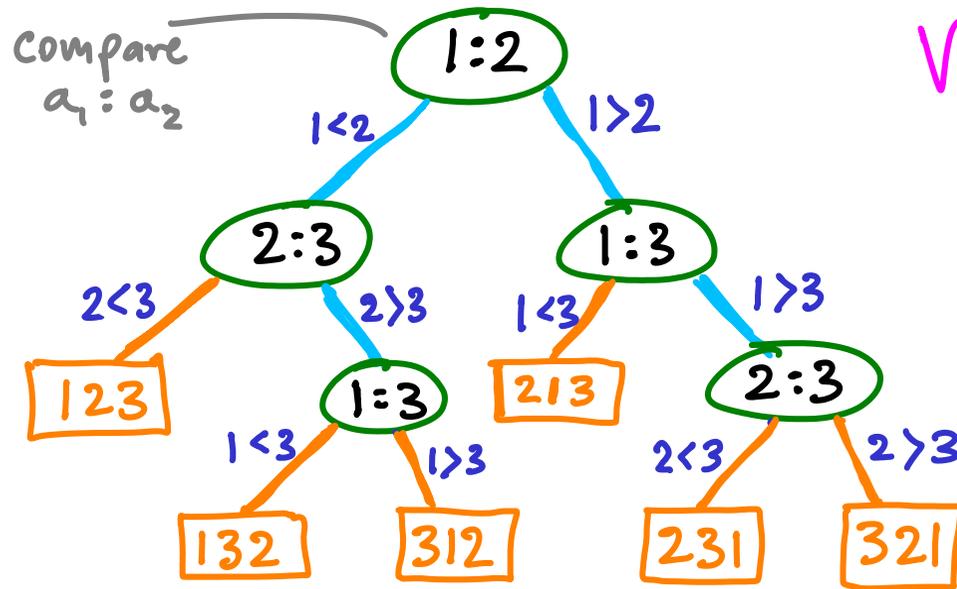
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Verify on 9, 4, 6
 a_1, a_2, a_3

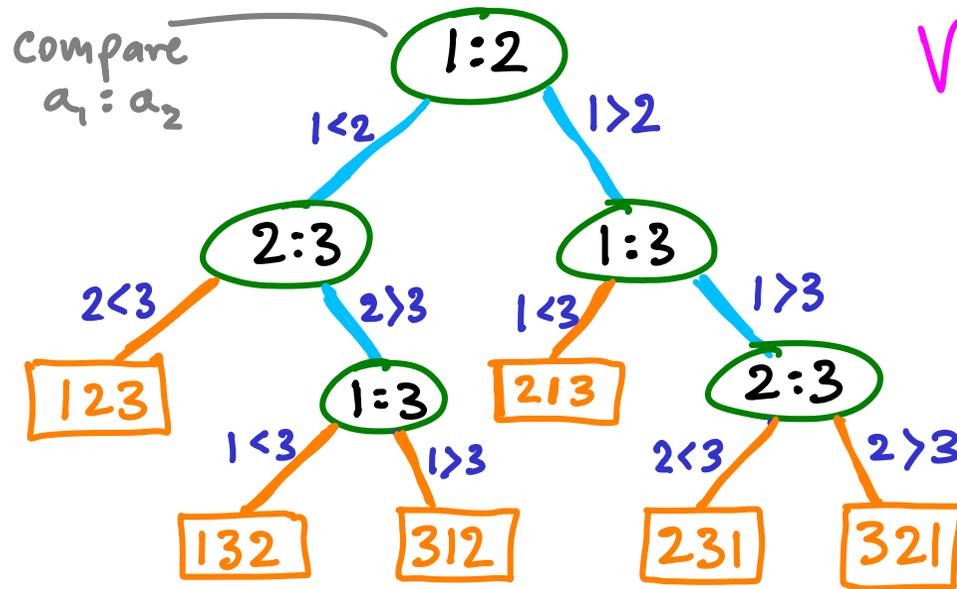
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Each root \rightarrow leaf path represents an execution of algo.

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ALGORITHMS REPRESENTED AS DECISION TREES



Verify on 9, 4, 6
 a_1, a_2, a_3

$a_3 < a_2 < a_1$

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Each leaf is a possible output
Each root \rightarrow leaf path represents an execution of algo.

Any decision-based algorithm can be encoded as a decision tree.

Example: sort a_1, a_2, a_3

If you are designing a decision tree
it's up to you to avoid comparing the same elements many times.

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for a
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for sorting

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● What is the shortest possible tree for comparison-sort? ●

A correct decision tree for sorting must have **every** possible output represented at a **leaf node**.

↳ #leaves \geq ?

A correct decision tree for sorting must have **every** permutation of the input represented at a **leaf node**.

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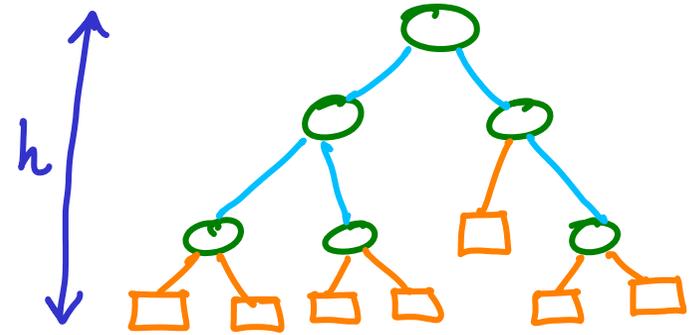
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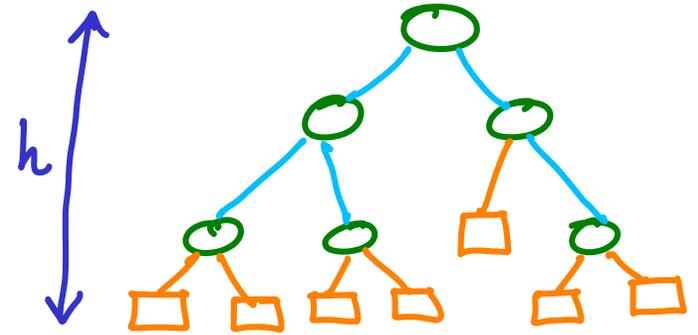
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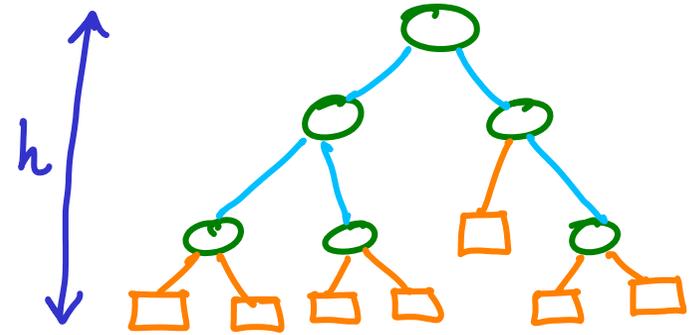


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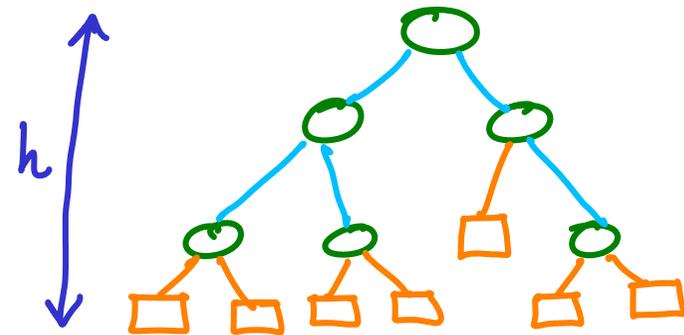


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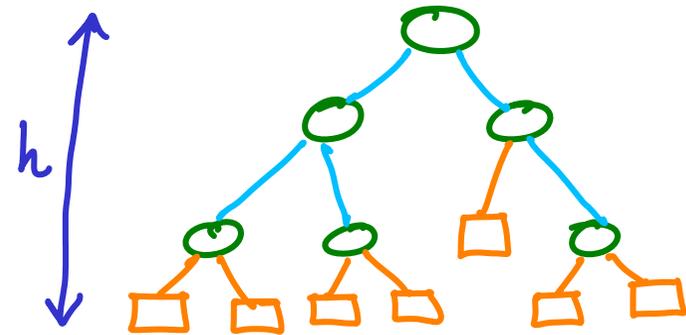
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Stirling's formula: $n! \geq \left(\frac{n}{e}\right)^n$

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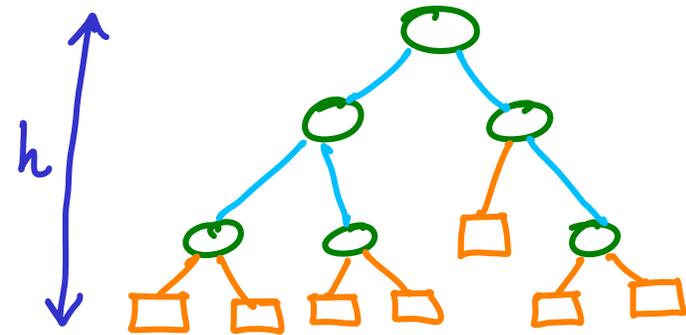
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$$\begin{aligned} h \geq \log\left(\frac{n}{e}\right)^n &= n \cdot \log \frac{n}{e} \\ &= n \log n - n \log e \\ &= n \log n - \Theta(n) \end{aligned}$$

extra analysis of $\log n!$ follows

$$h = \Omega(n \log n)$$

$$\log(n!) = O(?)$$

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$$\log(n!) = \log(n \cdot (n-1) \cdot (n-2) \cdot (n-3) \cdots \cdots 3 \cdot 2 \cdot 1)$$

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$$= \log(n \cdot 1 \cdot (n-1) \cdot 2 \cdot (n-2) \cdot 3 \cdot (n-3) \cdot 4 \cdots \cdots \sim (n - \frac{n}{2}) \cdot (n - \frac{n}{2}))$$

↳ exactly if n : even

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$$\text{so } \frac{1}{2} n \log n \leq \log(n!) \leq n \log n$$

