

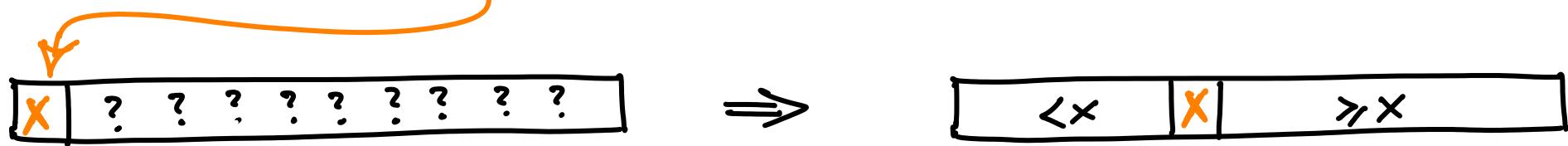
QUICKSORT

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- If necessary shuffle data to make random order.

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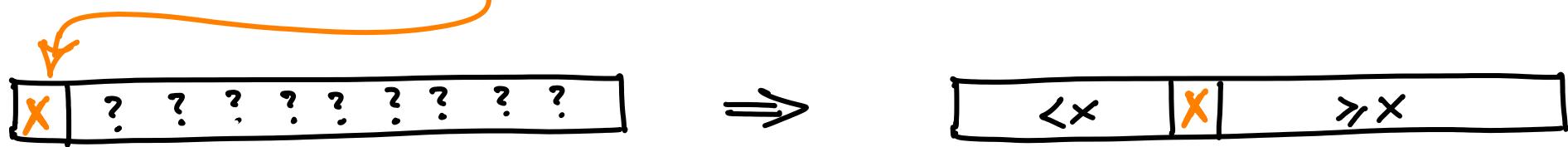
- If necessary shuffle data to make random order.
- DIVIDE: choose a pivot & partition.



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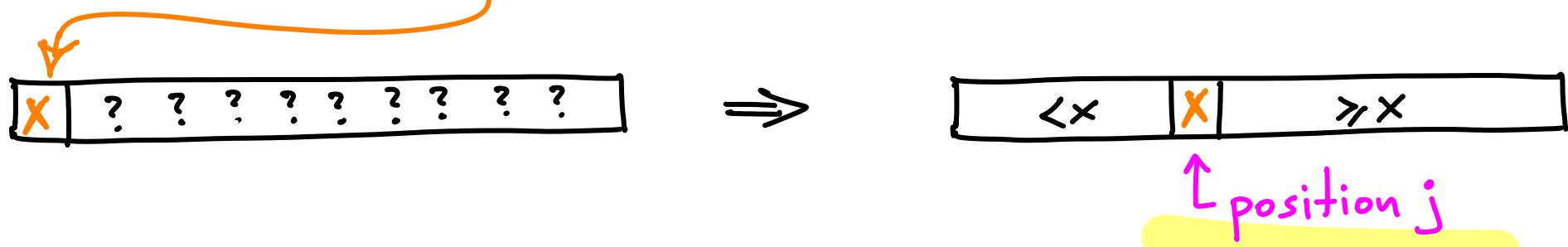


- CONQUER: Quicksort each side.

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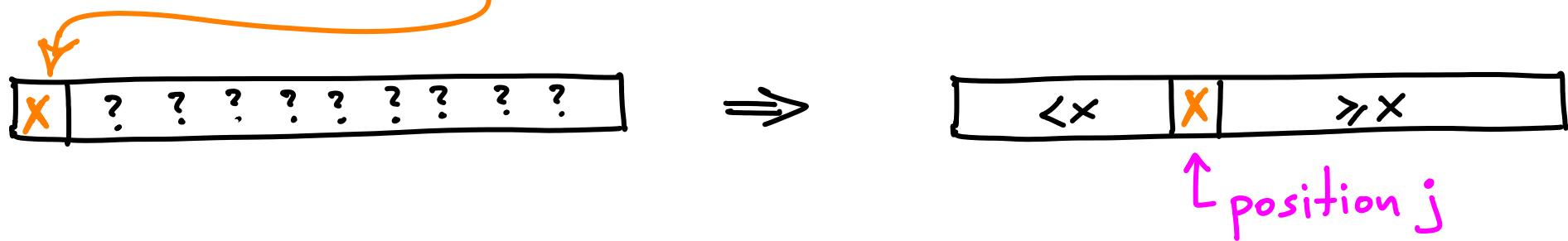


- CONQUER: Quicksort each side.

$$T(n) = ?$$

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- DIVIDE: choose a pivot & partition. $\rightarrow \underline{\Theta(n)}$

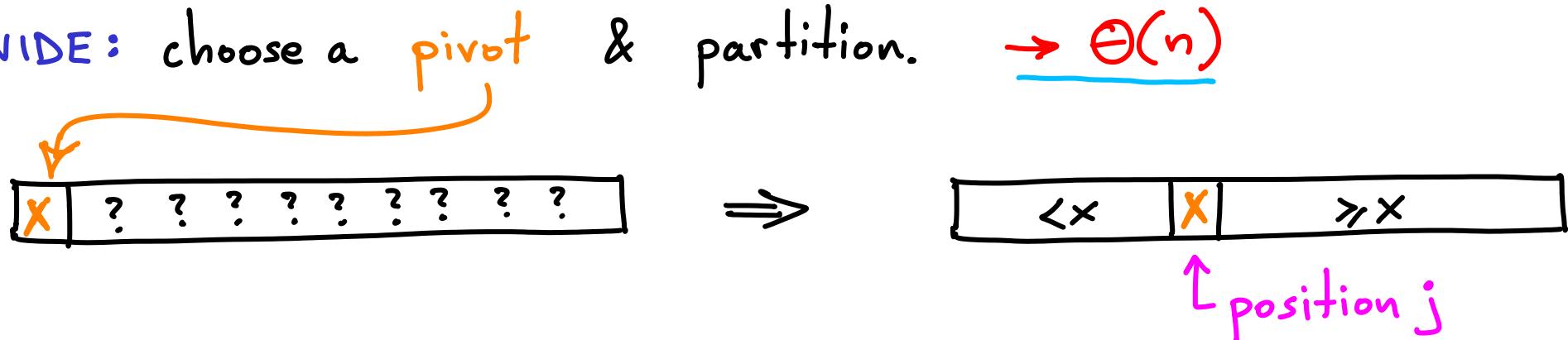


- CONQUER: Quicksort each side.

$$T(n) = \underline{\Theta(n)} + ?$$

QUICKSORT

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- CONQUER: Quicksort each side.

$$T(n) = \underline{\Theta(n)} + T(j-1) + T(n-j)$$

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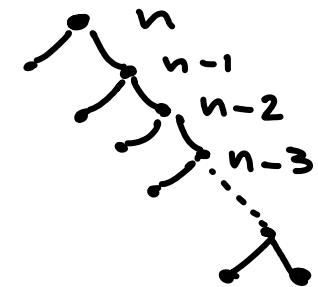
$$T(n) = T(0) + T(n-1) + \Theta(n) = ?$$

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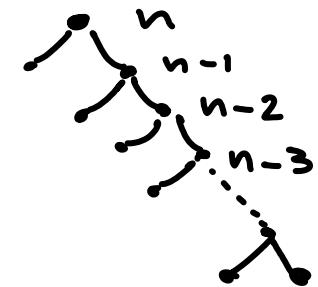


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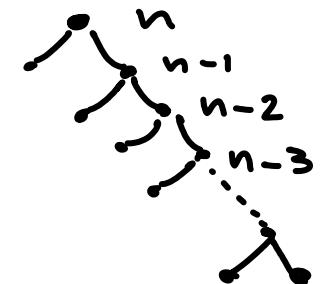
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↳ ~ balanced partition, every time

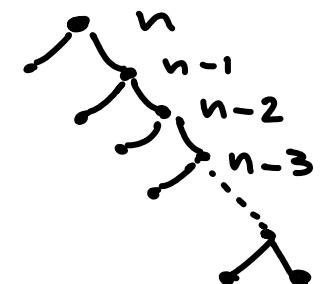
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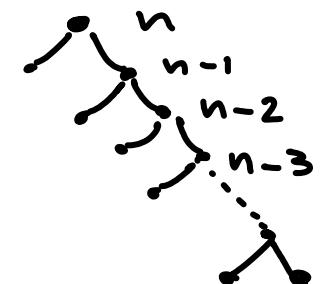
$$T(n) = 2 \cdot T\left(\frac{n}{2}\right) + \Theta(n) = ?$$

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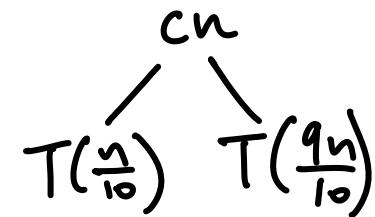
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What if we always have a "sort-of-balanced" partition?

e.g., $T(n) = T\left(\frac{n}{10}\right) + T\left(\frac{9n}{10}\right) + c \cdot n$

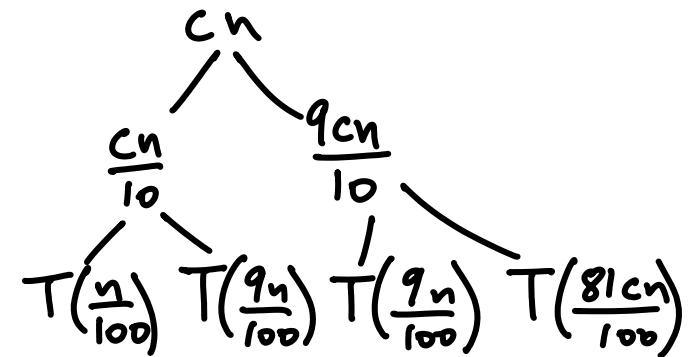
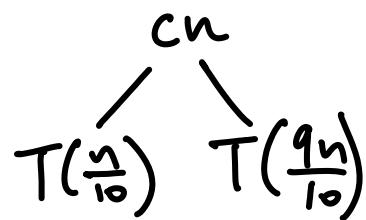
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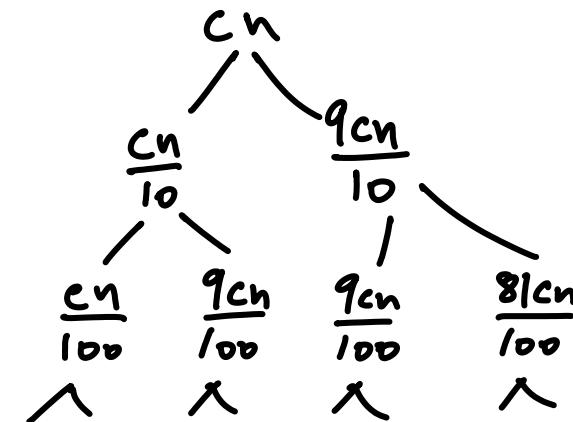
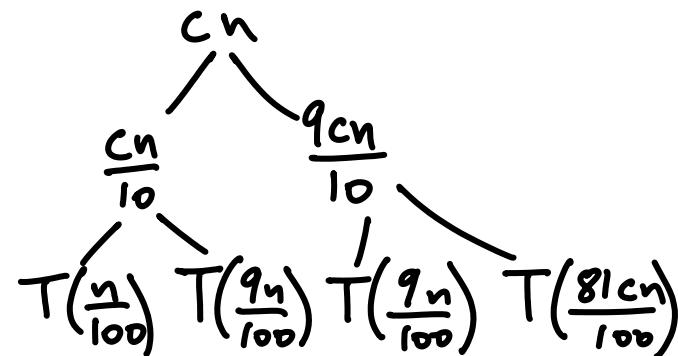
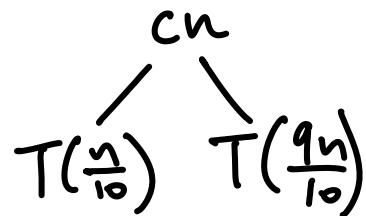
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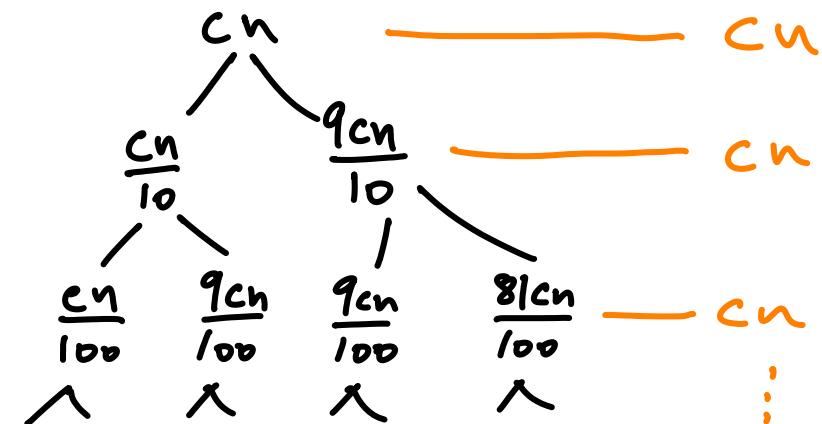
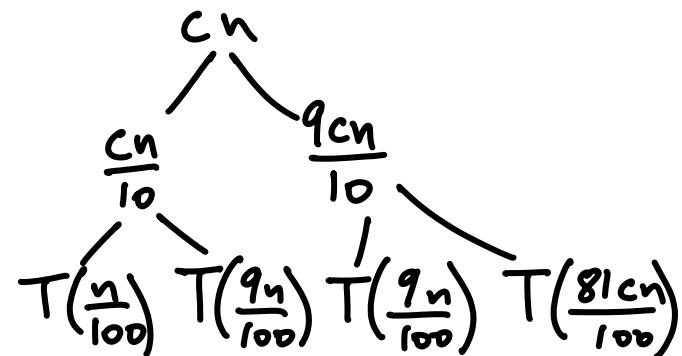
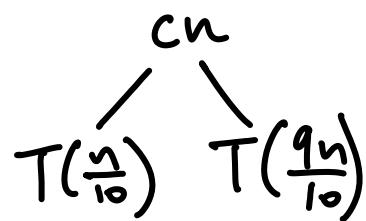
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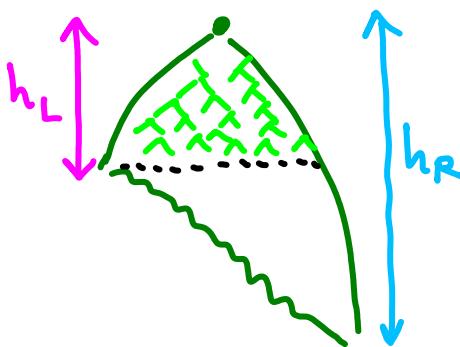
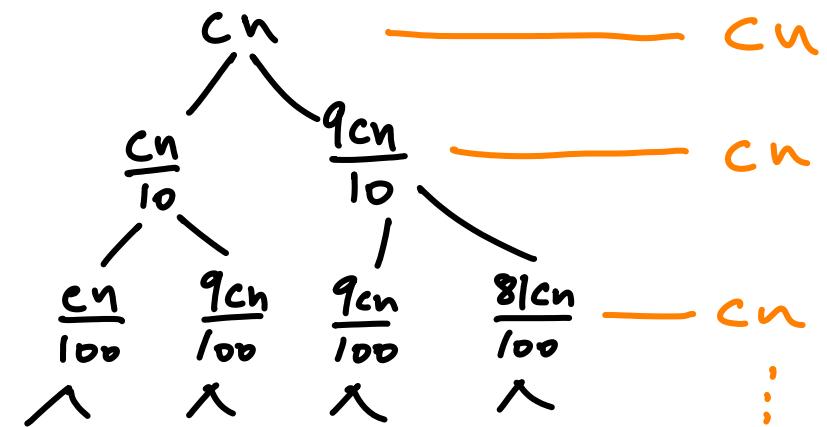
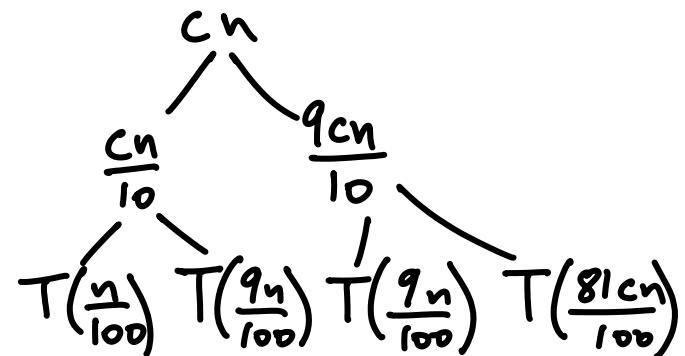
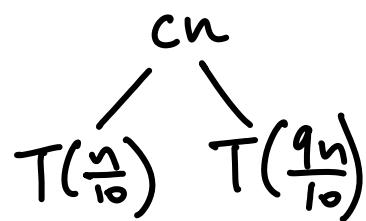
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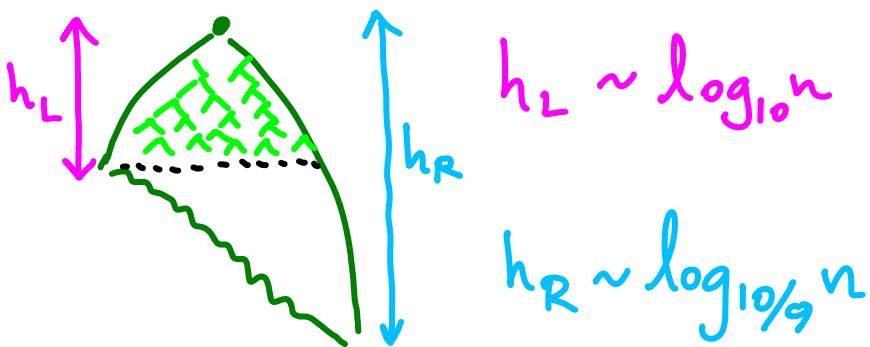
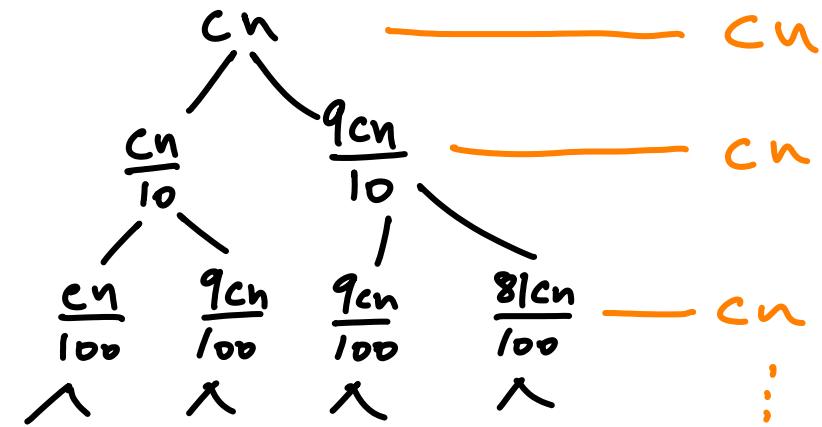
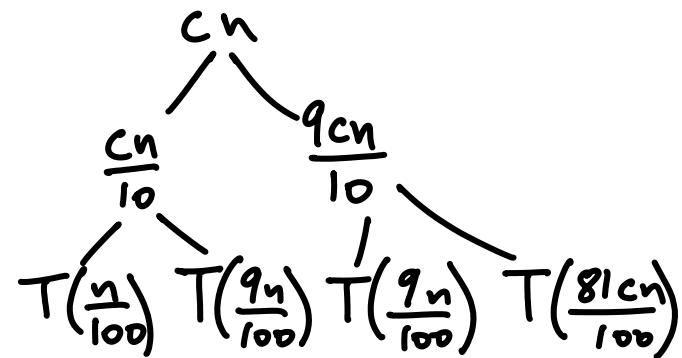
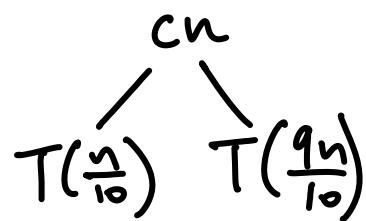
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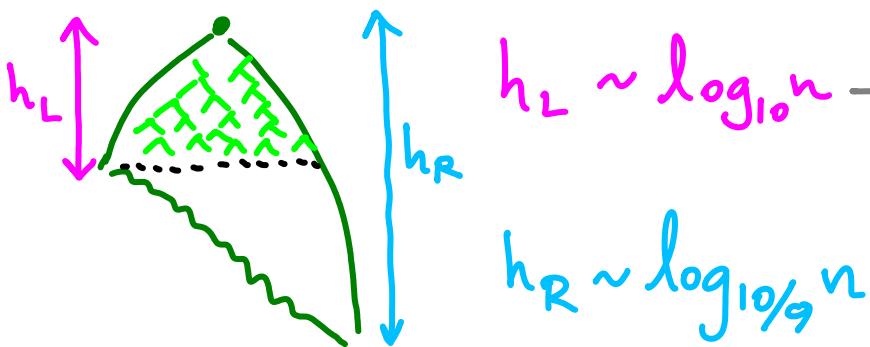
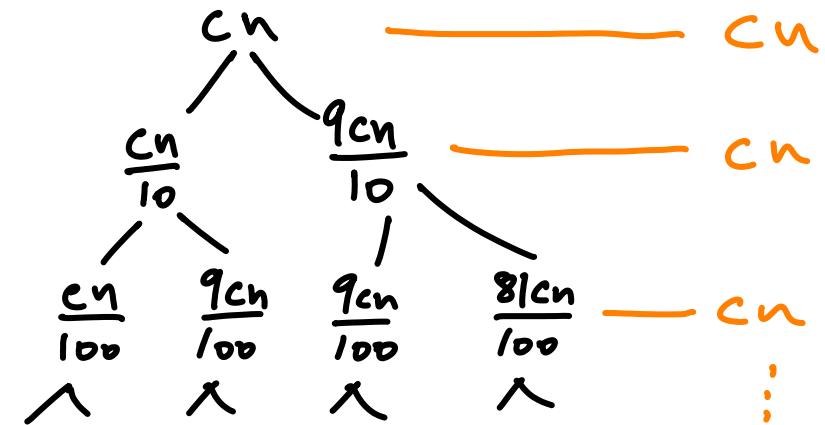
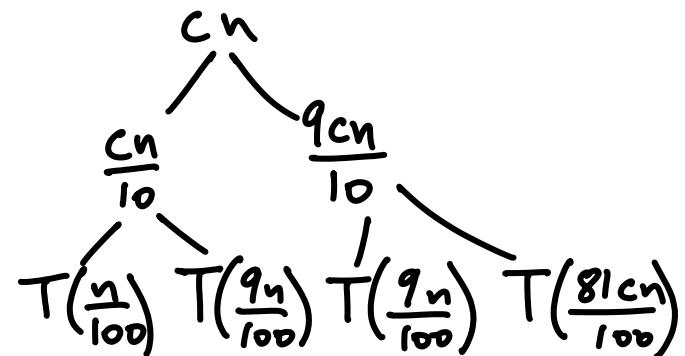
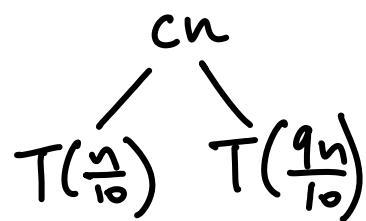
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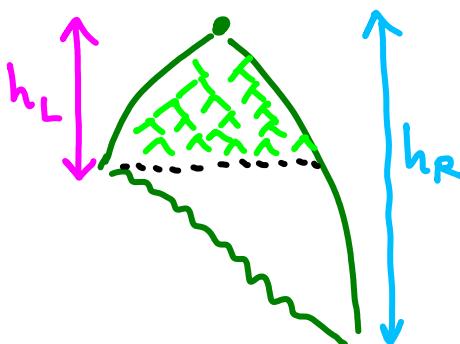
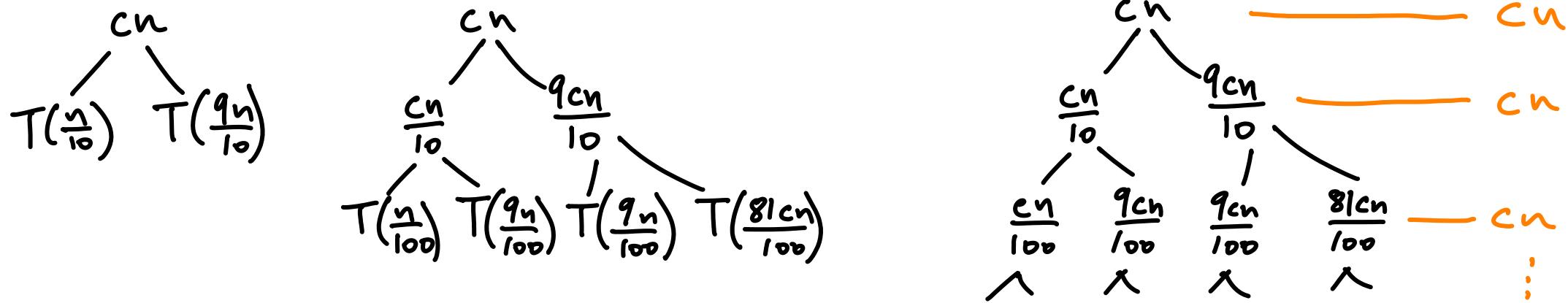


$$h_L \sim \log_{10} n \rightarrow T(n) \geq cn \log_{10} n$$

$$h_R \sim \log_{10/9} n$$

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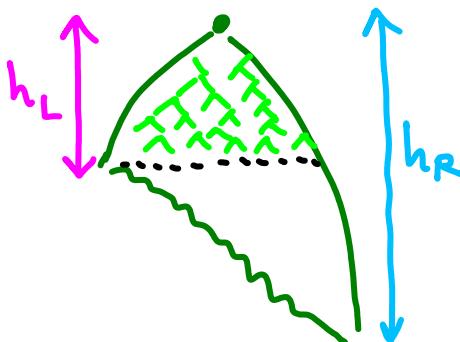
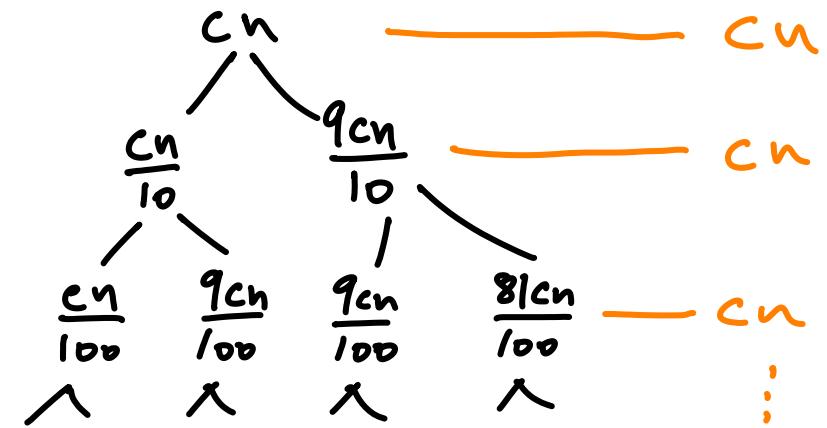
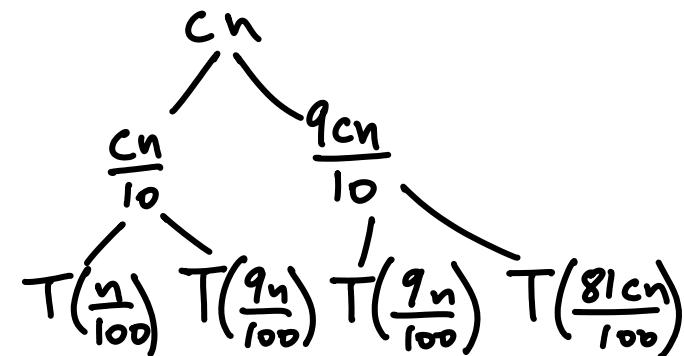
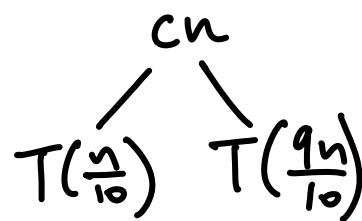


$$h_L \sim \log_{10} n \rightarrow T(n) \geq cn \log_{10} n$$

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Any constant-fraction-split will give $\Theta(n \log n)$

Expected time

Expected time: call a partition balanced if pivot ranks in $[\frac{n}{4} \dots \frac{3n}{4}]$

(redefining what balanced means)

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E[T(n)]
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but let's just use T(n)

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$$T(n) \leq \frac{1}{2}(T(n) + cn) + \frac{1}{2}\left(T\left(\frac{3n}{4}\right) + T\left(\frac{n}{4}\right) + cn\right)$$

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$$T(n) \leq T\left(\frac{3n}{4}\right) + T\left(\frac{n}{4}\right) + 2cn = O(n \log n)$$

