

Outline

- 1 Divide-and-Conquer
- 2 Counting Inversions
- 3 **Quicksort and Selection**
 - **Quicksort**
 - Lower Bound for Comparison-Based Sorting Algorithms
 - Selection Problem
- 4 Polynomial Multiplication
- 5 Other Classic Algorithms using Divide-and-Conquer
- 6 Solving Recurrences
- 7 Computing n -th Fibonacci Number

Quicksort vs Merge-Sort

	Merge Sort	Quicksort
Divide	Trivial	Separate small and big numbers
Conquer	Recurse	Recurse
Combine	Merge 2 sorted arrays	Trivial

Quicksort Example

Assumption We can choose median of an array of size n in $O(n)$ time.

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Quicksort

quicksort(A, n)

- 1: **if** $n \leq 1$ **then return** A
- 2: $x \leftarrow$ lower median of A
- 3: $A_L \leftarrow$ array of elements in A that are less than x \\\ Divide
- 4: $A_R \leftarrow$ array of elements in A that are greater than x \\\ Divide
- 5: $B_L \leftarrow$ quicksort(A_L , length of A_L) \\\ Conquer
- 6: $B_R \leftarrow$ quicksort(A_R , length of A_R) \\\ Conquer
- 7: $t \leftarrow$ number of times x appear A
- 8: **return** concatenation of B_L , t copies of x , and B_R

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- Recurrence $T(n) \leq 2T(n/2) + O(n)$
- Running time = $O(n \lg n)$

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Q: How to remove this assumption?

A:

- 1 There is an algorithm to find median in $O(n)$ time, using divide-and-conquer (we shall not talk about it; it is complicated and not practical)
- 2 Choose a **pivot randomly** and pretend it is the median (it is practical)

Quicksort Using A Random Pivot

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Assumption There is a procedure to produce a random real number in $[0, 1]$.

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- In practice: use **pseudo-random-generator**, a deterministic algorithm returning numbers that “look like” random
- In theory: assume they can.

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Lemma The **expected** running time of the algorithm is $O(n \lg n)$.

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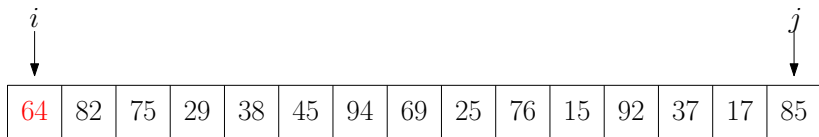
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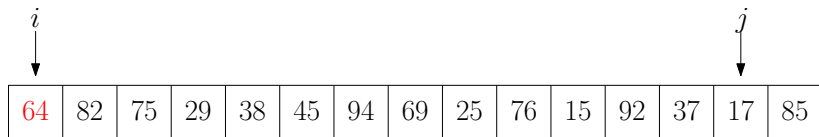
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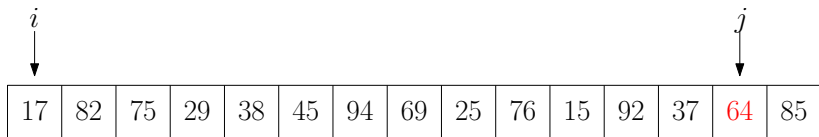
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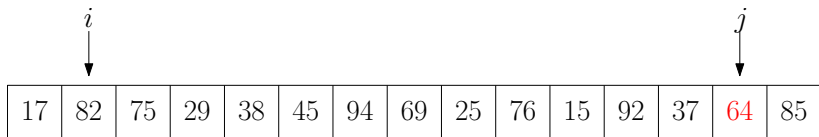
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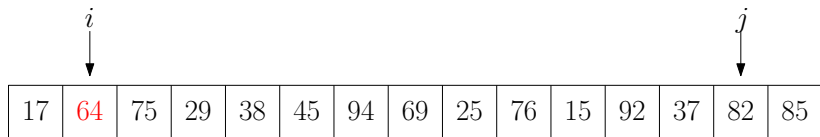
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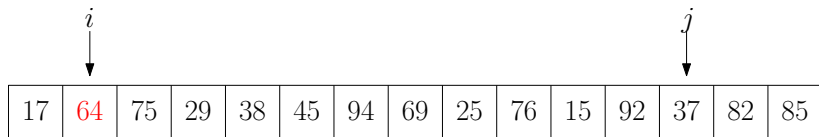
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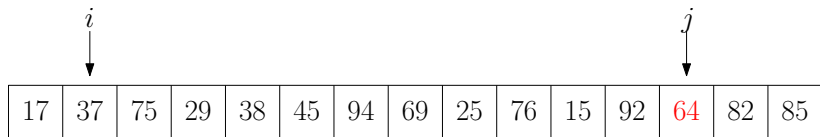
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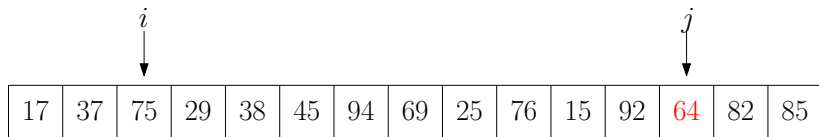
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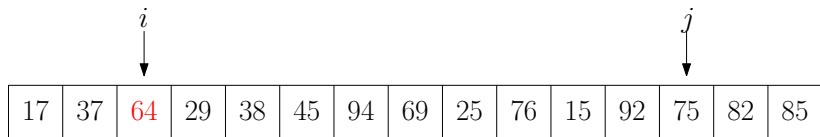
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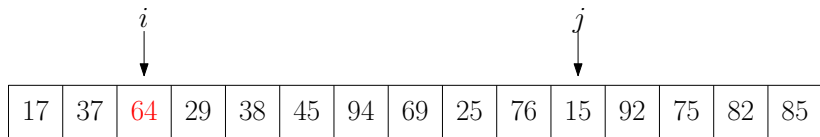
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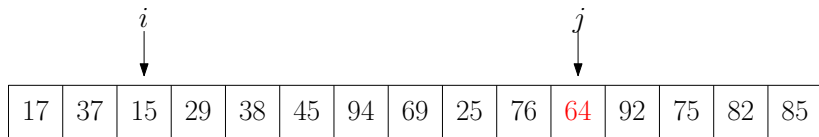
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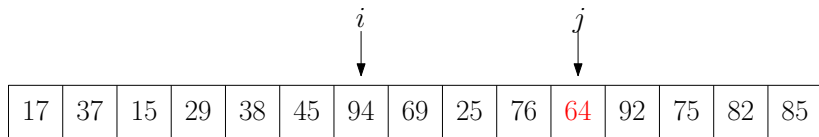
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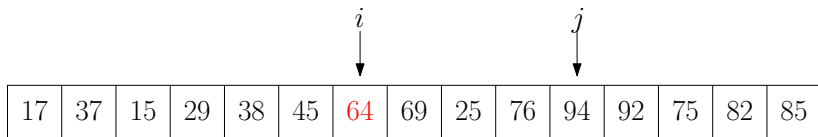
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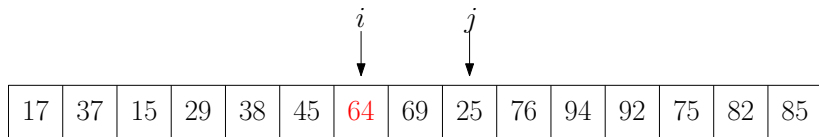
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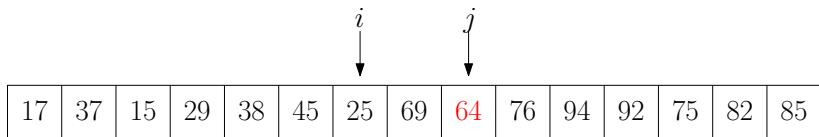
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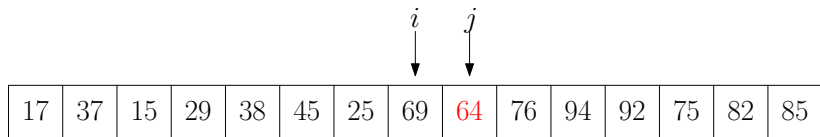
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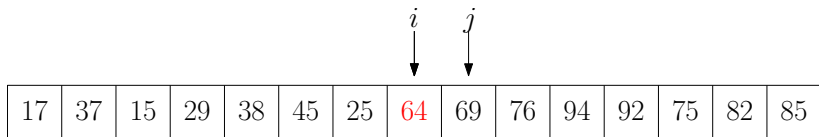
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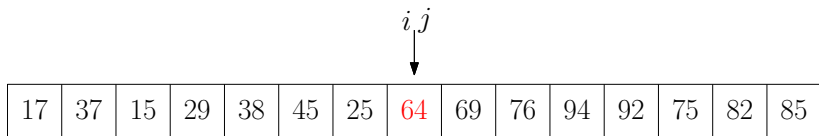
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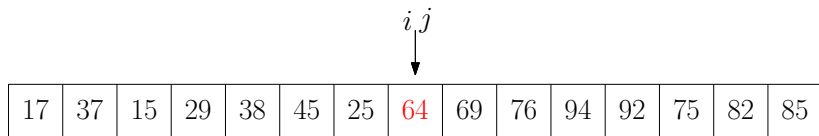
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- To partition the array into two parts, we only need $O(1)$ extra space.

partition(A, ℓ, r)

- 1: $p \leftarrow$ random integer between ℓ and r , swap $A[p]$ and $A[\ell]$
- 2: $i \leftarrow \ell, j \leftarrow r$
- 3: **while true do**
- 4: **while** $i < j$ and $A[i] < A[j]$ **do** $j \leftarrow j - 1$
- 5: **if** $i = j$ **then break**
- 6: swap $A[i]$ and $A[j]$; $i \leftarrow i + 1$
- 7: **while** $i < j$ and $A[i] < A[j]$ **do** $i \leftarrow i + 1$
- 8: **if** $i = j$ **then break**
- 9: swap $A[i]$ and $A[j]$; $j \leftarrow j - 1$
- 10: **return** i

In-Place Implementation of Quick-Sort

quicksort(A, ℓ, r)

- 1: **if** $\ell \geq r$ **then return**
- 2: $m \leftarrow \text{partition}(A, \ell, r)$
- 3: **quicksort**($A, \ell, m - 1$)
- 4: **quicksort**($A, m + 1, r$)

- To sort an array A of size n , call **quicksort**($A, 1, n$).

Note: We pass the array A by reference, instead of by copying.

Merge-Sort is Not In-Place

- To merge two arrays, we need a third array with size equaling the total size of two arrays

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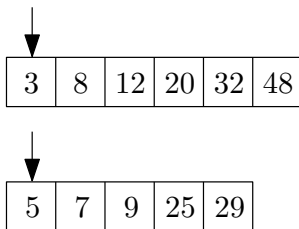
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5	7	9	25	29
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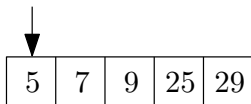
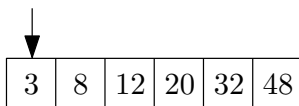
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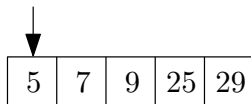
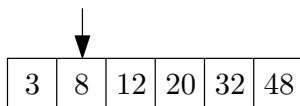
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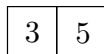
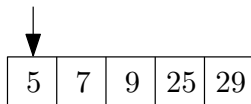
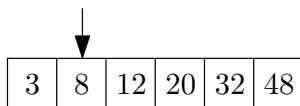
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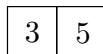
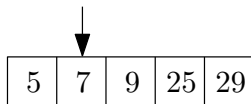
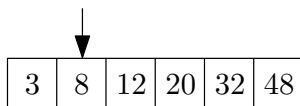
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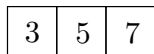
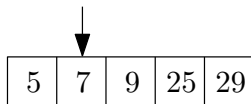
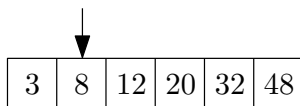
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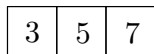
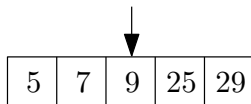
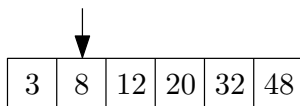
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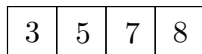
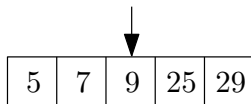
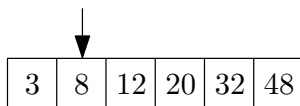
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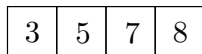
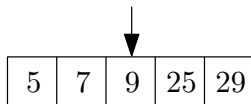
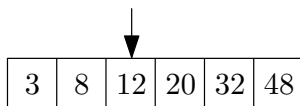
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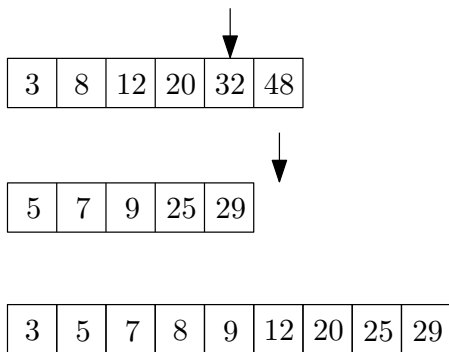
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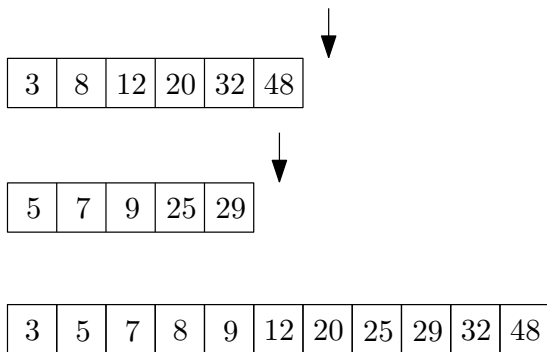
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