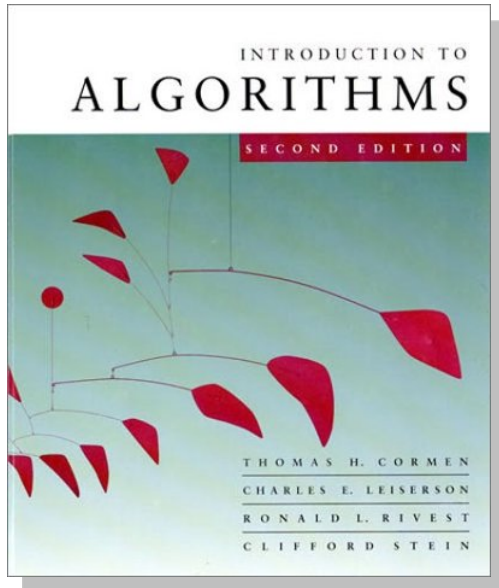


Introduction to Algorithms

6.046J/18.401J

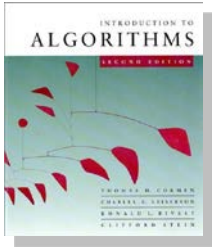


LECTURE 3

Divide and Conquer

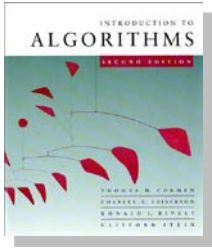
- Binary search
- Matrix multiplication
- Strassen's algorithm

Prof. Erik D. Demaine



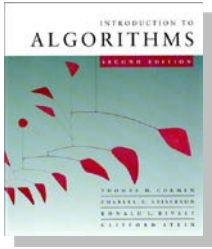
The divide-and-conquer design paradigm

1. *Divide* the problem (instance) into subproblems.
2. *Conquer* the subproblems by solving them recursively.
3. *Combine* subproblem solutions.



Merge sort

1. *Divide*: Trivial.
2. *Conquer*: Recursively sort 2 subarrays.
3. *Combine*: Linear-time merge.



Merge sort

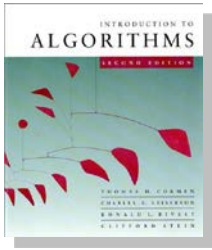
1. **Divide:** Trivial.
2. **Conquer:** Recursively sort 2 subarrays.
3. **Combine:** Linear-time merge.

$$T(n) = 2T(n/2) + \Theta(n)$$

subproblems → (points to the coefficient 2)

subproblem size → (points to the term $n/2$)

work dividing and combining → (points to the term $\Theta(n)$)



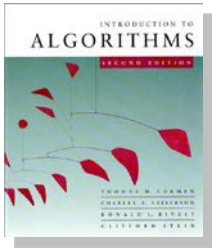
Master theorem (reprise)

$$T(n) = a T(n/b) + f(n)$$

CASE 1: $f(n) = O(n^{\log_b a - \varepsilon})$, constant $\varepsilon > 0$
 $\Rightarrow T(n) = \Theta(n^{\log_b a})$.

CASE 2: $f(n) = \Theta(n^{\log_b a} \lg^k n)$, constant $k \geq 0$
 $\Rightarrow T(n) = \Theta(n^{\log_b a} \lg^{k+1} n)$.

CASE 3: $f(n) = \Omega(n^{\log_b a + \varepsilon})$, constant $\varepsilon > 0$,
and regularity condition
 $\Rightarrow T(n) = \Theta(f(n))$.



Master theorem (reprise)

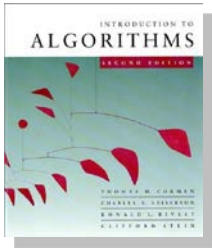
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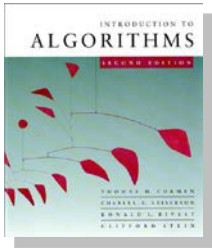
Merge sort: $a = 2, b = 2 \Rightarrow n^{\log_b a} = n^{\log_2 2} = n$
 \Rightarrow **CASE 2** ($k = 0$) $\Rightarrow T(n) = \Theta(n \lg n)$.



Binary search

Find an element in a sorted array:

- 1. *Divide:*** Check middle element.
- 2. *Conquer:*** Recursively search **1** subarray.
- 3. *Combine:*** Trivial.



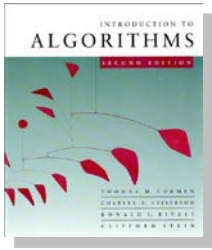
Binary search

Find an element in a sorted array:

- 1. *Divide*:** Check middle element.
- 2. *Conquer*:** Recursively search **1** subarray.
- 3. *Combine*:** Trivial.

Example: Find **9**

3 5 7 8 9 12 15



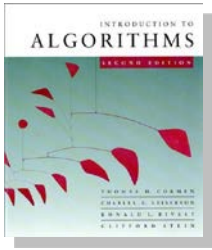
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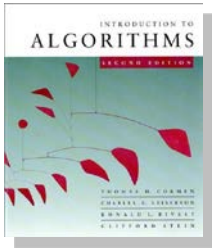
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3 5 7 8 **9 12 15**



Binary search

Find an element in a sorted array:

- 1. Divide:** Check middle element.
- 2. Conquer:** Recursively search **1** subarray.
- 3. Combine:** Trivial.

Example: Find **9**

3

5

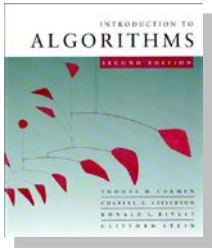
7

8

9

12

15



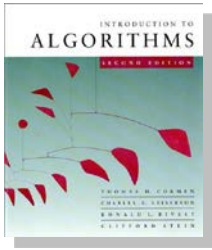
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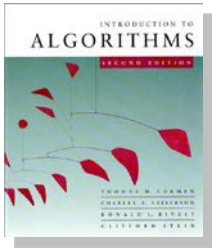
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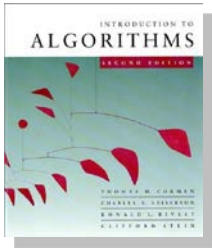
Recurrence for binary search

$$T(n) = 1 T(n/2) + \Theta(1)$$

subproblems

subproblem size

*work dividing
and combining*



Recurrence for binary search

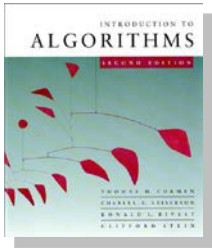
$$T(n) = 1 T(n/2) + \Theta(1)$$

subproblems

subproblem size

*work dividing
and combining*

$$n^{\log_b a} = n^{\log_2 1} = n^0 = 1 \Rightarrow \text{CASE 2 } (k = 0) \\ \Rightarrow T(n) = \Theta(\lg n) .$$

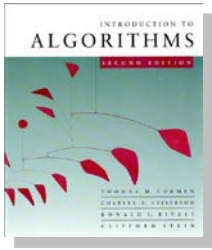


Matrix multiplication

Input: $A = [a_{ij}], B = [b_{ij}].$ } $i, j = 1, 2, \dots, n.$
Output: $C = [c_{ij}] = A \cdot B.$

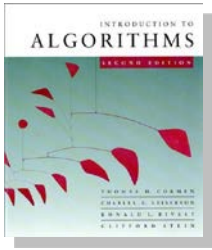
$$\begin{bmatrix} c_{11} & c_{12} & \cdots & c_{1n} \\ c_{21} & c_{22} & \cdots & c_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ c_{n1} & c_{n2} & \cdots & c_{nn} \end{bmatrix} = \begin{bmatrix} a_{11} & a_{12} & \cdots & a_{1n} \\ a_{21} & a_{22} & \cdots & a_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n1} & a_{n2} & \cdots & a_{nn} \end{bmatrix} \cdot \begin{bmatrix} b_{11} & b_{12} & \cdots & b_{1n} \\ b_{21} & b_{22} & \cdots & b_{2n} \\ \vdots & \vdots & \ddots & \vdots \\ b_{n1} & b_{n2} & \cdots & b_{nn} \end{bmatrix}$$

$$c_{ij} = \sum_{k=1}^n a_{ik} \cdot b_{kj}$$



Standard algorithm

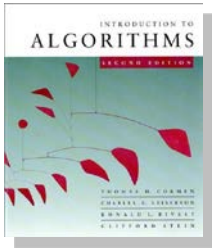
```
for  $i \leftarrow 1$  to  $n$ 
  do for  $j \leftarrow 1$  to  $n$ 
    do  $c_{ij} \leftarrow 0$ 
      for  $k \leftarrow 1$  to  $n$ 
        do  $c_{ij} \leftarrow c_{ij} + a_{ik} \cdot b_{kj}$ 
```



Standard algorithm

```
for  $i \leftarrow 1$  to  $n$ 
  do for  $j \leftarrow 1$  to  $n$ 
    do  $c_{ij} \leftarrow 0$ 
      for  $k \leftarrow 1$  to  $n$ 
        do  $c_{ij} \leftarrow c_{ij} + a_{ik} \cdot b_{kj}$ 
```

Running time = $\Theta(n^3)$



Divide-and-conquer algorithm

IDEA:

$n \times n$ matrix = 2×2 matrix of $(n/2) \times (n/2)$ submatrices:

$$\begin{bmatrix} r & s \\ t & u \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \cdot \begin{bmatrix} e & f \\ g & h \end{bmatrix}$$

$$C = A \cdot B$$

$$r = ae + bg$$

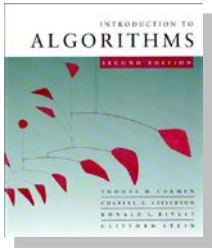
$$s = af + bh$$

$$t = ce + dg$$

$$u = cf + dh$$

8 mults of $(n/2) \times (n/2)$ submatrices

4 adds of $(n/2) \times (n/2)$ submatrices



Divide-and-conquer algorithm

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$n \times n$ matrix = 2×2 matrix of $(n/2) \times (n/2)$ submatrices:

$$\begin{bmatrix} r & s \\ t & u \end{bmatrix} = \begin{bmatrix} a & b \\ c & d \end{bmatrix} \cdot \begin{bmatrix} e & f \\ g & h \end{bmatrix}$$

$$C = A \cdot B$$

$$r = ae + bg$$

$$s = af + bh$$

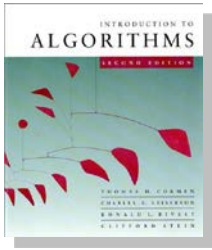
$$t = ce + dh$$

$$u = cf + dg$$

recursive

8 mults of $(n/2) \times (n/2)$ submatrices

4 adds of $(n/2) \times (n/2)$ submatrices



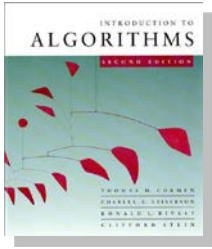
Analysis of D&C algorithm

$$T(n) = 8T(n/2) + \Theta(n^2)$$

submatrices

submatrix size

*work adding
submatrices*



Analysis of D&C algorithm

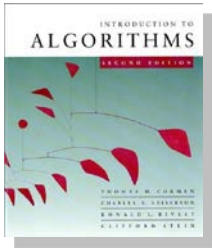
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submatrices

submatrix size

*work adding
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$$n^{\log_b a} = n^{\log_2 8} = n^3 \Rightarrow \text{CASE 1} \Rightarrow T(n) = \Theta(n^3).$$



Analysis of D&C algorithm

$$T(n) = 8T(n/2) + \Theta(n^2)$$

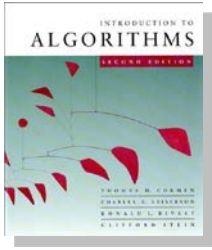
submatrices

submatrix size

*work adding
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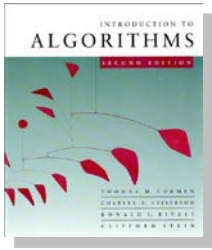
$$n^{\log_b a} = n^{\log_2 8} = n^3 \Rightarrow \text{CASE 1} \Rightarrow T(n) = \Theta(n^3).$$

No better than the ordinary algorithm.



Strassen's idea

- Multiply 2×2 matrices with only 7 recursive mults.



Strassen's idea

- Multiply 2×2 matrices with only 7 recursive mults.

$$P_1 = a \cdot (f - h)$$

$$P_2 = (a + b) \cdot h$$

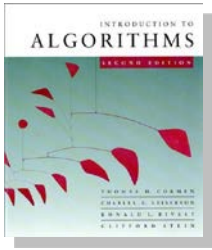
$$P_3 = (c + d) \cdot e$$

$$P_4 = d \cdot (g - e)$$

$$P_5 = (a + d) \cdot (e + h)$$

$$P_6 = (b - d) \cdot (g + h)$$

$$P_7 = (a - c) \cdot (e + f)$$



Strassen's idea

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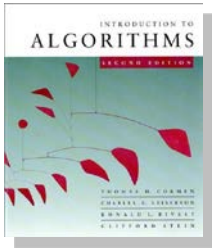
$$P_7 = (a - c) \cdot (e + f)$$

$$r = P_5 + P_4 - P_2 + P_6$$

$$s = P_1 + P_2$$

$$t = P_3 + P_4$$

$$u = P_5 + P_1 - P_3 - P_7$$



Strassen's idea

- Multiply 2×2 matrices with only 7 recursive mults.

$$P_1 = a \cdot (f - h)$$

$$P_2 = (a + b) \cdot h$$

$$P_3 = (c + d) \cdot e$$

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$$P_7 = (a - c) \cdot (e + f)$$

$$r = P_5 + P_4 - P_2 + P_6$$

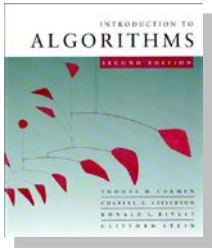
$$s = P_1 + P_2$$

$$t = P_3 + P_4$$

$$u = P_5 + P_1 - P_3 - P_7$$

7 mults, 18 adds/subs.

Note: No reliance on commutativity of mult!



Strassen's idea

- Multiply 2×2 matrices with only 7 recursive mults.

$$P_1 = a \cdot (f - h)$$

$$P_2 = (a + b) \cdot h$$

$$P_3 = (c + d) \cdot e$$

$$P_4 = d \cdot (g - e)$$

$$P_5 = (a + d) \cdot (e + h)$$

$$P_6 = (b - d) \cdot (g + h)$$

$$P_7 = (a - c) \cdot (e + f)$$

$$r = P_5 + P_4 - P_2 + P_6$$

$$= (a + d)(e + h)$$

$$+ d(g - e) - (a + b)h$$

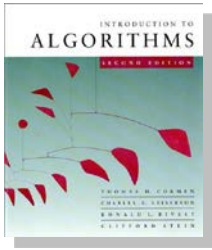
$$+ (b - d)(g + h)$$

$$= ae + ah + de + dh$$

$$+ dg - de - ah - bh$$

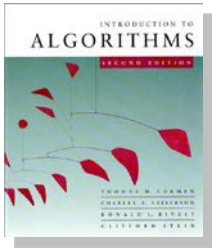
$$+ bg + bh - dg - dh$$

$$= ae + bg$$



Strassen's algorithm

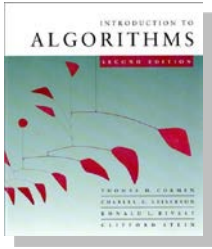
1. **Divide:** Partition A and B into $(n/2) \times (n/2)$ submatrices. Form terms to be multiplied using $+$ and $-$.
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Strassen's algorithm

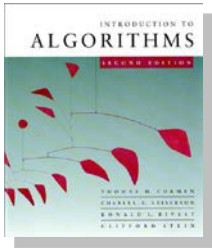
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$$T(n) = 7 T(n/2) + \Theta(n^2)$$



Analysis of Strassen

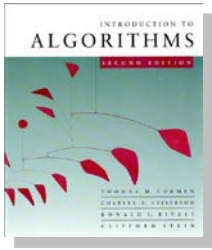
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Analysis of Strassen

$$T(n) = 7 T(n/2) + \Theta(n^2)$$

$$n^{\log_b a} = n^{\log_2 7} \approx n^{2.81} \Rightarrow \text{CASE 1} \Rightarrow T(n) = \Theta(n^{\lg 7}).$$

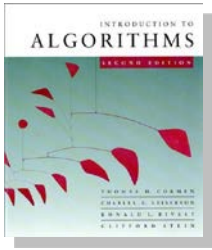


Analysis of Strassen

$$T(n) = 7 T(n/2) + \Theta(n^2)$$

$$n^{\log ba} = n^{\log_2 7} \approx n^{2.81} \Rightarrow \text{CASE 1} \Rightarrow T(n) = \Theta(n^{\lg 7}).$$

The number 2.81 may not seem much smaller than 3, but because the difference is in the exponent, the impact on running time is significant. In fact, Strassen's algorithm beats the ordinary algorithm on today's machines for $n \geq 32$ or so.



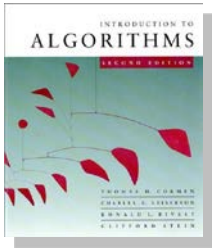
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The number 2.81 may not seem much smaller than 3, but because the difference is in the exponent, the impact on running time is significant. In fact, Strassen's algorithm beats the ordinary algorithm on today's machines for $n \geq 32$ or so.

Best to date (of theoretical interest only): $\Theta(n^{2.376\dots})$.

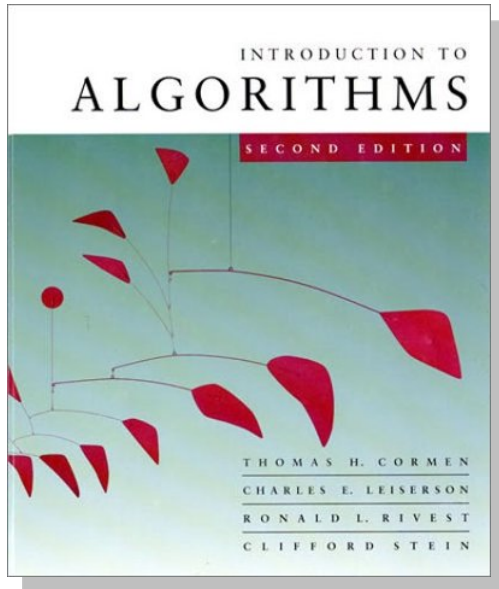


Conclusion

- Divide and conquer is just one of several powerful techniques for algorithm design.
- Divide-and-conquer algorithms can be analyzed using recurrences and the master method (so practice this math).
- The divide-and-conquer strategy often leads to efficient algorithms.

Introduction to Algorithms

6.046J/18.401J

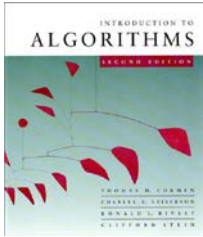


LECTURE 4

Quicksort

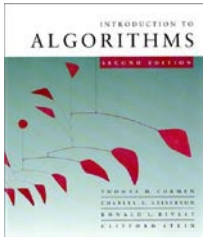
- Divide and conquer
- Partitioning
- Worst-case analysis
- Intuition
- Randomized quicksort
- Analysis

Prof. Charles E. Leiserson



Quicksort

- Proposed by C.A.R. Hoare in 1962.
- Divide-and-conquer algorithm.
- Sorts “in place” (like insertion sort, but not like merge sort).
- Very practical (with tuning).



Divide and conquer

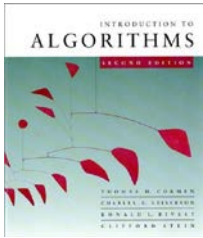
Quicksort an n -element array:

- 1. Divide:** Partition the array into two subarrays around a **pivot** x such that elements in lower subarray $\leq x \leq$ elements in upper subarray.



- 2. Conquer:** Recursively sort the two subarrays.
- 3. Combine:** Trivial.

Key: *Linear-time partitioning subroutine.*

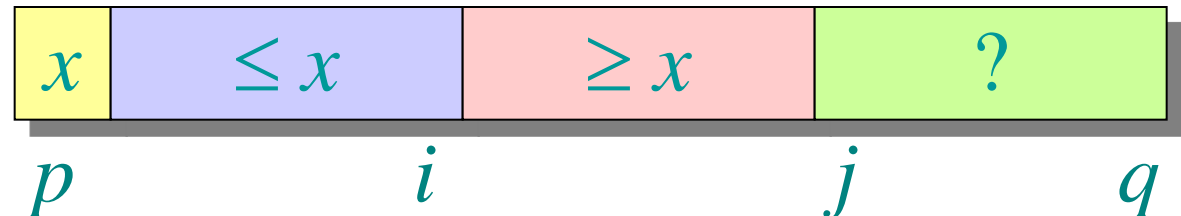


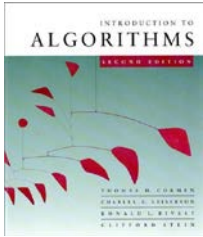
Partitioning subroutine

```
PARTITION( $A, p, q$ )  $\triangleright A[p \dots q]$   
   $x \leftarrow A[p]$   $\triangleright \text{pivot} = A[p]$   
   $i \leftarrow p$   
  for  $j \leftarrow p + 1$  to  $q$   
    do if  $A[j] \leq x$   
      then  $i \leftarrow i + 1$   
           exchange  $A[i] \leftrightarrow A[j]$   
  exchange  $A[p] \leftrightarrow A[i]$   
  return  $i$ 
```

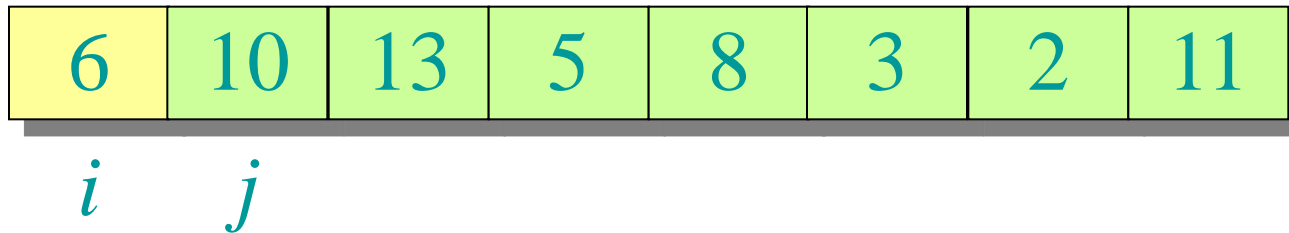
Running time
= $O(n)$ for n
elements.

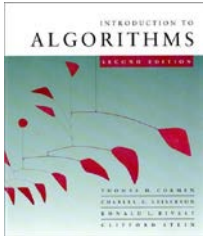
Invariant:



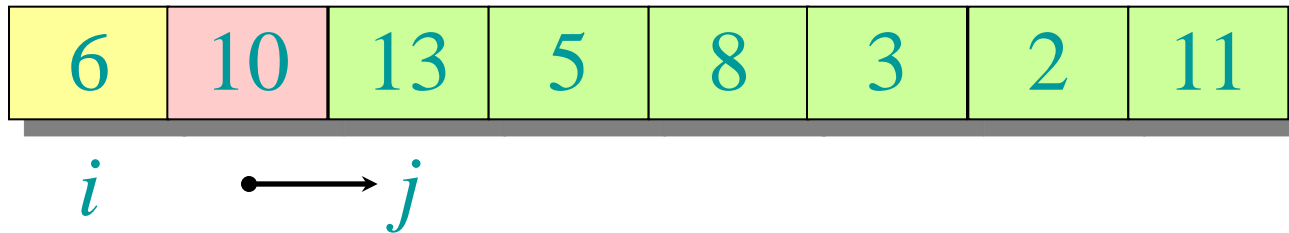


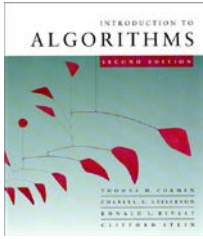
Example of partitioning



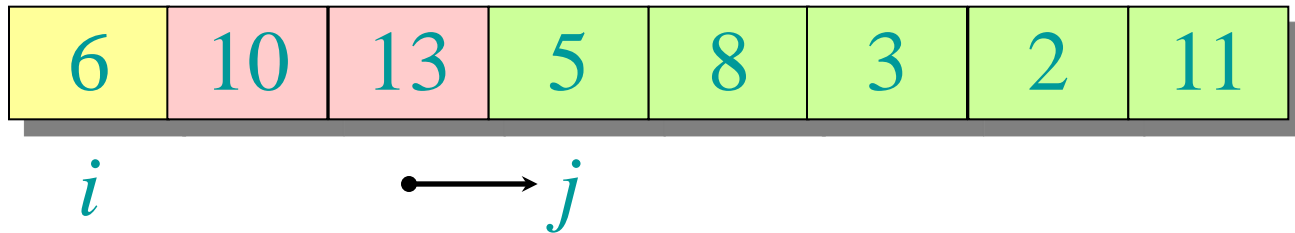


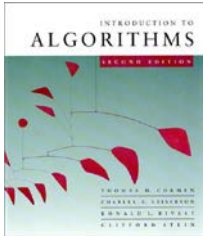
Example of partitioning



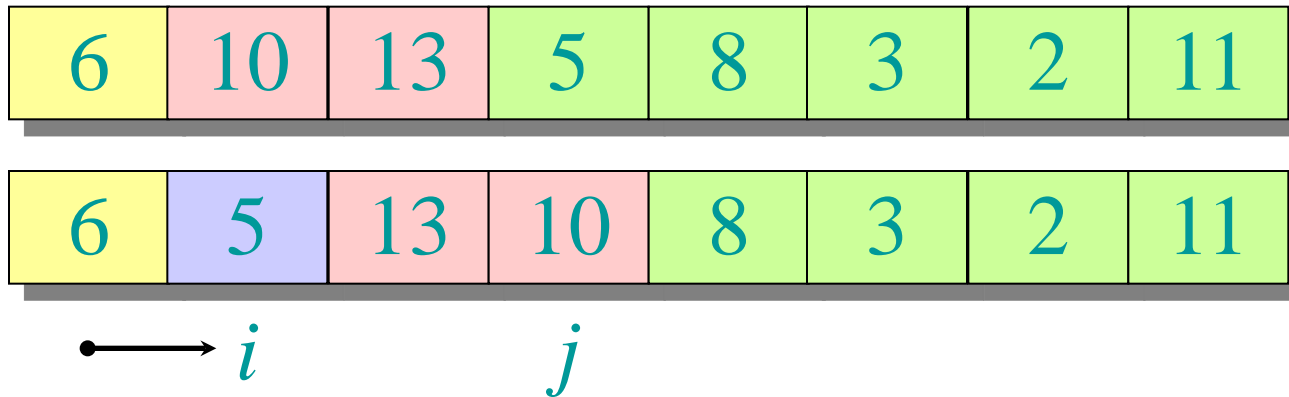


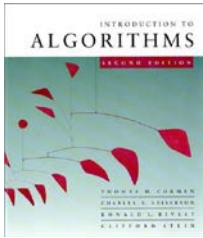
Example of partitioning



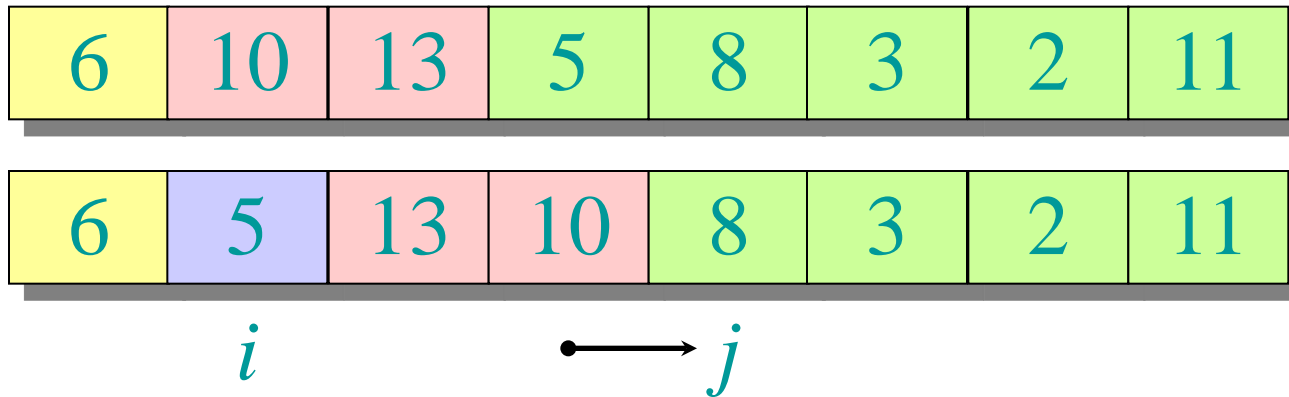


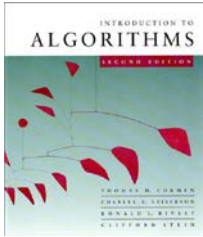
Example of partitioning



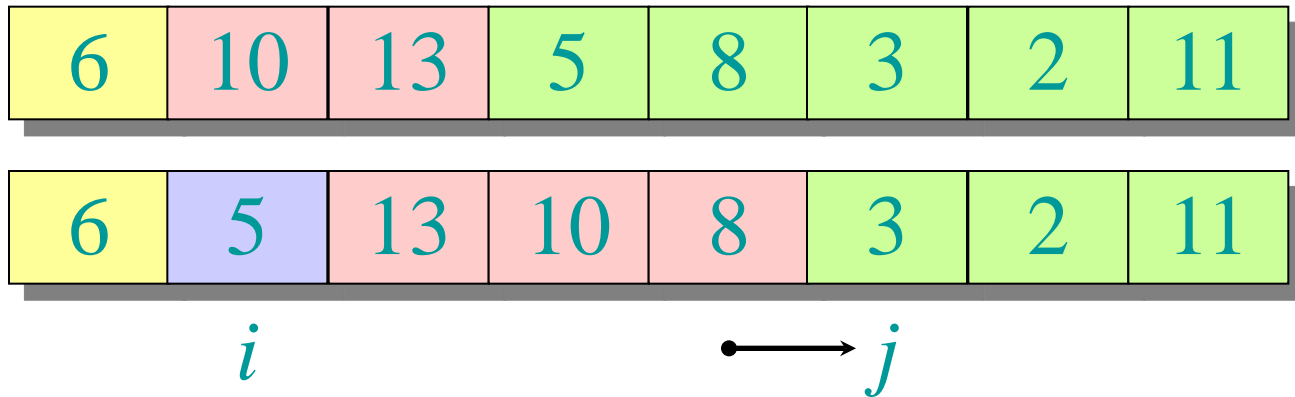


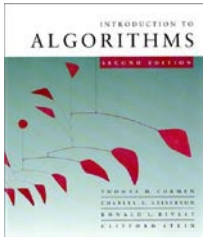
Example of partitioning



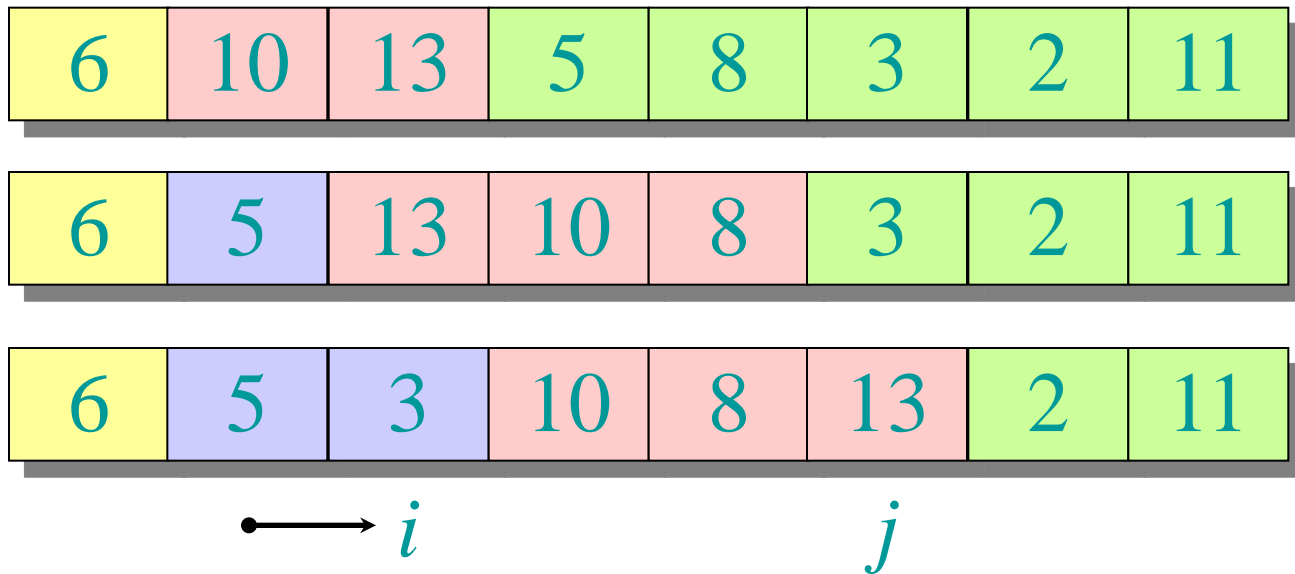


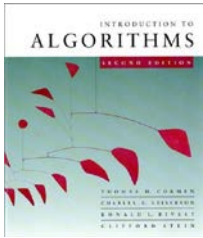
Example of partitioning



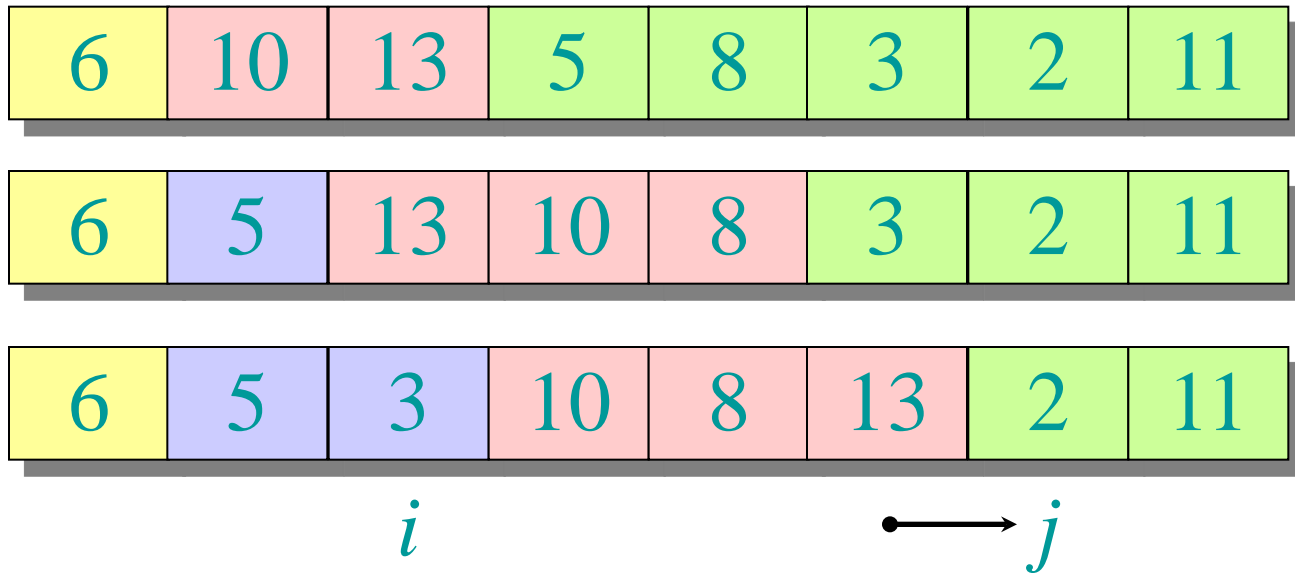


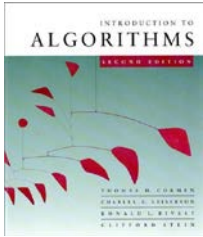
Example of partitioning



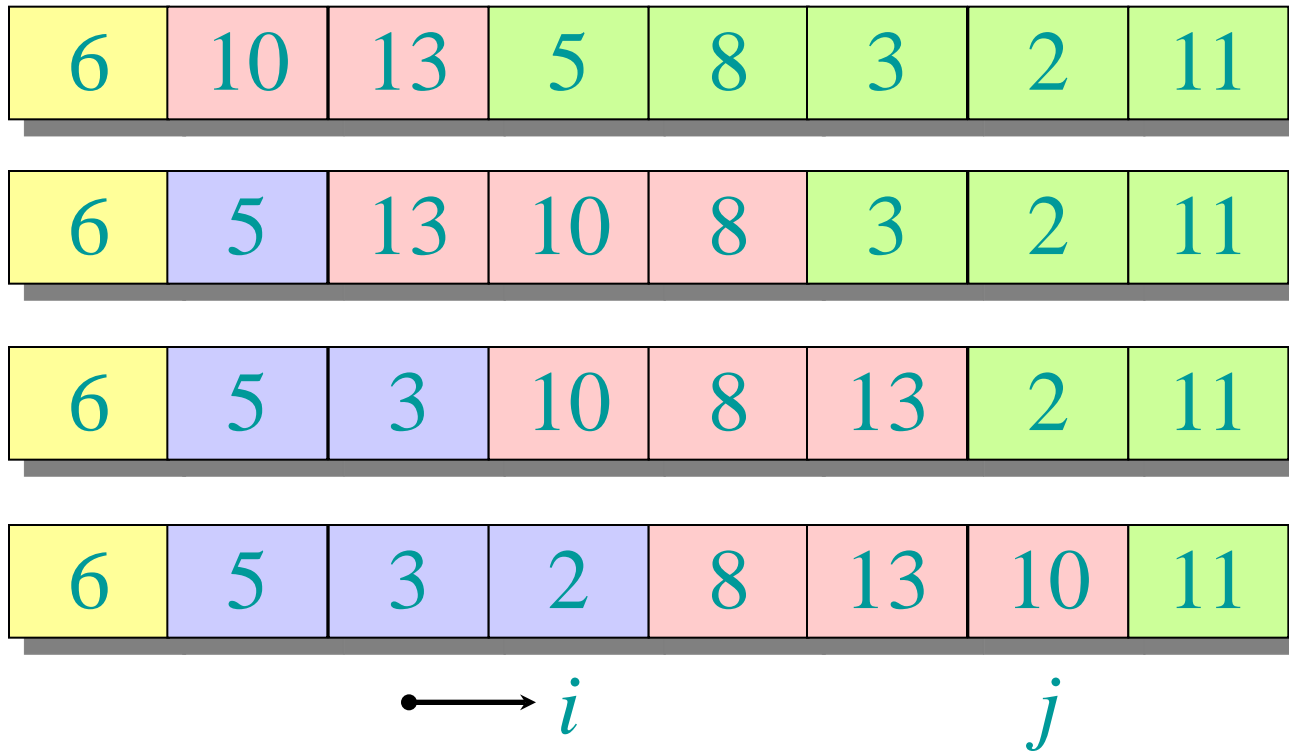


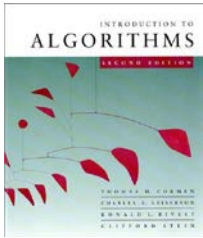
Example of partitioning



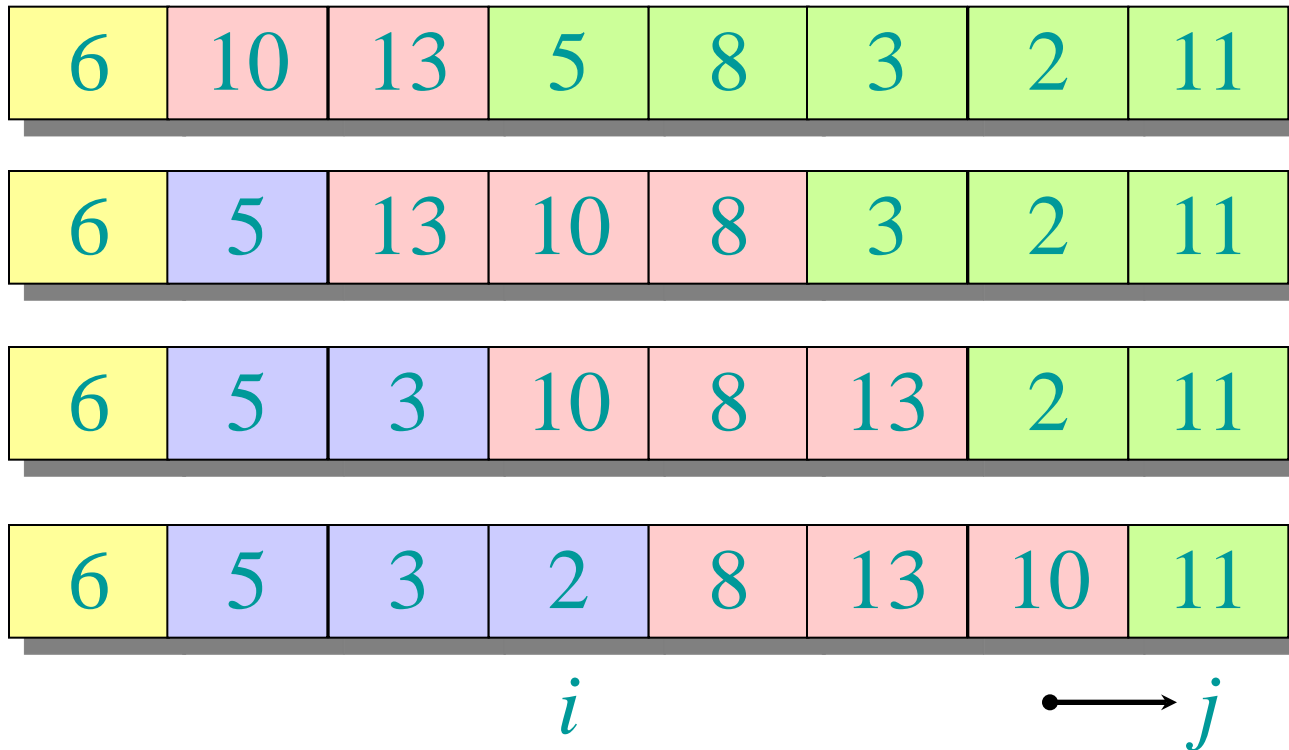


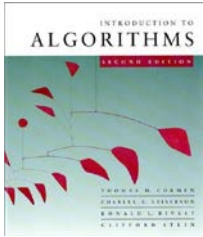
Example of partitioning



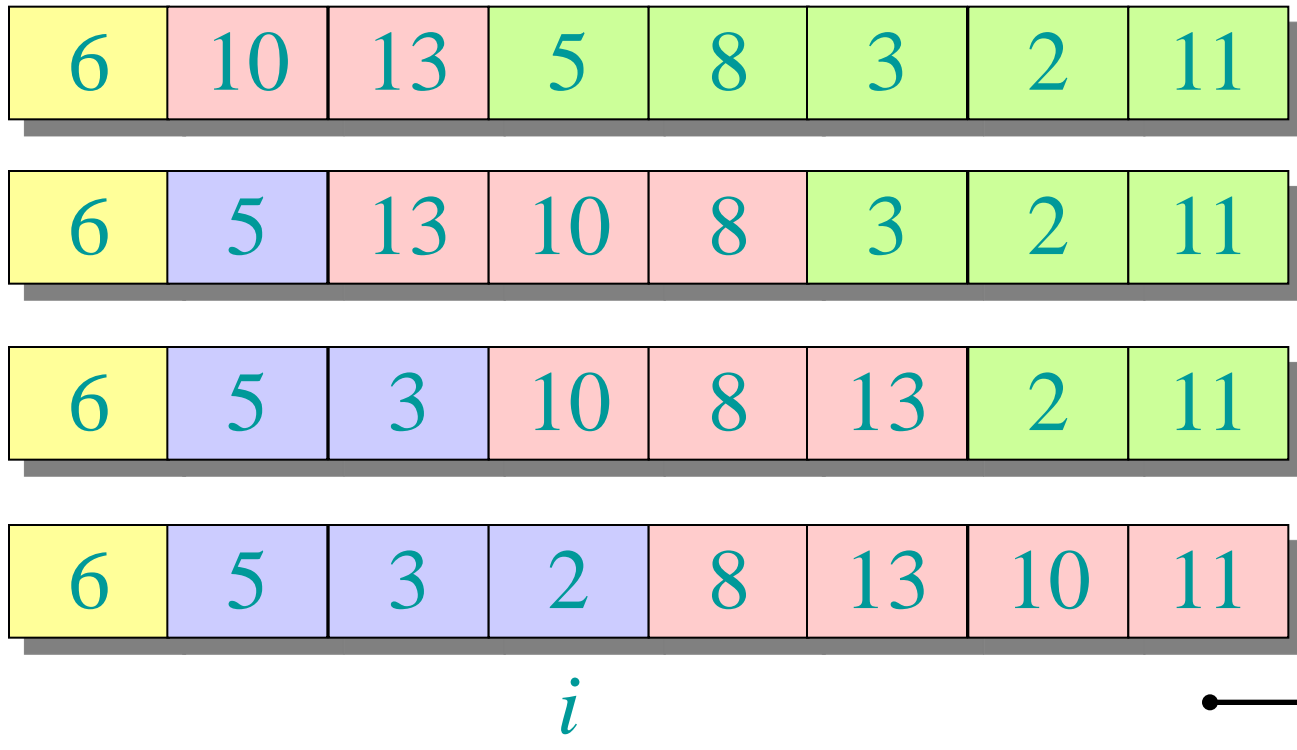


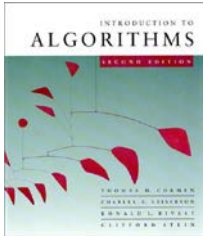
Example of partitioning



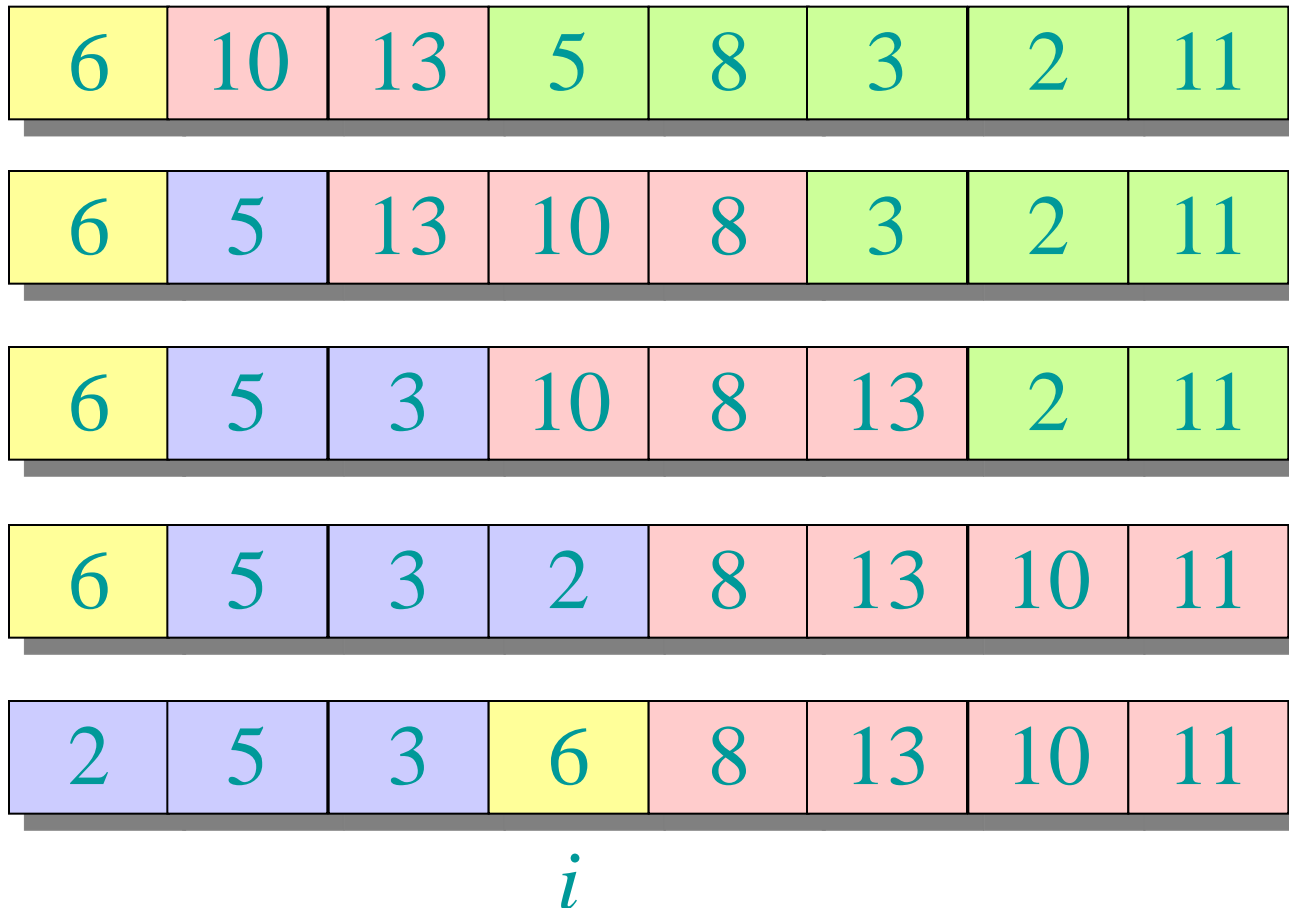


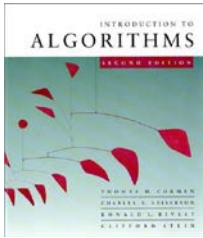
Example of partitioning





Example of partitioning





Pseudocode for quicksort

QUICKSORT(A, p, r)

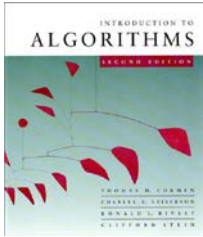
if $p < r$

then $q \leftarrow \text{PARTITION}(A, p, r)$

 QUICKSORT($A, p, q-1$)

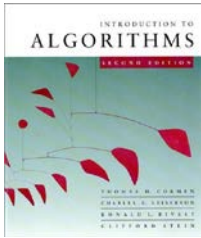
 QUICKSORT($A, q+1, r$)

Initial call: QUICKSORT($A, 1, n$)



Analysis of quicksort

- Assume all input elements are distinct.
- In practice, there are better partitioning algorithms for when duplicate input elements may exist.
- Let $T(n)$ = worst-case running time on an array of n elements.



Worst-case of quicksort

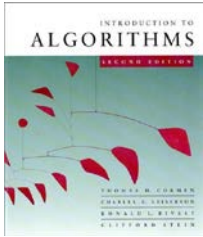
- Input sorted or reverse sorted.
- Partition around min or max element.
- One side of partition always has no elements.

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

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

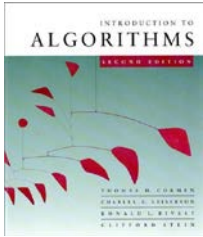
$$= T(n-1) + \Theta(n)$$

$$= \Theta(n^2) \quad (\textit{arithmetic series})$$



Worst-case recursion tree

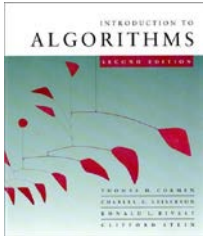
$$T(n) = T(0) + T(n-1) + cn$$



Worst-case recursion tree

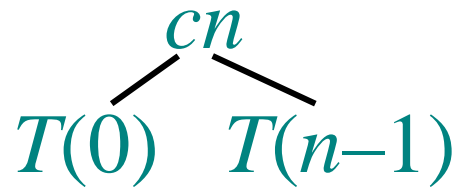
$$T(n) = T(0) + T(n-1) + cn$$

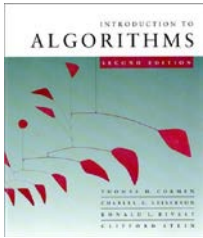
$$T(n)$$



Worst-case recursion tree

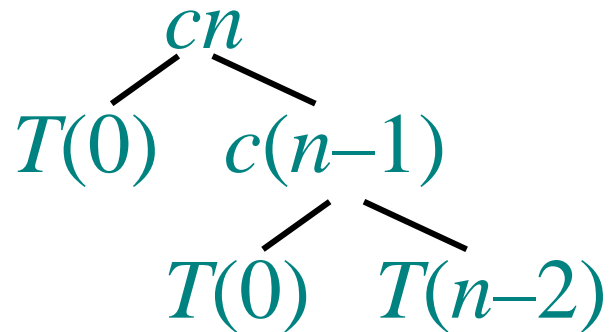
$$T(n) = T(0) + T(n-1) + cn$$

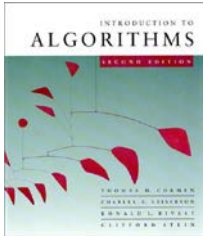




Worst-case recursion tree

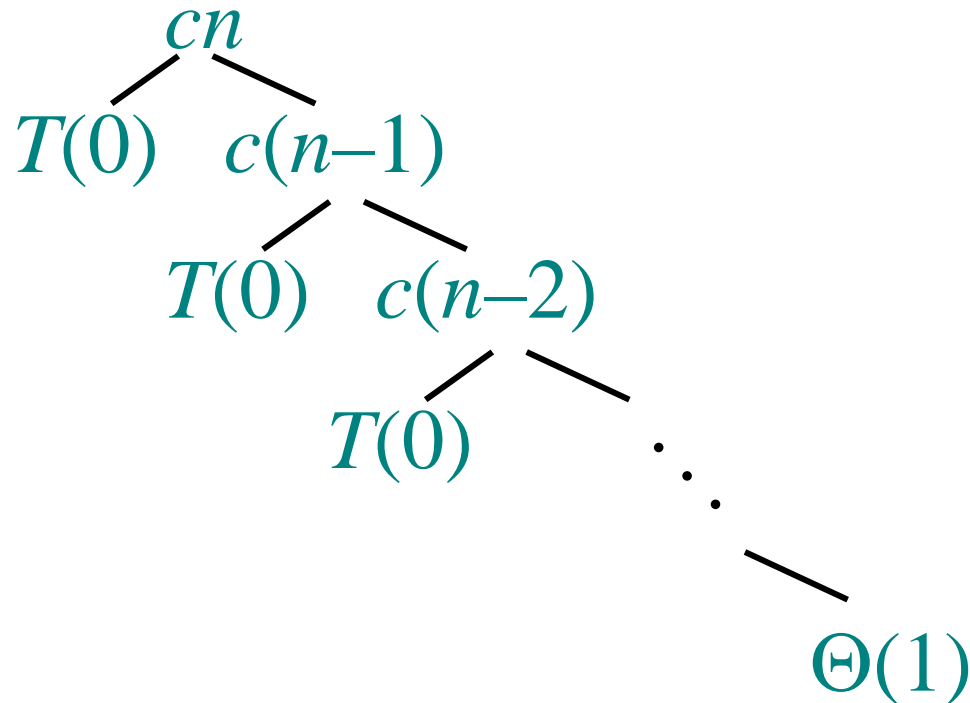
$$T(n) = T(0) + T(n-1) + cn$$

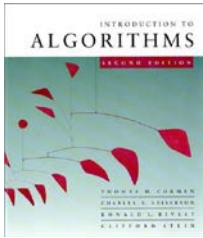




Worst-case recursion tree

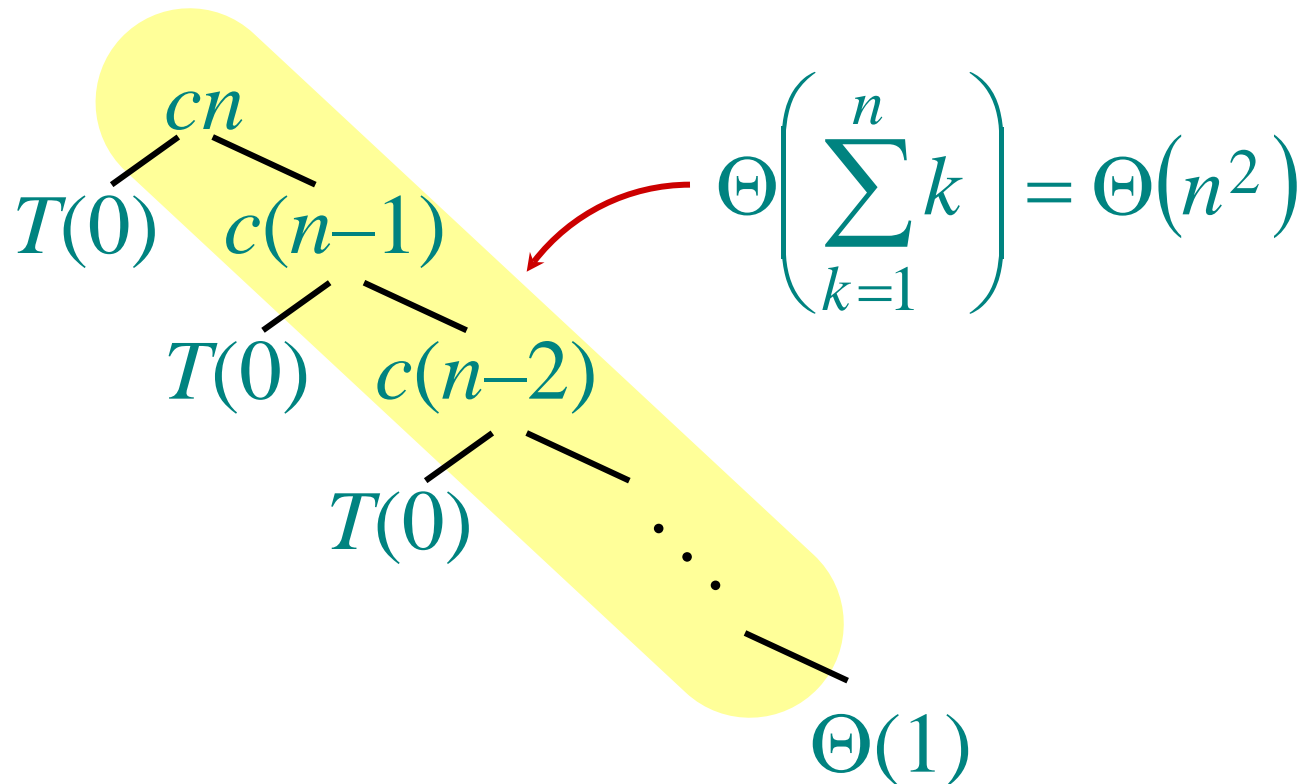
$$T(n) = T(0) + T(n-1) + cn$$

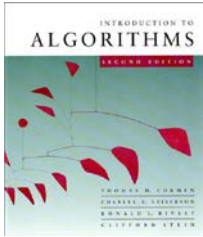




Worst-case recursion tree

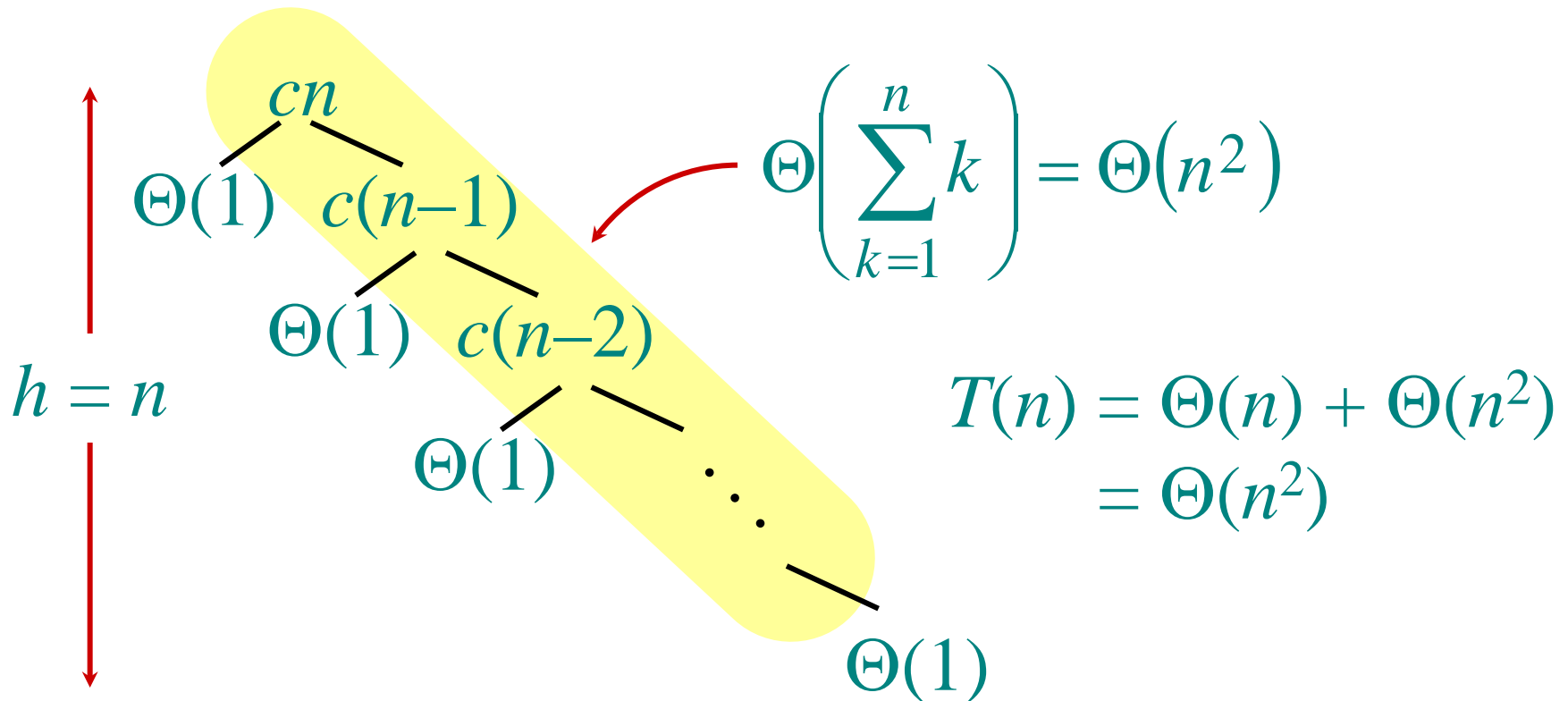
$$T(n) = T(0) + T(n-1) + cn$$

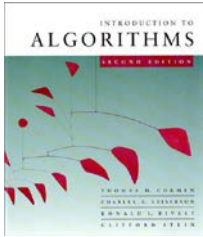




Worst-case recursion tree

$$T(n) = T(0) + T(n-1) + cn$$





Best-case analysis

(For intuition only!)

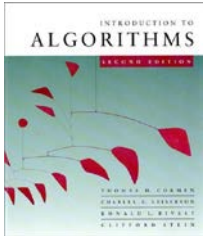
If we're lucky, PARTITION splits the array evenly:

$$\begin{aligned} T(n) &= 2T(n/2) + \Theta(n) \\ &= \Theta(n \lg n) \quad (\text{same as merge sort}) \end{aligned}$$

What if the split is always $\frac{1}{10} : \frac{9}{10}$?

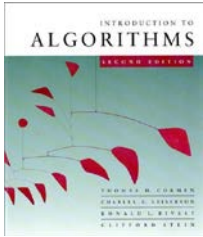
$$T(n) = T\left(\frac{1}{10}n\right) + T\left(\frac{9}{10}n\right) + \Theta(n)$$

What is the solution to this recurrence?

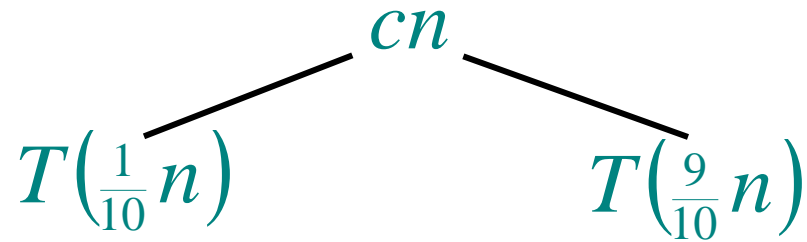


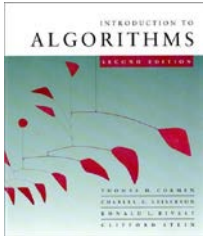
Analysis of “almost-best” case

$$T(n)$$

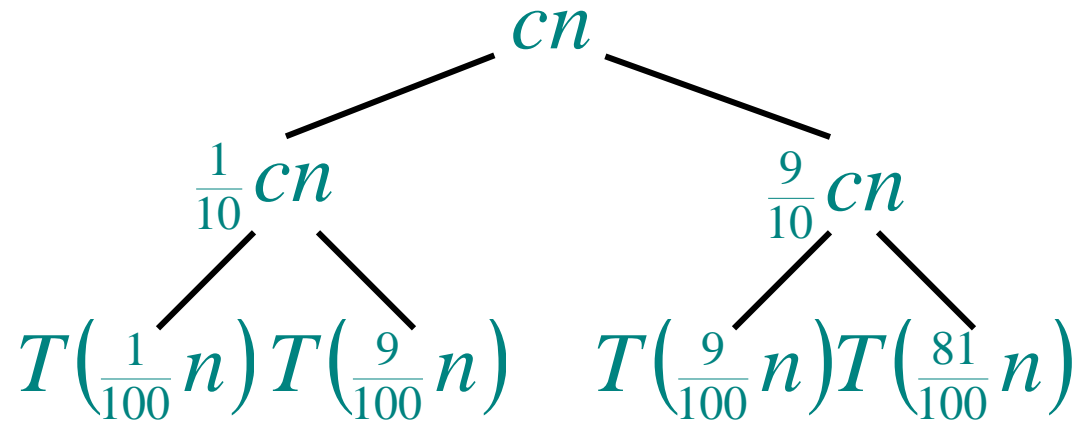


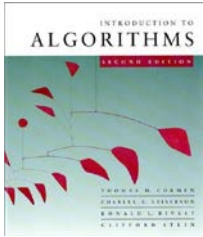
Analysis of “almost-best” case



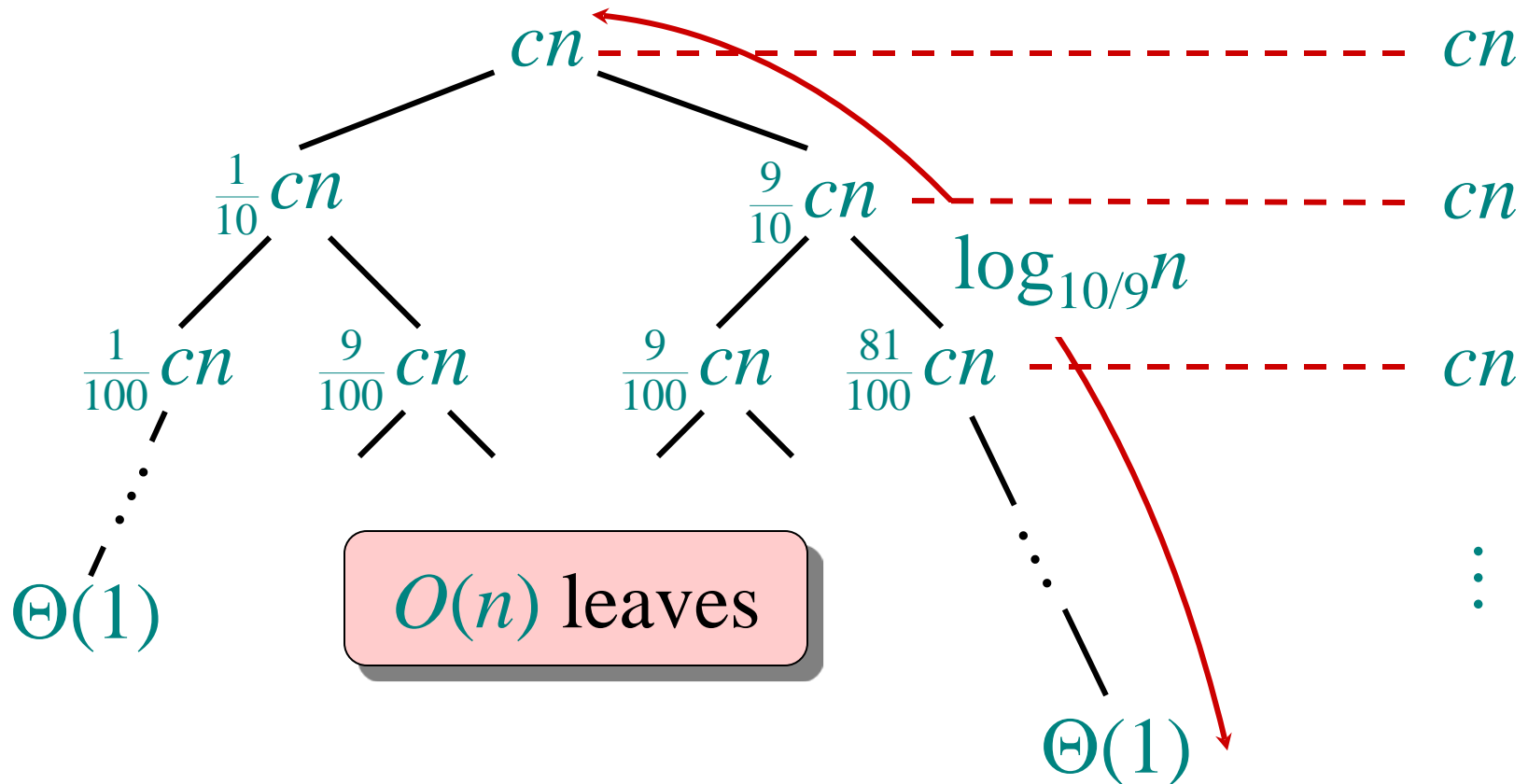


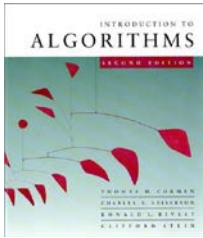
Analysis of “almost-best” case





Analysis of “almost-best” case





More intuition

Suppose we alternate lucky, unlucky, lucky, unlucky, lucky,

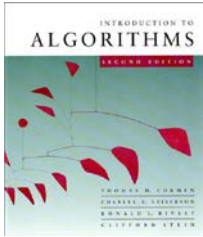
$$L(n) = 2U(n/2) + \Theta(n) \quad \textit{lucky}$$

$$U(n) = L(n-1) + \Theta(n) \quad \textit{unlucky}$$

Solving:

$$\begin{aligned} L(n) &= 2(L(n/2 - 1) + \Theta(n/2)) + \Theta(n) \\ &= 2L(n/2 - 1) + \Theta(n) \\ &= \Theta(n \lg n) \end{aligned} \quad \textit{Lucky!}$$

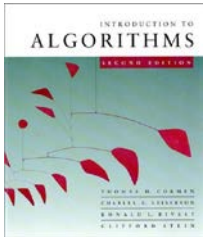
How can we make sure we are usually lucky?



Randomized quicksort

IDEA: Partition around a *random* element.

- Running time is independent of the input order.
- No assumptions need to be made about the input distribution.
- No specific input elicits the worst-case behavior.
- The worst case is determined only by the output of a random-number generator.



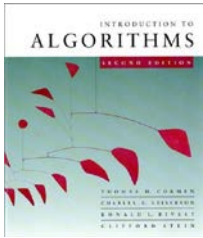
Randomized quicksort analysis

Let $T(n)$ = the random variable for the running time of randomized quicksort on an input of size n , assuming random numbers are independent.

For $k = 0, 1, \dots, n-1$, define the *indicator random variable*

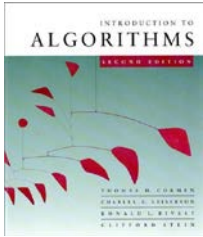
$$X_k = \begin{cases} 1 & \text{if PARTITION generates a } k : n-k-1 \text{ split,} \\ 0 & \text{otherwise.} \end{cases}$$

$E[X_k] = \Pr\{X_k = 1\} = 1/n$, since all splits are equally likely, assuming elements are distinct.



Analysis (continued)

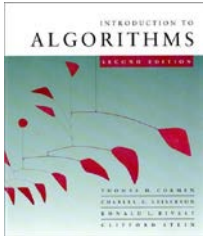
$$T(n) = \begin{cases} T(0) + T(n-1) + \Theta(n) & \text{if } 0 : n-1 \text{ split,} \\ T(1) + T(n-2) + \Theta(n) & \text{if } 1 : n-2 \text{ split,} \\ \vdots & \\ T(n-1) + T(0) + \Theta(n) & \text{if } n-1 : 0 \text{ split,} \end{cases}$$
$$= \sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))$$



Calculating expectation

$$E[T(n)] = E \left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n)) \right]$$

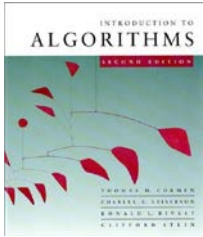
Take expectations of both sides.



Calculating expectation

$$\begin{aligned} E[T(n)] &= E \left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n)) \right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \end{aligned}$$

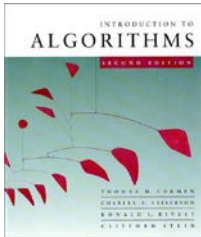
Linearity of expectation.



Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \end{aligned}$$

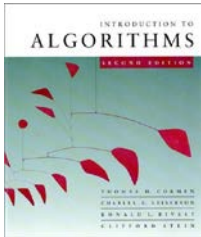
Independence of X_k from other random choices.



Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \end{aligned}$$

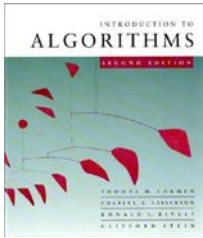
Linearity of expectation; $E[X_k] = 1/n$.



Calculating expectation

$$\begin{aligned} E[T(n)] &= E\left[\sum_{k=0}^{n-1} X_k (T(k) + T(n-k-1) + \Theta(n))\right] \\ &= \sum_{k=0}^{n-1} E[X_k (T(k) + T(n-k-1) + \Theta(n))] \\ &= \sum_{k=0}^{n-1} E[X_k] \cdot E[T(k) + T(n-k-1) + \Theta(n)] \\ &= \frac{1}{n} \sum_{k=0}^{n-1} E[T(k)] + \frac{1}{n} \sum_{k=0}^{n-1} E[T(n-k-1)] + \frac{1}{n} \sum_{k=0}^{n-1} \Theta(n) \\ &= \frac{2}{n} \sum_{k=1}^{n-1} E[T(k)] + \Theta(n) \end{aligned}$$

Summations have identical terms.



Hairy recurrence

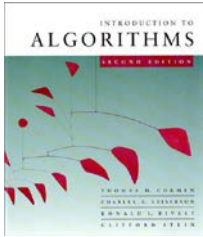
$$E[T(n)] = \frac{2}{n} \sum_{k=2}^{n-1} E[T(k)] + \Theta(n)$$

(The $k = 0, 1$ terms can be absorbed in the $\Theta(n)$.)

Prove: $E[T(n)] \leq an \lg n$ for constant $a > 0$.

- Choose a large enough so that $an \lg n$ dominates $E[T(n)]$ for sufficiently small $n \geq 2$.

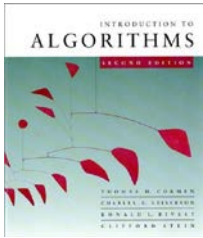
Use fact: $\sum_{k=2}^{n-1} k \lg k \leq \frac{1}{2} n^2 \lg n - \frac{1}{8} n^2$ (exercise).



Substitution method

$$E[T(n)] \leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n)$$

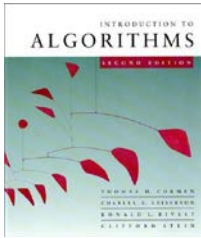
Substitute inductive hypothesis.



Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &\leq \frac{2a}{n} \left(\frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \end{aligned}$$

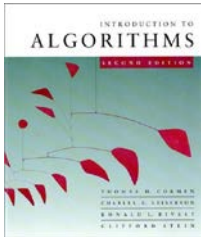
Use fact.



Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &\leq \frac{2a}{n} \left(\frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \\ &= an \lg n - \left(\frac{an}{4} - \Theta(n) \right) \end{aligned}$$

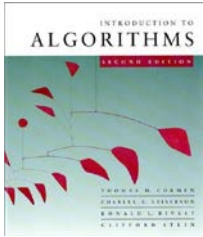
Express as *desired* – *residual*.



Substitution method

$$\begin{aligned} E[T(n)] &\leq \frac{2}{n} \sum_{k=2}^{n-1} ak \lg k + \Theta(n) \\ &= \frac{2a}{n} \left(\frac{1}{2} n^2 \lg n - \frac{1}{8} n^2 \right) + \Theta(n) \\ &= an \lg n - \left(\frac{an}{4} - \Theta(n) \right) \\ &\leq an \lg n, \end{aligned}$$

if a is chosen large enough so that $an/4$ dominates the $\Theta(n)$.



Quicksort in practice

- Quicksort is a great general-purpose sorting algorithm.
- Quicksort is typically over twice as fast as merge sort.
- Quicksort can benefit substantially from *code tuning*.
- Quicksort behaves well even with caching and virtual memory.