

building = triple (x,, x2, y) there: [(x,,0), (x,,y), (x3, y), ...

Today: Randomized Algorithms

RQUICKSORT (A)

it random int betwn 1 + 1A1, inclusive (Base case needed))

before all elts less than A[i]
after all elts greater than A[i]
equal all elts, = A[i]

b - RQUICK SORT (before)

a - RQUICKSORT (after)

return [b, equal, a]

## Randomized Algorithms

- · a deterministic algorithm will produce the same output given the same input, every time.
- · Analysis of nurtime is often the average case analysis.
- · a stable sort is one that does not change the order of equal-valued inputs.

$$3. 1 3_2 6 2 3_3$$

t

before = [1,2]

after = [6]

equal = [3,32,33]

Worst Care Runtime of RQUICKSOTT: · occurs when rand. ett. is always the largest elt. (a(n) n-1  $\sum_{i=0}^{n} \mathbf{n} - k = \Theta(n^2)$ Recursion:  $T(n) = T(n-1) + \Theta(1) + \Theta(n)$ 

$$T(n) = \frac{1}{2 \text{ cases}}$$

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Best Case: · Choose the midpoint each time  $T(n) = 2T(n/2) + \Theta(n)$ = O(nlogn) Average Case: What is the expected runtime? (n2) O(nlogn) In expectation, the nuntime is G(nlogn)

How? This is surprising!!

Consider Hipping one coin:  $H \leftarrow +\$1$  Fair  $T \leftarrow -\$1$ Best Case: +\$1Worst Case: -\$1Expected:  $E \lor P(v_i) = 1P(H) + (-1) \cdot P(T)$   $V_i \in V_{attress}$ outcomes  $= 1 \cdot \frac{1}{2} + (-1)(\frac{1}{2})$  = \$0

Def: A random variable is a measurable fon

X'. I Probability space

= the set of all outcomes

= the set of all input +

randomners pairs

· Assume we always pick a prot in IIII, what is worst case? 25/7

$$T(n) = T(n/4) + (3n/4) + \Theta(n)$$
 $2T(2) + \Theta(n) \leq T(n) \leq 2T(3n/4) + \Theta(n)$