KOS (A, S, t) it a rand int both sot, inclusive pivot A on A[i] RQS on It "half" - recur. call RQS on 2nd "half" = recor. call

Worst-case RT: T(n) = \(\Text{(n-1)}\) = ((u2)

the nortine boils down to counting comparisons suppose A, sorted is:

a,, az,, an (assume no duplicate values)

O: What is the prob. that aj and ak are compared?

- · the pivot gets compored uf everyone, So if y=i or k=i, then they are
 - · if ki and joi, not compand. · if kij are on the same side, we're not sure

· if j= k+1, they must eventually be compared · if job y= k+2,

$$P(C_{k,jk+2}) = \frac{2}{3 = k-j+1}$$
The event that a_k and a_{k+2} are compared

· if y=1, 1 = n

$$P(C_{1,n}) = \frac{2}{n=k-j+1}$$
in general,
$$P(C_{ij,k}) = \frac{2}{k-j+1}$$

So, what is the expected # of comparisons?

For what is the expected # of compansons.

$$\mathbb{E}(\# \text{companisons}) = \sum_{j=1}^{n} \sum_{k=j+1}^{n} \mathbb{E}[C_{j}] \mathbb{E}[$$

 $= \sum_{j=1}^{n} 2 \left(\frac{1}{n-j+1} + \frac{1}{n-j} + \dots + \frac{1}{n-j} \right)$

How many comparisons bother elts of A? $E(\# \text{ comparisons}) = E(@) \sum_{j=1}^{\infty} \sum_{k=j+1}^{\infty} n_{j,k}$ $= \sum_{j=1}^{\infty} E(n_{i,j}), \text{ by lin. object. } 0 \text{ expect. } 0 \text{ expect. } 0 \text{ or if not.}$ $= \sum_{j=1}^{\infty} E(j_{j,k}) \cdot 1 + P[n_{j,k}] \cdot 0 \text{ or if not.}$ $= \sum_{j=1}^{\infty} E(j_{j,k})$

Note: Without the randomization, we can't do expected case analysis. Our adversary could send us "bad" input each time.

Note: We could have "bad" runtime, but the probability of that is so low? (as "we have that randomized step).

Linear Programming the problem is stated as follows: · goal: minimize (or maximize) ai Xi d'inear objective Zai Xi function variables constants subject to: -> linear constraints.

can have thom!

any # of thom! $\frac{1}{1}$ $\frac{1}$ eq: $X_i = S_i$ ax + by, a=1, b=1 $x \ge 0$ often constraints? $y \ge 0$ minimize subject to $x+y \leq 3$ $x-y \leq 5$ in groups: solve by Drawing in the RZ.

minimization direction his constraint is feasible a bit redundant. car do what it this constraint faible changes but the solution region ! · in R3 Jour lines be come planes · in Ru shigher, lines become hyperplanes solver · the region is minimited either at a corner (generically defined by 2 lines) or on a line la bit degenerate of a situation) non-unique solin note: our trasible region can be empty, in which care there is no solin:

Stondard Form of LP

Any LP can be turned into sturdard form.

maximize $\overset{\circ}{\underset{i=1}{\sum}}$ ai $\underset{i=1}{\underset{i=1}{\sum}}$ big $\underset{i=1}{\underset{i=1}{\sum}}$ for $\underset{j=1,...,k}{\underset{i=1}{\sum}}$ and $\underset{x_i \geq 0}{\underset{i=1}{\sum}}$

- · to turn min. prob to max: just mult.

 the objective fen by -1.
- · to torn \geq constraint to \leq , mult. both sides by -1.
- · to turn = constraint to \le ,
 make two inequalities a=bk = a \le b and b \le a