

Course Mean

$E[\text{CS 109}]$

*This is actual midpoint of course
(Just wanted you to know)*

Sample Mean

- Consider n random variables X_1, X_2, \dots, X_n
 - X_i are all independently and identically distributed (I.I.D.)
 - Have same distribution function F and $E[X_i] = \mu$
 - We call sequence of X_i a **sample** from distribution F
 - Sample mean: $\bar{X} = \sum_{i=1}^n \frac{X_i}{n}$
 - Compute $E[\bar{X}]$

$$\begin{aligned} E[\bar{X}] &= E\left[\sum_{i=1}^n \frac{X_i}{n}\right] = \frac{1}{n} E\left[\sum_{i=1}^n X_i\right] \\ &= \frac{1}{n} \sum_{i=1}^n E[X_i] = \frac{1}{n} \sum_{i=1}^n \mu = \frac{1}{n} n\mu = \mu \end{aligned}$$

- \bar{X} is “unbiased” estimate of μ ($E[\bar{X}] = \mu$)

Boole was so Cool!

- Let E_1, E_2, \dots, E_n be events with indicator RVs X_i
 - if event E_i occurs, then $X_i = 1$, else $X_i = 0$
 - Recall $E[X_i] = P(E_i)$
 - Now, let $X = \sum_{i=1}^n X_i$ and let $Y = 1$ if $X \geq 1$, 0 otherwise
 - Note: $X \geq Y \Rightarrow E[X] \geq E[Y]$

$$E[X] = E\left[\sum_{i=1}^n X_i\right] = \sum_{i=1}^n E[X_i] = \sum_{i=1}^n P(E_i)$$

$$E[Y] = P(\text{at least one event } E_i \text{ occurs}) = P\left(\bigcup_{i=1}^n E_i\right)$$

- Boole's inequality: $\sum_{i=1}^n P(E_i) \geq P\left(\bigcup_{i=1}^n E_i\right)$

◦ Boole died from being too cool (literally)!

Expectation of (Negative) Binomial

- Let $Y \sim \text{Bin}(n, p)$
 - n independent trials
 - Let $X_i = 1$ if i -th trial is “success”, 0 otherwise
 - $X_i \sim \text{Ber}(p)$
 - $E[X_i] = p$ ($= 1p + 0(1 - p)$)
 - $E[Y] = E[X_1] + E[X_2] + \dots + E[X_n] = np$
- Let $Y \sim \text{NegBin}(r, p)$
 - Recall Y is number of trials until r “successes”
 - Let $X_i = \#$ of trials to get success after $(i - 1)$ st success
 - $X_i \sim \text{Geo}(p)$ (i.e., Geometric RV) $E[X_i] = 1/p$
 - $E[Y] = E[X_1] + E[X_2] + \dots + E[X_r] = r/p$

Hash Tables (a.k.a. Coupon Collecting)

- Consider a hash table with n buckets
 - Each string equally likely to get hashed into any bucket
 - Let X = # strings to hash until each bucket ≥ 1 string
 - What is $E[X]$?
 - Let X_i = # of trials to get success after i -th success
 - where “success” is hashing string to previously empty bucket
 - After i buckets have ≥ 1 string, probability of hashing a string to an empty bucket is $p = (n - i) / n$
 - $P(X_i = k) = \frac{n-i}{n} \left(\frac{i}{n} \right)^{k-1}$ equivalently: $X_i \sim \text{Geo}((n - i) / n)$
 - $E[X_i] = 1 / p = n / (n - i)$
 - $X = X_0 + X_1 + \dots + X_{n-1} \Rightarrow E[X] = E[X_0] + E[X_1] + \dots + E[X_{n-1}]$
$$E[X] = \frac{n}{n} + \frac{n}{n-1} + \frac{n}{n-2} + \dots + \frac{n}{1} = n \left[\frac{1}{n} + \frac{1}{n-1} + \dots + 1 \right] = O(n \log n)$$

Let's Do Some Sorting!

5	3	7	4	8	6	2	1
---	---	---	---	---	---	---	---

QuickSort

5	3	7	4	8	6	2	1
---	---	---	---	---	---	---	---



select
“pivot”

Recursive Insight

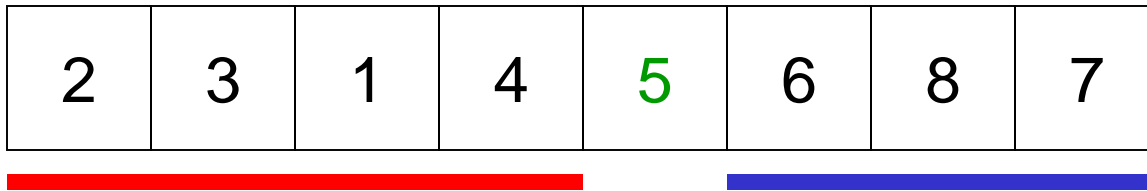
5	3	7	4	8	6	2	1
---	---	---	---	---	---	---	---

Partition array so:

- everything smaller than pivot is on left
- everything greater than or equal to pivot is on right
- pivot is in-between

Recursive Insight

2	3	1	4	5	6	8	7
---	---	---	---	---	---	---	---

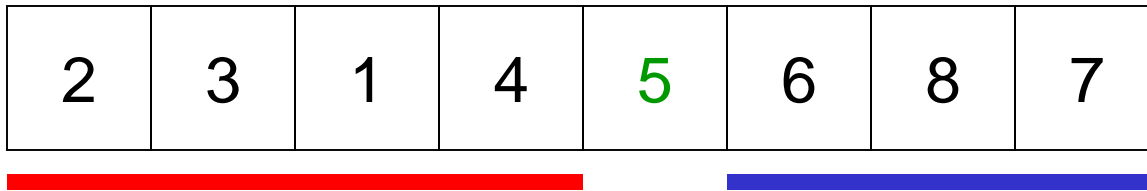


Partition array so:

- everything smaller than pivot is on left
- everything greater than or equal to pivot is on right
- pivot is in-between

Recursive Insight

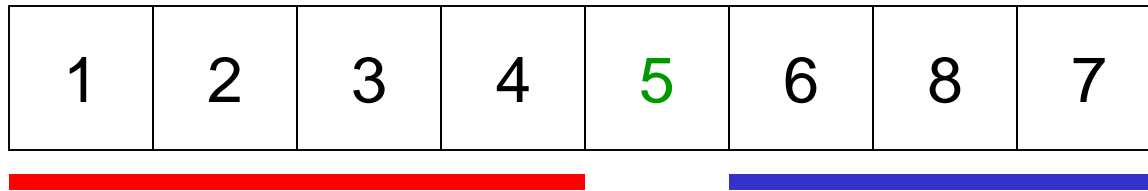
2	3	1	4	5	6	8	7
---	---	---	---	---	---	---	---



Now recursive sort “red” sub-array

Recursive Insight

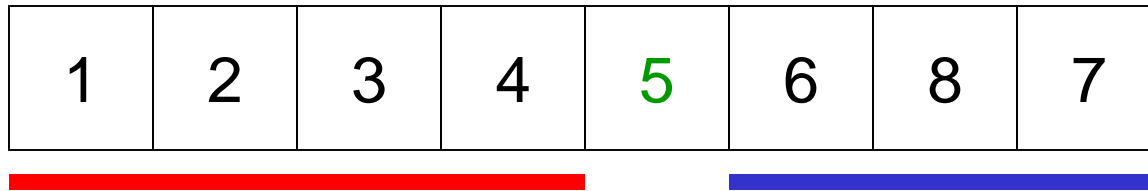
1	2	3	4	5	6	8	7
---	---	---	---	---	---	---	---



Now recursive sort “red” sub-array

Recursive Insight

1	2	3	4	5	6	8	7
---	---	---	---	---	---	---	---

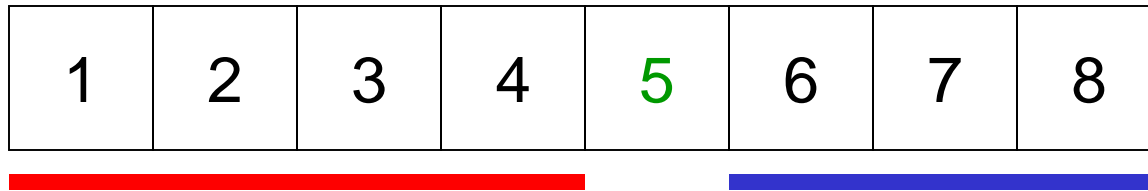


Now recursive sort “red” sub-array

Then, recursive sort “blue” sub-array

Recursive Insight

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---



Now recursive sort “red” sub-array

Then, recursive sort “blue” sub-array

Recursive Insight

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Everything is sorted!

```
void Quicksort(int arr[], int n)
{
    if (n < 2) return;

    int boundary = Partition(arr, n);

    // Sort subarray up to pivot
    Quicksort(arr, boundary);

    // Sort subarray after pivot to end
    Quicksort(arr + boundary + 1, n - boundary - 1);
}
```

“boundary” is the index of the pivot

This is equal to the number of elements before pivot

```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```

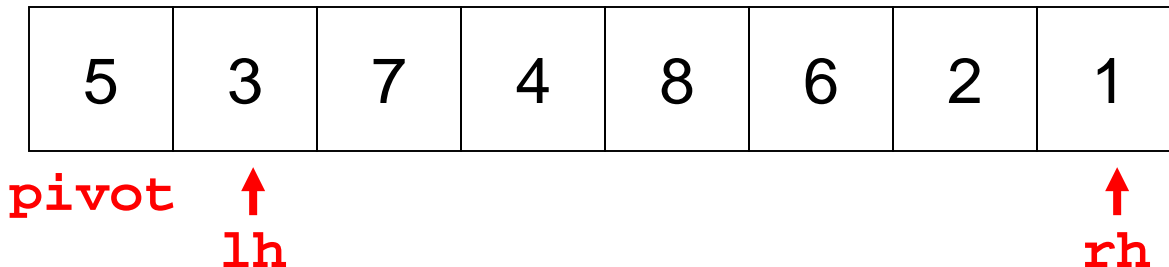
5	3	7	4	8	6	2	1
---	---	---	---	---	---	---	---

```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

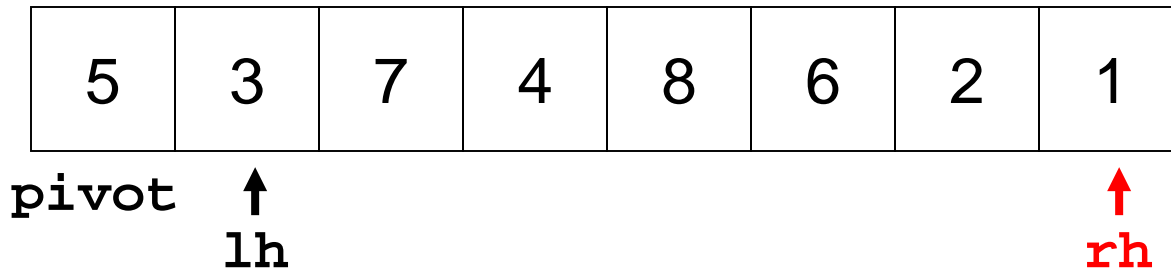


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

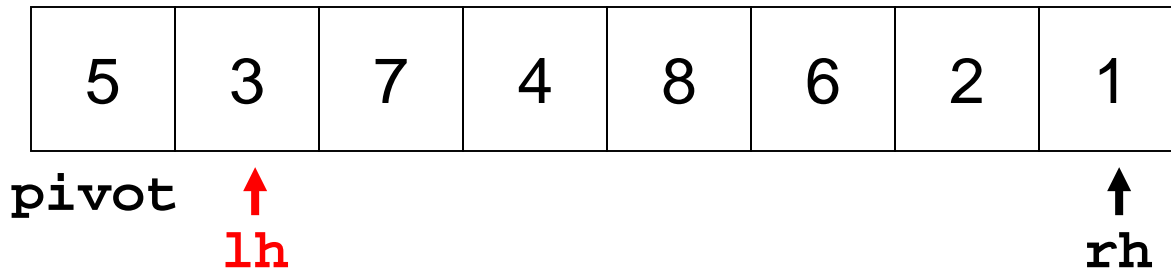
    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```



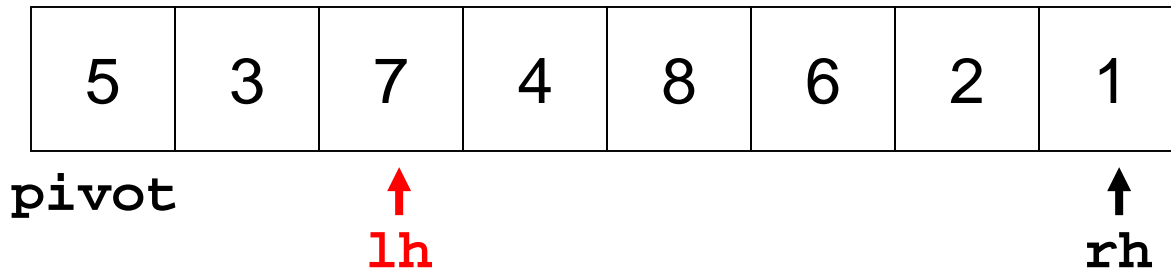
```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```

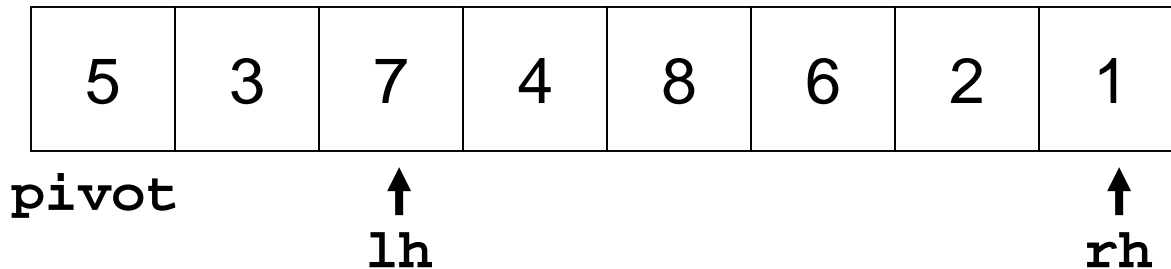


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

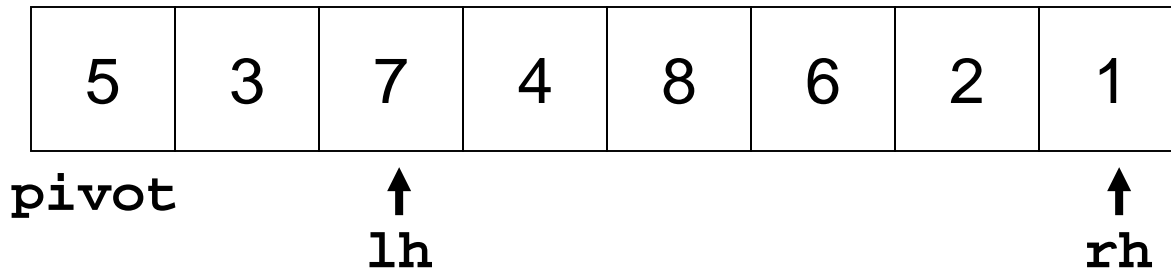


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

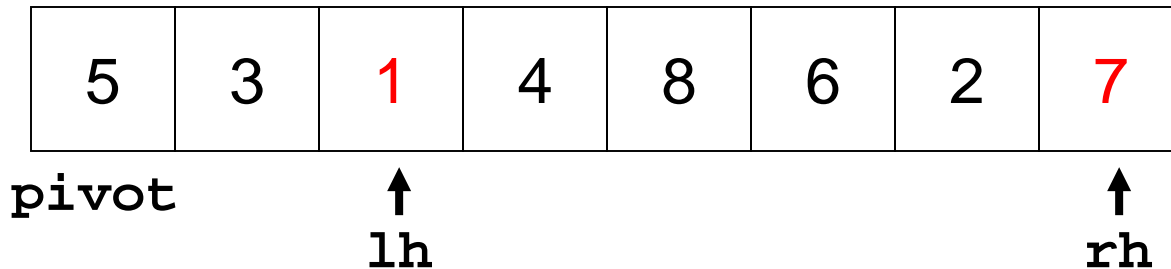


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

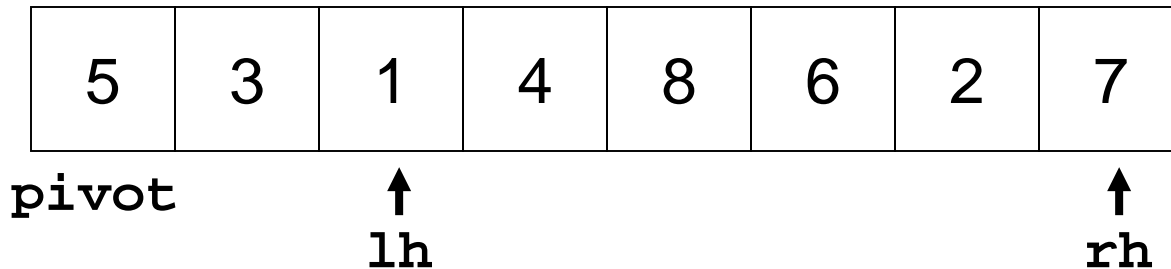



```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

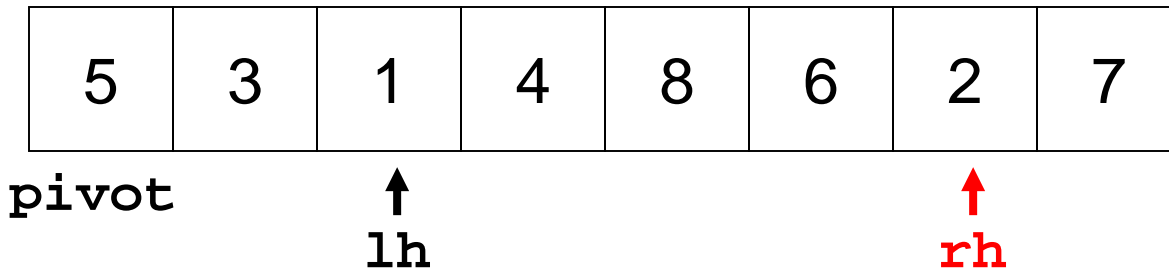
    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```



```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```

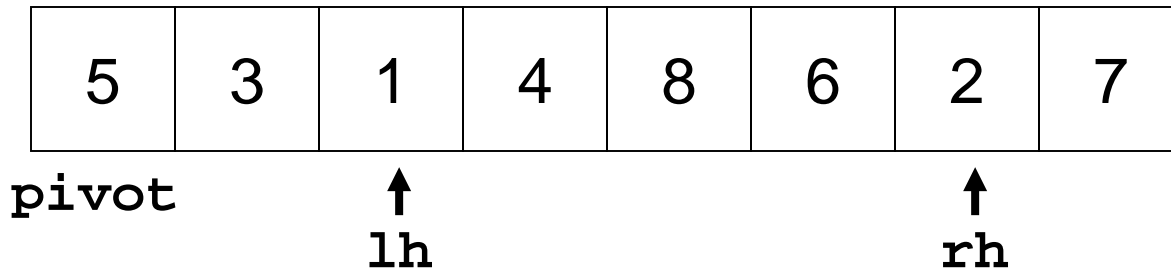


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

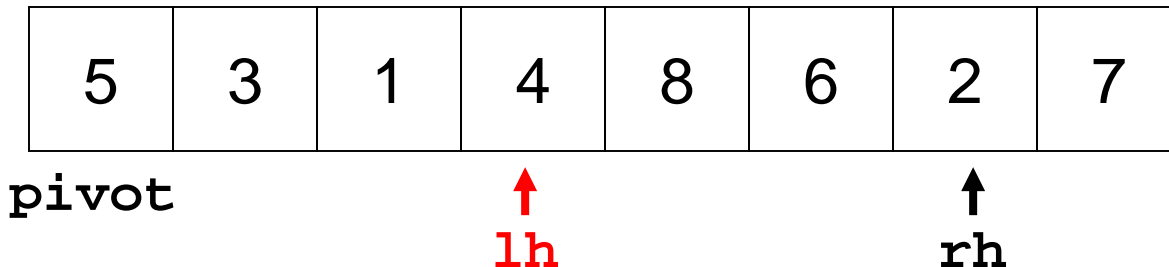


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

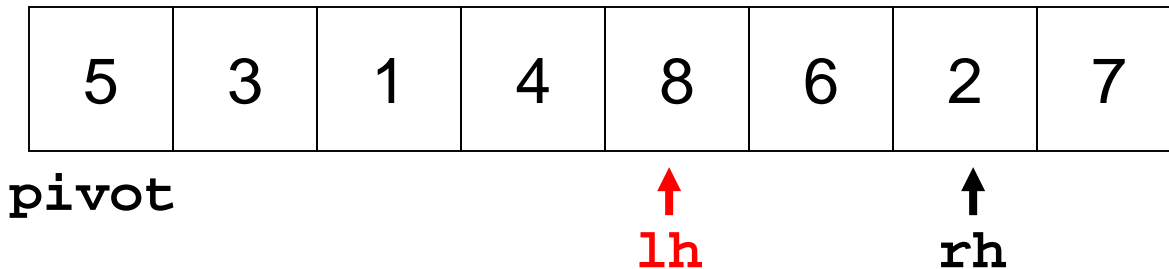
    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```



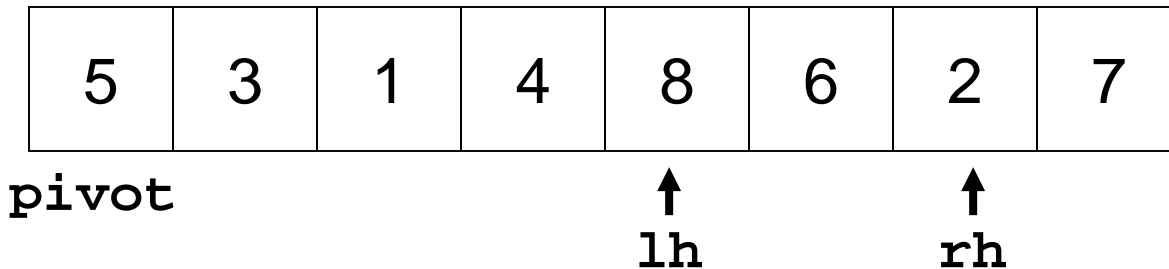
```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```

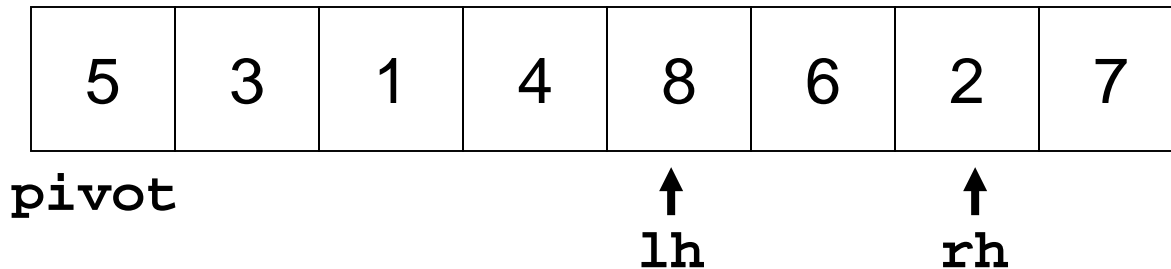


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

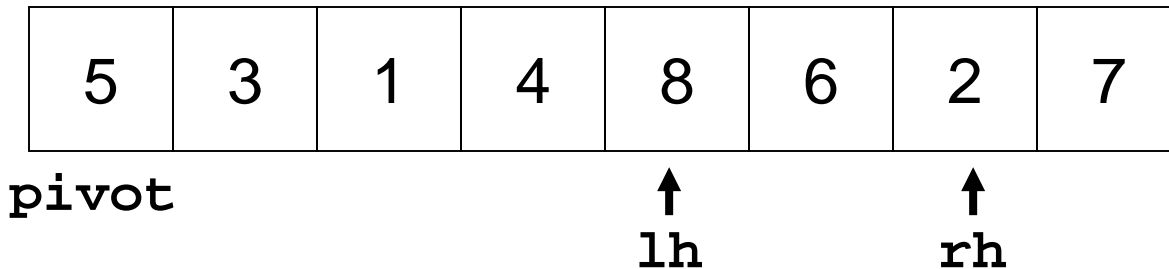
    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```



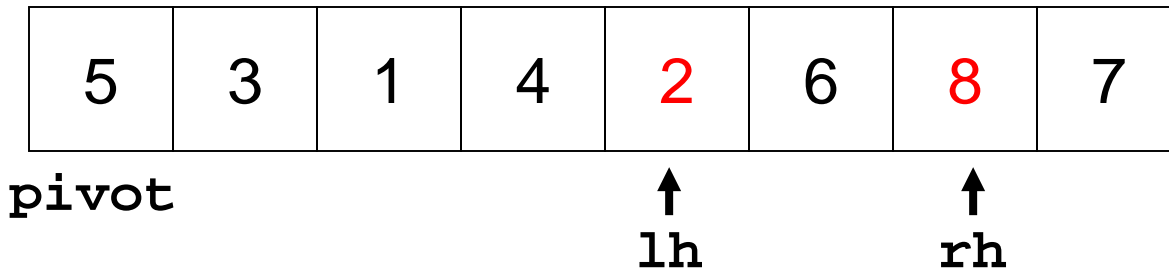
```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



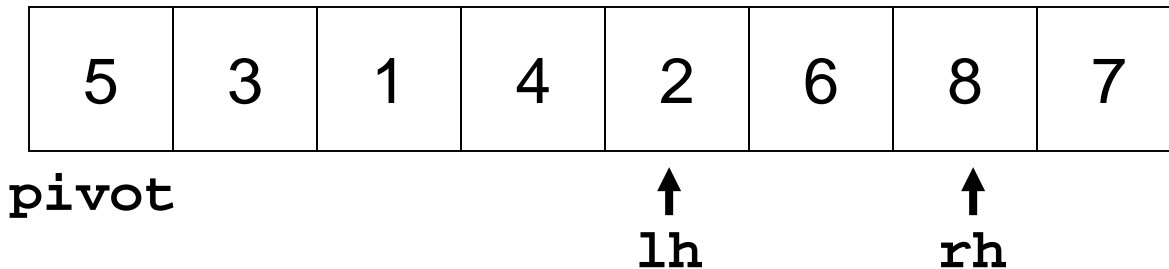

```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



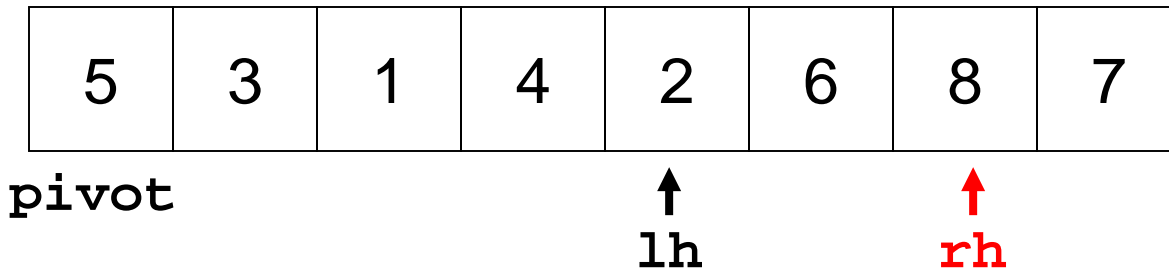
```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



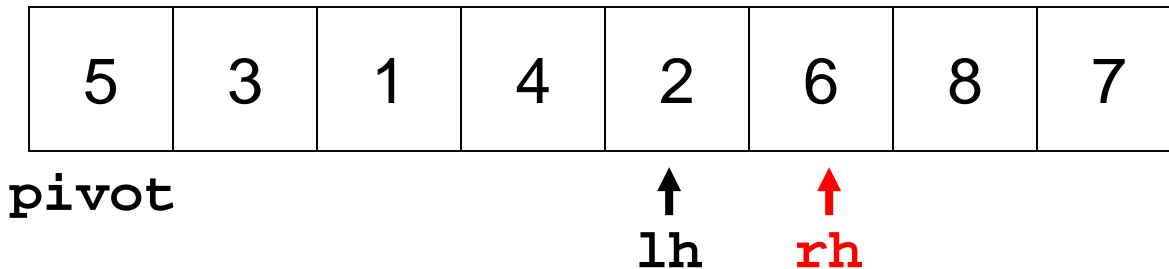
```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```



```
int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}
```

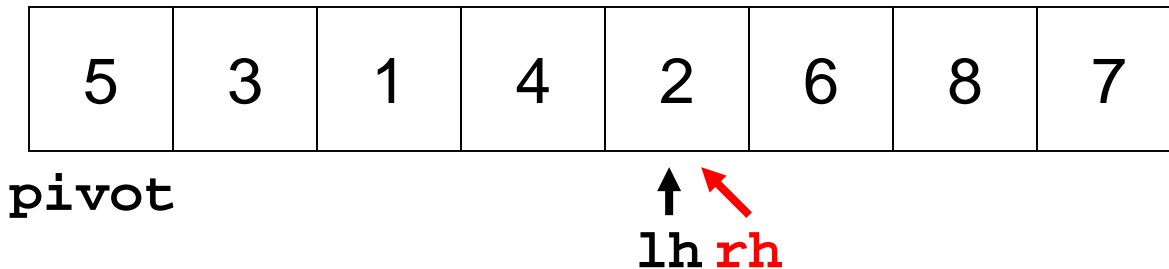


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

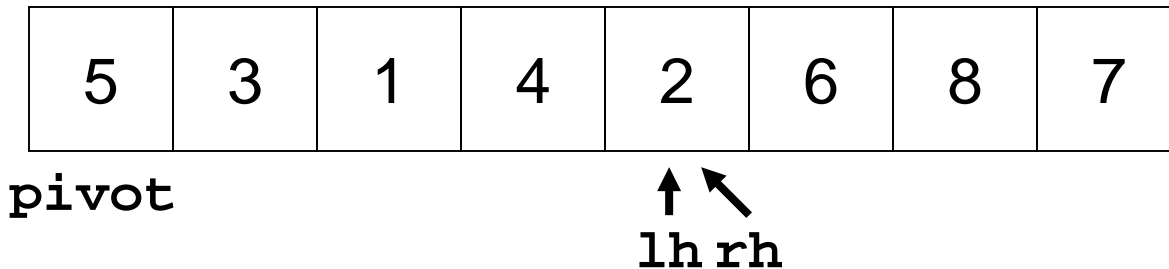


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

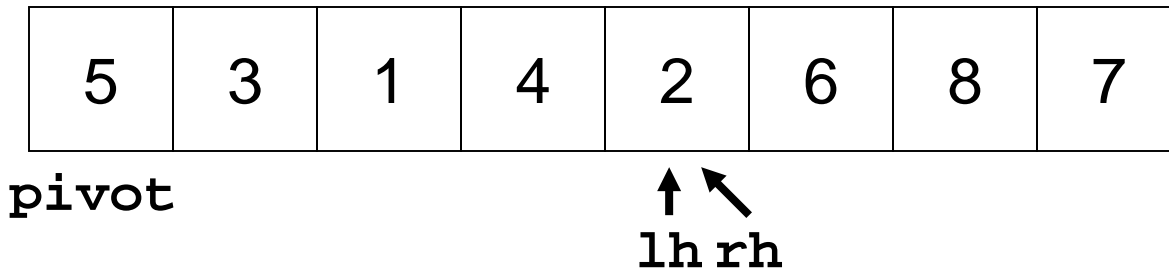


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

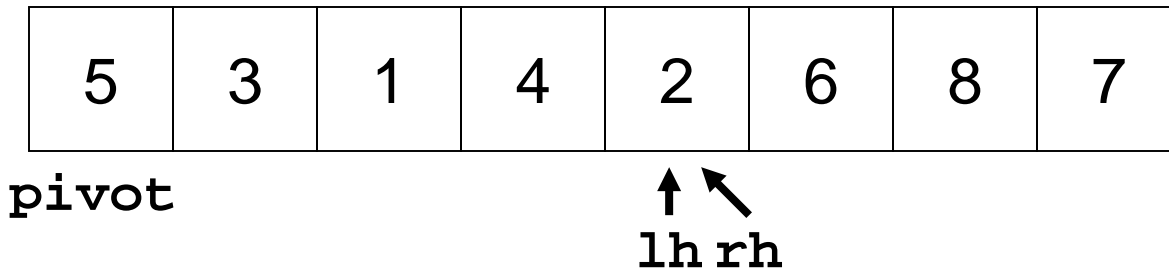


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

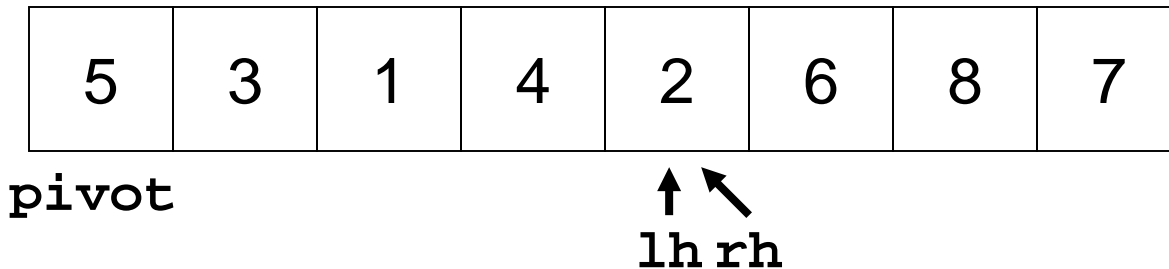



```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

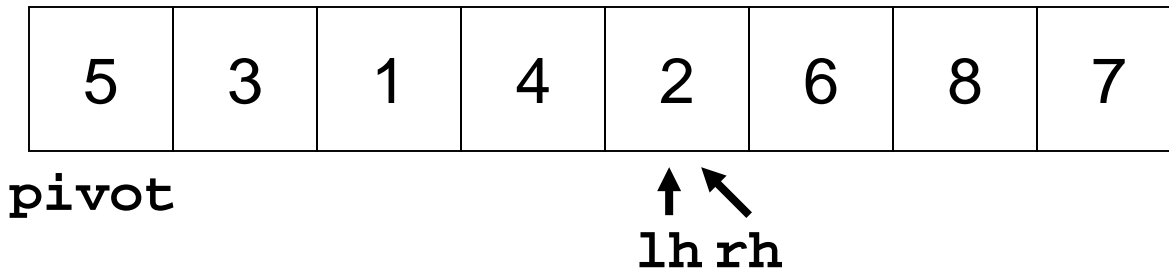


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

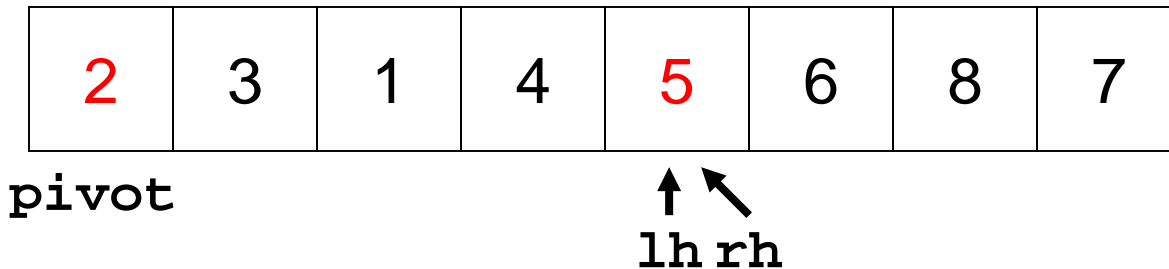


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

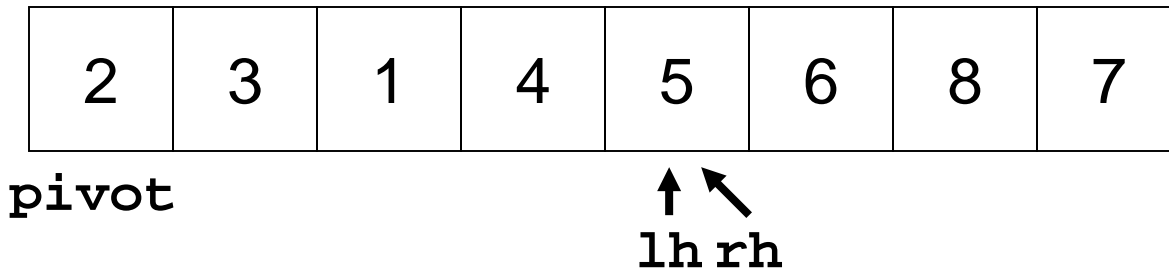


```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```



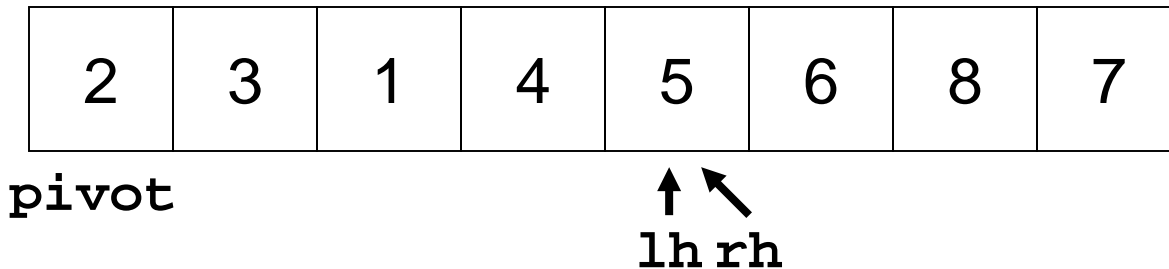
```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

Returns 4 (index of pivot)



```

int Partition(int arr[], int n)
{
    int lh = 1, rh = n - 1;

    int pivot = arr[0];
    while (true) {
        while (lh < rh && arr[rh] >= pivot) rh--;
        while (lh < rh && arr[lh] < pivot) lh++;
        if (lh == rh) break;
        Swap(arr[lh], arr[rh]);
    }
    if (arr[lh] >= pivot) return 0;
    Swap(arr[0], arr[lh]);
    return lh;
}

```

- Complexity of algorithm determined by number of comparisons made to pivot

Complexity QuickSort

- QuickSort is $O(n \log n)$, where $n = \#$ elems to sort
 - But in “worst case” it can be $O(n^2)$
 - Worst case occurs when every time pivot is selected, it is maximal or minimal remaining element
- What is $P(\text{QuickSort worst case})$?
 - On each recursive call, pivot = max/min element, so we are left with $n - 1$ elements for next recursive call
 - 2 possible “bad” pivots (max/min) on each recursive call

$$P(\text{Worst case}) = \frac{2}{n} \cdot \frac{2}{n-1} \cdot \dots \cdot \frac{2}{2} = \frac{2^{n-1}}{n!}$$

- Saw similar behavior for BSTs on problem set #1
 - $P(\text{Worst case})$ gets small very fast as n grows!

Expected Running Time of QuickSort

- Let $X = \#$ comparisons made when sorting n elems
 - $E[X]$ gives us expected running time of algorithm
 - Given V_1, V_2, \dots, V_n in random order to sort
 - Let Y_1, Y_2, \dots, Y_n be V_1, V_2, \dots, V_n in sorted order
 - Let $I_{a,b} = 1$ if Y_a and Y_b are compared, 0 otherwise
 - Order where $Y_b > Y_a$, so we have: $X = \sum_{a=1}^{n-1} \sum_{b=a+1}^n I_{a,b}$

$$E[X] = E\left[\sum_{a=1}^{n-1} \sum_{b=a+1}^n I_{a,b}\right] = \sum_{a=1}^{n-1} \sum_{b=a+1}^n E[I_{a,b}] = \sum_{a=1}^{n-1} \sum_{b=a+1}^n P(Y_a \text{ and } Y_b \text{ ever compared})$$

Determining $P(Y_a \text{ and } Y_b \text{ ever compared})$

- Consider when Y_a and Y_b are directly compared
 - If pivot chosen is $< Y_a$ or $> Y_b$, then Y_a and Y_b are not directly compared (since values only compared to pivot)
 - But Y_a and Y_b might still be compared in a future recursive call
 - So, we only care about case where pivot chosen from set: $\{Y_a, Y_{a+1}, Y_{a+2}, \dots, Y_b\}$
 - From that set either Y_a and Y_b must be selected as pivot (with equal probability) in order to be compared
 - So, $P(Y_a \text{ and } Y_b \text{ ever compared}) = \frac{2}{b-a+1}$

$$E[X] = \sum_{a=1}^{n-1} \sum_{b=a+1}^n P(Y_a \text{ and } Y_b \text{ ever compared}) = \sum_{a=1}^{n-1} \sum_{b=a+1}^n \frac{2}{b-a+1}$$

Bring it on Home... (i.e., Solve the Sum)

$$E[X] = \sum_{a=1}^{n-1} \sum_{b=a+1}^n \frac{2}{b-a+1}$$
$$\sum_{b=a+1}^n \frac{2}{b-a+1} \approx \int_{a+1}^n \frac{2}{b-a+1} db$$

Recall: $\int \frac{1}{x} dx = \ln(x)$

$$= 2 \ln(b-a+1) \Big|_{a+1}^n = 2 \ln(n-a+1) - 2 \ln(2)$$

$$\approx 2 \ln(n-a+1) \quad \text{for large } n$$

$$E[X] \approx \sum_{a=1}^{n-1} 2 \ln(n-a+1) \approx 2 \int_{a=1}^{n-1} \ln(n-a+1) da$$

Let $y = n-a+1$

$$= -2 \int_{y=n}^2 \ln(y) dy$$

$$= -2(y \ln(y) - y) \Big|_n^2$$

Integration by parts:

$$\int \ln(x) dx = x \ln(x) - x$$

$$= -2[(2 \ln(2) - 2) - (n \ln(n) - n)] \approx 2n \ln(n) - 2n = O(n \log n)$$