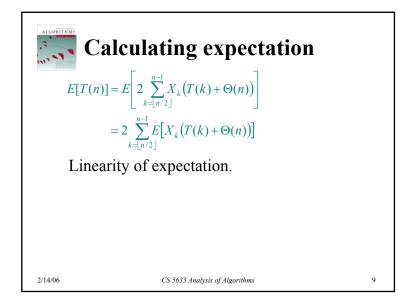
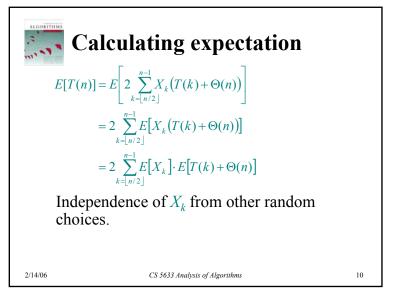
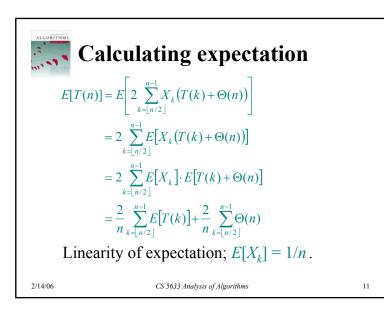
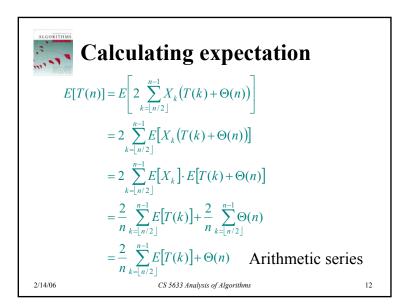


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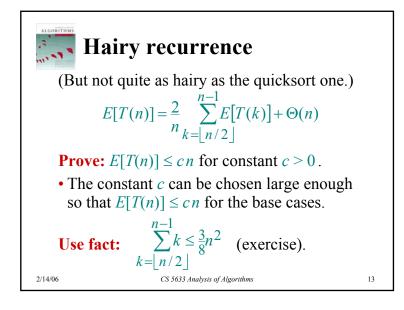


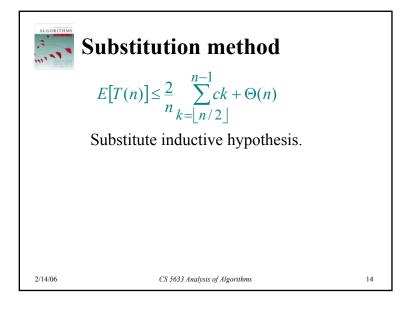


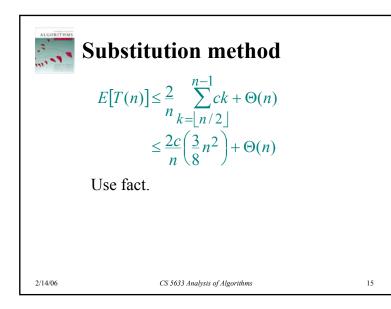


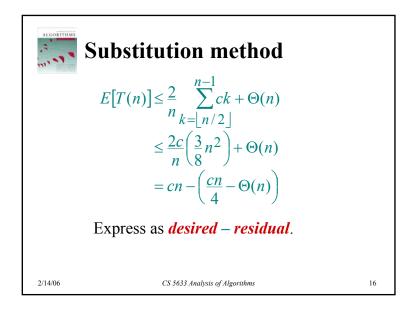


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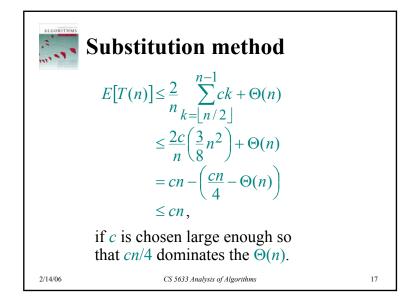


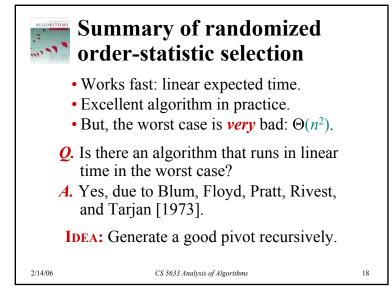


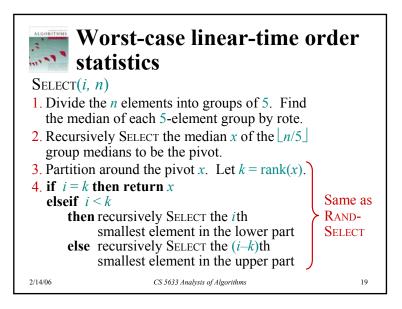


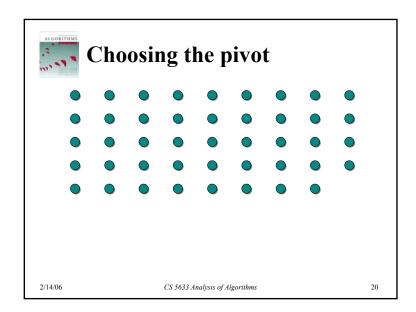




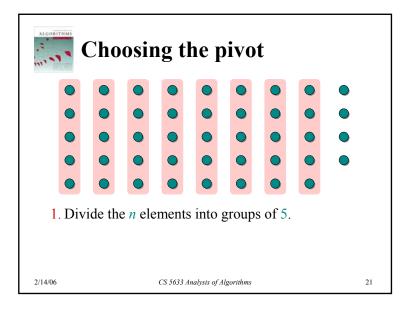


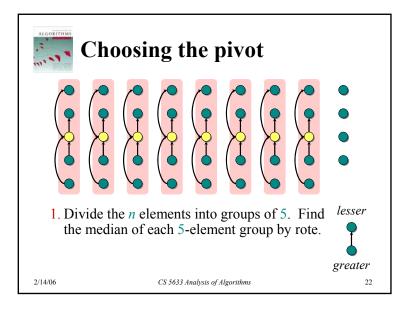


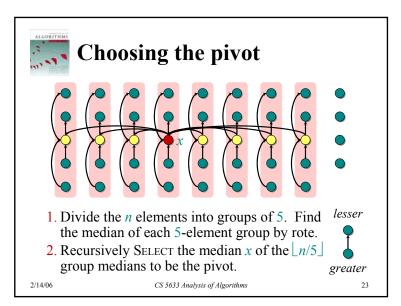


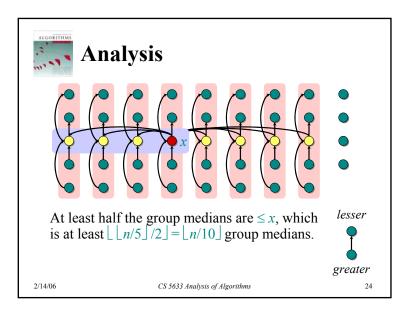


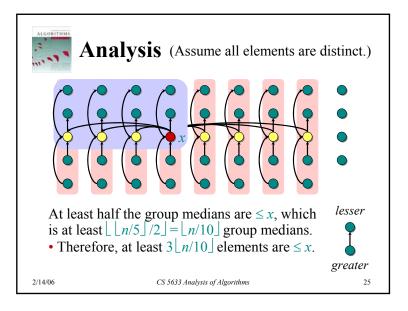
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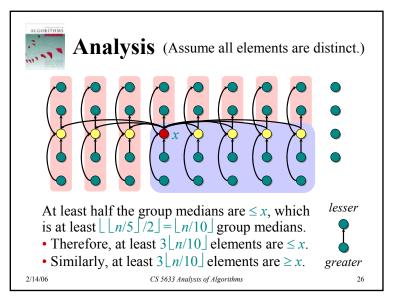


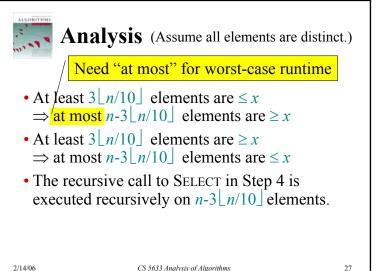


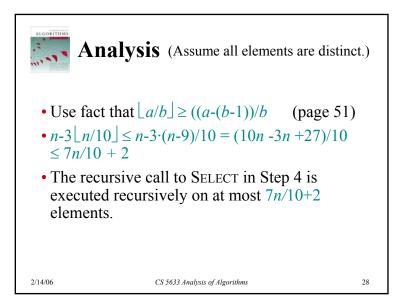


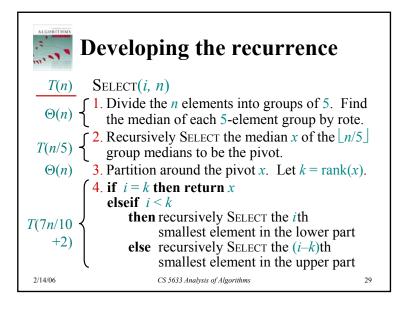


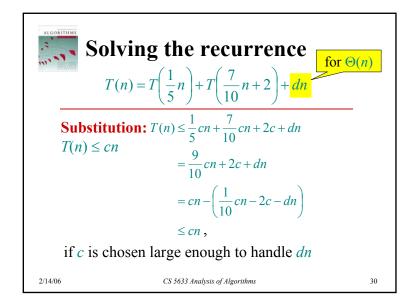














# Conclusions

- Since the work at each level of recursion is basically a constant fraction (9/10) smaller, the work per level is a geometric series dominated by the linear work at the root.
- In practice, this algorithm runs slowly, because the constant in front of *n* is large.
- The randomized algorithm is far more practical.

**Exercise:** *Try to divide into groups of 3 or 7.* 

2/14/06