

## Agenda

- 1) Quick sort
- 2) complexity analysis of quicksort and merge sort
- 3) 1 question on custom comparison

### Q.1 Partition an array

Given an array, partition it based on last element ( $ele$ ) such that all elements  $< ele$  are coming on left of it and all elements  $\geq ele$  are coming on right of it.

$A = [8 \ 9 \ 3 \ 1 \ 5 \ 6 \ 10 \ 7]$   
          0   1   2   3   4   5   6   7

Expected TC :  $O(n)$

$(3 \ 1 \ 5 \ 6) \ 7 \ (8 \ 9 \ 10)$   
          ↓                  ↓  
           $< 7$                $\geq 7$

$A = [8 \ 5 \ 1 \ 3 \ 7 \ 2 \ 9 \ 6]$   
          0   1   2   3   4   5   6   7

$(5 \ 1 \ 3 \ 2) \ 6 \ (8 \ 7 \ 9)$   
          ↓                  ↓  
           $< 6$                $\geq 6$

$i, j$ 

j.

```

if (A[i] >= ele) {
    j++;
}
else {
    swap(A[i], A[j]);
    i++; j++;
}
}

```

why?

 $i, j$ 

1

```

if (A[i] >= ele) {
    j++;
}
else {
    swap(A[i], A[j]);
    i++; j++;
}

```

$\Rightarrow$  finally your pivot (ele) is coming at  $i^{th}$  index.

## Quicksort

↳ divide and conquer

↳ recursion based

A = [8    5    1    3    7    2    9    6]

0      1      2      3      4      5      6      7

$d_0$                                    $h_i$

↗ pivot

i) partition based on pivot and getting pivot index ( $P_i$ )

Diagram illustrating the partitioning step of the Quick Sort algorithm. The array is divided into two parts around a pivot element (6).

Left part (elements less than pivot):

- Indices: 1, 2, 3, 5
- Elements: 5, 1, 3, 2
- Array indices: 0, 1, 2, 3
- Label:  $sort(lo, pi-1)$
- Labels:  $lo$ ,  $pi$

Right part (elements greater than pivot):

- Indices: 7, 8, 9
- Elements: 8, 9, 7
- Array indices: 5, 6, 7
- Label:  $sort(pi+1, hi)$
- Labels:  $pi$ ,  $hi$

```

void quicksort (int [ ] A, int lo, int hi)
             if (lo >= hi) { return }
    int pivot = A[hi];
    int pi = partition(A, lo, hi, pivot);
    quicksort (A, lo, pi-1);
    quicksort (A, pi+1, hi);

```

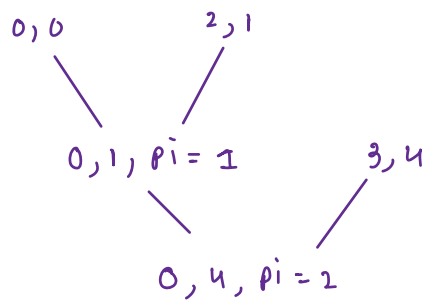
}

base case  
=

A = 

1	2	3	4	5
0	1	2	3	4

lo hi



```

static int partition(int[] A, int lo, int hi, int pivot) {
    int i=lo, j=hi;

    while(j < hi) {
        if(A[j] >= pivot) {
            j++;
        }
        else {
            //swap A[i], A[j]
            int temp = A[i];
            A[i] = A[j];
            A[j] = temp;

            i++;
            j++;
        }
    }

    //swap A[i], A[hi]
    int temp = A[i];
    A[i] = A[hi];
    A[hi] = temp;

    return i;
}

```

```

static void quickSort(int[] A, int lo, int hi) {
    if(lo >= hi) {
        return;
    }

    int pivot = A[hi];

    int pi = partition(A, lo, hi, pivot);

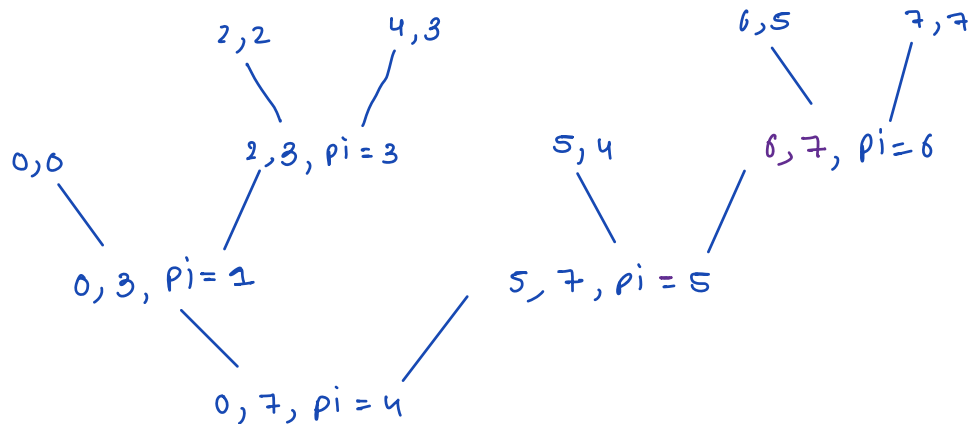
    quickSort(A, lo, pi-1);
    quickSort(A, pi+1, hi);
}

```

A = [ 1   2   3   5   6   7   8   9 ]  
       0   1   2   3   4   5   6   7

A = [ 8   5   1   3   7   2   9   6 ]  
       0   1   2   3   4   5   6   7

if (A[j] >= pivot) {  
     j++;  
 }  
 else {  
     swap A[i], A[j]  
     i++; j++;  
 }



(lo, hi, pi)

## Practice contest

- window 8am to 8pm
- 2 different ques { 1 on hashing, 1 on recursion }
- 40 min
- Discussion  $\Rightarrow$  10pm

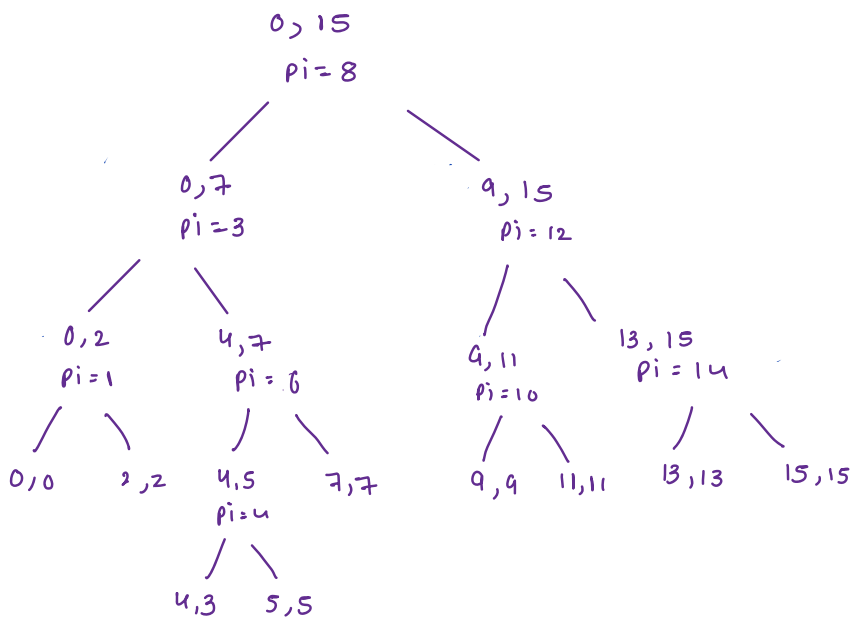
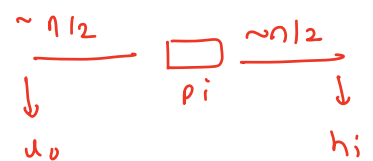
## TC and SC complexity analysis:

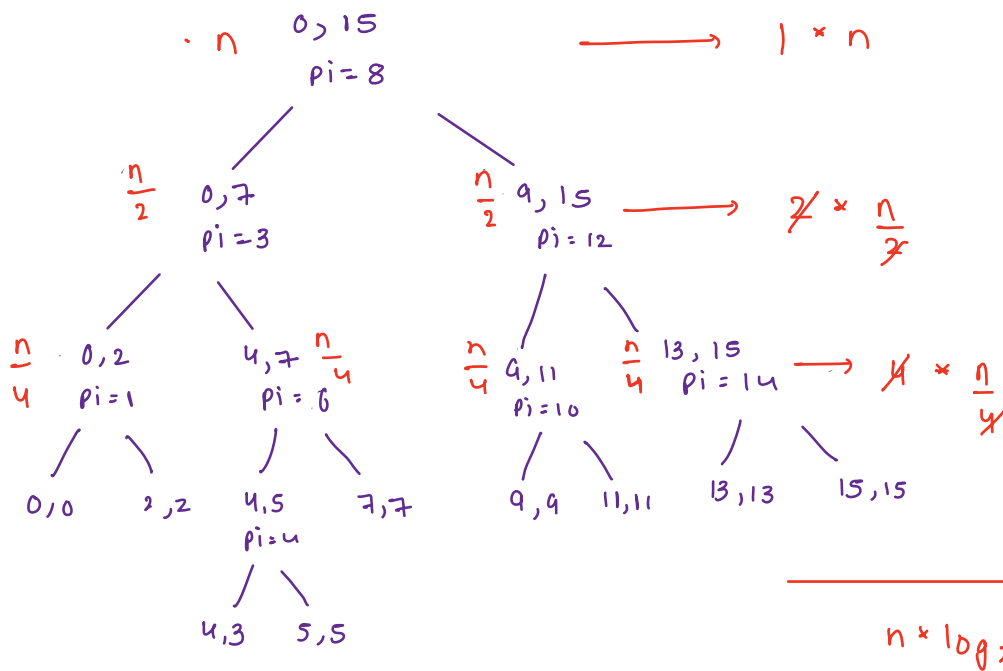
i) quicksort

$n$ : original array length

best thing to happen:

pivot is coming in mid  
(do to hi)



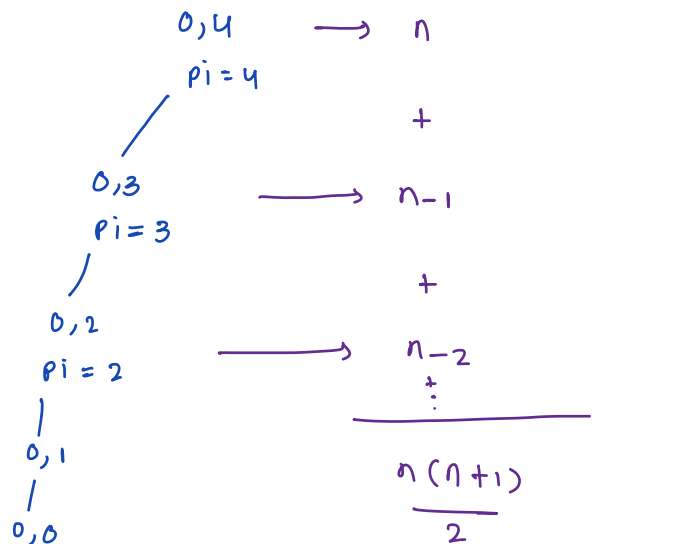


$T.C: O(n \log_2 n)$   
(Best)

worst scenario

$\hookrightarrow p_i$  is coming not in mid but on one of the corner

$T.C: O(n^2)$



TC of quicksort :

	TC	SC (only due to call stack space)
Best	$O(n \log n)$	$O(\log_2 n)$
Worst	$O(n^2)$	$O(n)$

TC of quicksort :  $O(n \log n)$  to  $O(n^2)$

SC of quicksort :  $O(\log_2 n)$  to  $O(n)$



# Merge Sort

```
static int[] merge(int[] A, int[] B) {
    int n = A.length;
    int m = B.length;
    int[] ans = new int[n+m];

    int i=0, j=0, k=0;

    while(i < n && j < m) {
        if(A[i] < B[j]) {
            //use A[i]
            ans[k] = A[i];
            i++;
            k++;
        }
        else {
            //use B[j]
            ans[k] = B[j];
            j++;
            k++;
        }
    }

    //if values are pending in A[]
    while(i < n) {
        ans[k] = A[i];
        i++;
        k++;
    }

    //if values are pending in B[]
    while(j < m) {
        ans[k] = B[j];
        j++;
        k++;
    }

    return ans;
}
```

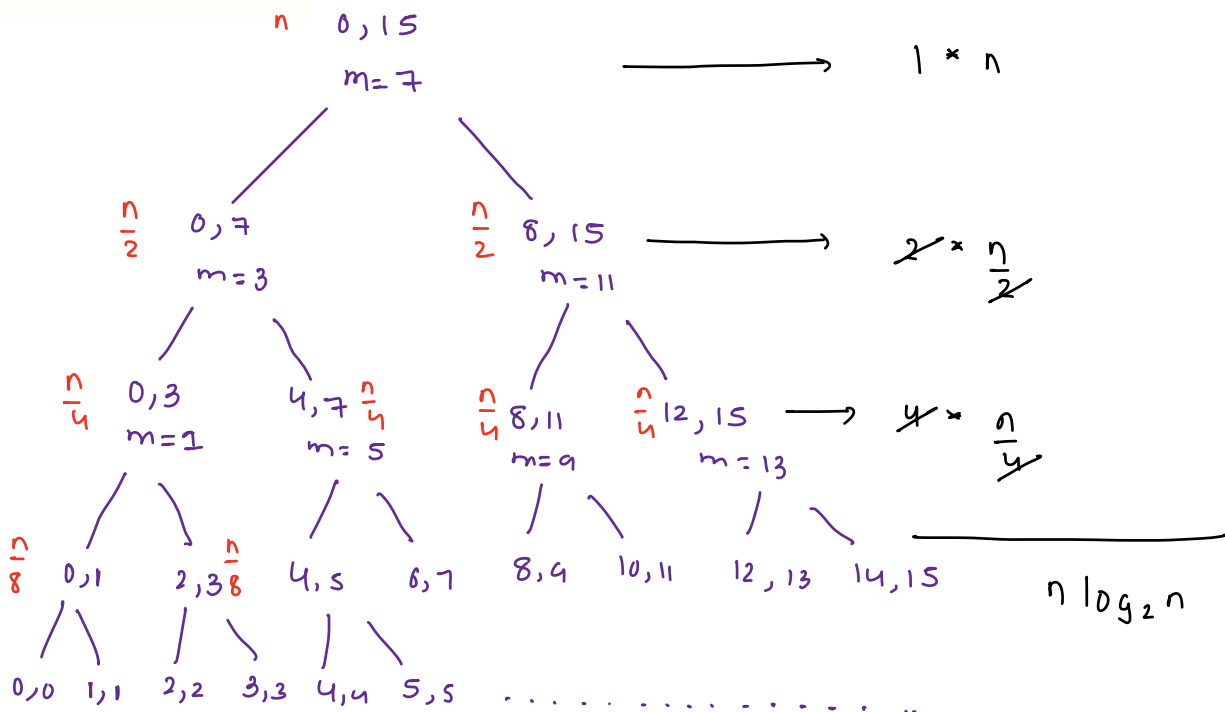
```
static int[] mergeSort(int[] arr, int lo, int hi) {
    if(lo == hi) {
        int[] sa = new int[1];
        sa[0] = arr[lo]; //or arr[hi]
        return sa;
    }

    int mid = (lo + hi)/2;

    //sort the array from lo to mid
    int[] A = mergeSort(arr, lo, mid);

    //sort the array from mid+1 to hi
    int[] B = mergeSort(arr, mid+1, hi);

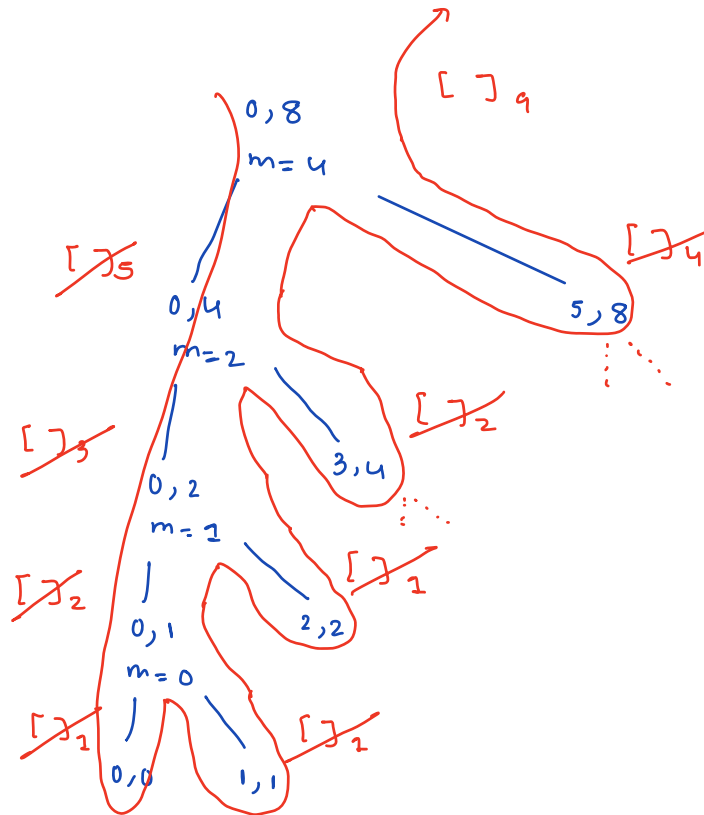
    int[] ans = merge(A, B);
    return ans;
}
```

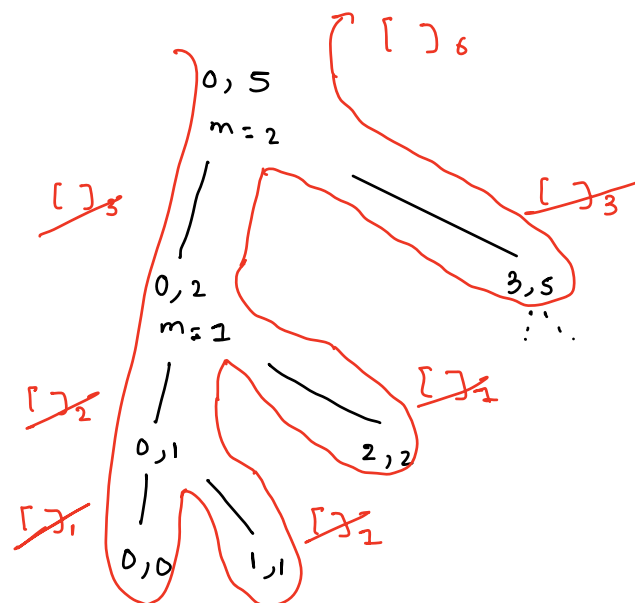


Tc:  $O(n \log_2 n)$

Sc: storage created by you  $\downarrow$   $\neq n$  call stack  $\downarrow$   $\log_2 n$

Sc:  $O(n)$





Doubt 5

5 1 3 5 2 3 0 8  
0 1 2 3 4 5 6 7

$O(n \log n)$   
↓  
Sorting

1) freq map creation

fa

1	1	1	2	0	2	0	0	1
0	1	2	3	4	5	6	7	8

↳ fa[5] → freq of 5

ps

1 2 3 5 5 7 7 7 8

fa[i] ⇒ how many times  
"i" value is  
coming in A[].

max = 8  
size = max + 1

```
for (int i = 0; i < A.length; i++) {  
    int ele = A[i];  
    fa[ele] += 1;  
}
```

3