Exercise Sheet 5

Handout: Oct 15th — Deadline: Oct 22nd, 4pm

Question 5.1 (Marks: 0.25)

Illustrate the operation of QuickSort on the array

4	3	8	2	7	5	1	6

Write down the arguments for each recursive call to QuickSort (e.g. "QuickSort(A, 2, 5)") and the contents of the relevant subarray in each step of Partition (see Figure 7.1). Use vertical bars as in Figure 7.1 to indicate regions of values " $\leq x$ " and "> x". You may leave out elements outside the relevant subarray and calls to QuickSort on subarrays of size 0 or 1.

Question 5.2 (Marks:0.5)

Prove that deterministic QUICKSORT(A, p, r) is correct (you can use that PARTITION is correct since that was proved at lecture).

Question 5.3 (Marks: 0.25) What is the runtime of QUICKSORT when the array A contains distinct elements sorted in decreasing order? (Justify your answer)

Question 5.4 (Marks: 0.5)

What value of q does Partition return when all n elements have the same value? What is the asymptotic runtime (Θ -notation) of QuickSort for such an input? (Justify your answer).

Question 5.5 (Marks: 0.5)

Modify Partition so it divides the subarray in three parts from left to right:

- $A[p \dots i]$ contains elements smaller than x
- A[i+1...k] contains elements equal to x and
- A[k+1...j-1] contains elements larger than x.

Use pseudocode or your favourite programming language to write down your modified procedure Partition' and explain the idea(s) behind it. It should still run in $\Theta(n)$ time for every n-element subarray. Give a brief argument as to why that is the case. Partition' should return two variables q, t such that $A[q \dots t]$ contains all elements with the same value as the pivot (including the pivot itself).

Also write down a modified algorithm QUICKSORT' that uses PARTITION' and q, t in such a way that it recurses only on strictly smaller and strictly larger elements.

What is the asymptotic runtime of QuickSort' on the input from Question 5.4?

Question 5.6 (Marks: 0.5)

Implement QuickSort and QuickSort' from Question 5.4