

**make
history.**



Quick sort

Dr. Anna Kalenkova

Quick sort



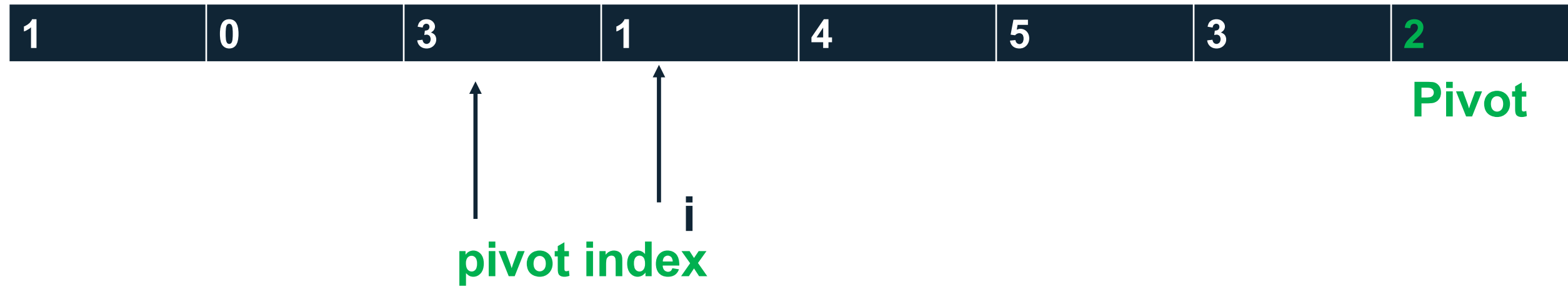
Quick sort



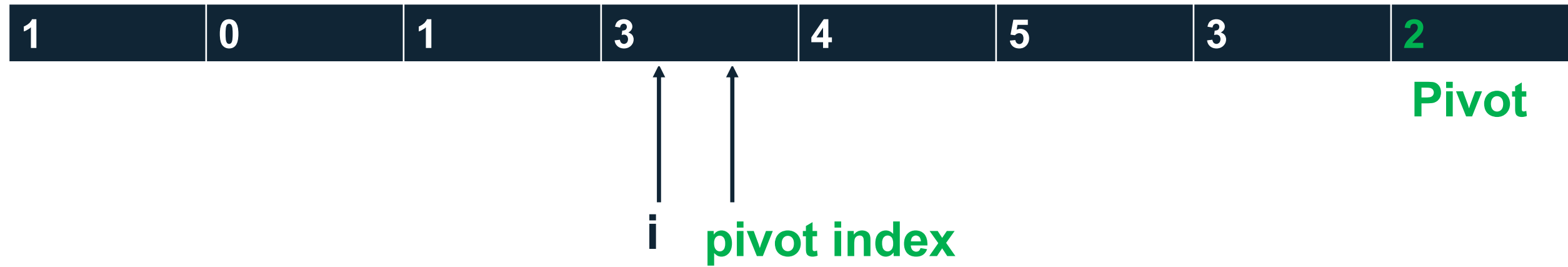
Quick sort



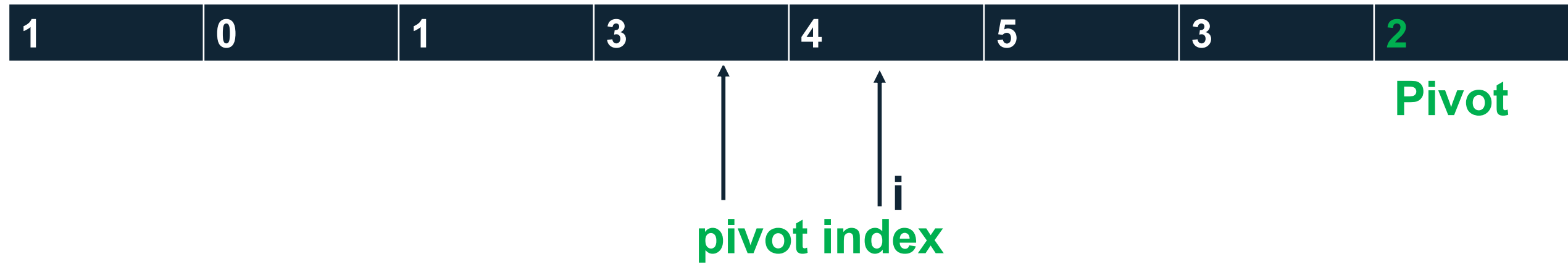
Quick sort



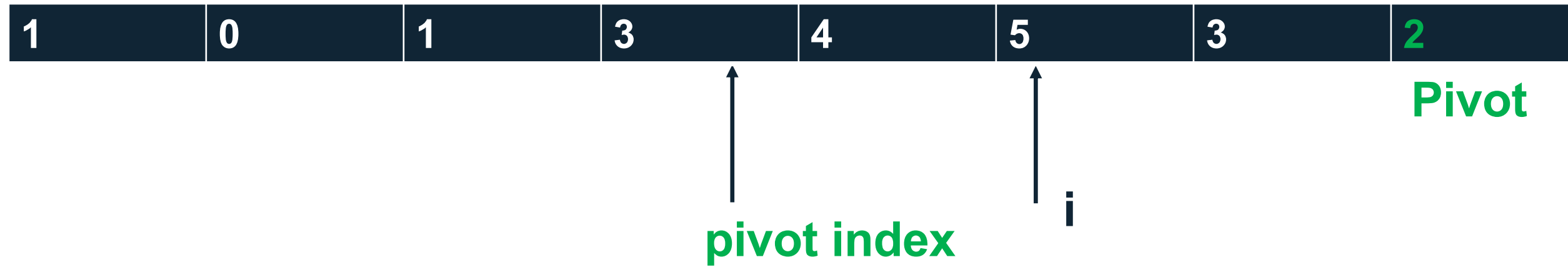
Quick sort



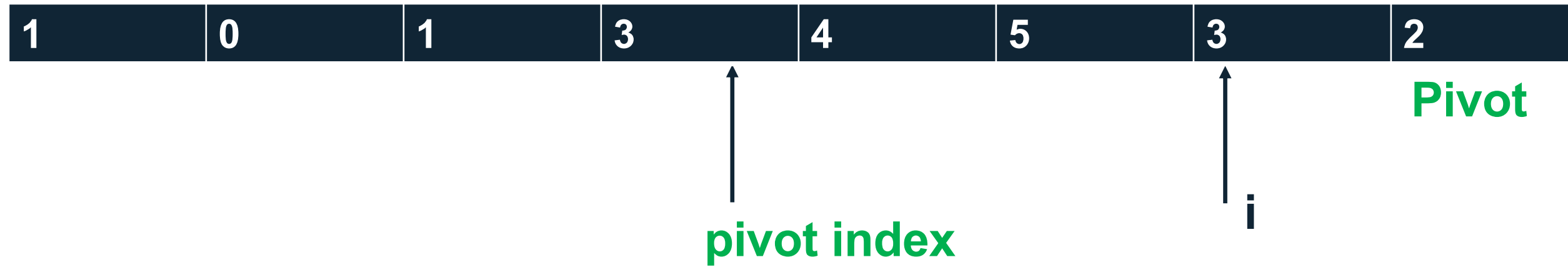
Quick sort



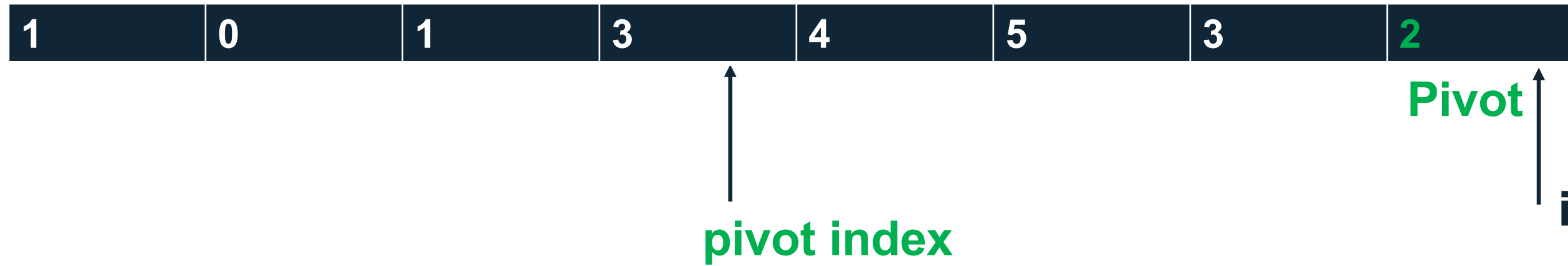
Quick sort



Quick sort



Quick sort



Quick sort

1	0	1	2	4	5	3	3
---	---	---	---	---	---	---	---



1	0	1
---	---	---

Pivot

↑
↑
i
pivot index



Quick sort

1	0	1	2	4	5	3	3
---	---	---	---	---	---	---	---



1	0	1
---	---	---

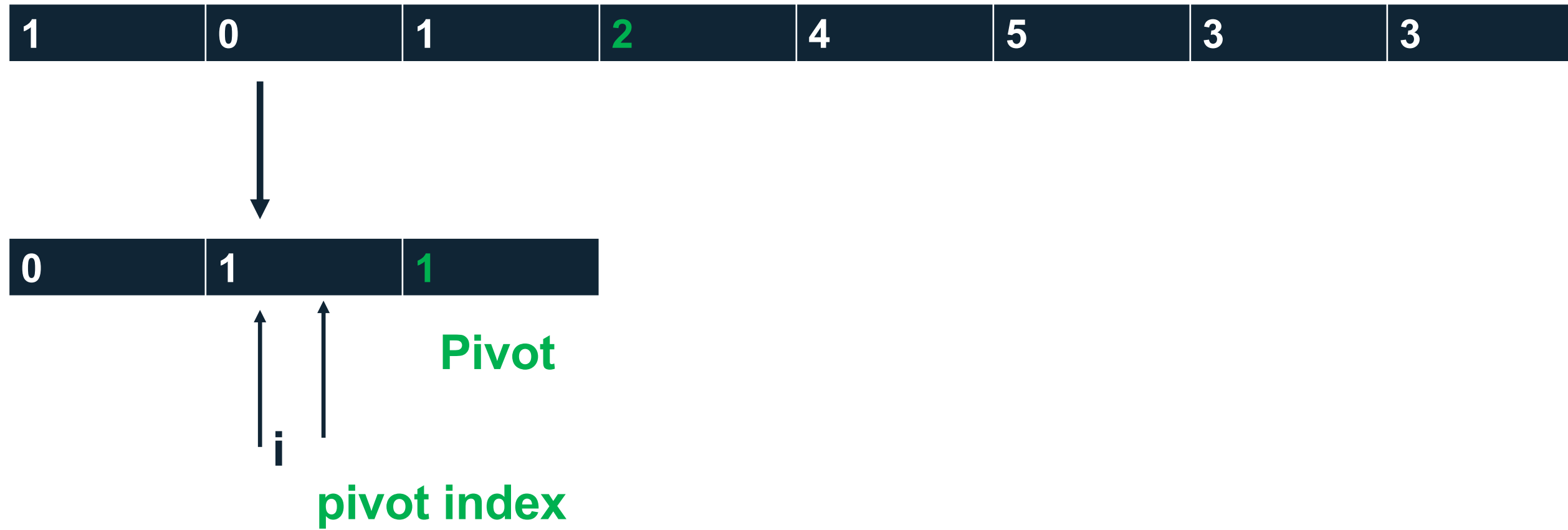
Pivot

↑
pivot index

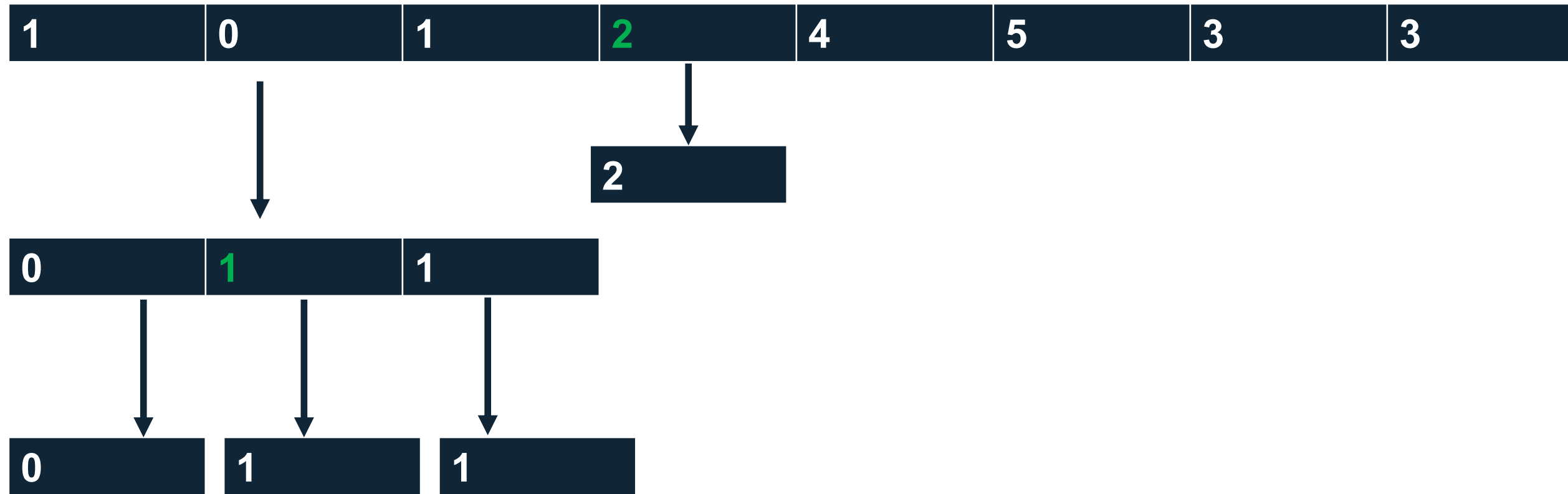
↑
i



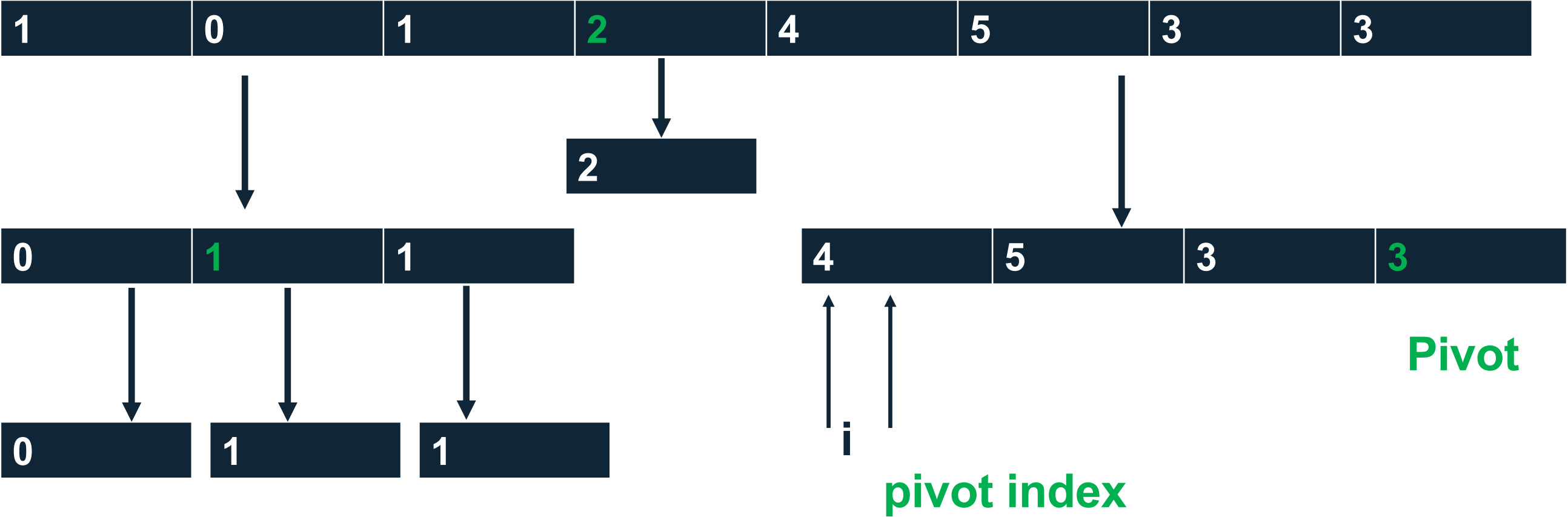
Quick sort



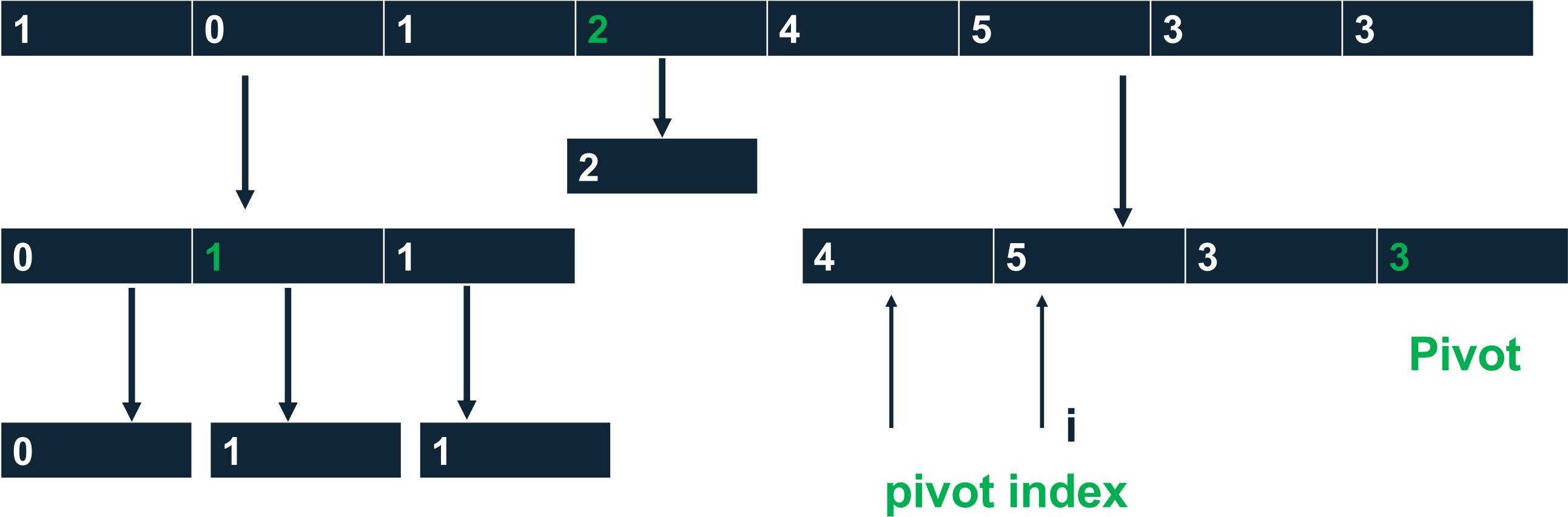
Quick sort



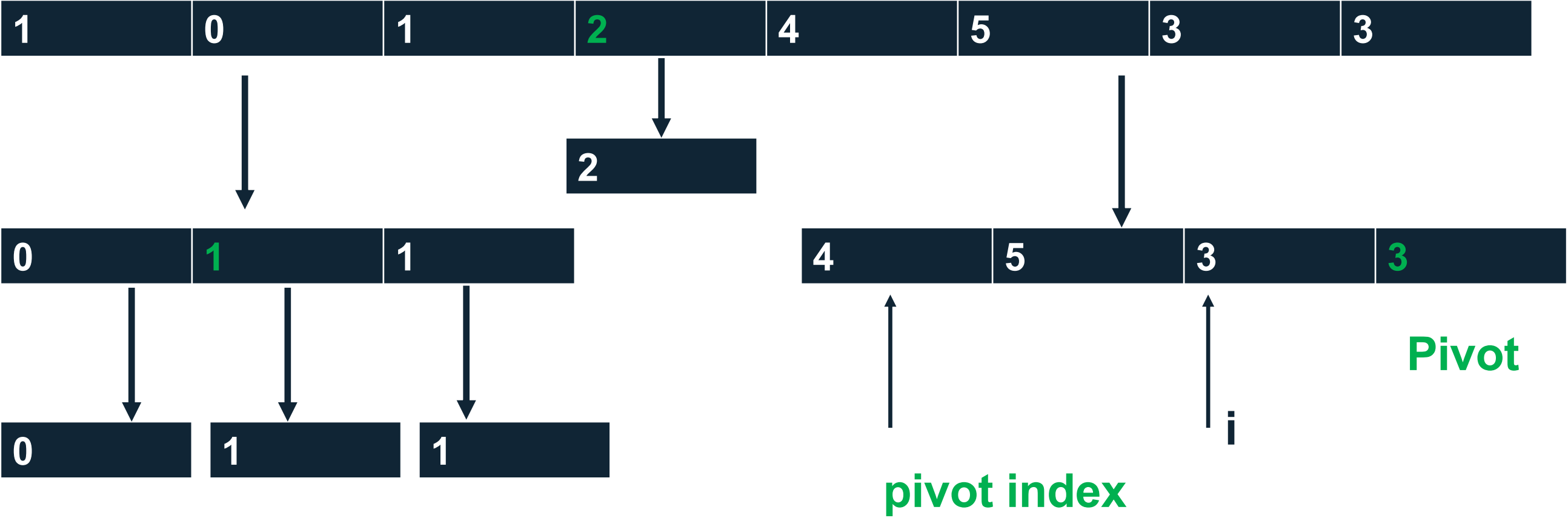
Quick sort



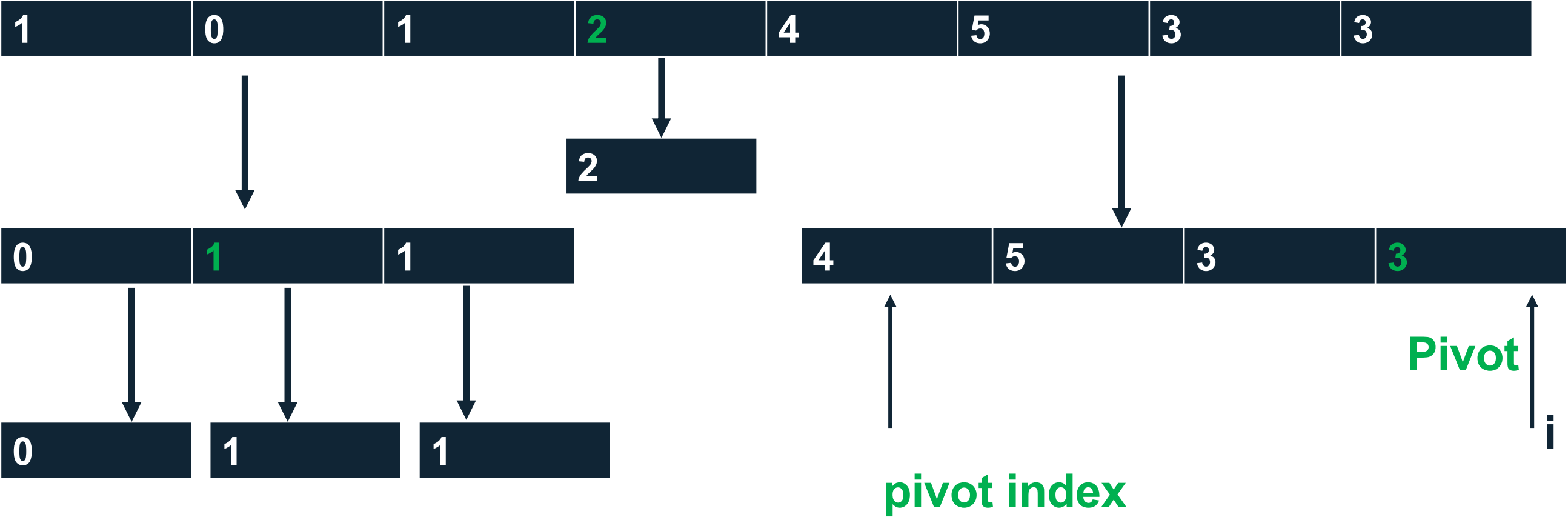
Quick sort



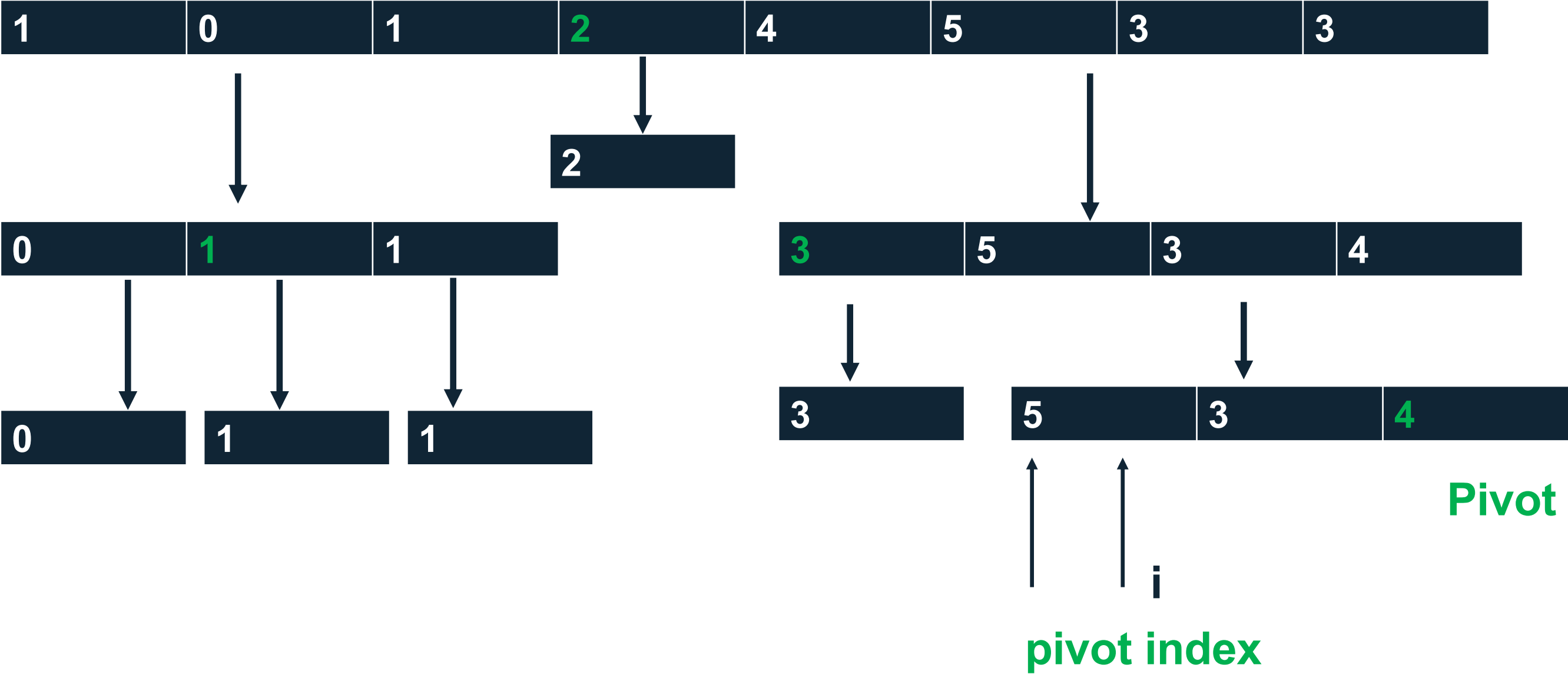
Quick sort



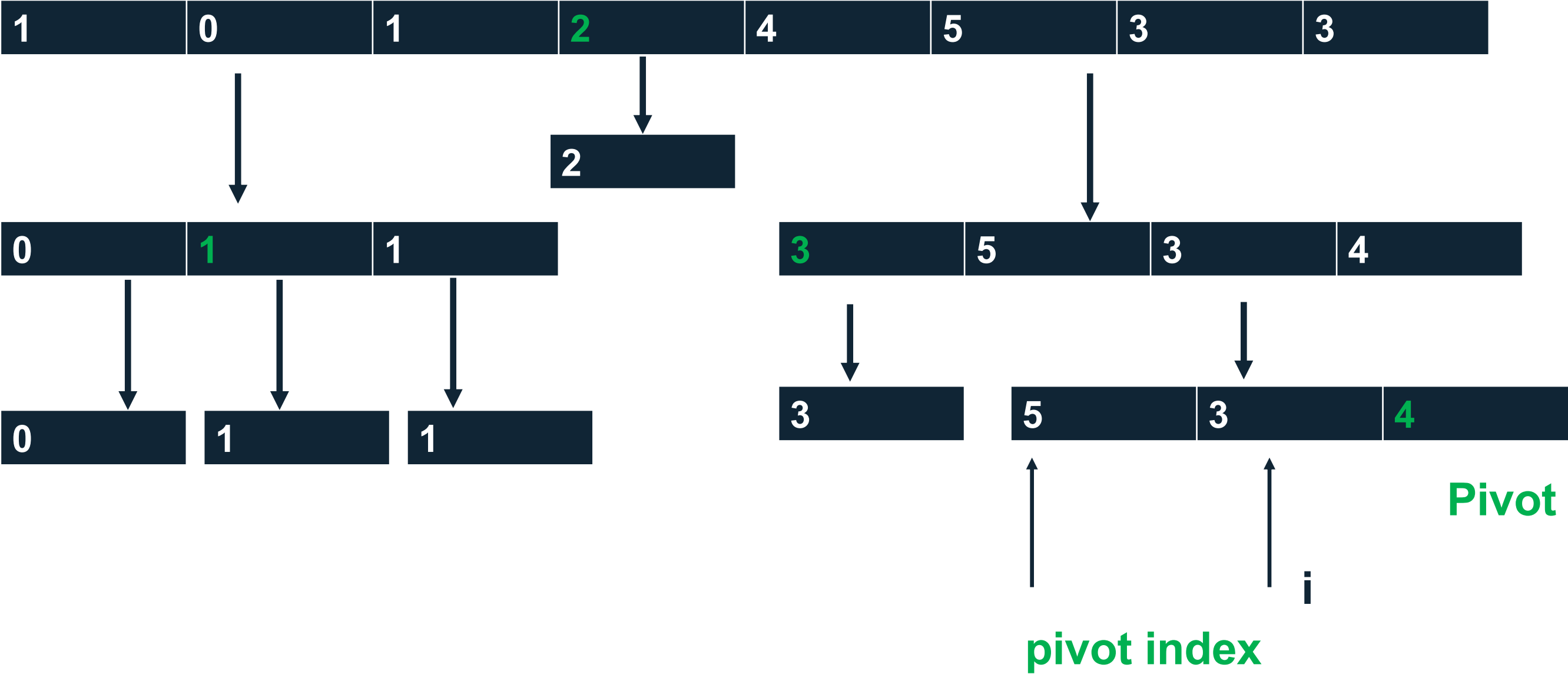
Quick sort



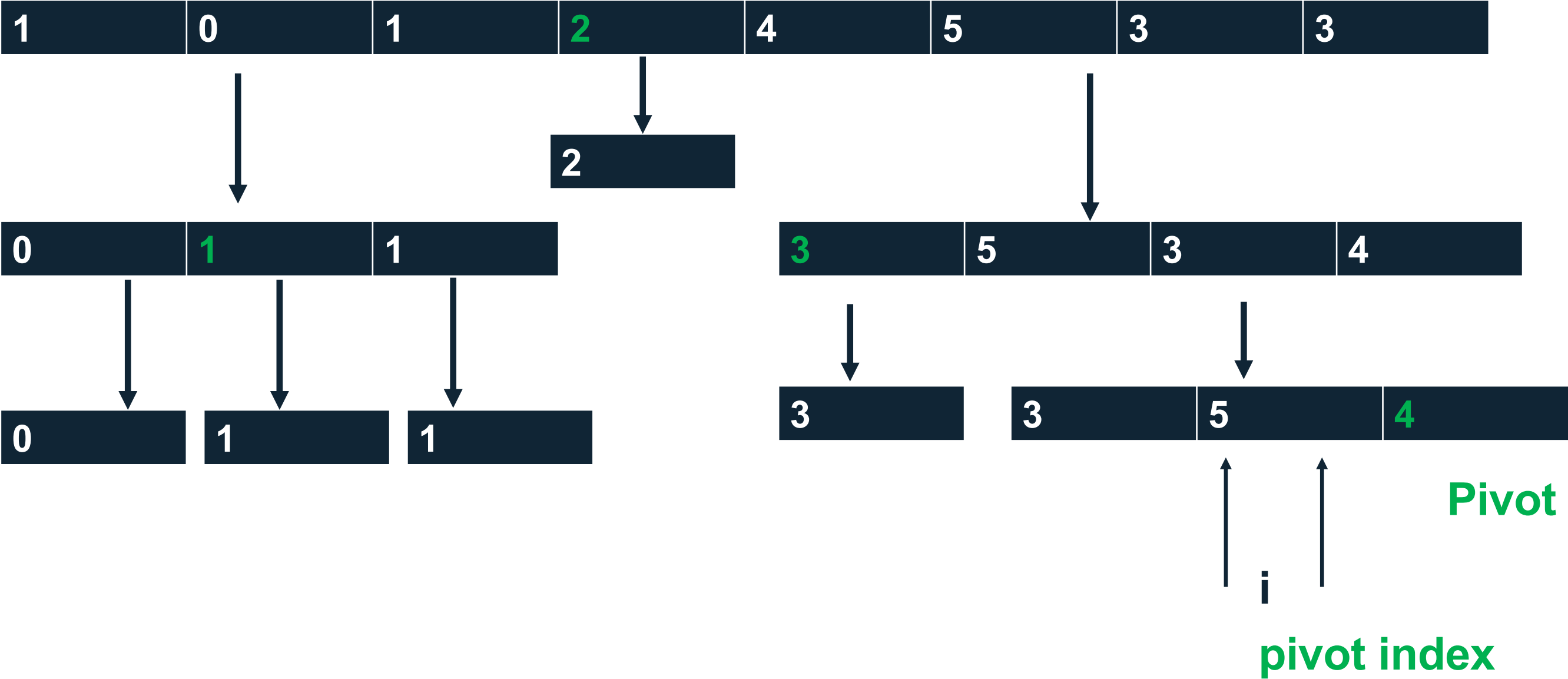
Quick sort



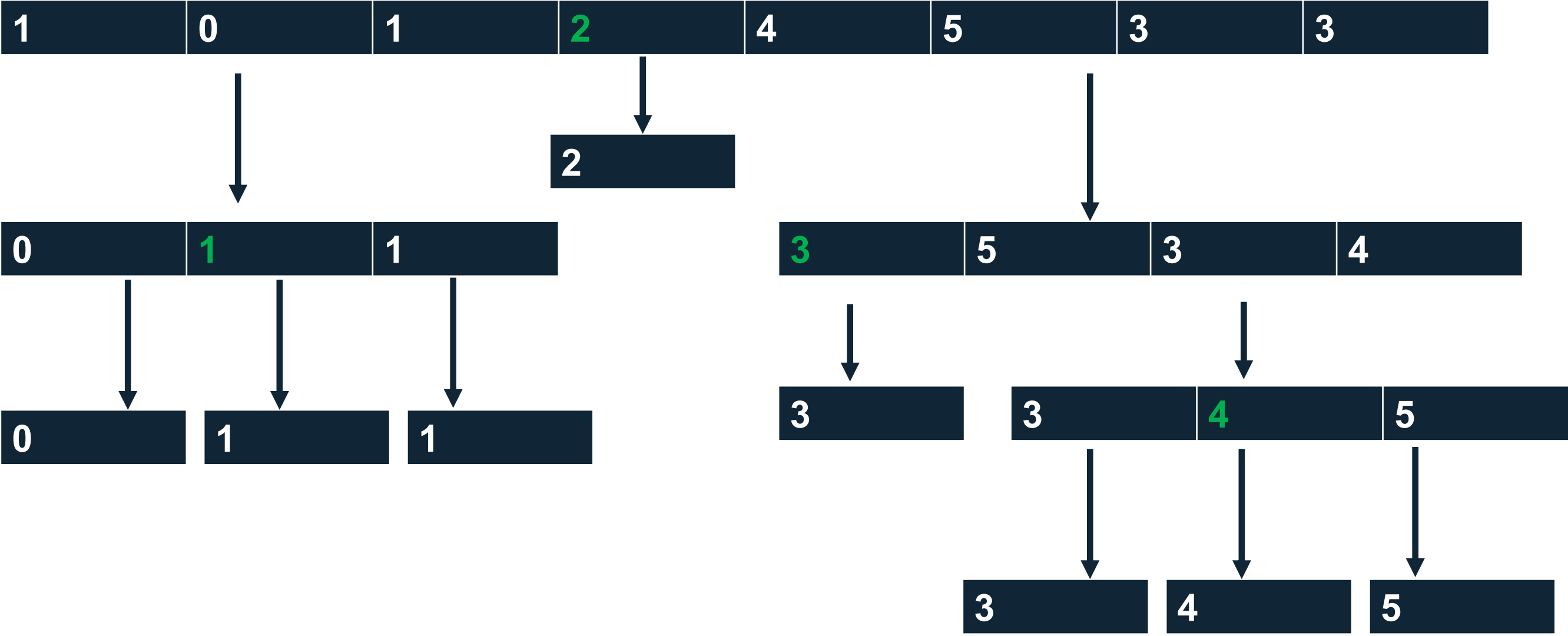
Quick sort



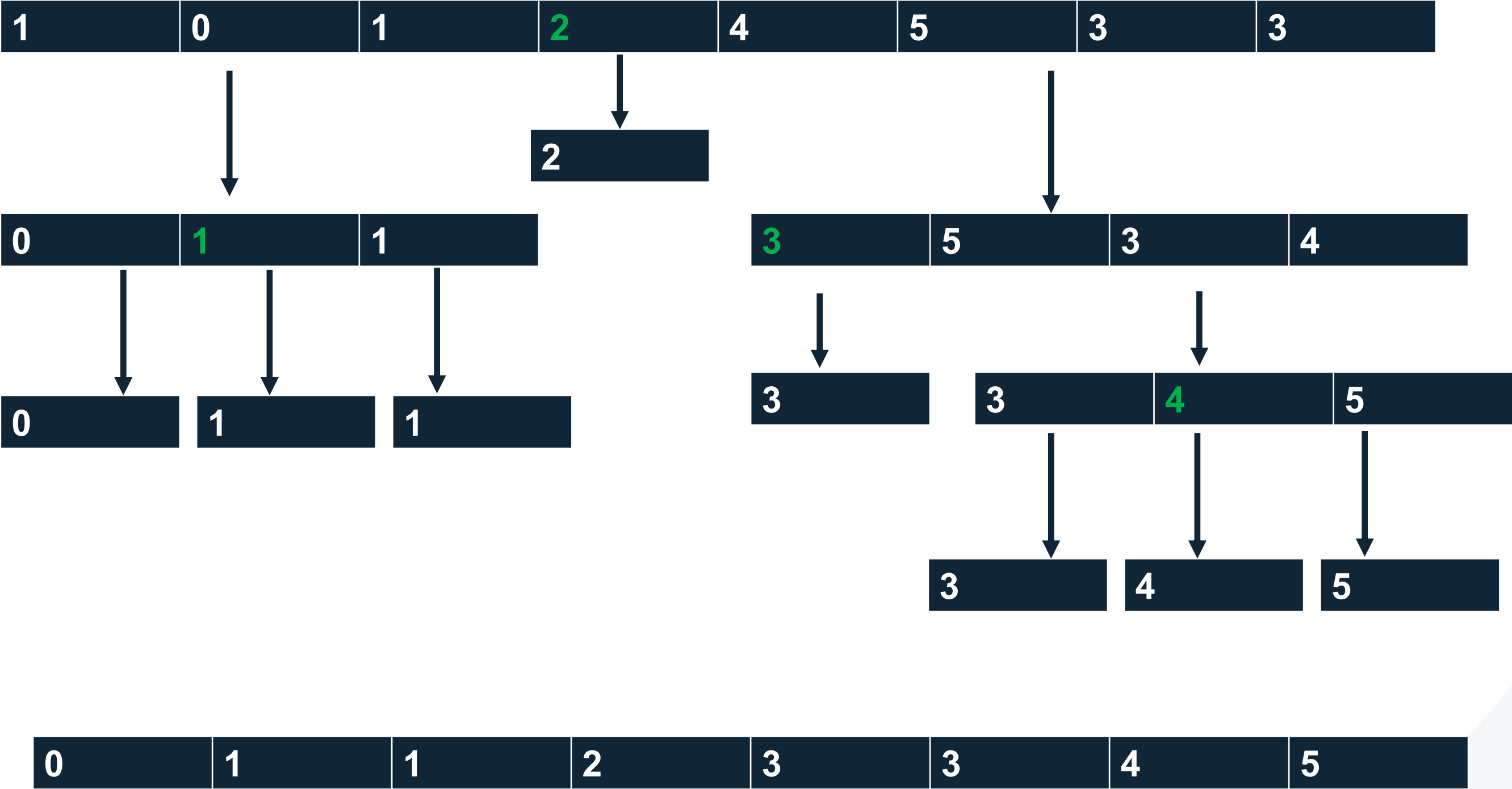
Quick sort



Quick sort



Quick sort



Quick sort

```
void QuickSort::sort(vector<int>& array, int start, int end) {  
    // Base case, nothing to sort  
    if(start >= end) {  
        return;  
    }  
    // Select the last element as pivot  
    int pivot = array.at(end);  
  
    int pivot_index = start;  
    for(int i = start; i < end; i++) {  
        if (array.at(i) < pivot) {  
            // swap ith element and element at pivot_index  
            ...  
            pivot_index++;  
        }  
    }  
    // swap the pivot_index element and pivot  
    ...  
  
    // call sort for subarrays  
    sort(array, start, pivot_index - 1);  
    sort(array, pivot_index + 1, end);  
}
```



Quick sort

- The choice of pivot is essential.
- $O(n^2)$ is the complexity in the worst case.
- $O(n \log(n))$ is the complexity in best and average cases.

