



Implement Various Types of Partitions in Quick Sort in Java

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Quicksort is a **Divide and Conquer** Algorithm that is used for sorting the elements. In this algorithm, we choose a pivot and partitions the given array according to the pivot. Quicksort algorithm is a mostly used algorithm because this algorithm is cache-friendly and performs in-place sorting of the elements means no extra space requires for sorting the elements.

Note:

Quicksort algorithm is generally unstable algorithm because quick sort cannot be able to maintain the relative order of the elements.

Three partitions are possible for the Quicksort algorithm:

1. **Naive partition:** In this partition helps to maintain the relative order of the elements but this partition takes $O(n)$ extra space.
2. **Lomuto partition:** In this partition, The last element chooses as a pivot in this partition. The pivot acquires its required position after partition but more comparison takes place in this partition.
3. **Hoare's partition:** In this partition, The first element chooses as a pivot in this partition. The pivot displaces its required position after partition but less comparison takes place as compared to the Lomuto partition.



Naivepartition(arr[],l,r)

1. Make a Temporary array temp[r-l+1] length
2. Choose last element as a pivot element
3. Run two loops:
 - > Store all the elements in the temp array that are less than pivot element
 - > Store the pivot element
 - > Store all the elements in the temp array that are greater than pivot element
4. Update all the elements of arr[] with the temp[] array

QuickSort(arr[], l, r)

If $r > l$

1. Find the partition point of the array
 `m = Naivepartition(a,l,r)`
2. Call Quicksort for less than partition point
 `Call Quicksort(arr, l, m-1)`
3. Call Quicksort for greater than the partition point
 `Call Quicksort(arr, m+1, r)`

Java

```
// Java program to demonstrate the naive partition
// in quick sort

import java.io.*;
import java.util.*;
public class GFG {
    static int partition(int a[], int start, int high)
    {
        // Creating temporary
        int temp[] = new int[(high - start) + 1];
```



```
// smaller number
for (int i = start; i <= high; ++i) {
    if (a[i] < pivot)
    {
        temp[index++] = a[i];
    }
}

// pivot position
int position = index;

// Placing the pivot to its original position
temp[index++] = pivot;

for (int i = start; i <= high; ++i)
{
    if (a[i] > pivot)
    {
        temp[index++] = a[i];
    }
}

// Change the original array
for (int i = start; i <= high; ++i) {
    a[i] = temp[i - start];
}

// return the position of the pivot
return position;
}

static void quicksort(int numbers[], int start, int end)
{
    if (start < end) {
        int point = partition(numbers, start, end);

        quicksort(numbers, start, point - 1);
        quicksort(numbers, point + 1, end);
    }
}

// Function to print the array
static void print(int numbers[])
{
    for (int a : numbers)
    {
```



```
public static void main(String[] args)
{
    int numbers[] = { 3, 2, 1, 78, 9798, 97 };

    // rearrange using naive partition
    quicksort(numbers, 0, numbers.length - 1);

    print(numbers);
}
```

Output

```
1 2 3 78 97 9798
```

2. Lomuto partition

- Lomuto's Partition Algorithm ([unstable](#) algorithm)

```
Lomutopartition(arr[], lo, hi)
```

```
    pivot = arr[hi]
    i = lo    // place for swapping
    for j := lo to hi - 1 do
        if arr[j] <= pivot then
            swap arr[i] with arr[j]
            i = i + 1
    swap arr[i] with arr[hi]
    return i
```

```
QuickSort(arr[], l, r)
```

```
If r > l
```

1. Find the partition point of the array
 m = Lomutopartition(a, l, r)



3. Call Quicksort for greater than the partition point
Call Quicksort(arr, m+1, r)

Java

```
// Java program to demonstrate the Lomuto partition
// in quick sort

import java.util.*;
public class GFG {

    static int sort(int numbers[], int start, int last)
    {
        int pivot = numbers[last];
        int index = start - 1;
        int temp = 0;

        for (int i = start; i < last; ++i)
        {
            if (numbers[i] < pivot) {
                ++index;

                // swap the position
                temp = numbers[index];
                numbers[index] = numbers[i];
                numbers[i] = temp;
            }
        }

        int pivotposition = ++index;

        temp = numbers[index];
        numbers[index] = pivot;
        numbers[last] = temp;

        return pivotposition;
    }

    static void quicksort(int numbers[], int start, int end)
    {
        if (start < end)
        {
            int pivot_position = sort(numbers, start, end);
            quicksort(numbers, start, pivot_position - 1);
            quicksort(numbers, pivot_position + 1, end);
        }
    }
}
```



```
static void print(int numbers[])
{
    for (int a : numbers) {
        System.out.print(a + " ");
    }
}

public static void main(String[] args)
{
    int numbers[] = { 4, 5, 1, 2, 4, 5, 6 };
    quicksort(numbers, 0, numbers.length - 1);
    print(numbers);
}
```

Output

```
1 2 4 4 5 5 6
```

3. Hoare's Partition

[Hoare's Partition Scheme](#) works by initializing two indexes that start at two ends, the two indexes move toward each other until an inversion is (A smaller value on the left side and a greater value on the right side) found. When an inversion is found, two values are swapped and the process is repeated.

Algorithm:

Hoarepartition(arr[], lo, hi)

```
pivot = arr[lo]
i = lo - 1 // Initialize left index
j = hi + 1 // Initialize right index

// Find a value in left side greater
// than pivot
do
    i = i + 1
while arr[i] < pivot
```



```
// than pivot
do
    j--;
while (arr[j] > pivot);

if i >= j then
    return j

swap arr[i] with arr[j]
```

QuickSort(arr[], l, r)

If $r > l$

1. Find the partition point of the array
 $m = \text{Hoarepartition}(a, l, r)$
2. Call Quicksort for less than partition point
 Call Quicksort(arr, l, m)
3. Call Quicksort for greater than the partition point
 Call Quicksort(arr, m+1, r)

Java

```
// Java implementation of QuickSort
// using Hoare's partition scheme

import java.io.*;

class GFG {

    // This function takes first element as pivot, and
    // places all the elements smaller than the pivot on the
    // left side and all the elements greater than the pivot
    // on the right side. It returns the index of the last
    // element on the smaller side
    static int partition(int[] arr, int low, int high)
    {
```



```
while (true)
{
    // Find leftmost element greater
    // than or equal to pivot
    do {
        i++;
    } while (arr[i] < pivot);

    // Find rightmost element smaller
    // than or equal to pivot
    do {
        j--;
    } while (arr[j] > pivot);

    // If two pointers met.
    if (i >= j)
        return j;

    // swap(arr[i], arr[j]);
    int temp = arr[i];
    arr[i] = arr[j];
    arr[j] = temp;
}

// The main function that
// implements QuickSort
// arr[] --> Array to be sorted,
// low --> Starting index,
// high --> Ending index
static void quickSort(int[] arr, int low, int high)
{
    if (low < high) {

        // pi is partitioning index,
        // arr[p] is now at right place
        int pi = partition(arr, low, high);

        // Separately sort elements before
        // partition and after partition
        quickSort(arr, low, pi);
        quickSort(arr, pi + 1, high);
    }
}

// Function to print an array
```



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```
        System.out.print(" " + arr[i]);

        System.out.println();
    }

    // Driver Code
    static public void main(String[] args)
    {
        int[] arr = { 10, 17, 18, 9, 11, 15 };
        int n = arr.length;
        quickSort(arr, 0, n - 1);

        printArray(arr, n);
    }
}
```

Output

9 10 11 15 17 18



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