Agenda

- 1) Quick sort
- 2) complexity analysis of Quicksort and merge sout
- 3) I question on custom comparison (if time permits)

Q.1 Partition an array

that all elements <ele are coming on left of it and all elements >= ele are roming on right of it.

$$A = \begin{bmatrix} 8 & 9 & 3 & 1 & 5 & 6 & 10 & 7 \end{bmatrix}$$

$$0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \end{bmatrix}$$

$$0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \end{bmatrix}$$

$$0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \end{bmatrix}$$

$$0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \end{bmatrix}$$

$$0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
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0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \\
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0 & 1 & 3 & 4 & 5 & 6 & 7 \\
0 & 1 & 3 & 4 & 5 & 6 & 7 \\
0 & 1 & 3 & 4 & 5 & 6 & 7 \\
0 & 1 & 3 & 4 & 5 & 6 & 7 \\
0 & 1 & 3 & 4 & 5 & 6 & 7 \\
0 & 1 &$$

Expected TC: O(n)
without creating space

```
ele=7
                                                       i to j-1 => >= ele
                                           Ċ
              if (A[j] >= ele) ?

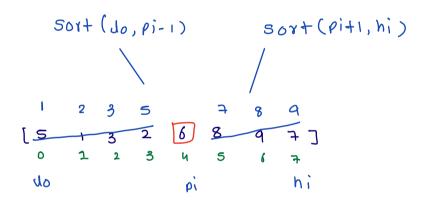
j++;
                                              swap (ATin, Alion);
itt; jtt;
                 3
                              swap (A si), A sn-1);
MM
                                                ele=7 1, j
 1
      A = \begin{bmatrix} 3 & 1 & 5 & 6 & 7 & 9 & 10 & 8 \\ 0 & 1 & 2 & 3 & 4 & 5 & 6 & 7 \end{bmatrix}
i to j-1 => >= de
                                                        Arij >= ele
          ij (A[j] >= ele) }
                                         swap (ATin, Alion);
it+; it+;
            3
                             swap (Asig, Asn-17);
```

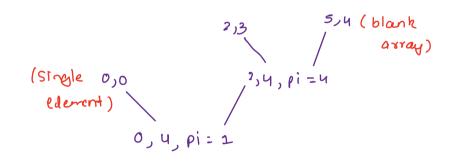
```
F (ACITAI) noitition
  int n= A-length;
  int de= A[n-17]
  int i = 0, j = 0;
  while ( j < n-1) }
       ij (Arj) >= ele) ?
                               [2 5 3 1 6 6 8 9 7]
0 1 2 3 4 5 6 7 8
        else 3
           11 swap Asin, Asin
                                                 ele = 6
            int temp=ATin;
            A [1] - A [ ] ]
                                          i, j-1 =) >= ele
            ALjo = temp;
                                          the last comes at
                                           what index after
                                           partition: i
         3
    3
    Il swap Arn-17, Ari)
     int temp= A [i);
     (C1-17) = CITA
     A[n-1] = temp;
3
```

QWCRSOTT

Lo divide and conquer sorting algo Lo recursion

i) partition array based on pivot element => last element





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

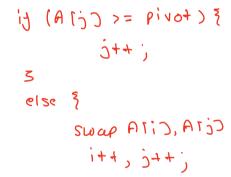
    int pivot = A[hi];

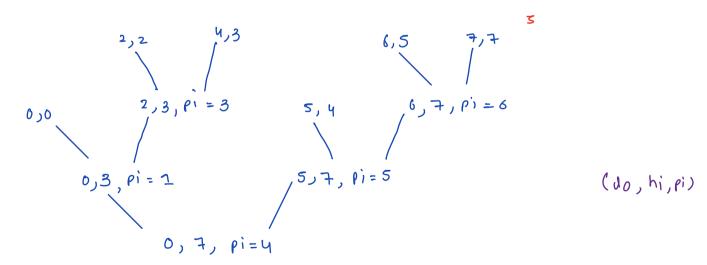
    int pi = partition(A,lo,hi,pivot);

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

```
static int partition(int[]A,int lo,int hi,int pivot) {
    int i= lo,j=lo;
    while(j < hi) {</pre>
        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;
```

```
[1 2 3 5 6 7 8 9 7
0 1 2 3 4 5 7 7
```





Tc and sc analysis

i) Quicksout

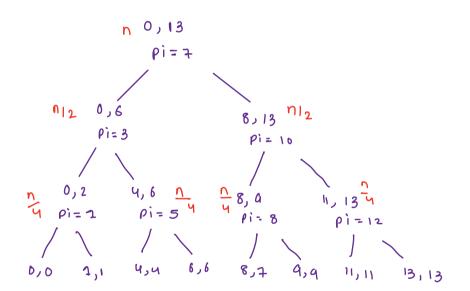
```
static void quicksort(int[]A,int lo,int hi) {
   if(lo >= hi) {
      return;
   }

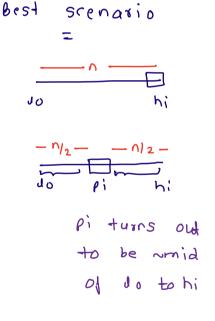
   int pivot = A[hi];

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

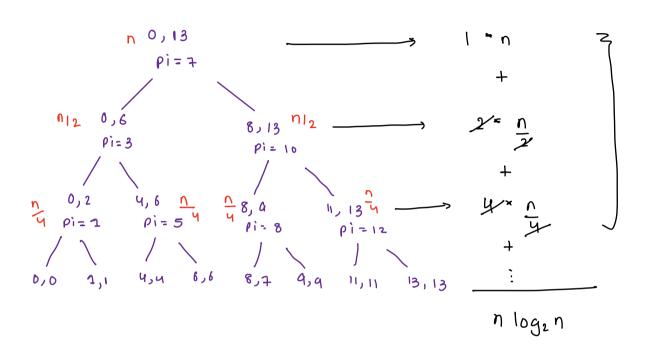
   quicksort(A,lo,pi-1);
   quicksort(A,pi+1,hi);
}
```

```
static int partition(int[]A,int lo,int hi,int pivot) {
    int i= lo,j=lo;
    while(j < hi) {</pre>
        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;
```





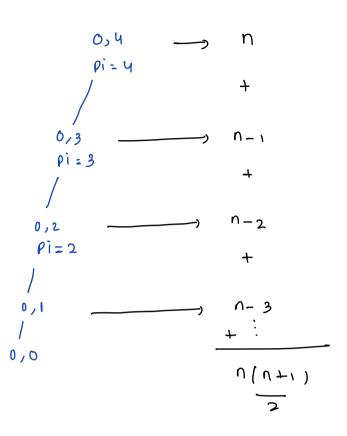
n-) denoth of original array



	Тс	sc (call stack)
Best	0 (100021)	0 (log2 n)
worst	0 (n²)	0(n)

To of awicksout: O(nlog2n) to O(n2)

SL of Quicksort: O(log2n) to O(n)



worst case when pi turns out to be on any of the corner every time.

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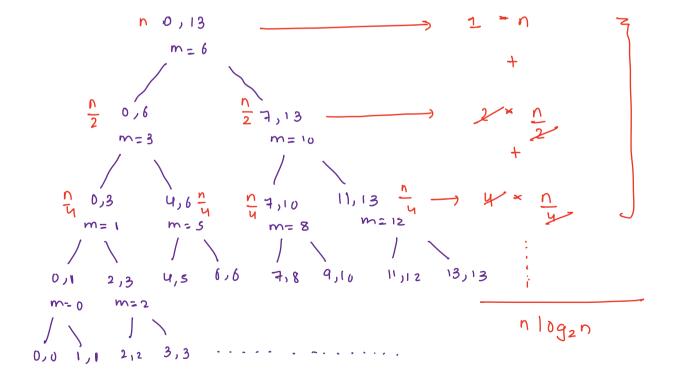




merge sort

```
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;
}
```

```
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++;
        else {
            //use B[j]
            ans[k] = B[j];
            1++:
            k++;
    //if values are pending in A[]
    while(i < n) {</pre>
        ans[k] = A[i];
        i++;
        k++;
    //if values are pending in B[]
    while(j < m) {</pre>
        ans[k] = B[j];
        j++;
        k++;
    return ans;
```

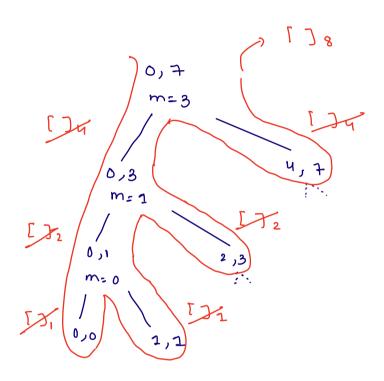


T(of merge sort: 0 (nlog2n)

SC of merge sort: -> storage recated by you: n

-) call stack space: log2n

0(n)



contest detail

- 1) tomorrow, 8am to 8pm
- 2) 90 min, 2 oues (I Hashing, 1 recursion)
- 3) Discussion 10pm [1 ha]

Doubts =

as bs 30 < 3
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943" "394" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 < 94" 3 <

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