Analysis of Algorithms

Quicksort

Review: Quicksort

- Sorts in place
- Sorts O(n lg n) in the average case
- Sorts O(n^2) in the worst case
  - But in practice, it's quick
  - And the worst case doesn't happen often (but more on this later…)

Quicksort

- Another divide-and-conquer algorithm
  - The array A[p..r] is *partitioned* into two non-empty subarrays A[p..q] and A[q+1..r]
    - Invariant: All elements in A[p..q] are less than all elements in A[q+1..r]
  - The subarrays are recursively sorted by calls to quicksort
  - Unlike merge sort, no combining step: two subarrays form an already-sorted array

Quicksort Code

```
Quicksort(A, p, r)
{
    if (p < r)
    {
        q = Partition(A, p, r);
        Quicksort(A, p, q);
        Quicksort(A, q+1, r);
    }
}
```


Partition

- Clearly, all the action takes place in the **`partition()`** function
  - Rearranges the subarray in place
  - End result:
    - Two subarrays
    - All values in first subarray ≤ all values in second
  - Returns the index of the "pivot" element separating the two subarrays
- *How do you suppose we implement this?*

Partition In Words

- Partition(A, p, r):
  - Select an element to act as the "pivot" (*which?*)
  - Grow two regions, A[p..i] and A[j..r]
    - All elements in A[p..i] <= pivot
    - All elements in A[j..r] >= pivot
  - Increment i until A[i] >= pivot
  - Decrement j until A[j] <= pivot
  - Swap A[i] and A[j]
  - Repeat until i >= j
  - Return j

Note: slightly different from book's **`partition()`**

Partition Code

```
Partition(A, p, r)
    x = A[p];
    i = p - 1;
    j = r + 1;
    while (TRUE)
        repeat
            j--;
        until A[j] <= x;
        repeat
            i++;
        until A[i] >= x;
        if (i < j)
            Swap(A, i, j);
        else
            return j;
```

Illustrate on A = {5, 3, 2, 6, 4, 1, 3, 7};

What is the running time of ***`partition()`****?*

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        repeat
            j--;
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        if (i < j)
            Swap(A, i, j);
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```

`partition()` *runs in O(n) time*

Analyzing Quicksort

- *What will be the worst case for the algorithm?*
  - Partition is always unbalanced
- *What will be the best case for the algorithm?*
  - Partition is perfectly balanced
- *Which is more likely?*
  - The latter, by far, except...
- *Will any particular input elicit the worst case?*
  - Yes: Already-sorted input

Analyzing Quicksort

- In the worst case:

  $T(1) = \Theta(1)$

  $T(n) = T(n - 1) + \Theta(n)$
- Works out to

  $T(n) = \Theta(n^2)$

Analyzing Quicksort

- In the best case:

  $T(n) = 2T(n/2) + \Theta(n)$
- What does this work out to?

  $T(n) = \Theta(n \lg n)$

Improving Quicksort

- The real liability of quicksort is that it runs in $O(n^2)$ on already-sorted input
- Book discusses two solutions:
  - Randomize the input array, OR
  - *Pick a random pivot element*
- *How will these solve the problem?*
  - By insuring that no particular input can be chosen to make quicksort run in $O(n^2)$ time

Analyzing Quicksort: Average Case

- Assuming random input, average-case running time is much closer to $O(n \lg n)$ than $O(n^2)$
- First, a more intuitive explanation/example:
  - Suppose that partition() always produces a 9-to-1 split. This looks quite unbalanced!
  - The recurrence is thus:

    $T(n) = T(9n/10) + T(n/10) + n$ *Use n instead of O(n) for convenience (how?)*
  - *How deep will the recursion go?* (draw it)

Analyzing Quicksort: Average Case

- Intuitively, a real-life run of quicksort will produce a mix of “bad” and “good” splits
  - Randomly distributed among the recursion tree
  - Pretend for intuition that they alternate between best-case (n/2 : n/2) and worst-case (n-1 : 1)
  - *What happens if we bad-split root node, then good-split the resulting size (n-1) node?*

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  - Randomly distributed among the recursion tree
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  - *What happens if we bad-split root node, then good-split the resulting size (n-1) node?*
    - We end up with three subarrays, size 1, (n-1)/2, (n-1)/2
    - Combined cost of splits = n + n -1 = 2n -1 = O(n)
    - No worse than if we had good-split the root node!

Analyzing Quicksort: Average Case

- Intuitively, the O(n) cost of a bad split (or 2 or 3 bad splits) can be absorbed into the O(n) cost of each good split
- Thus running time of alternating bad and good splits is still O(n lg n), with slightly higher constants
- How can we be more rigorous?

Analyzing Quicksort: Average Case

- For simplicity, assume:
  - All inputs distinct (no repeats)
  - Slightly different **`partition()`** procedure
    - partition around a random element, which is not included in subarrays
    - all splits (0:n-1, 1:n-2, 2:n-3, … , n-1:0) equally likely
- *What is the probability of a particular split happening?*
- Answer: 1/n

Analyzing Quicksort: Average Case

- So partition generates splits
  (0:n-1, 1:n-2, 2:n-3, … , n-2:1, n-1:0)
  each with probability 1/n
- If T(n) is the expected running time,

$$T(n) = \frac{1}{n}\sum_{k=0}^{n-1}\left[T(k) + T(n-1-k)\right] + \Theta(n)$$

- *What is each term under the summation for?*
- *What is the Q(n) term for?*

Analyzing Quicksort: Average Case

- So…

$$T(n) = \frac{1}{n}\sum_{k=0}^{n-1}\left[T(k) + T(n-1-k)\right] + \Theta(n)$$

$$= \frac{2}{n}\sum_{k=0}^{n-1} T(k) + \Theta(n)$$

Write it on the board

  - Note: this is just like the book's recurrence (p166), except that the summation starts with k=0
  - We'll take care of that in a second